

# CITY STREETS

## MODULAR STREET TILES

v1.5.0

Created by [Ripcord Development](#)

[info@ripcorddev.com](mailto:info@ripcorddev.com)



This project has been thoroughly tested for bugs before being sent to the Unity Asset store. If you do find an issue with this package, please contact us before posting a negative review on the Unity Asset Store. We are more than willing to help solve any issues you may encounter.

**City Streets** is a collection of tiling models and textures that can be used to quickly layout the streets of a city for your project. All the models and textures will tile with any combination of the pieces included in this package.

For your convenience, all the meshes have been unwrapped with square tiling UV coordinates. As well, the models are set up to use separate textures for the sidewalk, curb and street. This will allow you to drop in your own textures and really customize the look of the streets should you choose to. All tiles are built on a 12x12 grid. The new big curve tiles occupy the space of four 12x12 tiles.

## PREFAB SETUP

Each street tile is made up of multiple pieces. These pieces are described below.

Object Name	Purpose
Street.shape.lineType	The main art asset. The name will say what the shape of the asset is, as well as what road markings it has.
CENTER	The bounding box center of the asset. Potentially useful for tiling systems.
MOUNT ##	Each side of the asset that has an open street connection will have a numbered mount point. Useful for quickly lining up one tile to the next.
MESH ground.""	Curved street prefabs will have additional ground objects. These objects will in the space that the curve doesn't cover. They can be toggled on or off if necessary.

## TROUBLESHOOTING

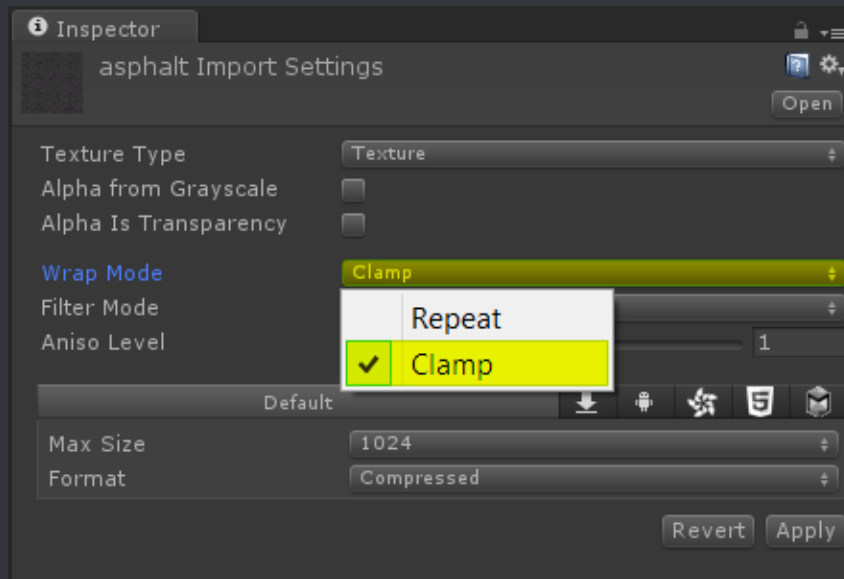
A couple quick notes about the package.

### Prefabs

All prefabs include a number of mount points, a center point. These are entirely optional but they do help with lining up each tile so they connect properly. The center point is a new addition that is located at the center of the tile's bounding box.

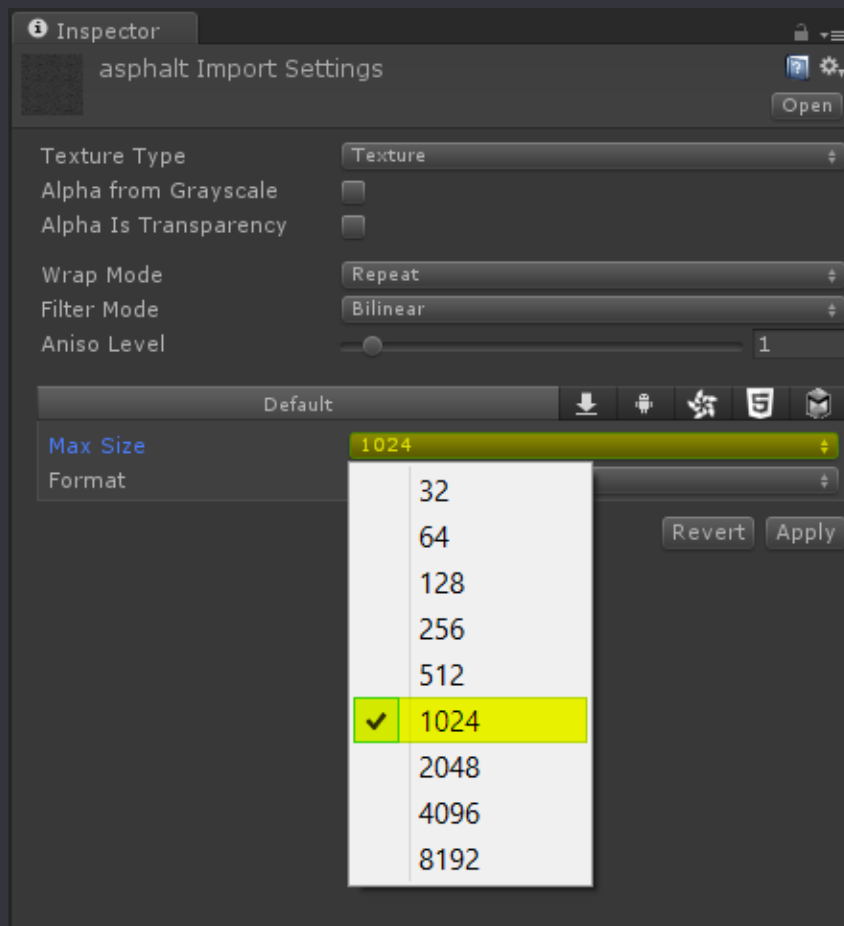
### Tiling Issues

If you see any seams around the edge of the textures set the wrap mode from the default Repeat to Clamp. This will ensure that the texture tile properly.



## Resolution

All textures are supplied at 1024 resolution. If this is too heavy for your project you can reduce the resolution in the inspector without having to modify the actual image files. Just change the Max Size to whatever is appropriate for your project.



## WRAP UP

**City Streets** has expanded over the years based on user feedback. If there are any additions you'd like to see to this package, whether it be more materials, new street shapes, etc, please don't hesitate to reach out and let me know!

If you find this package useful, please don't forget to leave positive feedback on the Unity Asset Store. **If you have any issues, please contact me with as much information about the issue as you can and I will get back to you as soon as possible.**

Thank you!



[www.ripcorddev.com](http://www.ripcorddev.com)