

City Streets

Tiling street models & textures

Created by RipCord Development
info@ripcorddev.com



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

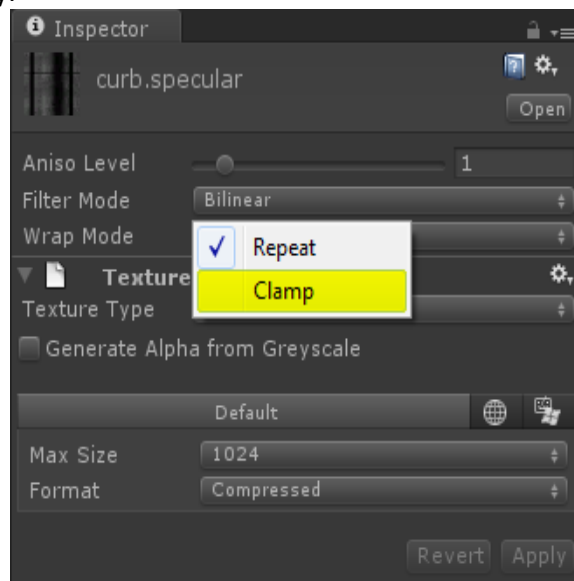
For your convenience all the meshes have been unwrapped with square tiling UV coordinates. As well, the models are set up to use separate textures for the sidewalk, curb and street. This will allow you to drop in your own textures and really customize the look of the streets should you choose to.

TROUBLESHOOTING

A couple quick notes about the package.

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.

