

Subway Entrance Pack

Getting to know this product

The subway entrance pack contains a fully setup subway entrance prefab with simple collision.

The pack also includes a customisable sign with PSD file so you can make you own sign for the entrance.



Customising the sign

There is a PSD file included in **subway_entrance_pack\textures** to allow you to update the sign with your own text.

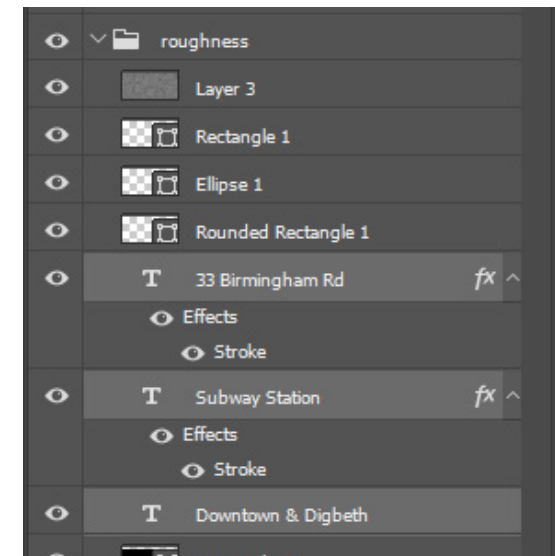
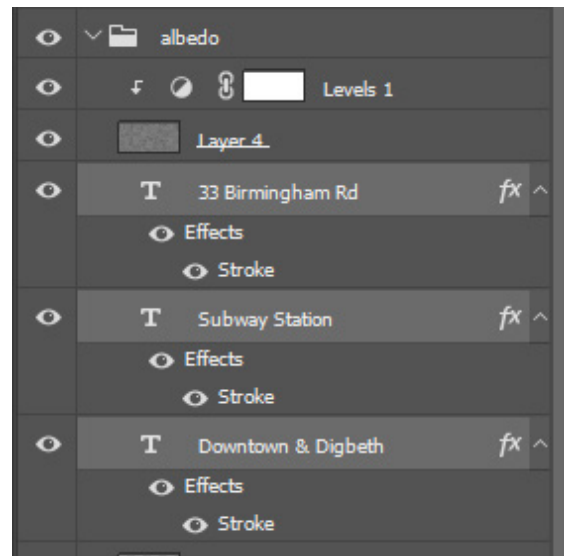
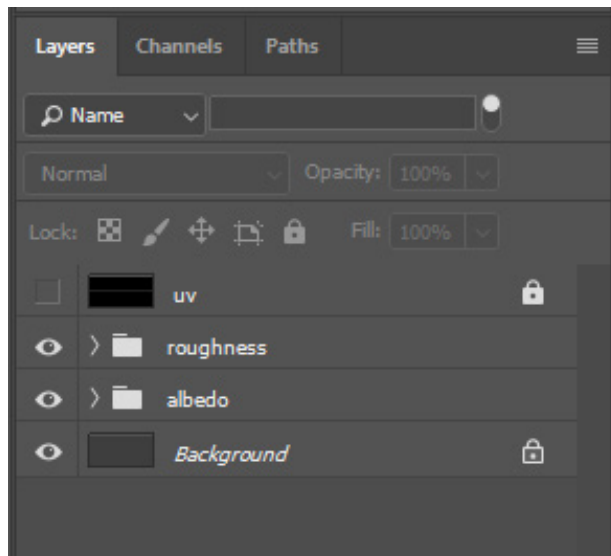
The sign uses a standard Google Font that you can download here for free...

<https://fonts.google.com/specimen/Open+Sans?selection.family=Open+Sans>

When you open the PSD you will see two folder groups; roughness and albedo.

If you open the albedo folder you will find 3 layers holding the text for the albedo map. Edit these using the type tool.

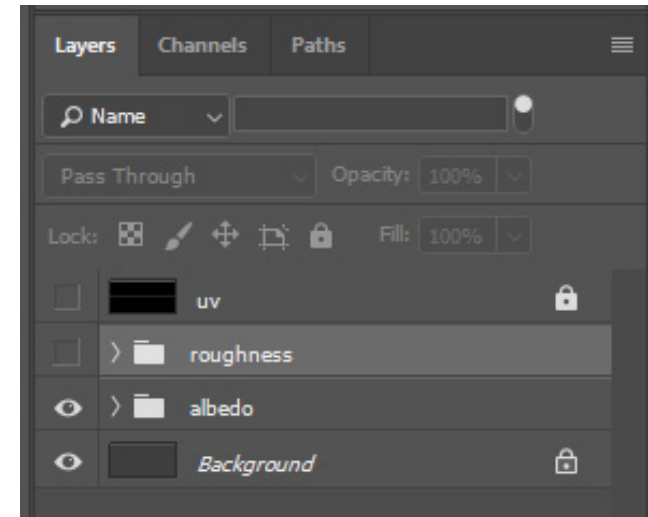
Now open out the roughness folder and edit the type for the three text layers on the roughness map.



Saving the Sign textures - albedo

The albedo map is really simple. Hide the roughness folder by clicking the little eye symbol next to it. It should look something like the below.

Now choose **Save As** and save the file as **subway_sign_d.tga** into the textures folder of the Unity Package.



33 Birmingham Rd
Subway Station
Downtown & Digbeth



Saving the Sign textures - roughness

In the Sign PSD, switch on the roughness folder and do a **Select All** and **Copy**. It should look something like this...

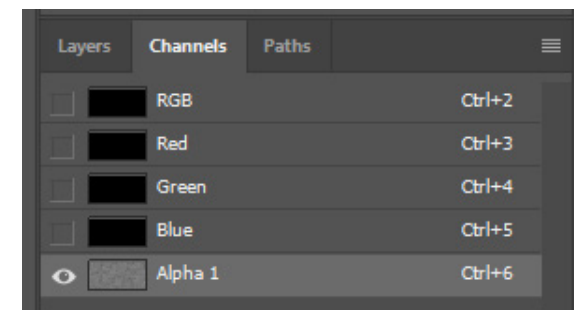


Now open the existing **subway_sign_m.tga** map in Photoshop. You will find this in the textures folder of the Unity package.

Select the alpha channel of this map.

Paste the copied roughness data from the sign PSD into the alpha channel.

Save and Close **subway_sign_m.tga**



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Support

If you have any problems with this Unity package please contact stuartcampbelluk@hotmail.com.