

## **STREET BUNDLE 1.0v**

### **Models list:**

**name:** Road  
**verts:** 24  
**tris:** 14

**name:** T\_Road  
**verts:** 76  
**tris:** 53

**name:** X\_Road  
**verts:** 125  
**tris:** 88

**name:** L\_Road  
**verts:** 53  
**tris:** 38

**name:** Lamp  
**verts:** 204  
**tris:** 104

**name:** Railing  
**verts:** 180  
**tris:** 92

**name:** Traffic\_light  
**verts:** 436  
**tris:** 228

**name:** Urn  
**verts:** 64  
**tris:** 36

**Material list:**

**name:** Road\_01  
**shader:** Standart (Specular setup)

**name:** Road\_02  
**shader:** Standart (Specular setup)

**name:** T\_Road  
**shader:** Standart (Specular setup)

**name:** X\_Road  
**shader:** Standart (Specular setup)

**name:** L\_Road  
**shader:** Standart (Specular setup)

**name:** Lamp  
**shader:** Standart (Specular setup)

**name:** Railing  
**shader:** Standart (Specular setup)

**name:** Traffic\_light  
**shader:** Standart (Specular setup)

**name:** Urn  
**shader:** Standart (Specular setup)

**Texture maps list:**

**name:** L\_Roads\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** L\_Roads\_SpecularSmoothness  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** L\_Roads\_Normal  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Props\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Props\_Normal  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Props\_SpecularSmoothness  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Road\_01\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Road\_02\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Road\_Normal  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** Road\_SpecularSmoothness  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** T\_Roads\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** T\_Roads\_Normal  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** T\_Roads\_SpecularSmoothness  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** X\_Roads\_AlbedoTransparency  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** X\_Roads\_Normal  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

**name:** X\_Roads\_SpecularSmoothness  
**type:** Texture  
**resolution:** 2048\*2048  
RGB 24bit

Snap settings recommended move x1, move y1, move z1 for easy setup.