



MURBINS CUBE CITY

ANIMAL

KUBIKOS – 3D Cube City

KUBIKOS – 3D Cube City is high quality, extensive modular assets pack which includes more than 400 Unique assets. With KUBIKOS 3d Cube City you can build all kinds of interesting, innovative and fun game levels. KUBIKOS is perfect for tile based stylized games.

Compatibility

The minimum supported unity version at this time is Unity 2017.4.10f1

The package was designed for desktop and mobile use. It's fully optimized for small mobile platform levels as well as large desktop and console games.

VR has not been tested by me, but users have reported to have no graphical issues.

Compatible Asset Store packages:

[KUBIKOS – KUBIKOS World](#)

[KUBIKOS – 3D Cube Village and Farm](#)

[KUBIKOS - Animated Cube Mini Animals 1](#)

[KUBIKOS - Animated Cube Mini Animals 2](#)

[KUBIKOS - Animated Cube Mini BIRDS](#)

[KUBIKOS - People 20 Animated Cube Characters](#)

[KUBIKOS - RPG / RTS 20 Animated Cube Mini Units](#)

Package Directory Structure

Directory structure of KUBIKOS – 3d Cube City is pretty intuitive. Every asset is located in its logical thematic folder: *Demo, Materials, Models, Prefabs, Shaders, Textures*

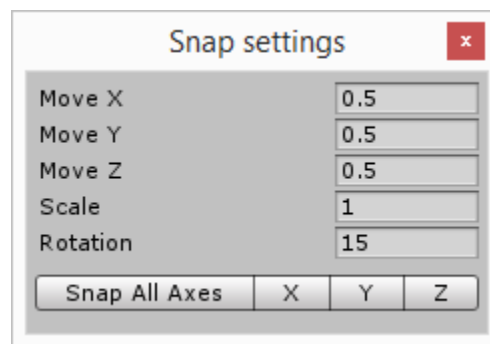
Prefabs Folder

- **Advertisement** - Includes modular outdoor advertisement texts.
- **Cubes** - Includes modular cubes, main asset of KUBIKOS for creating level platforms. Can be used for platform building as well as obstacles, walls, different type and size voxel buildings, etc...
- **Atlas Cubes** – Includes mobile cube prefabs with atlas maps
- **Clouds** – Includes cute and fluffy clouds prefabs with shader, which can be used as separate prefabs as well as building your own cloud groups. Also includes Sun and Moon prefabs.
- **Buildings Unified**– Includes all kind of building presets
- **Buildings 1,2,3,4 Details 1,2,3,4** – Includes separate details for making custom buildings houses and city details

- **Items** – contains more than 28 props and items
- **Trees and Plants** – Contains prefabs of trees and plants.

Placement and Grid Snapping

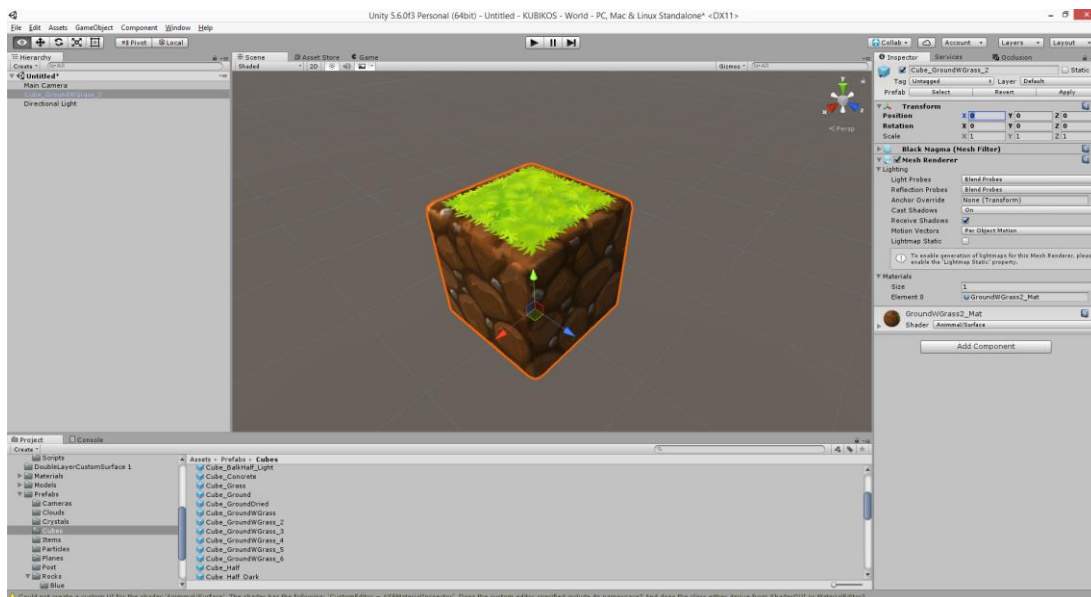
Its super easy to start building with KUBIKOS, just drag and drop one of cube assets into the scene. Every asset in package was designed with modularity in mind, you just need to snap individual or multiply pieces on grid with unity build in snap settings menu.



Unity snap settings – Edit > Snap Settings

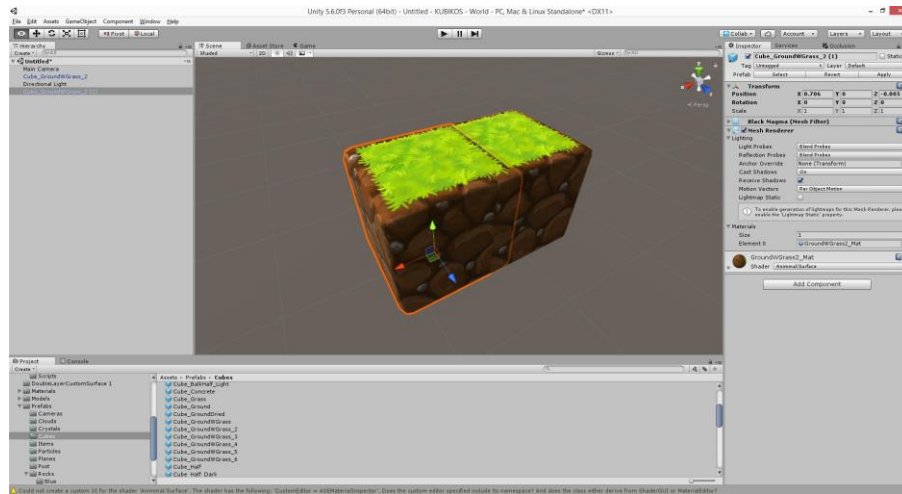
To start building with cube assets:

1. drop cube in scene.

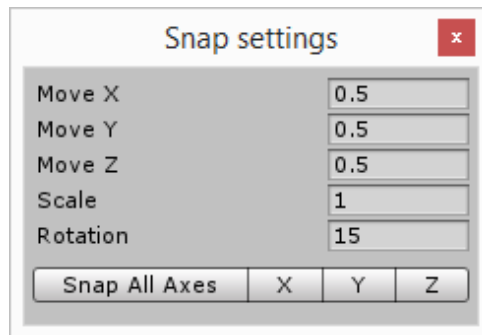


2. Make sure that its located on 0.0.0 coordinates

3. Copy cube with > CTRL + D, move it on to a place where you want it to be placed



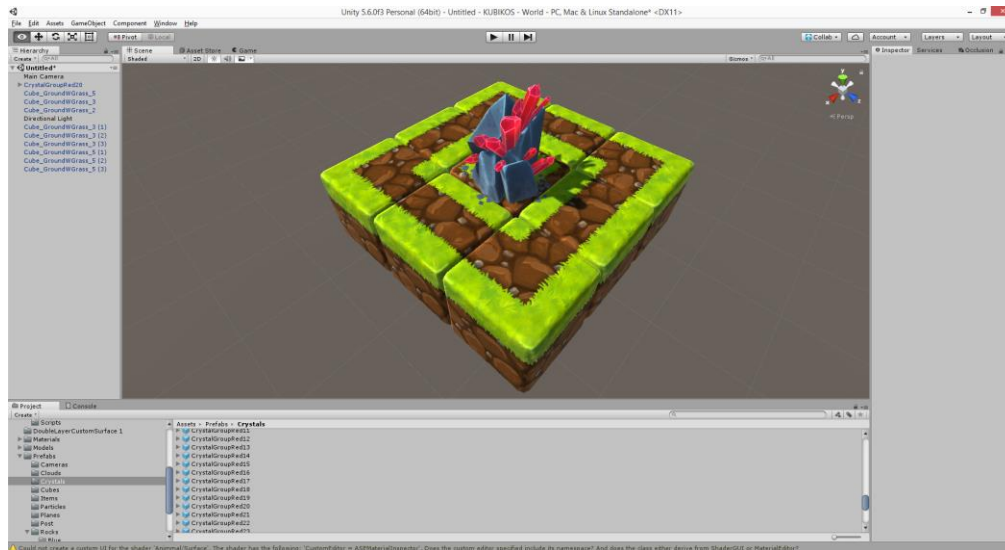
4. Open snap settings and put 0.5 value in Move X,Y,Z fields



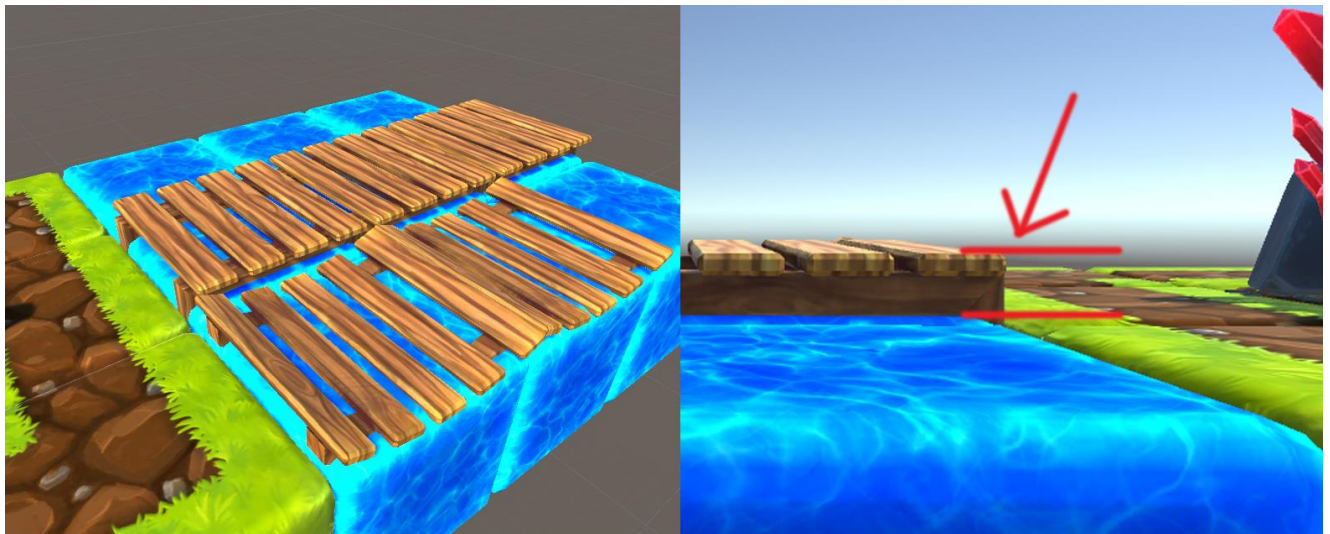
5. Select cube and just hit Snap all axes, it will be snapped and aligned to a grid.

6. To mirror object put negative value on the axis you want to mirror it. For example, if you want to mirror object on X axis, put -1 in its X scale value.

You can do this to individual or multiply pieces. You can even snap whole level to a grid, just select all pieces in scene and hit > Snap All Axes



7. Bridge and Pier are the only assets which require different snap values in snap settings. Their pivot is offset to avoid clipping during placement of the pier and bridge cubes, when same cube space is occupied with water or lava cubes.



8. To align Bridge and pier to a surface of the Cubes just set 0.18 value on Y axis of Snap setting, and hit > Snap All Axes

IMPORTANT NOTE:

For mobile development please use Cubes which located in “Atlas Cubes” directory under the Prefabs folder. It will give great optimization to the levels.

For maximum optimization you can leave normal maps fields without textures. KUBIKOS will look great on mobile even without normal maps.

if you have any questions or comments about KUBIKOS please contact us via

support email:

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Please leave a Review, it helps a lot. Thank you very much.

Happy Building !