FANTASTIC CITY GENERATOR 1.3.3
By MasterPixel3D

How to use Fantastic City Generator:

1. Import Package

2. Select 'Window | Fantastic Generator' from the menu

3. To generate new City, click in the button 'Smal', 'Medium' , 'Large' or 'Very Large'

There are the buttons:

Generate Streets

Small City
Medium City
Large City
Very Large City

Buildings
Generate Buldings   Clear Buildings

Traffic System
Add Traffic System
Remove Traffic System

Combine Meshes

4. Click in buttom 'Generate Buildings'

5. Click in buttom "Add Traffic System" to add vehicle traffic to the scene

   To increase the number of vehicles in the scene, just leave the "Intense Traffic" option enabled.

   If you prefer vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prafab' into the scene

   Traffic System.prafab also has the "Instense Traffic" option in the Inspector

6. Optionally click 'Inverse Car Direction' to reverse the direction of vehicle traffic

7. Optionally click 'Combine Meshes' to finish

Tutorial - Add third-party Buildings: https://youtu.be/kVrWir_WjNY

Tutorial - Adding Vehicles on Traffic System:
Video 1: https://youtu.be/RzdCPNvdPp8
Video 2: https://youtu.be/E_v5WmB3tyY

Tutorial - Resize City Manually: https://youtu.be/CbJ_fwwATGg

Tutorial - Adding waypoints of Traffic System Manually https://youtu.be/JD7HJIfxNg0

Unity Universal Render Pipeline (URP) - Bulk fix for magenta
https://www.youtube.com/watch?v=ZXxJyclsLzc

For more info and video tutorials access:
http://masterpixel3d.com/fcg

Support:
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