This documentation contains general information about the package usage.
If you have any further issue or question, feel free to contact me on: zefaistos@live.com

RENDER PIPELINES
This package includes .unitypackage files for Built-in, URP and HDRP materials. Double-click the specific .unitypackage in order to extract and replace the existing materials to a different pipeline.

By default, the demo scene and materials use the Built-in pipeline.

For more information about render pipelines, you can check the official documentation:
Unity - Manual: Render pipelines (unity3d.com)

TEXTURE MAPS
Most Unity built-in shaders use a texture map for information like metallic and glossiness/roughness, included in the texture's RGB channels.

In this package, you'll find the following texture maps for metallic and glossiness:
- bridge_floor_M_G
- bridge_structure_M_G
- bridge_wall_M_G

Individual roughness textures are also included, in case you want to use the roughness map directly with a shader that supports it.

MODULAR OBJECTS AND THE UNITY GRID
When assembling your scene, make sure to set the Tool Handle Position to Pivot and enable the Grid Snapping option. This way, you can easily snap the modular pieces together.

Some pivot points are in the middle of the object and others on the edge, but both will function in the same way using the scene grid. For pillars, make sure to also have grid snapping enabled when moving the pieces vertically.