Quick Start

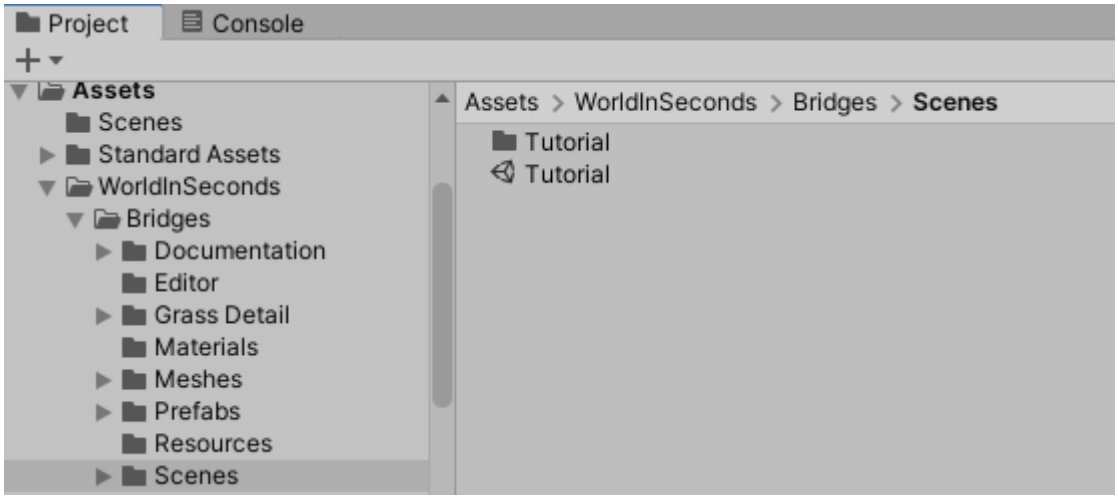
Build up your first bridge

This document will show you how to build up a bridge in a complex terrain with only a few clicks. This bridge will cross a river that flows on a slopy terrain, and whose banks don't have the same height. A quite difficult configuration.

Never mind ! The process is so simple that the bridge will automatically be integrated in almost any terrain, provided that there is a gap or a river.

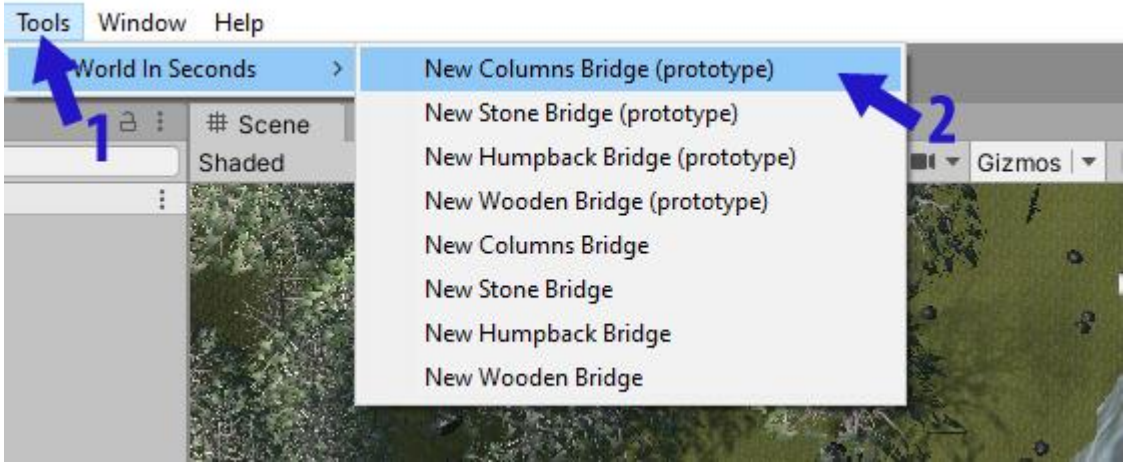
Build up your bridge step by step

First of all, open the Tutorial Scene in Assets/3DWorldInSeconds/Bridges/Scenes.



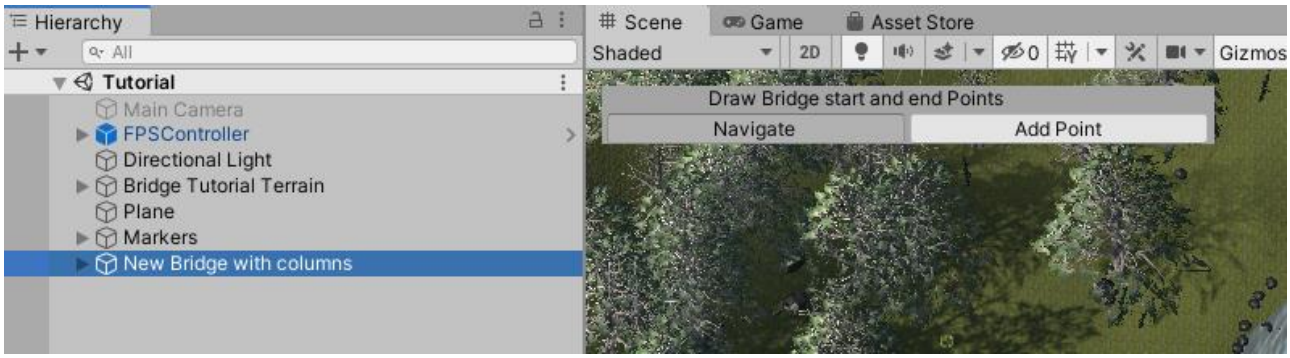
The scene is a mountain and forest landscape with a valley where flows a river.

In the unity menu, select *Tools*, then in the drop-down menu, choose 3D *World In Seconds*, then *New Columns Bridge*. The **Premium** version allows you to build fully textured bridges whereas the **Prototype** version only allows you to build bridge shapes. However, in this tutorial, whatever your version, the bridge you will build will have no esthetic limitation.

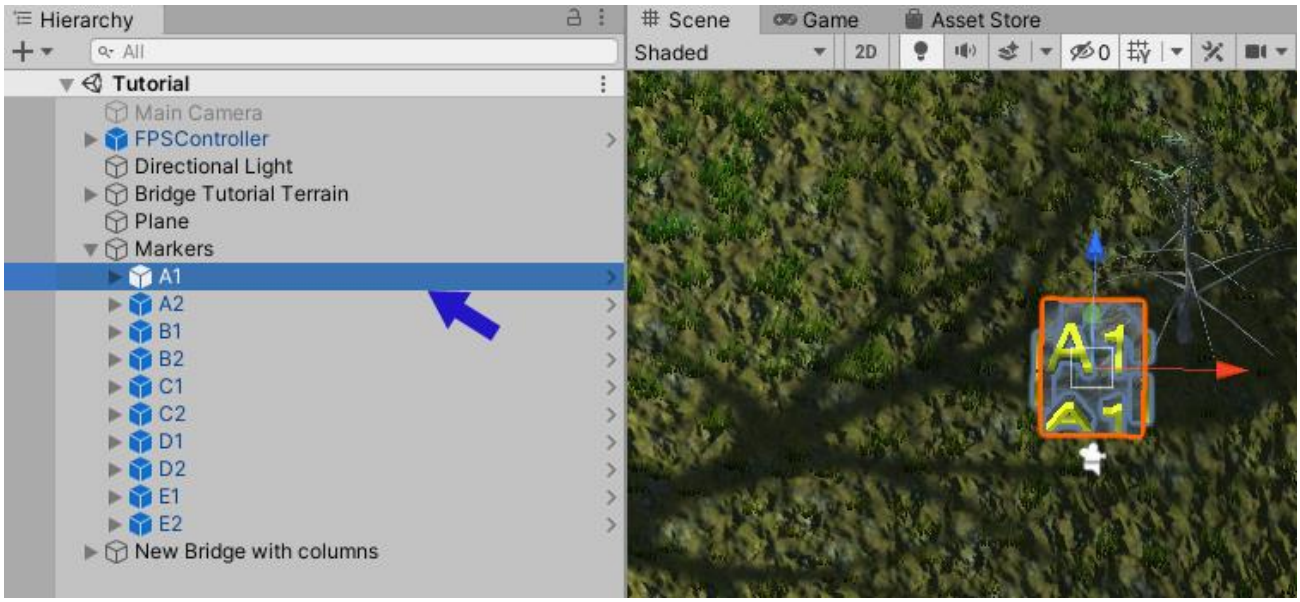


Draw only two points

The new bridge object appears in the scene hierarchy. You should rename it, but for this tutorial, it is not necessary. Please, notice that a new menu[1] has appeared in the Scene View to allow you to draw the bridge points.



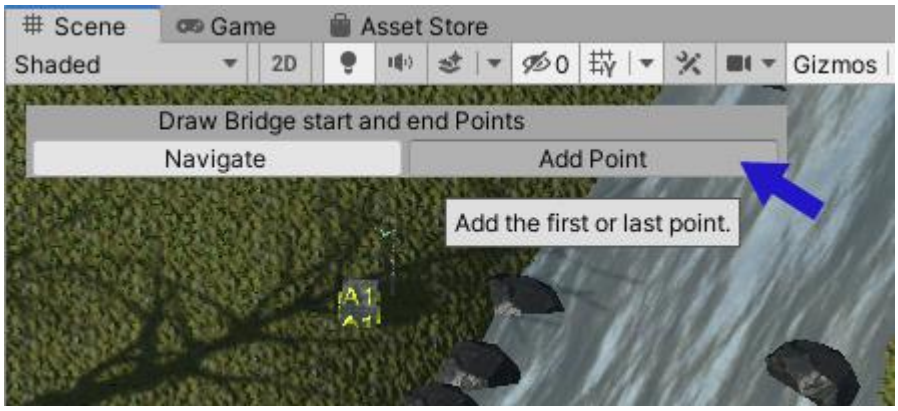
For this tutorial, markers will show you where to draw points. In the hierarchy, unfold the **Markers** object and double-click on[1] **A1**. The scene will zoom on a cube that is labelled "A1".



Now, it is time to take off. Zoom out to see the river and, on the other bank, the "A2" cube. Orientate the scene view in order to get a straight *top* point of view to be more accurate. But how to draw the points ? You have to click on the bridge object in the hierarchy, and the *Points* menu will reappear in the scene view.

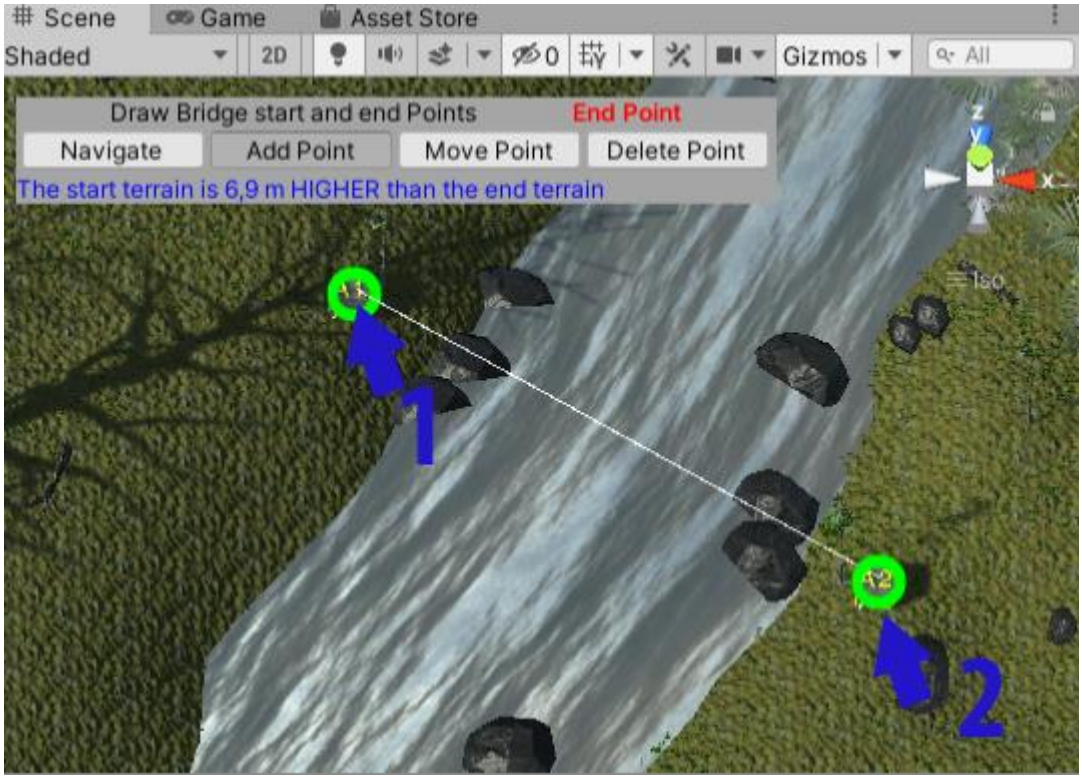
[1] Provided that the Gizmos button is active

Click on **Add Points** in the scene menu.

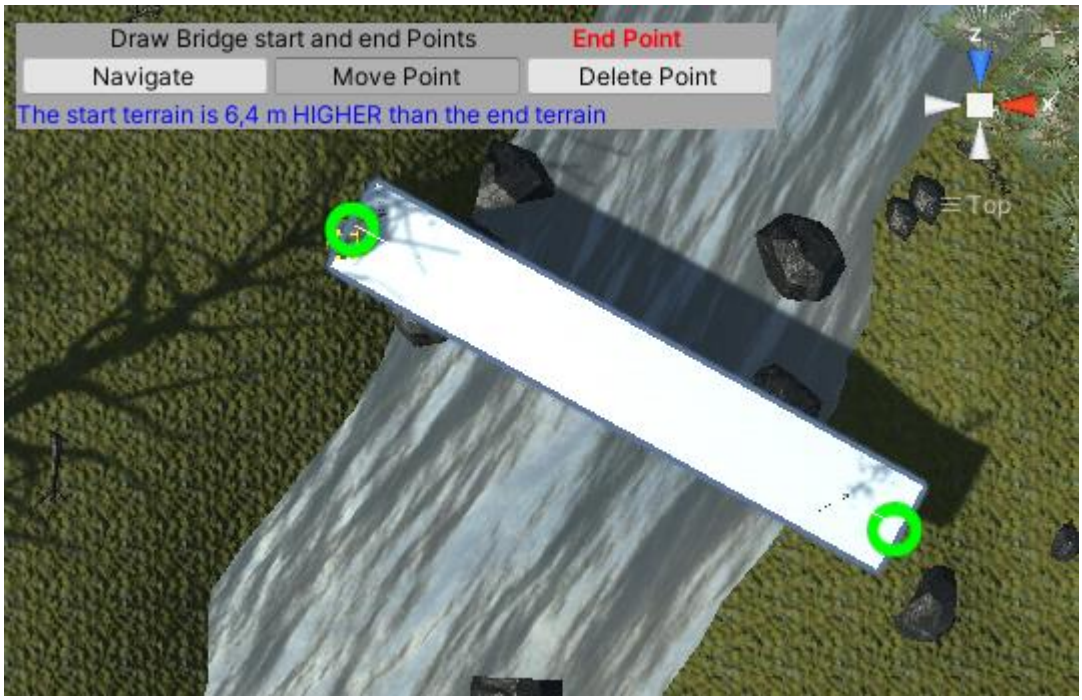


Click above **A1** in the scene view. A circle appears. Then click on **A2**. A line is drawn between the start and the end circle.

Important: if you own the Prototype version, the clicks on A1 and A2 must be accurate.

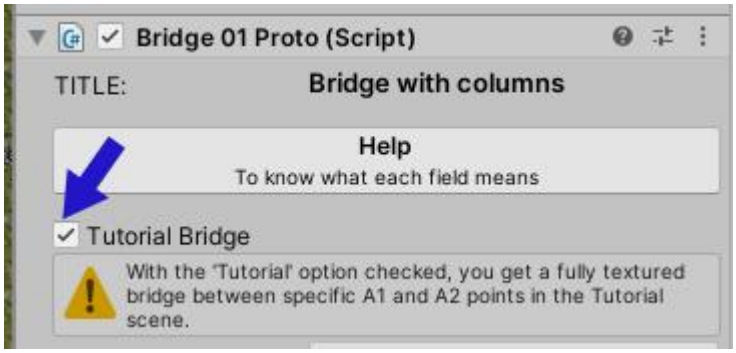


Once you release the mouse for the second point, a white band depicts the bridge floor. A comment tells you that there is an important difference between the bank's heights. It is not a problem, but it is generally a good idea to slightly move the points to minimize this difference when it is possible. But in this case, keep the points above A1 and A2.

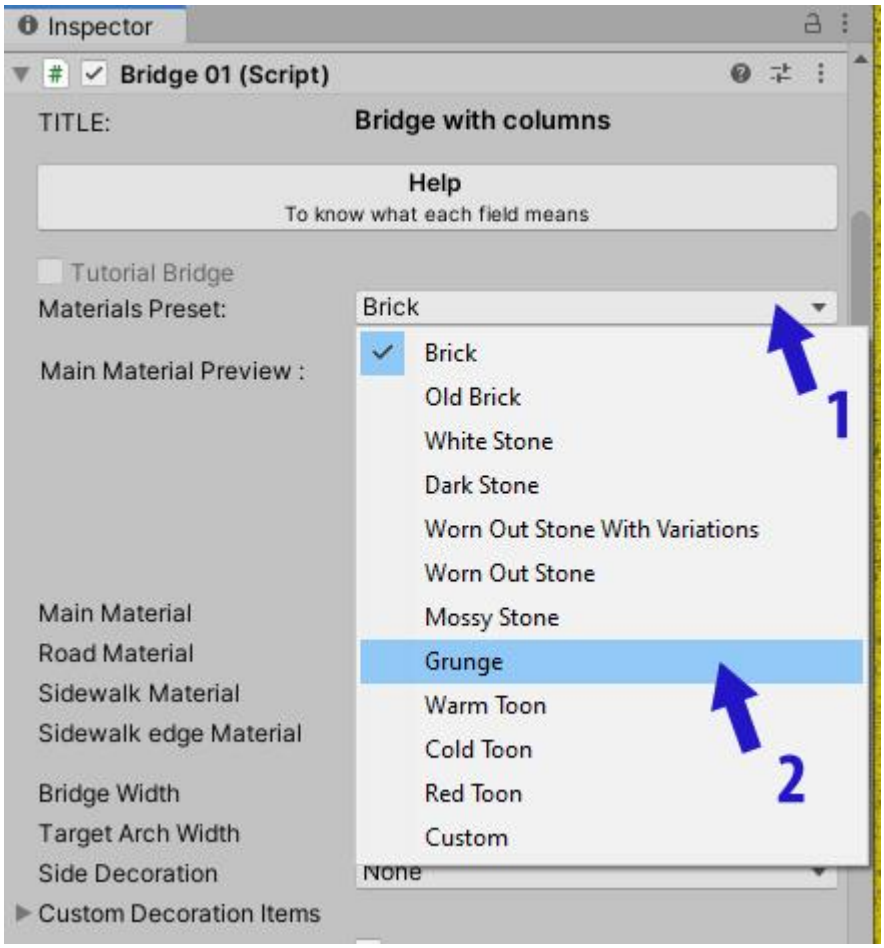


Now, we will choose a materials combination for the bridge.

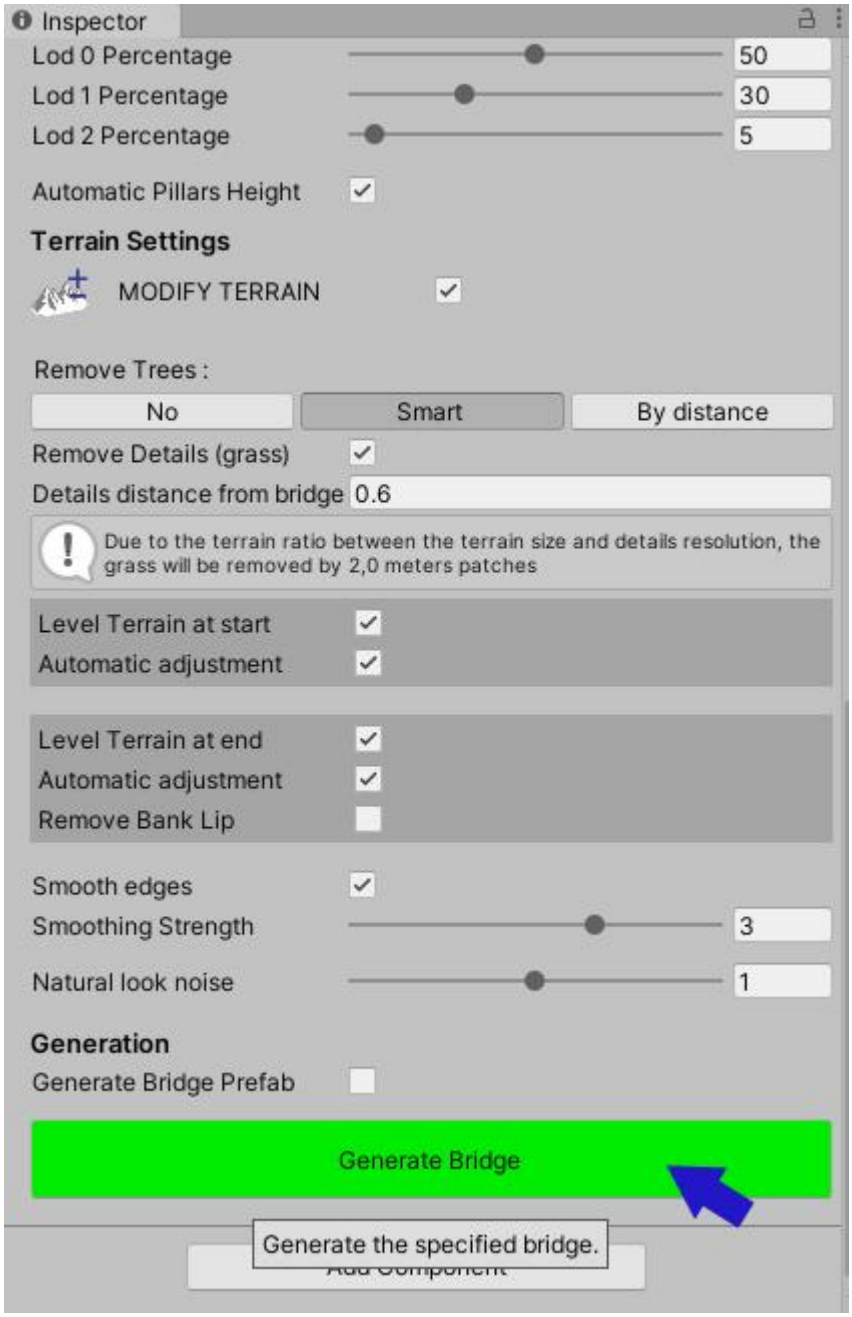
if you own the Prototype version, in the bridge inspector window, check the *Tutorial Bridge* checkbox.



In the bridge inspector window, click on the **Material Preset** list to unfold it, then choose the **Grunge** option. You can also try other materials.



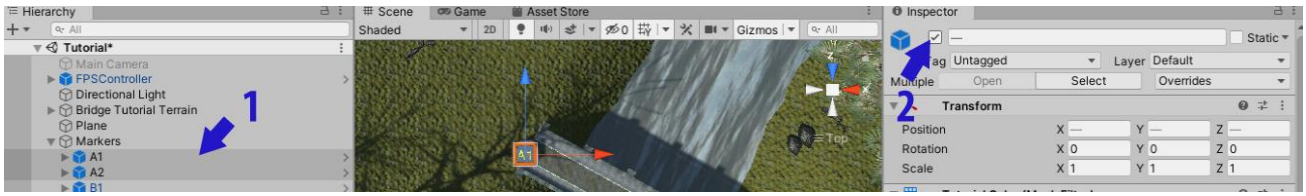
Then, in the same window, scroll down to click on the **Generate Bridge** button.


Inspector
Lod 0 Percentage
50
Lod 1 Percentage
30
Lod 2 Percentage
5
Automatic Pillars Height
Terrain Settings
MODIFY TERRAIN
Remove Trees :
No
Smart
By distance
Remove Details (grass)
Details distance from bridge
0.6
Due to the terrain ratio between the terrain size and details resolution, the grass will be removed by 2,0 meters patches
Level Terrain at start
Automatic adjustment
Level Terrain at end
Automatic adjustment
Remove Bank Lip
Smooth edges
Smoothing Strength
3
Natural look noise
1
Generation
Generate Bridge Prefab
Generate Bridge
Generate the specified bridge.

Inspect the generated bridge

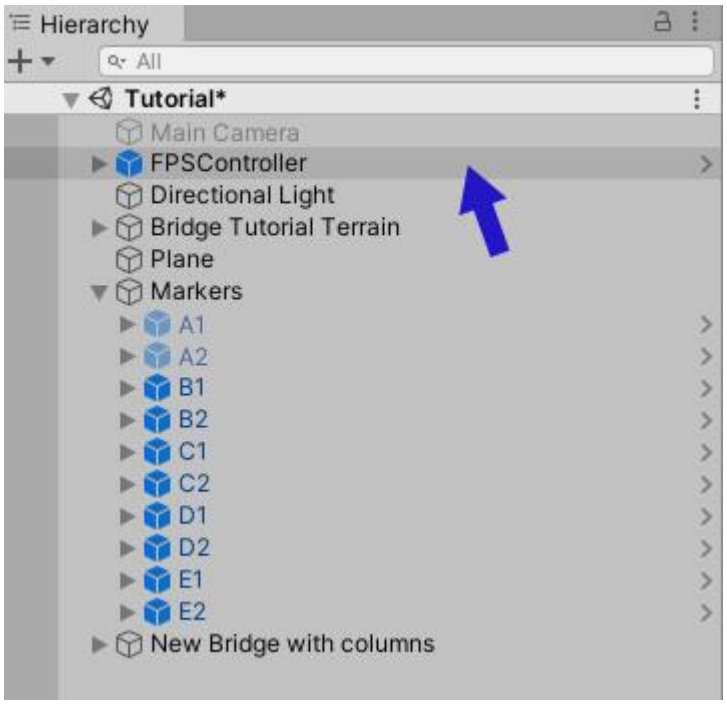
The bridge is now generated. The work is finished and you can inspect it by navigating in the scene view, but it is better to see it in details in play mode. At first, we will hide the A1 and A2 markers.

In the hierarchy, select **A1** and **A2** objects by clicking on them while maintaining the **CTRL key** pressed. Then, at the top of the inspector window, uncheck the very first checkbox.

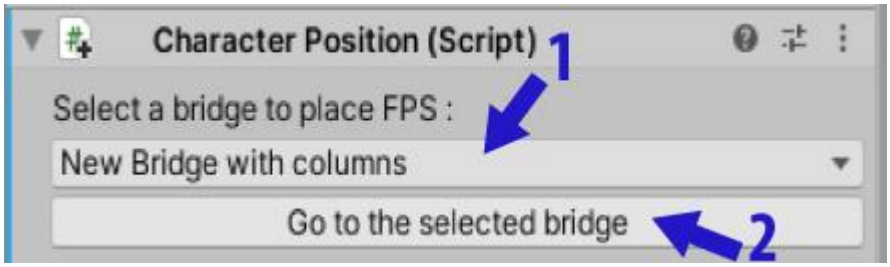


To inspect the bridge in play mode, we will use a FPS (First Person Shooter) character and move it along the bridge. At first, we will place this character at the bridge start.

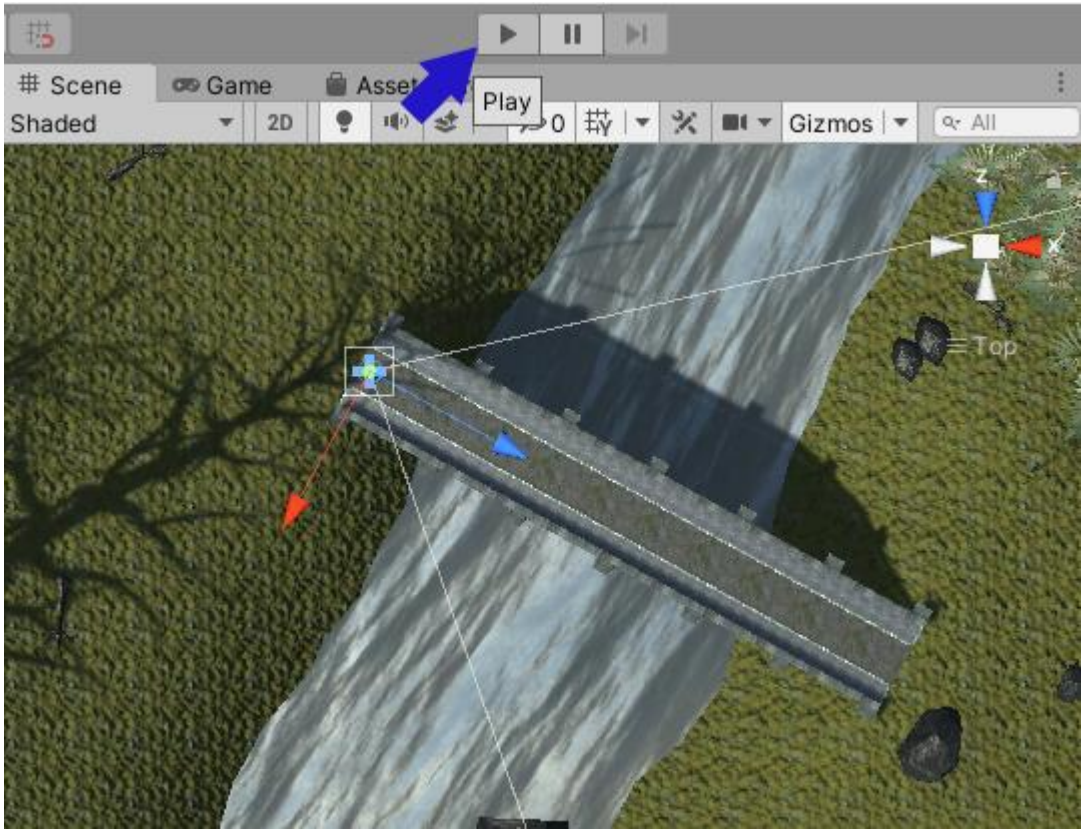
In the hierarchy, click on the **FPSController** object.



In its inspector window, find the **Character Position component**, select the bridge in the list, then click on the **Go to the selected bridge** button.



Click on the **Play** button to switch into play mode.



Move and rotate the FPS character with the mouse and keyboard as you are used to do it (W, A, S, D keys for movement) in order to inspect the bridge from various points of view.

This Quick Start guide is finished. Thank you for using it.