

FANTASTIC CITY GENERATOR 2.0

By MasterPixel3D

New video tutorials for version 2.0 coming soon

TUTORIALS

Add third-party Buildings:

https://youtu.be/kVrWir_WjNY

Add third-party objects: <https://youtu.be/NgEdgigaSlg>

Generate City at Runtime:

SampleScene in Asset/Fantastic City Generator/Scenes

Adding Vehicles on Traffic System:

Video 1: https://youtu.be/E_v5WmB3tyY

Video 2: <https://youtu.be/LDujofxGoqs>

Turn Signals and Brake Lights: <https://youtu.be/bSuA6Q8D5hw>

Resize City Manually:

https://youtu.be/CbJ_fwATGg

Adding waypoints of Traffic System Manually: <https://youtu.be/LDujofxGoqs?t=96>

Unity Universal Render Pipeline (URP):

Video 1: <https://www.youtube.com/watch?v=ZXxJyclsLzc>

Video 2: https://www.youtube.com/watch?v=SxG_oZL31Dy4

For more info and video tutorials access:

<http://masterpixel3d.com/fcg>

Support:

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