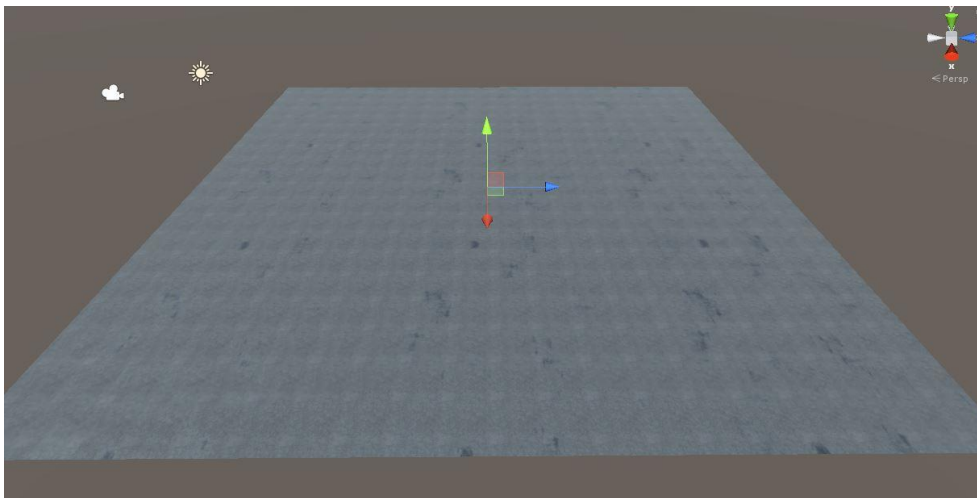


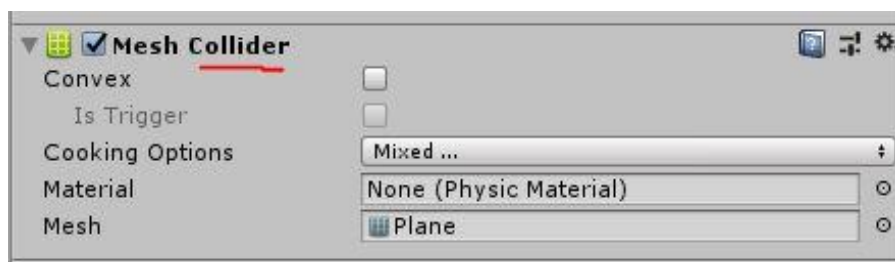
## CITIZENS PRO

### *Tutorial - How to create Audience Path.*

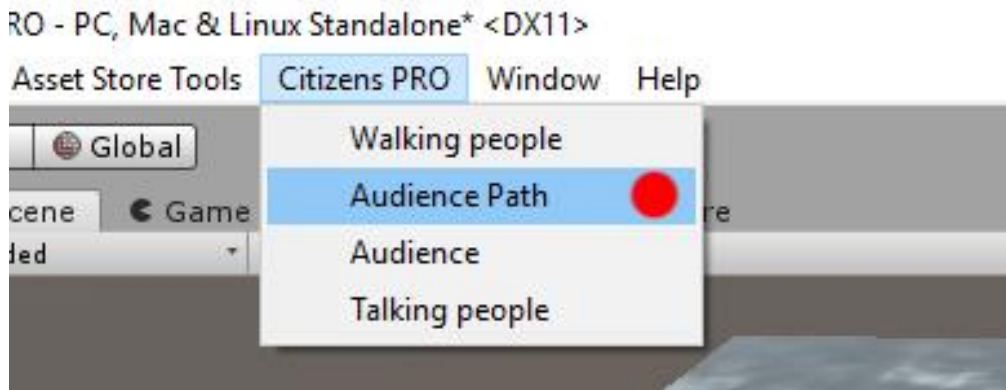
1. To create people in the scene, we need a surface with a collider.



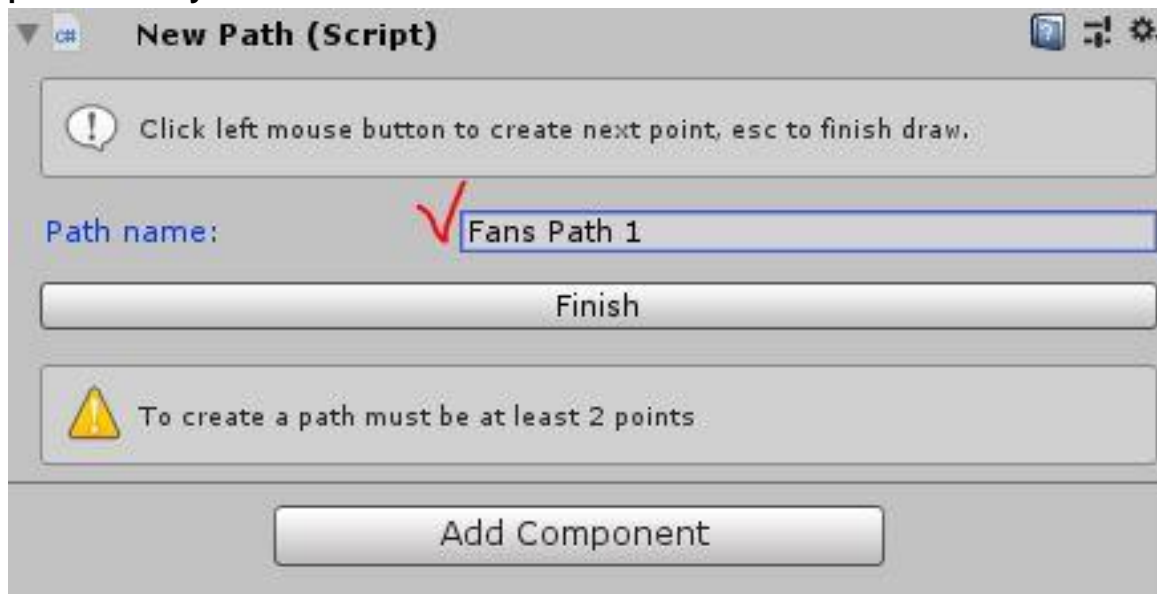
2. The surface where people will be located must have a collider.



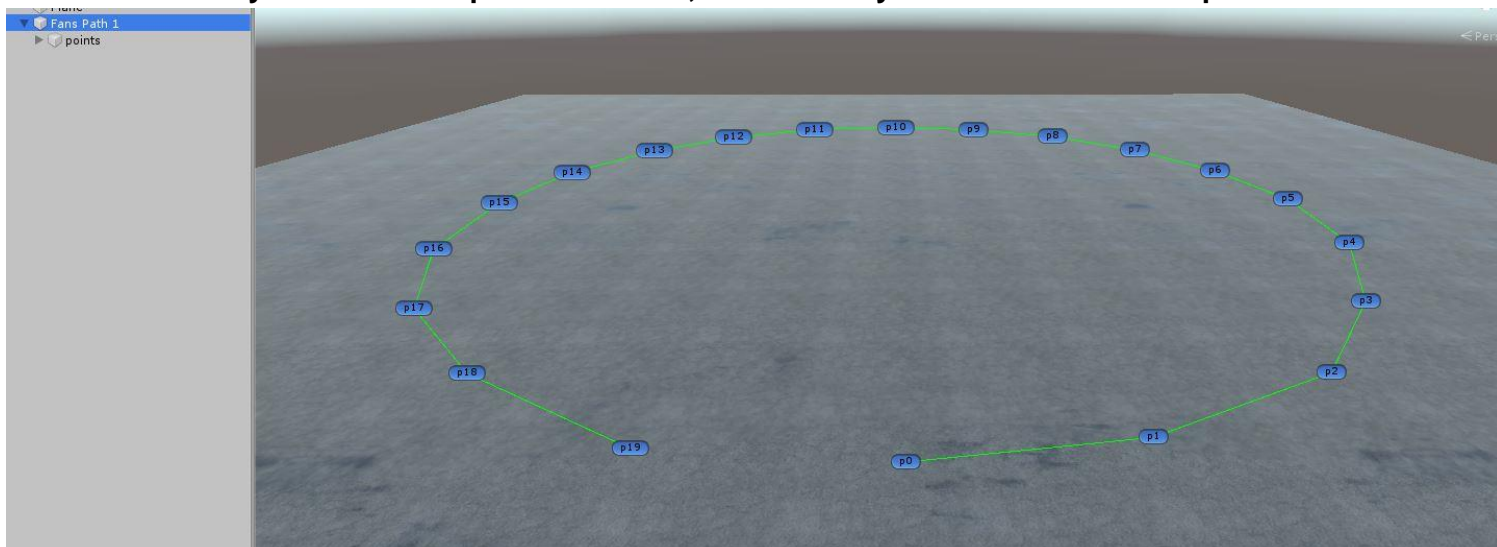
3. In the top menu, click the Citizens PRO tab. And select Audience Path



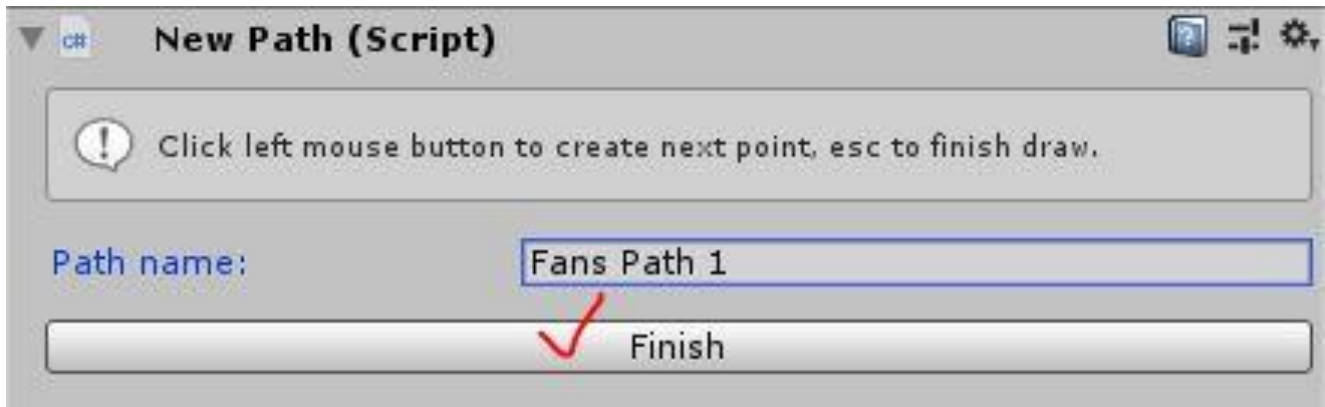
4. Click the mouse on the plane or your terrain. And think up a name for the paths. DO NOT press Finish yet!



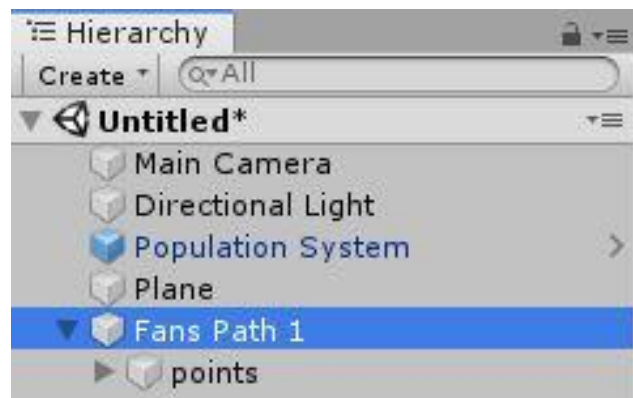
5. Now you can build a path. To do this, left-click on your terrain and create points.



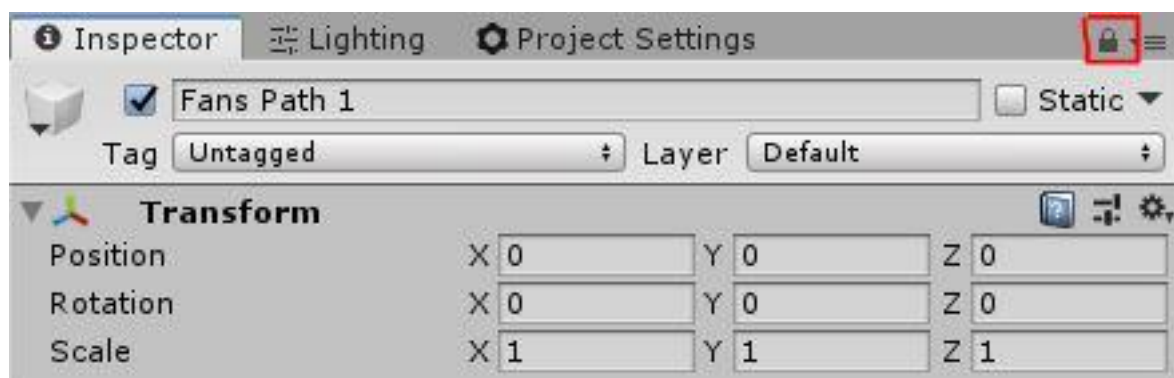
6. Only now press the button Finish!



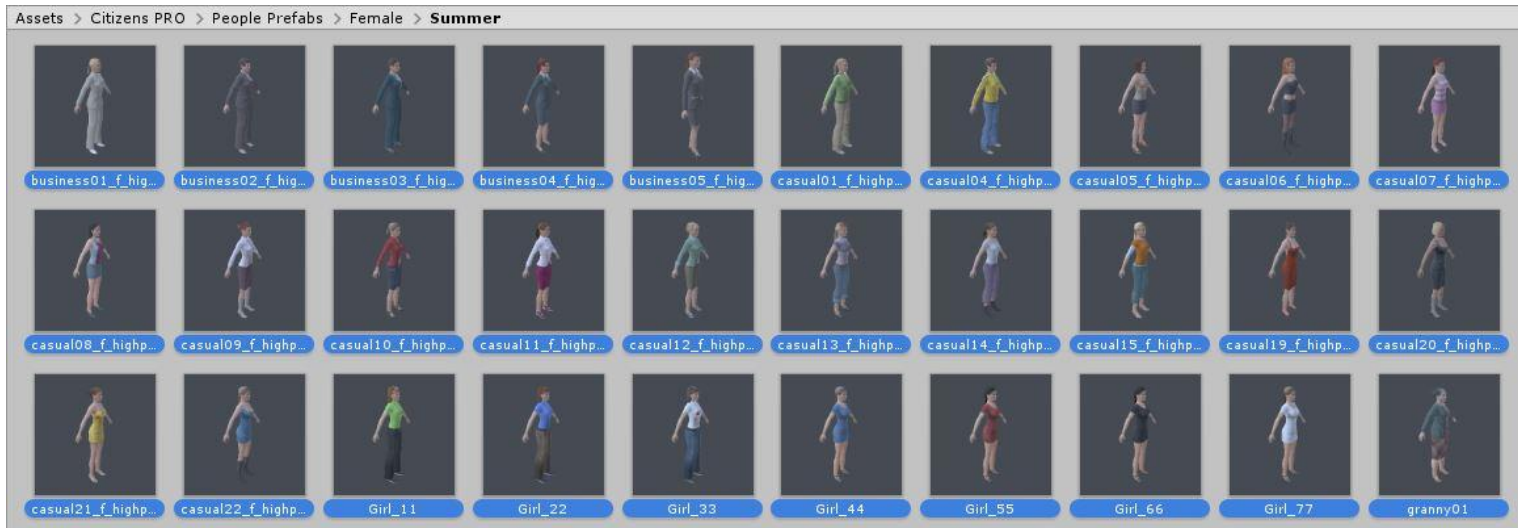
7. Choose your path.



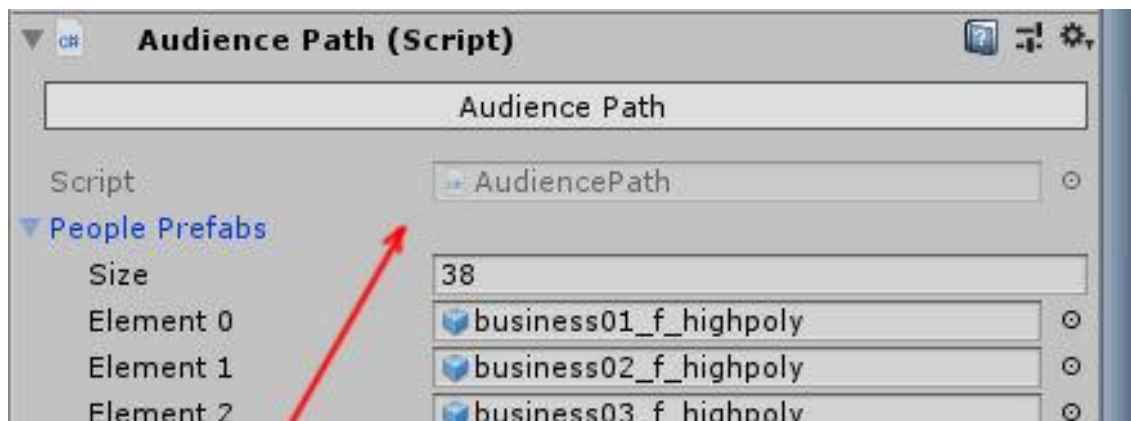
8. Now we need to turn on the lock for a while, this is necessary so that we can add all the people at a time



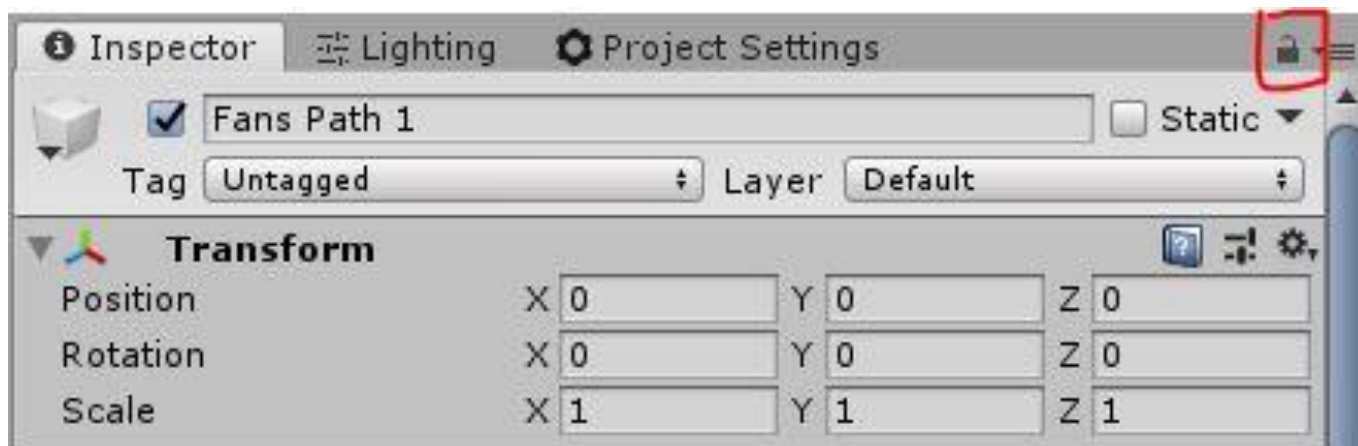
## 9. Now it is necessary to select all people



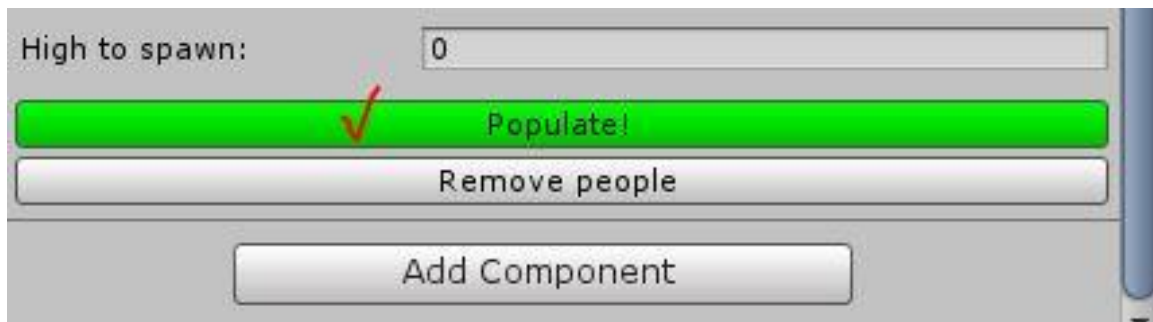
## 10. And we transfer all people to the specified place, as in the picture



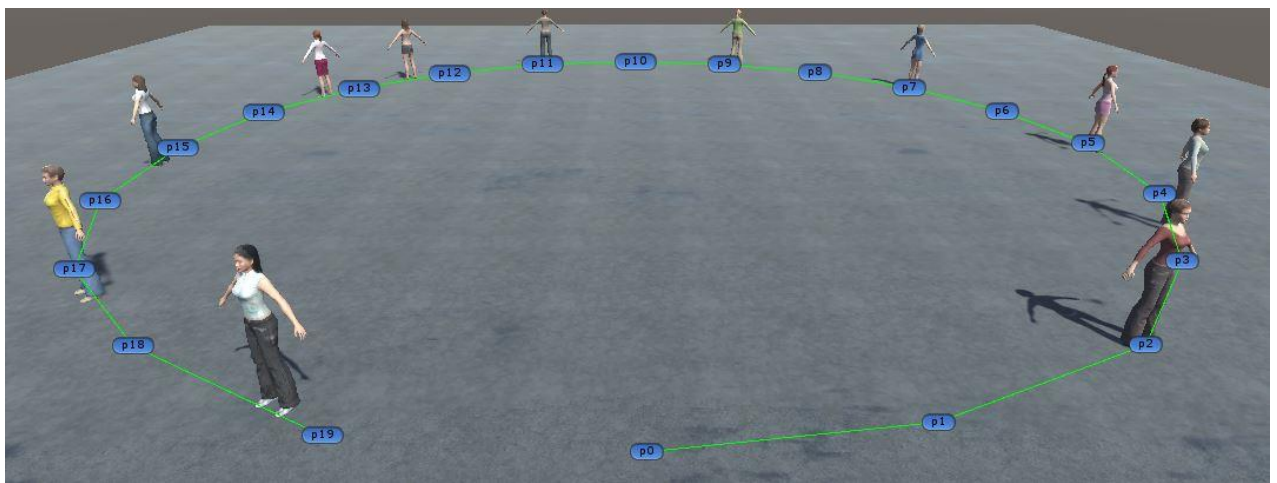
## 11. Now you can remove the lock



## 12. Press the button to Populate!



## 13. And we see several people on our way.



## 14. Description of all settings in this path.

1. The number of lines in one way.
2. Distance between lines
3. The number of people on the way
4. The distance between people
5. Make the path closed in a ring
6. The size of the sphere, which we erase unnecessary points on the way
7. The minimum distance from the cursor to the line at which you can add a new point to the path.
8. The regulator of spawn of people to the surface nearest to them, this parameter will be useful if there are bridges or ladders in the scene
9. Random people placement along the X axis
10. Random arrangement of people along the Z axis



11. Rotation of people

12. Additional people rotation slider

13. If you are doing auto racing for example, and you are doing spectators on the side of the road, then this option will be useful to you! Check the box for Looking and add your goal (for example, a car) in the Target section below. Then all the people will watch the car.

14. Each time I change a parameter, click the button Populate! Otherwise, your settings will not be updated!

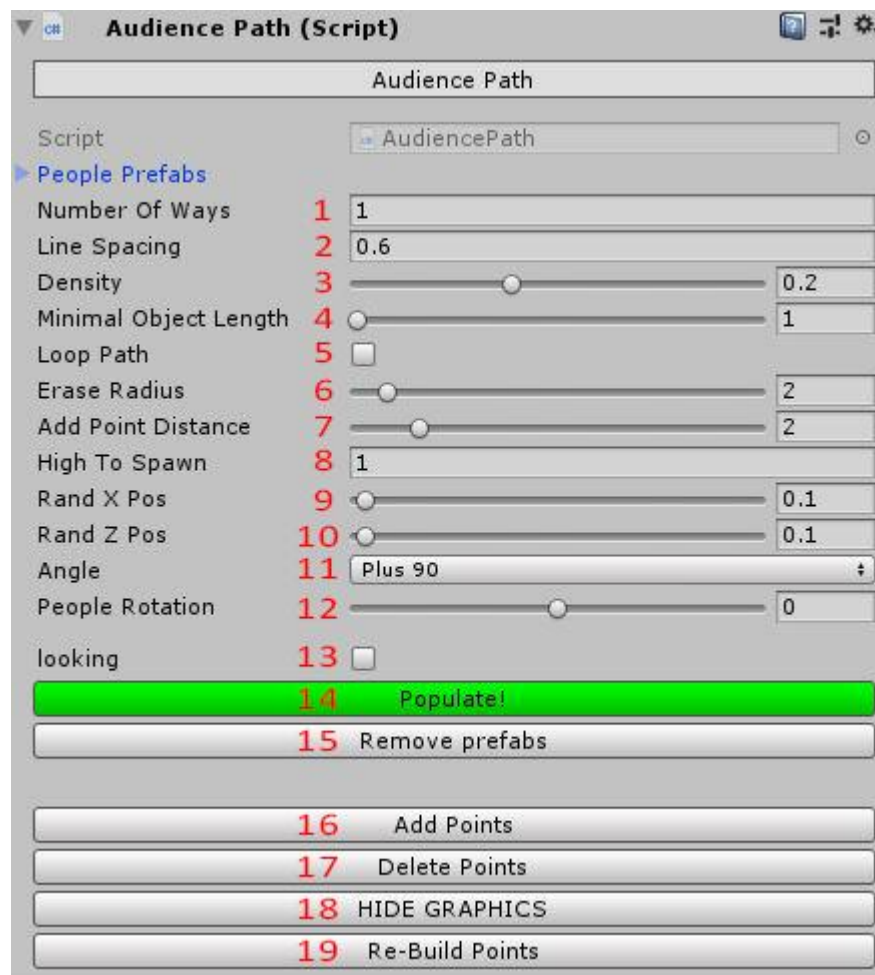
15. Removes all prefabs of people from the scene.

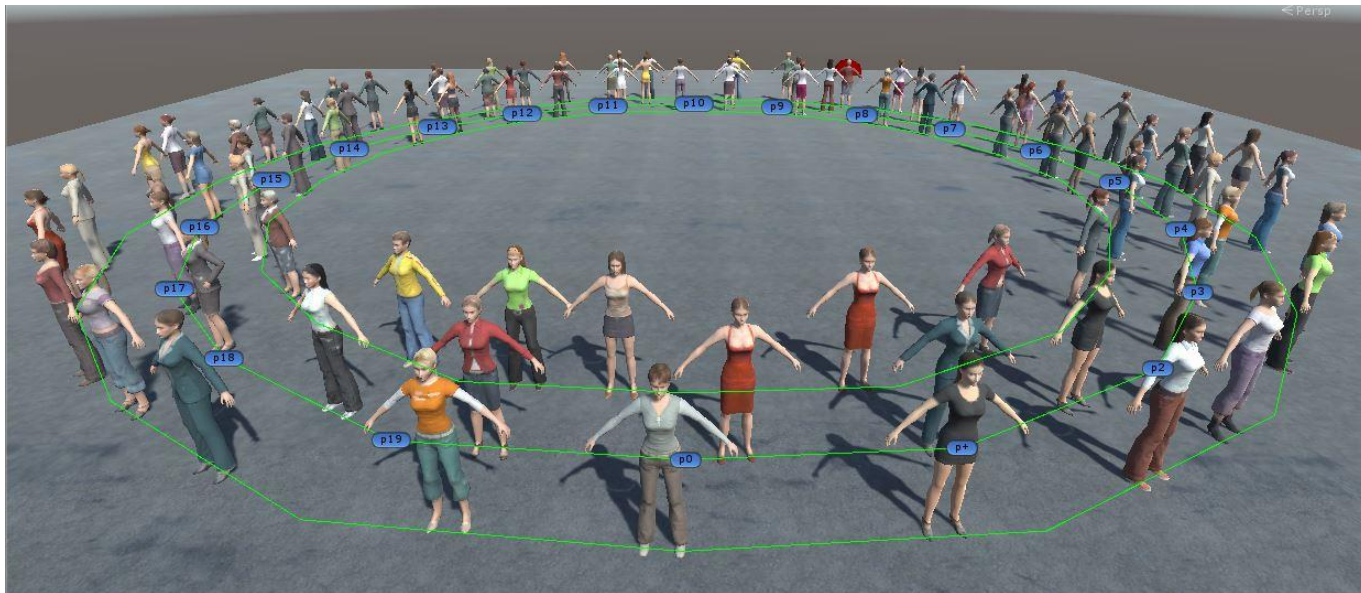
16. The function of adding new points in the way.

17. The function of removing unnecessary points in the way.

18. Hide lines in the scene.

19. Recreates points.





GOOD LOOK! 😊

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