



# Low Poly Car Plus Simple Controller v1.0

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# Introduce

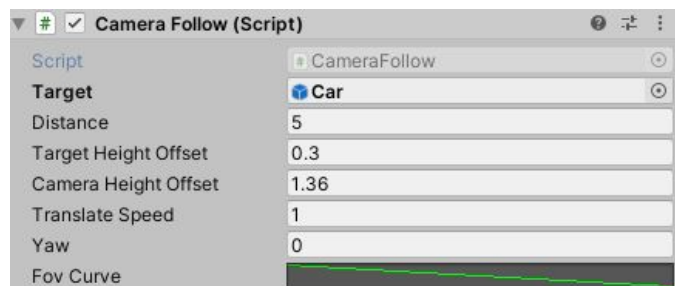
Low Poly Car Plus Simple Controller - this asset helps you start and develop car games in low poly style.

Benefits of project:

- drag and drop prefabs
- easy car customization
- simple car controller
- follow camera
- start environment

## Main components

1) **CameraFollow.cs** - script for your main camera.



Target - point followed by the camera;

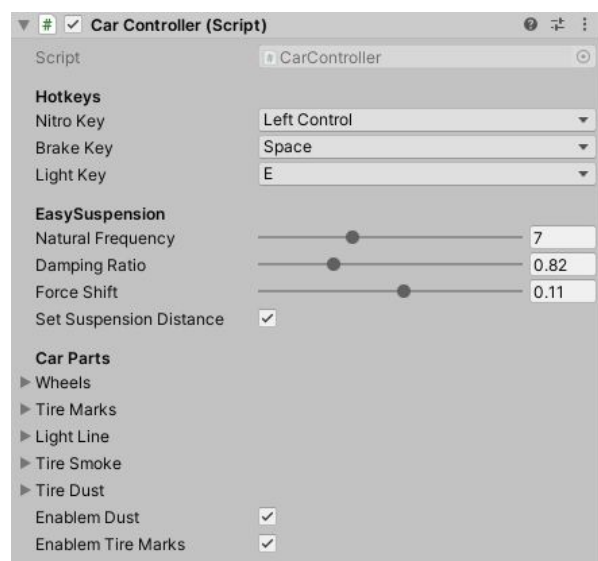
Distance - distance from target point to camera;

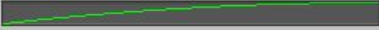
Target Height Offset - height offset from target point;

Camera Height Offset - the height of the camera from target point;

Fov Curve - dependence camera FOV from car speed;

2) **CarController.cs** - main script for your car.



Car Properties	
KPH	95.44883
Center Of Mass	X 0 Y 0 Z 0
Nitrus Value	10.00342
Max Acceleration	900
Turn Sensitivity	0.8
Brake Torque	100
Max Steer Angle	45
Critical Speed	3
Steps Below	3
Steps Above	1
Brake Line	
Light Properties	
Light Material	light
Light Color	HDR
Light Color Press	HDR
Stop Light Material	light_1
Stop Light Color	HDR
Stop Light Color Press	HDR

**Hotkeys** - easily to setup your own keys for main actions;

**Easy Suspension** - setting for car suspension;

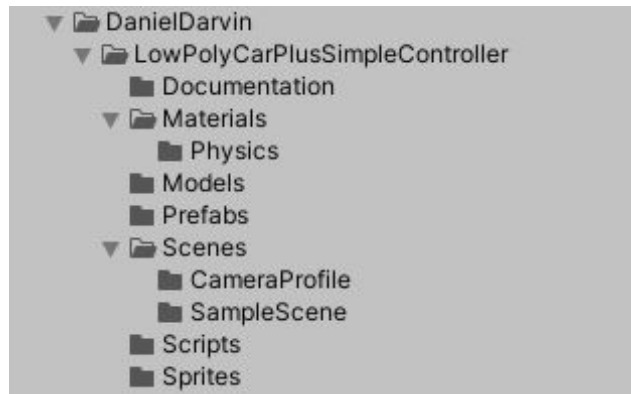
**Car Parts** - arrays of main parts of your car, with opportunity to enable or disable some VFX;

**Car Properties** - choose your vehicle's center of gravity; the number of seconds for nitro to take effect; sensitivity when turning the vehicle and etc.

**Light Properties** - you can setup your light material for main light and stop light with your own HDR colors;

## Setup guide

After importing into your project "Low Poly Car Plus Simple Controller" you will find this folder "DanielDarvin".



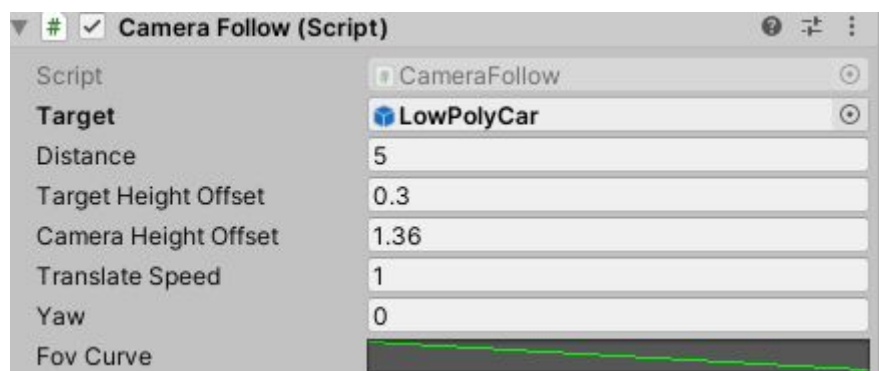
In the "Scenes" folder you can find sample bonus scene with desert.



For your own scene just drag and drop main prefabs:

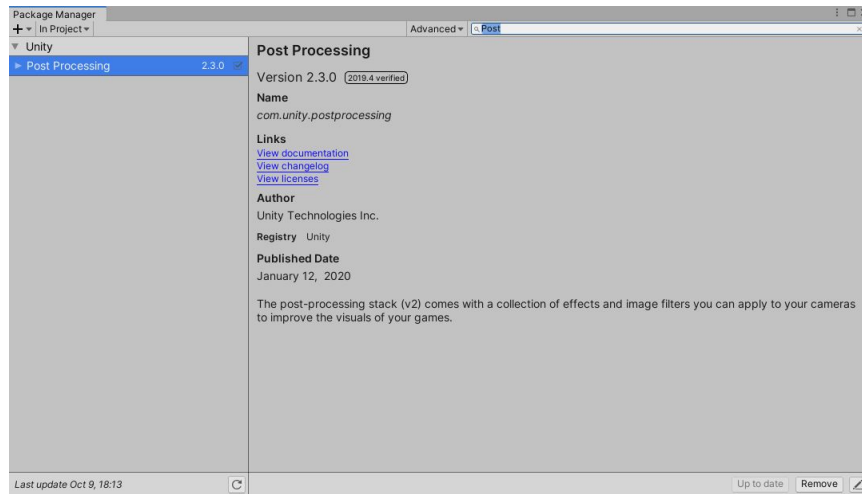
- **LowPolyCar**
- **MainCamera**

Setup your Target in MainCamera:

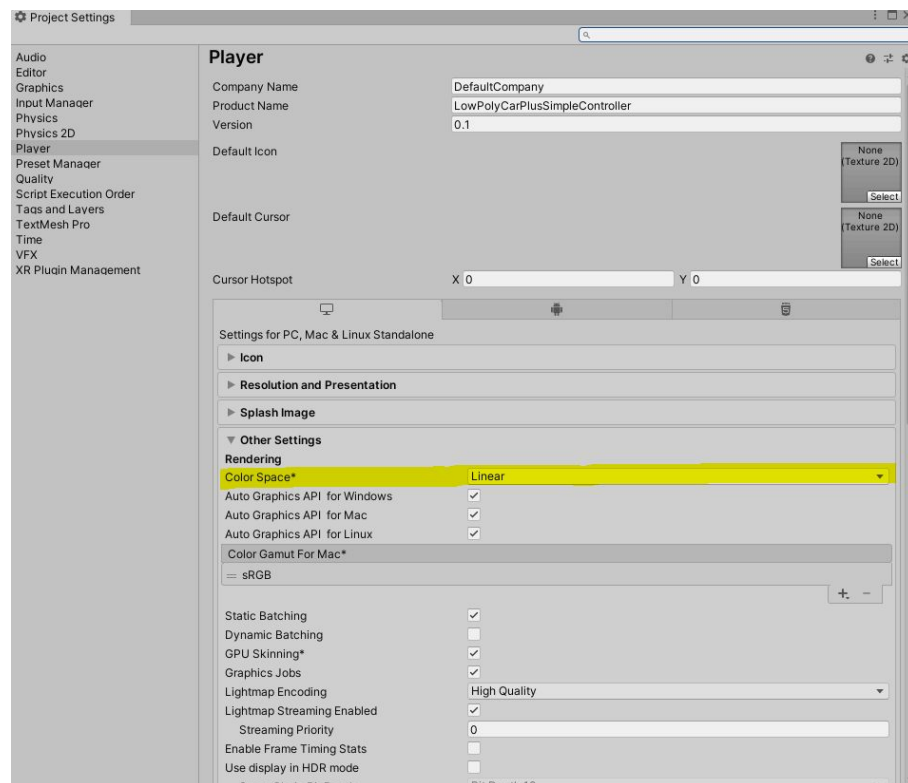


## Importance!

If you want color grading like in the promo video just import "Post Processing" from Package Manager.



Also change your color space to "Linear" in the Player Setting.



Thanks for using this asset! With the best wishes Daniel Darwin.

