

PROCEDURAL CITY GENERATOR

1.5

Thanks for the purchase, it motivates me to make more, better and cheap products :)

(before we start : I'm sorry for my clumsy english :s)

This project is made to help creating an urban environment by generate streets and building randomly generated, it saves a lot of time !

I hope you will like it !

Please follow this tutorial :

1/ Choose a Scene located on the "CityGenerator1.5" folder

2/ Just press Play and wait until the framerate is normal

3/ Want to save your city ?

- > During Play mode, press Pause**
- > Select the "GeneratedCity" gameObject (it should contain all the city objects inside)**
- > Copy it (Ctrl + C)**
- > Stop the Play mode**
- > Click somewhere inside your Hierarchy window**
- > Past it (Ctrl + V)**
- > Do **NOT** do anything, Unity should freeze after you pasted it, it's normal, wait until your city gameObject appear on the Hierarchy window**

Note : You can manually modify all the parts located on the "GeneratedCity" gameObject after you saved the city, each part is

"parented"

To modify parameters of the city generation :
On the *Resources* Folder :

>Construction Grid parameters :
Inside *CityGenerator*, *CityGeneratorCustom*, *CityGeneratorLowPoly*,
CityGeneratorHighPoly

>Building parameters :
Inside *BuildingSpot*, *BuildingCustomSpot*, *BuildingLowPoly*,
BuildingHighPoly

>Building details and facades parameters (for HighPoly mode):
Inside *ApartmentEntrance* and *CommercialEntrance*

If you still need help, post on this topic :
<http://forum.unity3d.com/threads/183767-My-Procedural-city-generator>

(or for french speakers : <http://www.unity3d-france.com/unity/phpBB3/viewtopic.php?f=12&t=6004>)