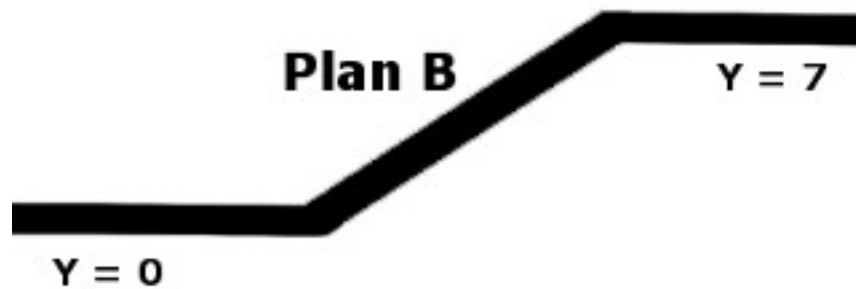


Note:

- * Pivot point of all objects is set to bottom of objects and some objects pivot point is set based on tile matching (eg: SPW_Terrain_City River_Mid) for to easily create environments.
- * In tiles(Grass, sand, rail road, river) we use two types of plans (Plan A & Plan B)
 - Plan A is 3.5 Slide then normal tiles.



- Plan B is 7 Slide then normal tiles.



Refer demo scenes.

Thank You