

FANTASTIC CITY GENERATOR 3.1.1

By MasterPixel3D

Day and Night Scenes

Generating the city

- 1) Select 'Window | Fantastic Generator' from the menu
- 2) To generate new City, click in the button 'Small', 'Medium', 'Large' or 'Very Large'
- 3) Click in button 'Generate Buildings'
- 4) Optionally click in button "Add Traffic System" to add vehicle traffic to the scene

Adding Night/Day Scene option

- 1) Add the prefab "Fantastic City Generator/DayNight/DayNight" to the scene
- 2) Select the DayNight in the Hierarchy, and in the Inspector (in the Directional Light field) set the Directional light of the scene.
- 3) Click 'Day' button for daytime scene or 'Night' button for night scene.



- 4) Below the "Day" and "Night" buttons, under "Volume", you can modify or add Volume and Post-Processing effects like Exposure, Fog, Ambient Occlusion and others (Separately for day and night)

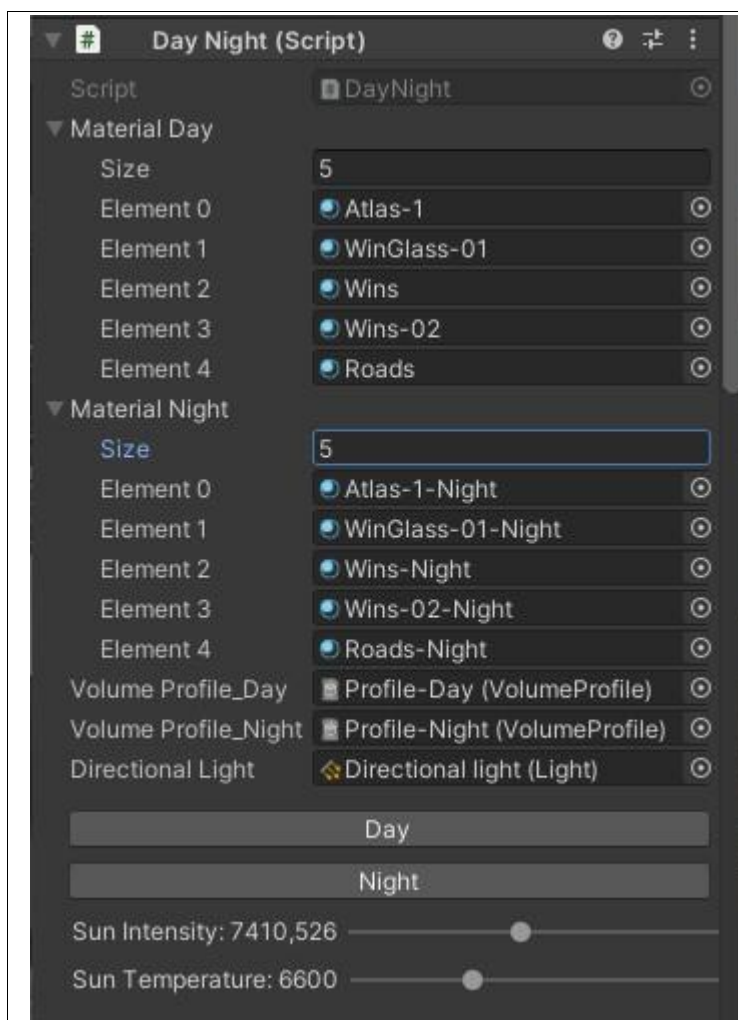
Adding Third Party Buildings to the DayNight System

When adding third-party buildings, if you have day and night materials, you can include them in the FCG's DayNight, so that your day and night materials are also alternated by the DayNight system.

- 1) Select the DayNight in the Hierarchy, and in the Inspector
- 2) In “MaterialDay” add daytime version of materials
- 3) In “MaterialNight” add the night version of the materials

Warning

Only materials that have a day and night version are included here.
(Materials that will be used both night and day do not need to be here)



The material daytime version index (in MaterialDay) must match the material night version index (in Material Night)

Example: When switching to the night scene, materialDay[1] will be replaced by materialNight[1]