

LOW POLY CITY PACK



Thank you for your purchase!

Find us at: www.3d.dynamicart.ro

For news and updates find us on the [Unity Forum](#) or our [Website Blog](#).

Contact us at: dynamic.art3d@gmail.com

Follow us at our [Facebook](#) and [Twitter](#) page.

If you have a liking in this package please consider giving your feedback at: [Unity Asset Store](#).



Table of content

- ***General package info***

- Package introduction
- What is the package made of
- What can you expect from this package

- ***Detailed package overview***

- Nuts and bolts for snapping and pivot settings
- Folders and folder content

- Prefabs overview

- Building props
- Buildings
- Cargo/Industrial props
- Roads
- Street props

- Pre-made sets

- Buildings
- House
- Industrial
- Skyscrapers
- Utility

- Scene preview

- Rigged/interactive objects

- Cleaning elevator
- Cargo container
- Barriers
- Garbage containers
- Fences

- Shaders and textures

- “Special” shaders

- Light maps and uv's

- Colliders

- ***Outro***

General package info

Package introduction

The package represents an American style urban and industrial environment made from modular assets.

What is the package made of

The package is made of:

- 480 individual building assets
- 220 prefabs for quick assembly of sets
- 35 pre made sets which are built to accelerate city creation dramatically
- 2 demo scenes (day, night)

in addition there are:

- 11 materials
- 12 textures
- 2 texture atlases

What can you expect from this package

The package is built for a high modularity purpose with a low polygon count and optimized texture atlases.

Detailed project overview

Nuts and bolts for snapping and pivot settings

All assets have the pivots set to their center and to minimum in height for an easy, straight forward construction workflow.

The majority of the modular assets found inside the project are set to be snapable with a 1 increment.

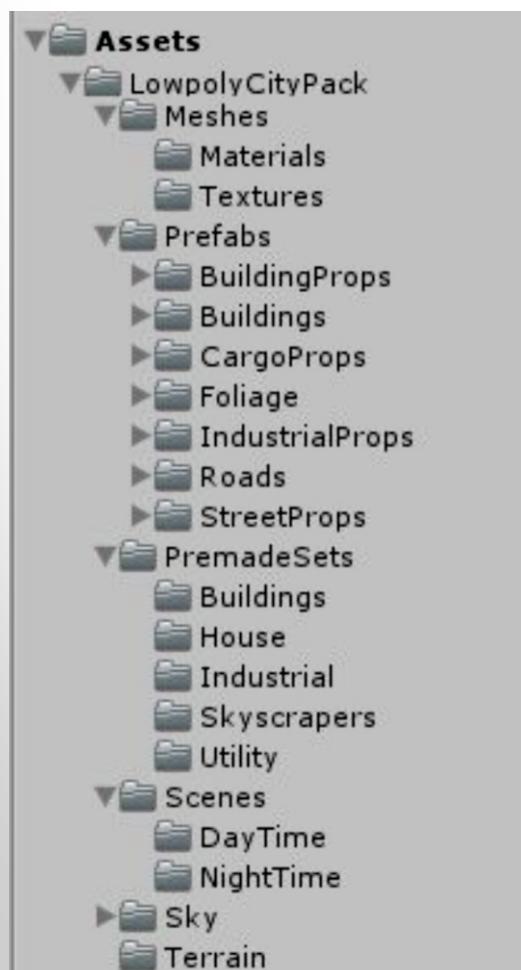
Rotation snapping can be set as desired by the user. There are no set increments for the assets.

Assets that are rigged should be rotated with their pivots and set to local (will be explained in detail further down the line in the document).



Other snapping options to be considered are CTRL+drag for object snapping and v+drag for vertex snapping.

Folders and folder content



The folder structure of the project is built to be as simple and as straight forward as possible.

Meshes:

All .fbx are contained in this folder with all the textures and materials. These are categorized in larger groups for simplifying an eventual editing process.

Prefabs:

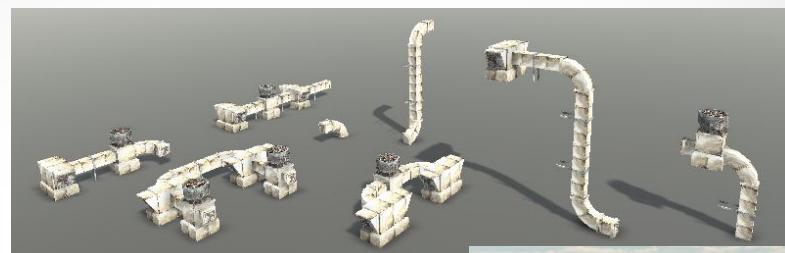
This is the main folder for constructing new assemblies, new prefabs or larger sets. All simple assets and "quick builds" (preassembled structures) are contained here as prefabs.

PremadeSets:

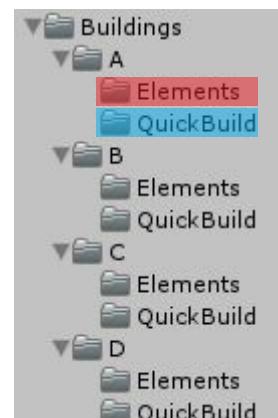
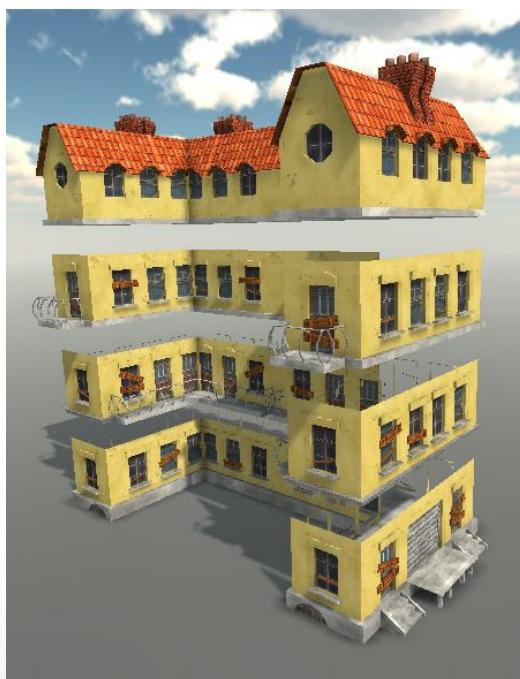
This folder contains pre-made large sets (block assemblies) with lights, detail props and everything you need for a quick City building workflow.

Prefabs overview

Building Props

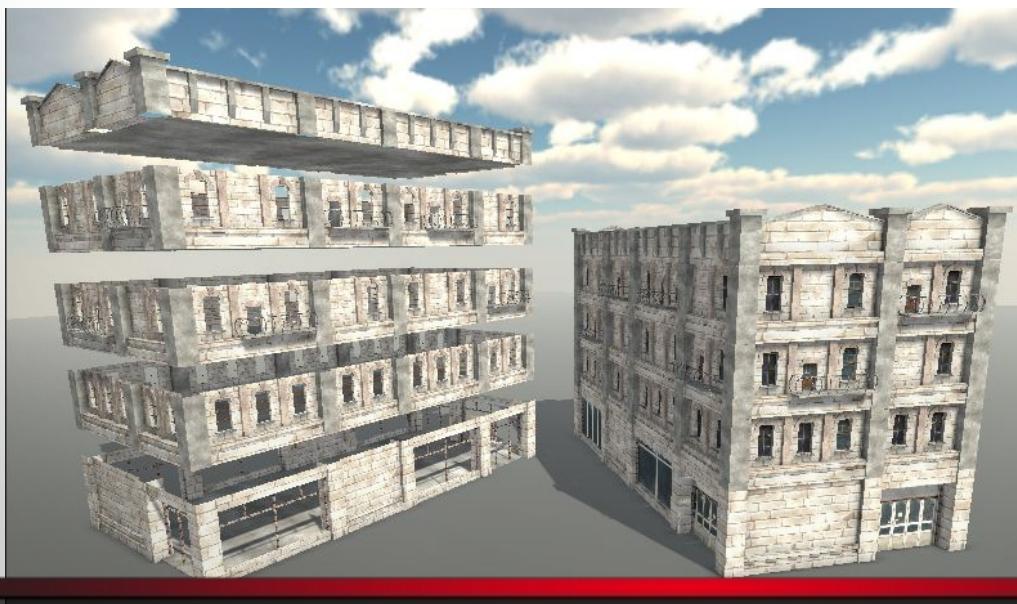


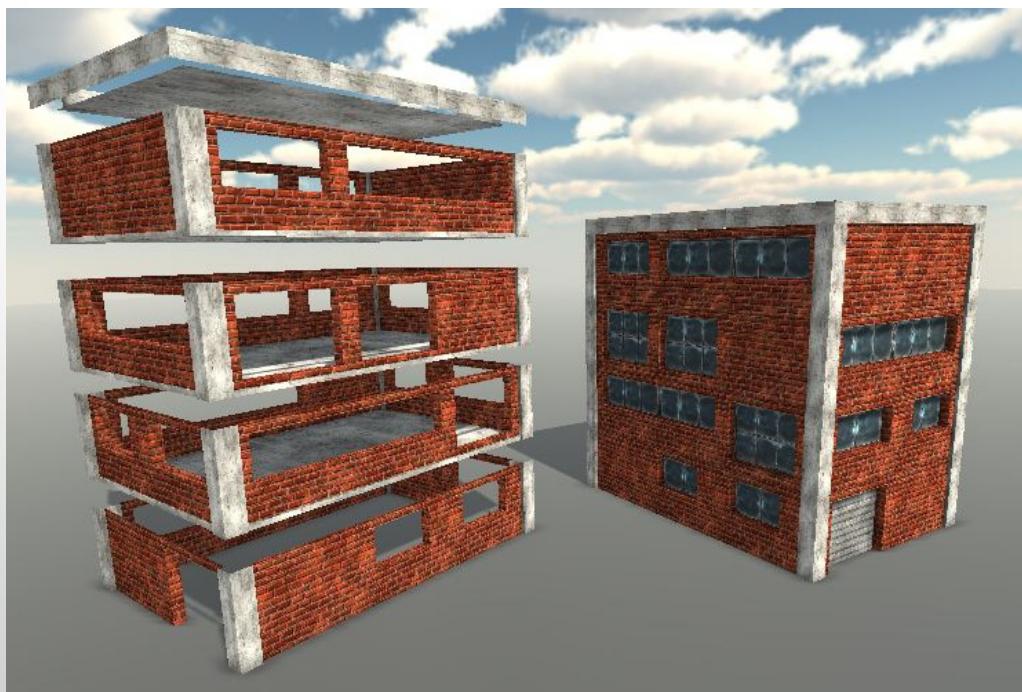
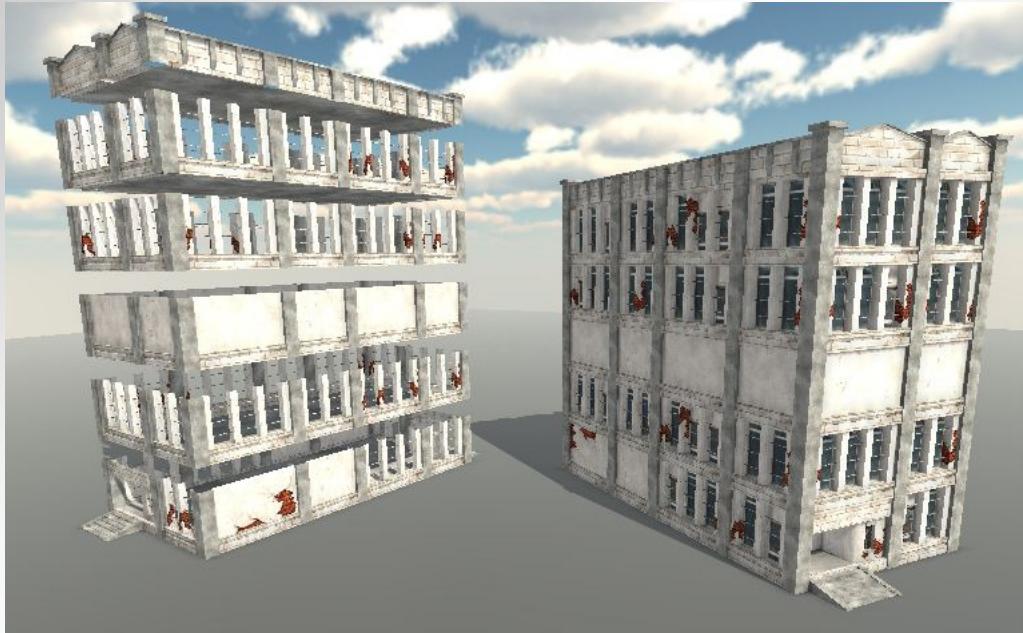
Buildings

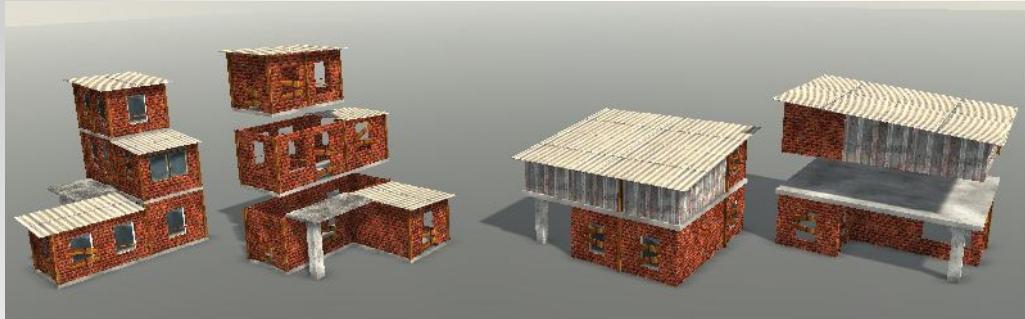


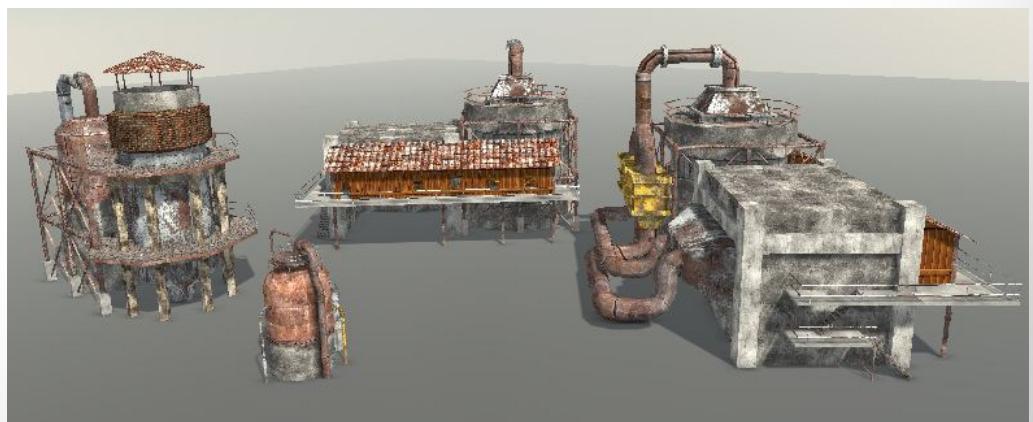
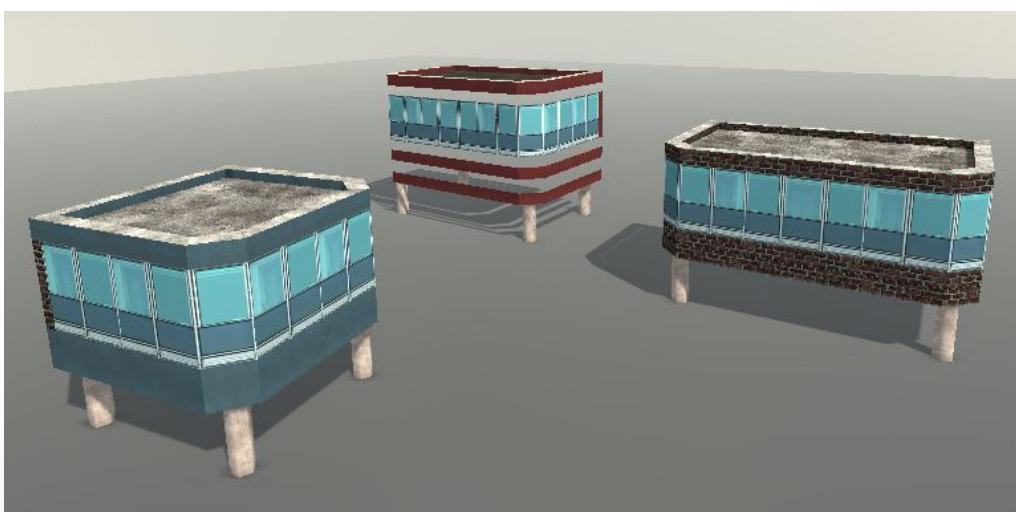
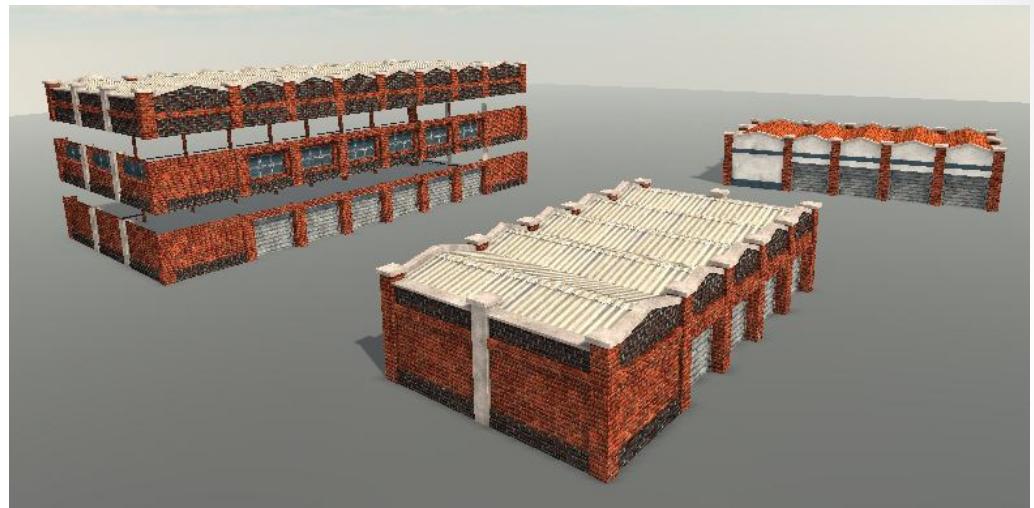
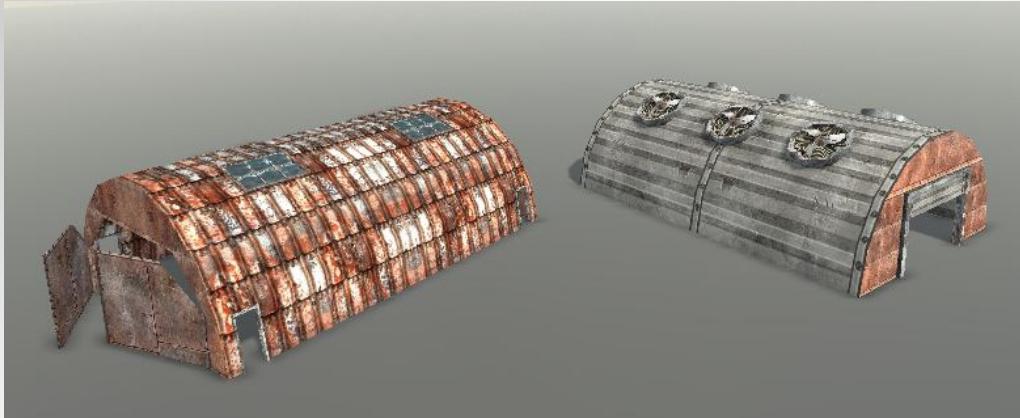
The majority of the present prefabs have in their main folder two sub-categories.

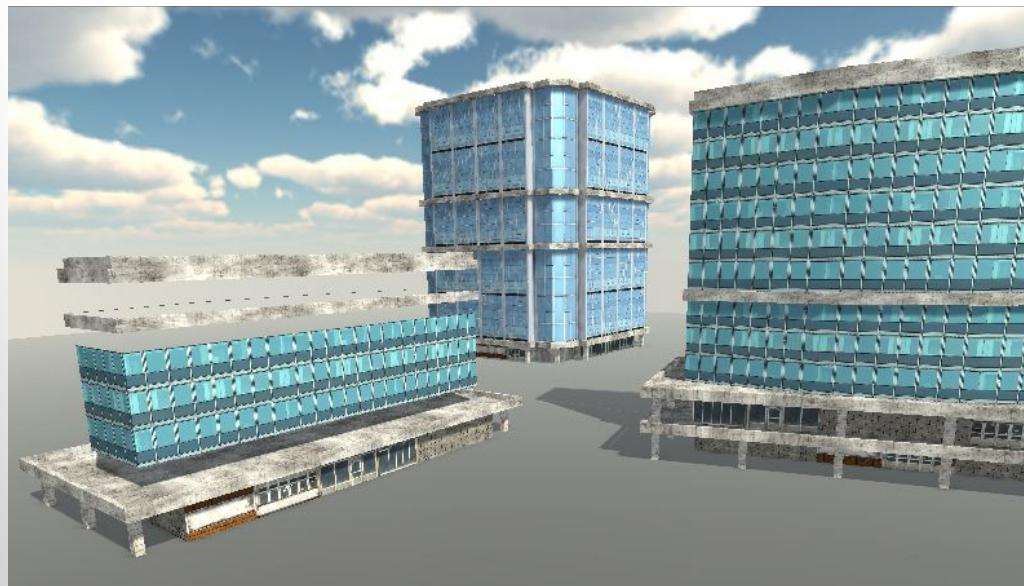
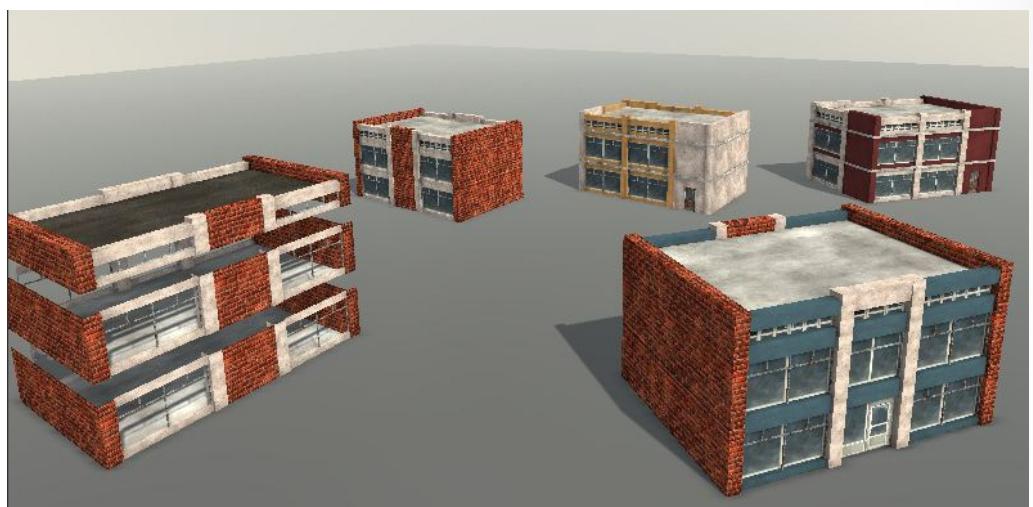
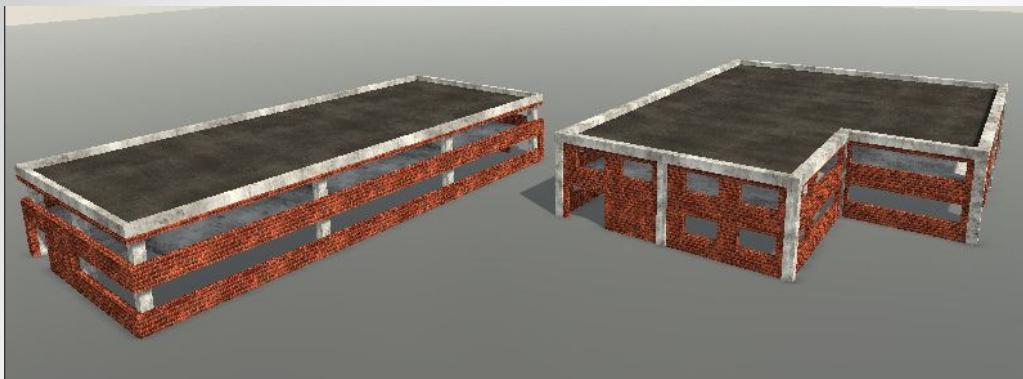
"Elements" contain the building blocks of an assembly whilst "QuickBuild" contains a whole pre-made assembly for quicker workflow.

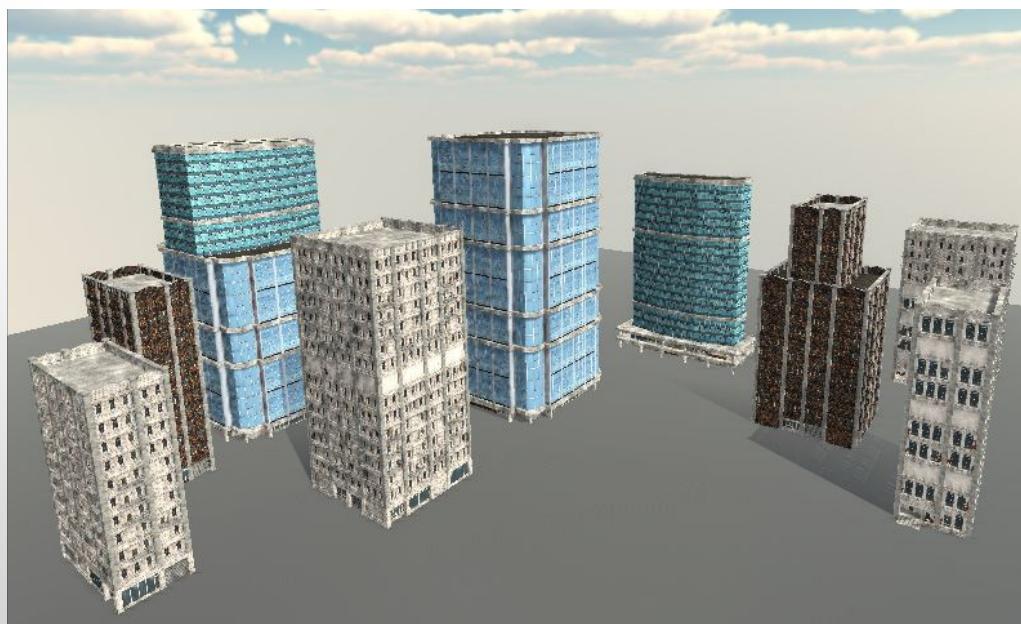






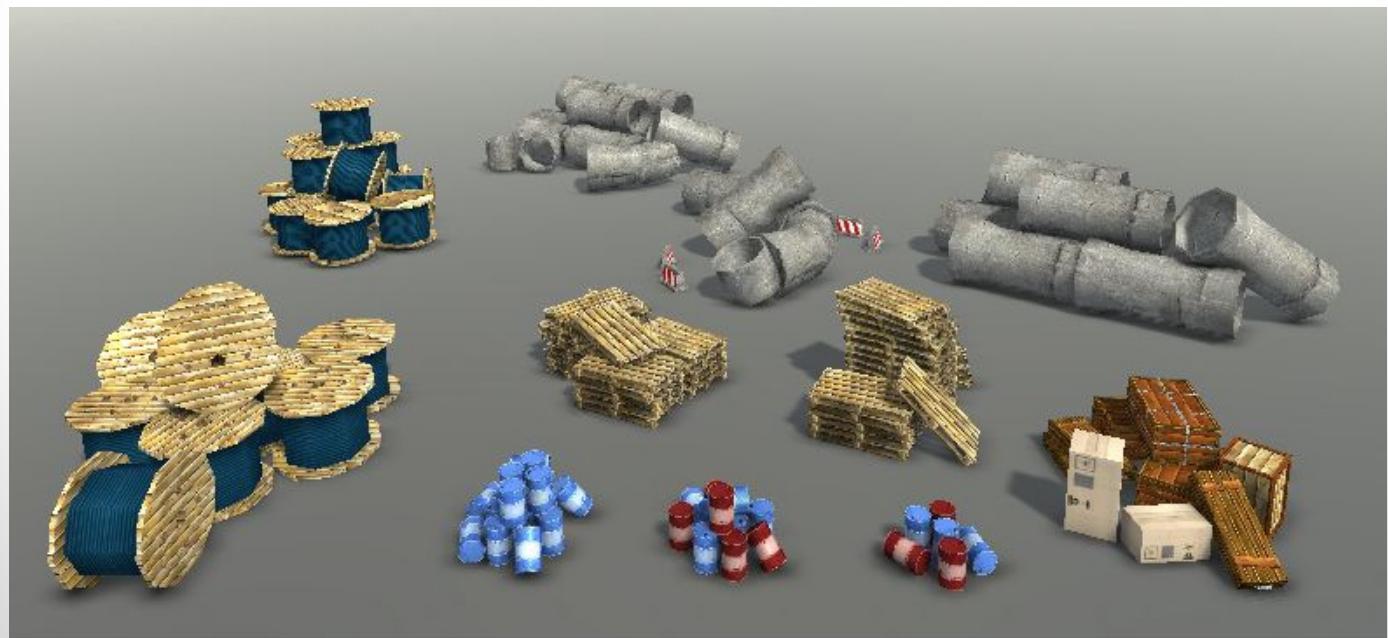






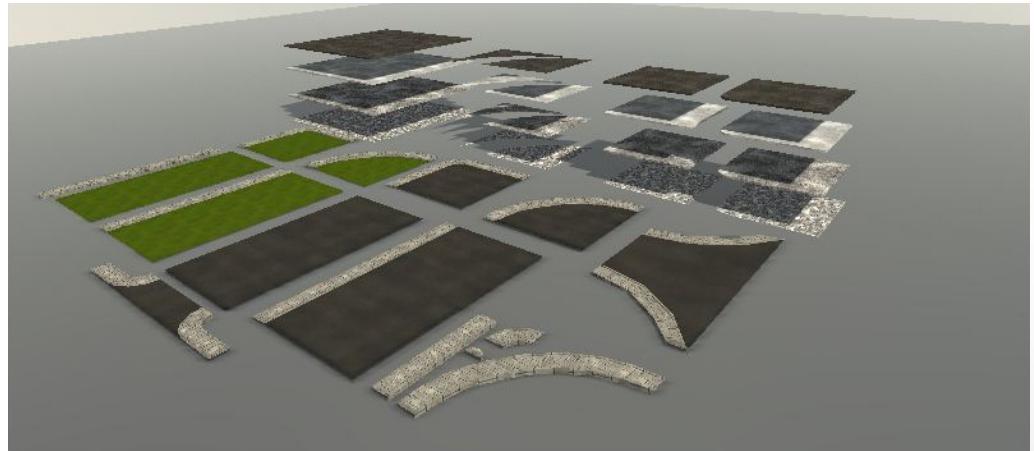
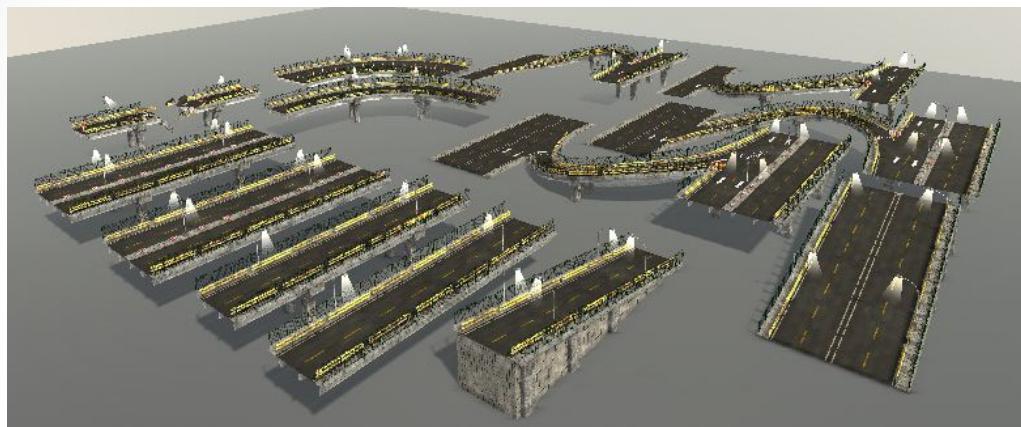
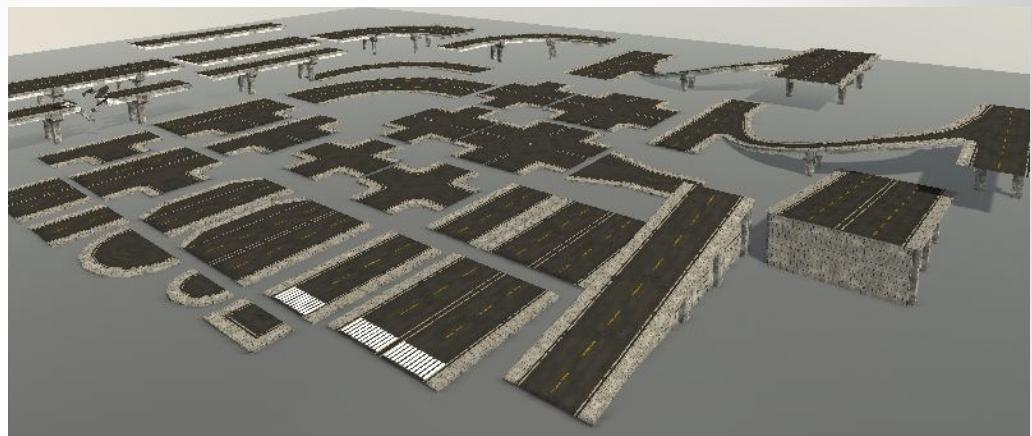
Cargo/Industrial Props

▼	CargoProps
▶	Barrels
▶	Boxes
▶	CargoContainers
▶	Palet
▶	Spools
▼	IndustrialProps
▶	ConcretePipes
▶	Cranes
▶	Tanks



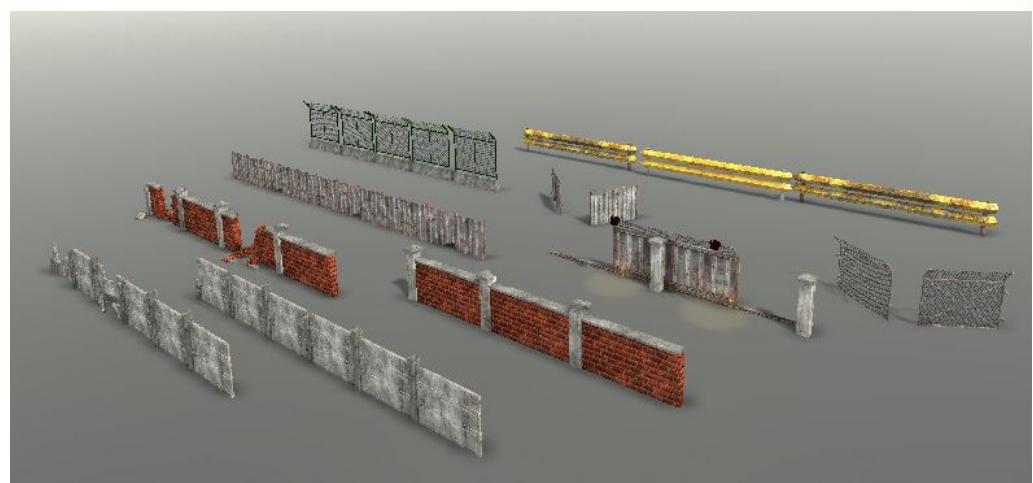
Roads

- ▼ Roads
- Bridges
- Parking
- Parks
- Pavement
- RoadMarks
- Streets



Street Props

- ▼ StreetProps
 - Barriers
 - Bench
 - BusStops
 - Fences
 - FuseBox
 - GarbageContainers
 - Gates
 - Hidrant
 - LightShape
 - MailBox
 - NewsBoard
 - Overpass
 - ParkLamp
 - Phone
 - Pipes
 - PlantPots
 - Powerpoles
 - RoadBlocks
 - Roundabouts
 - SewerCaps
 - Signs
 - TraficLights



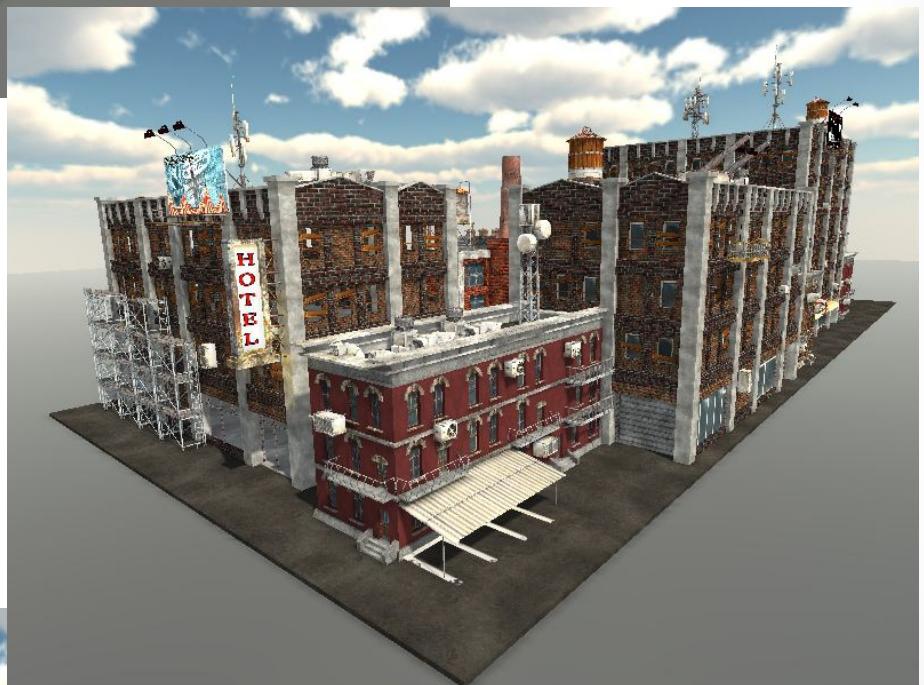
Pre-made Sets

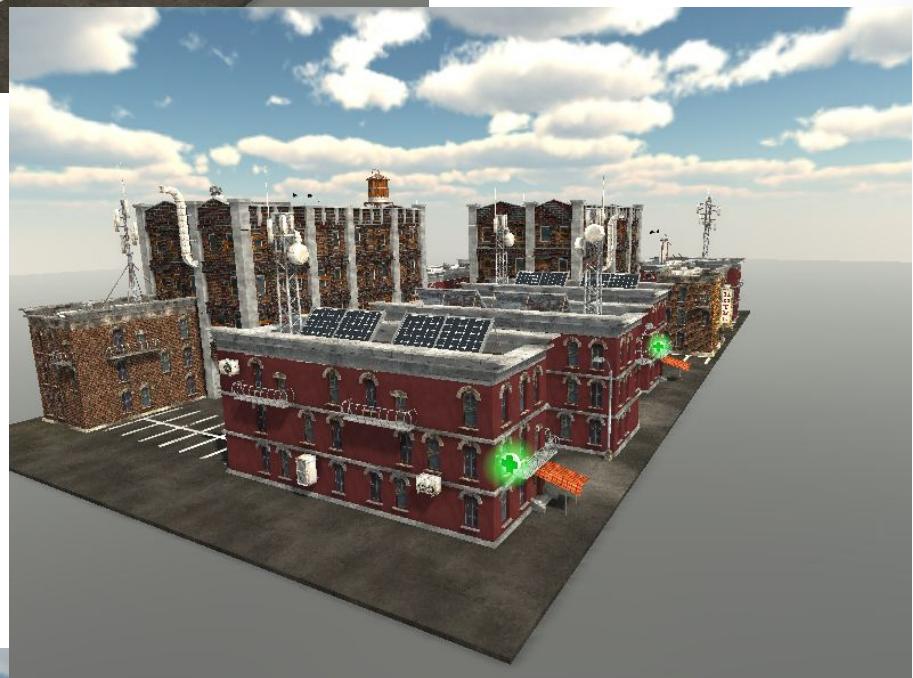
- ▼ PremadeSets
 - Buildings
 - House
 - Industrial
 - Skyscrapers
 - Utility

Pre-made sets are large asset assembly with an urban theme, fitted with detail props and lights, prepared for a quick City building workflow.

Buidings







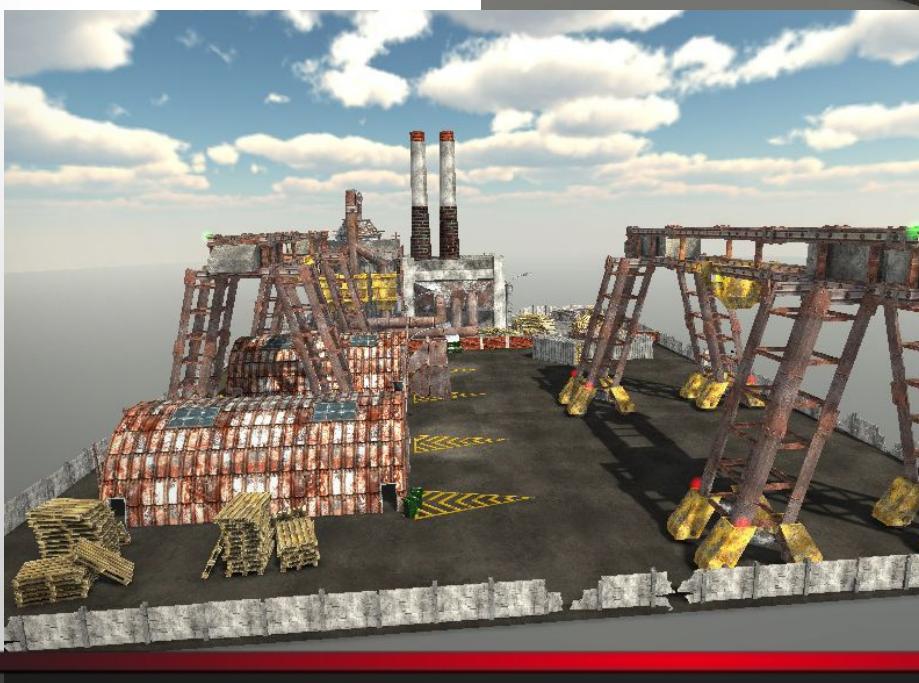
House



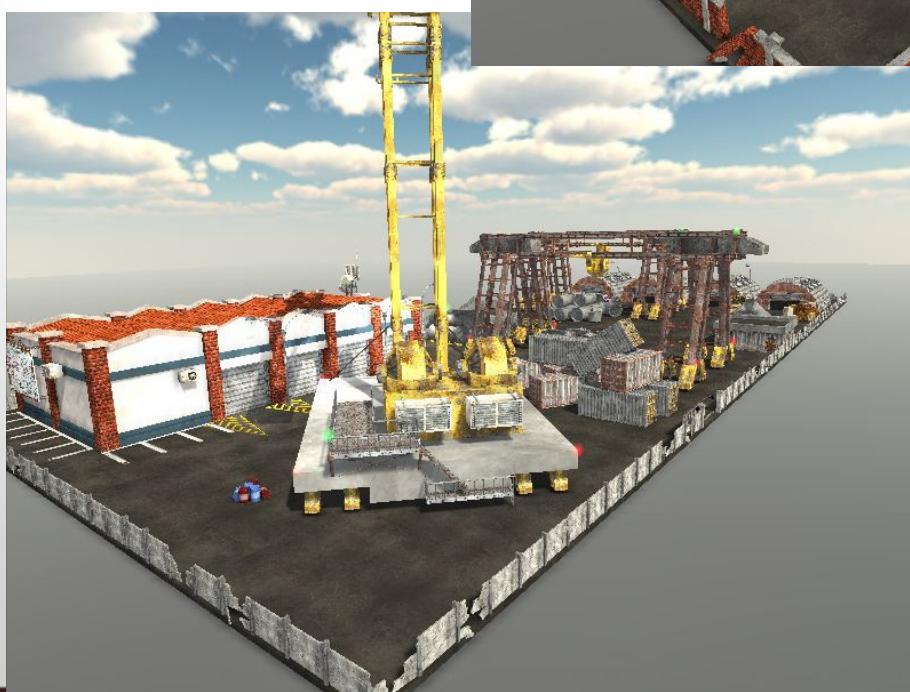




Industrial





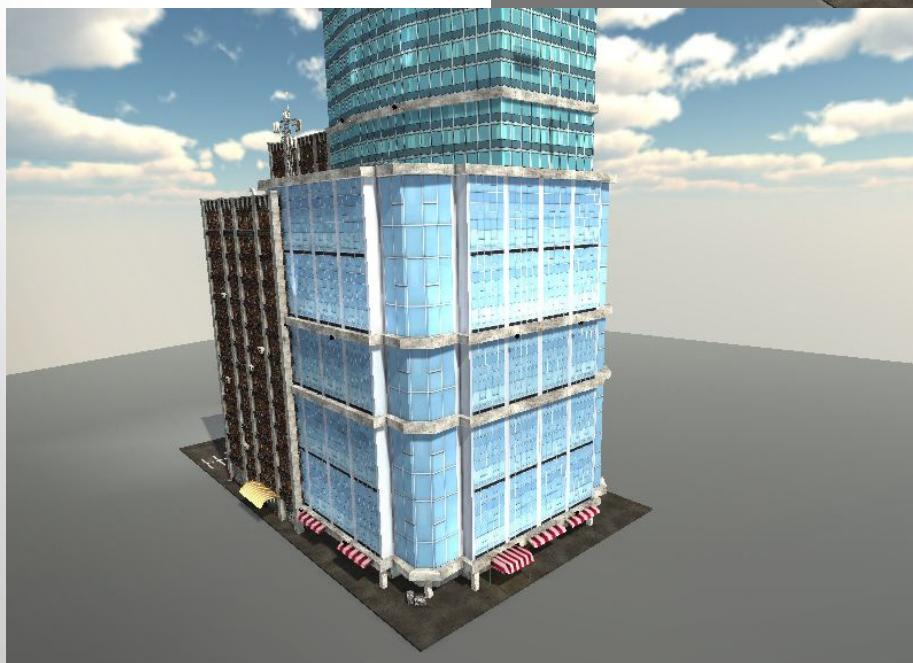


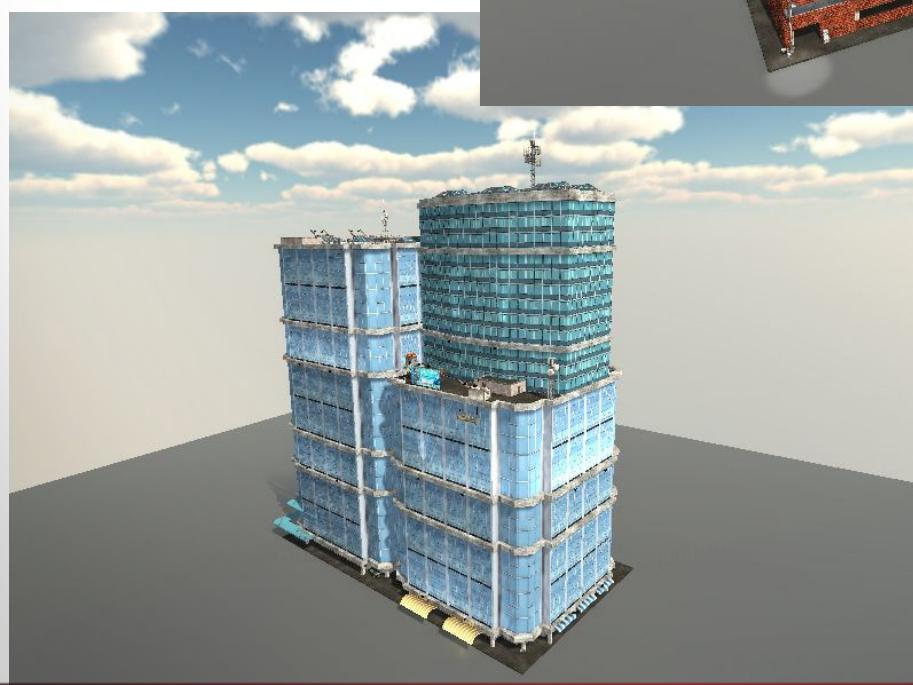


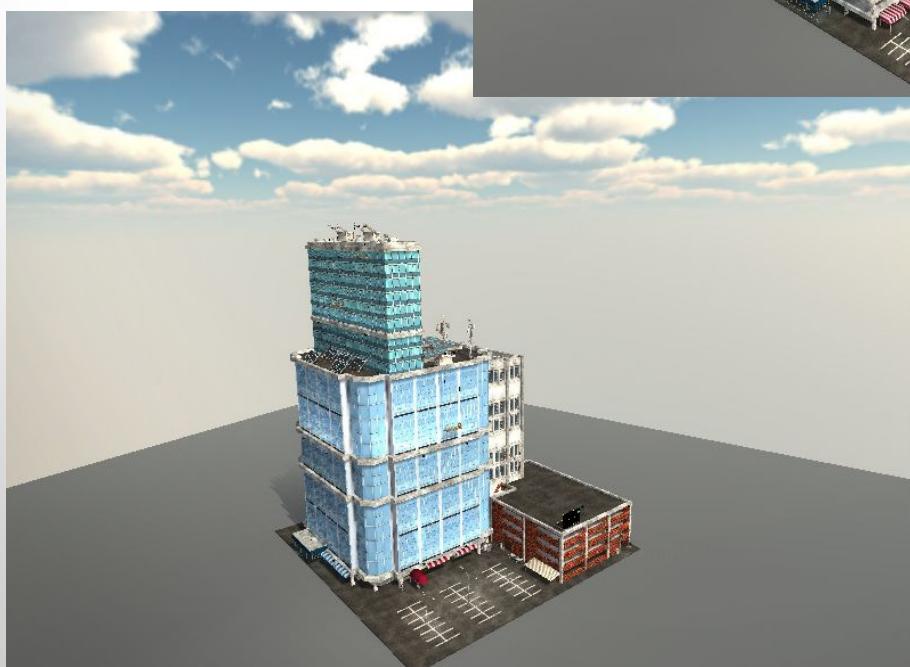
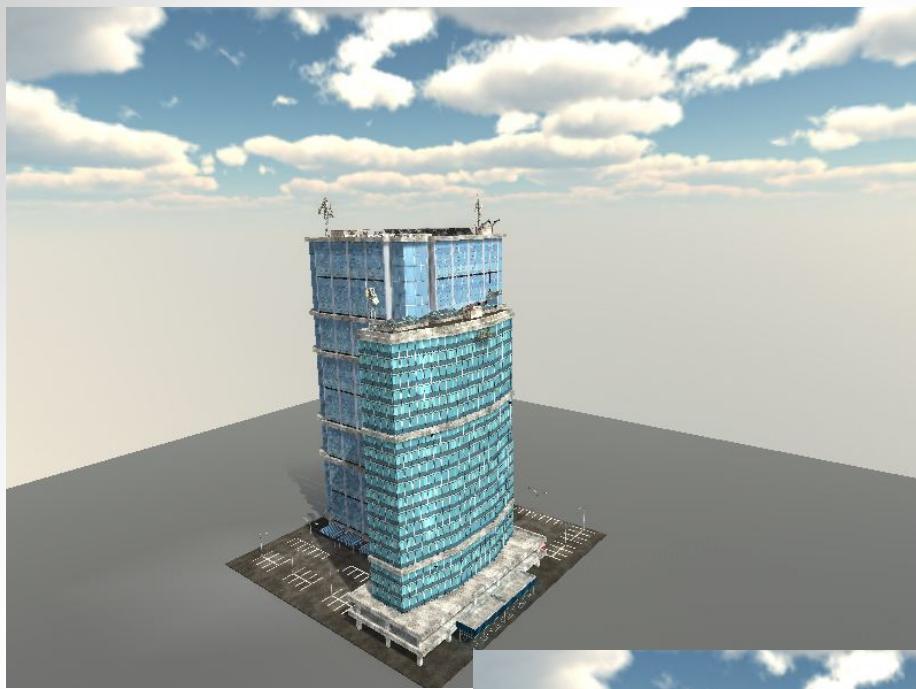


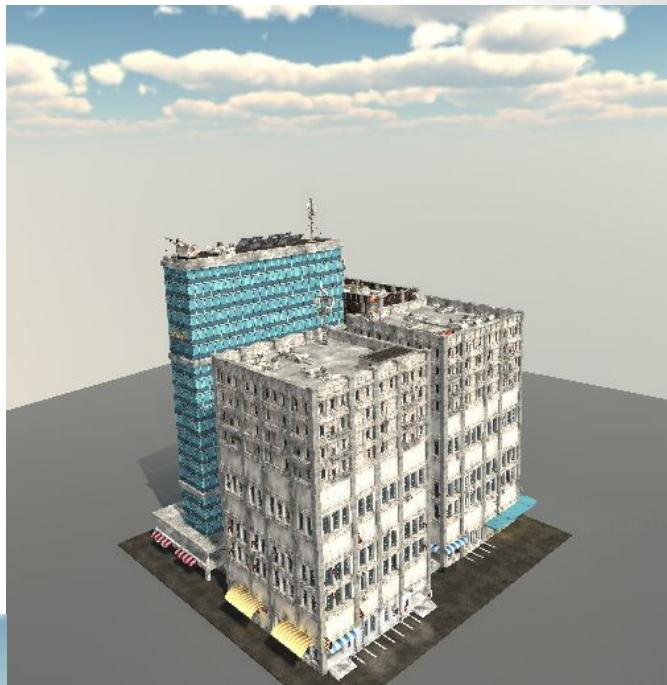
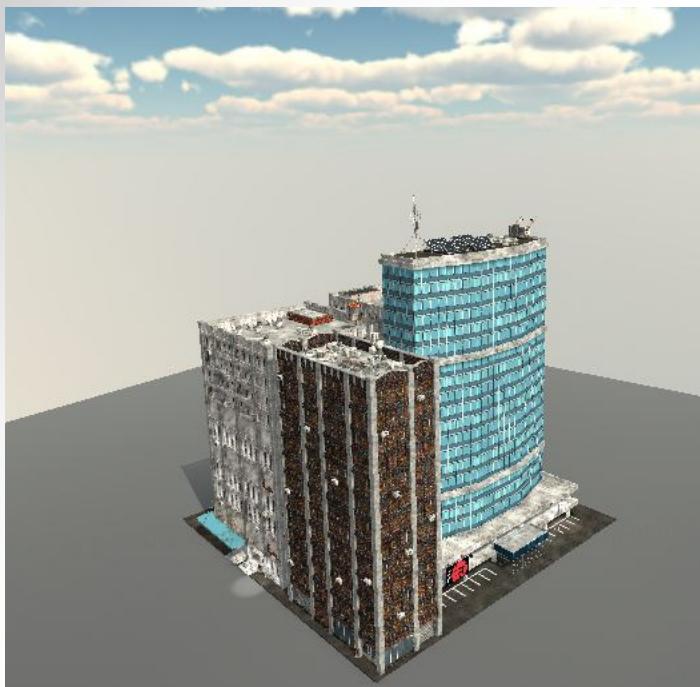
Skyscrapers







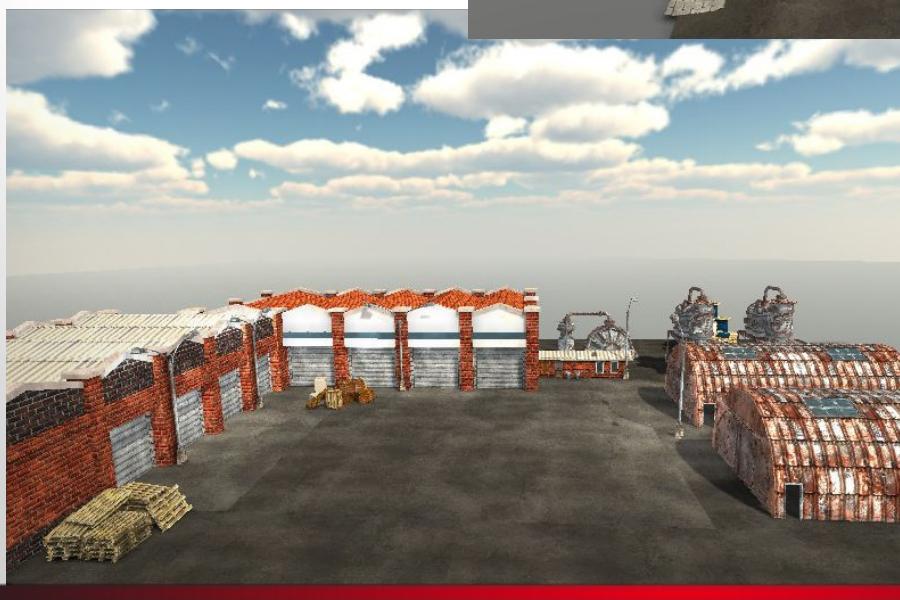


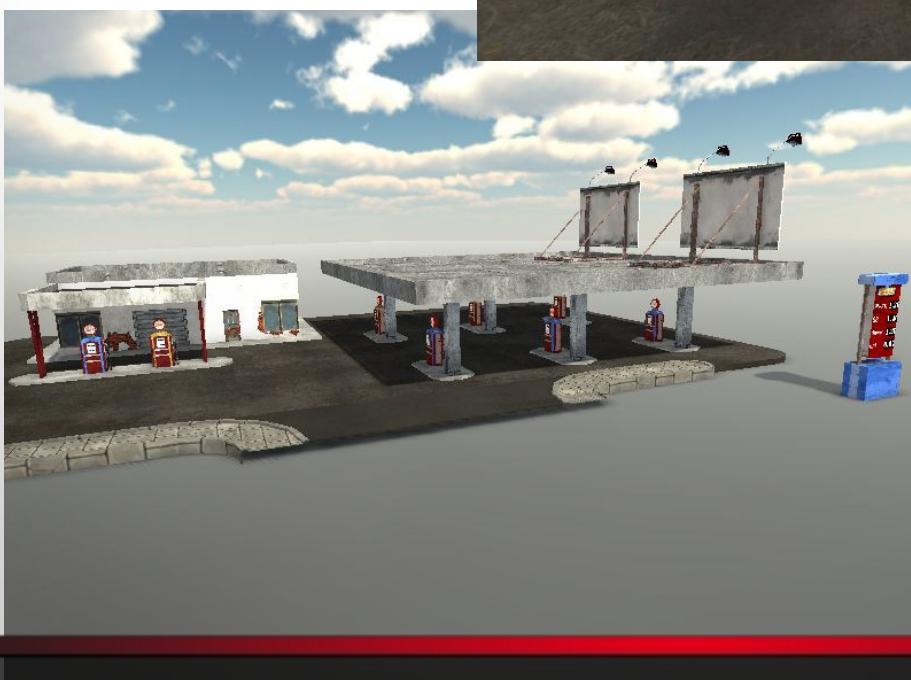


Utility



- ▼ Utility
 - BusDepo
 - College
 - Depo
 - FireDepartment
 - GasStation_A
 - Hospital
 - MajorsOffice
 - Market_A
 - Market_B
 - Park
 - Parking_A
 - Parking_B
 - PoliceStation



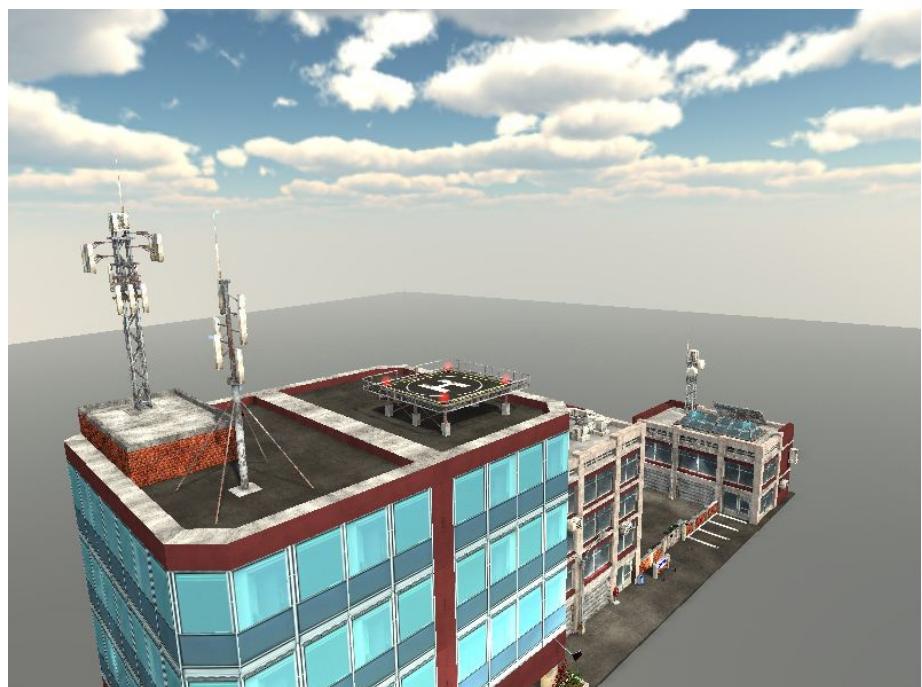








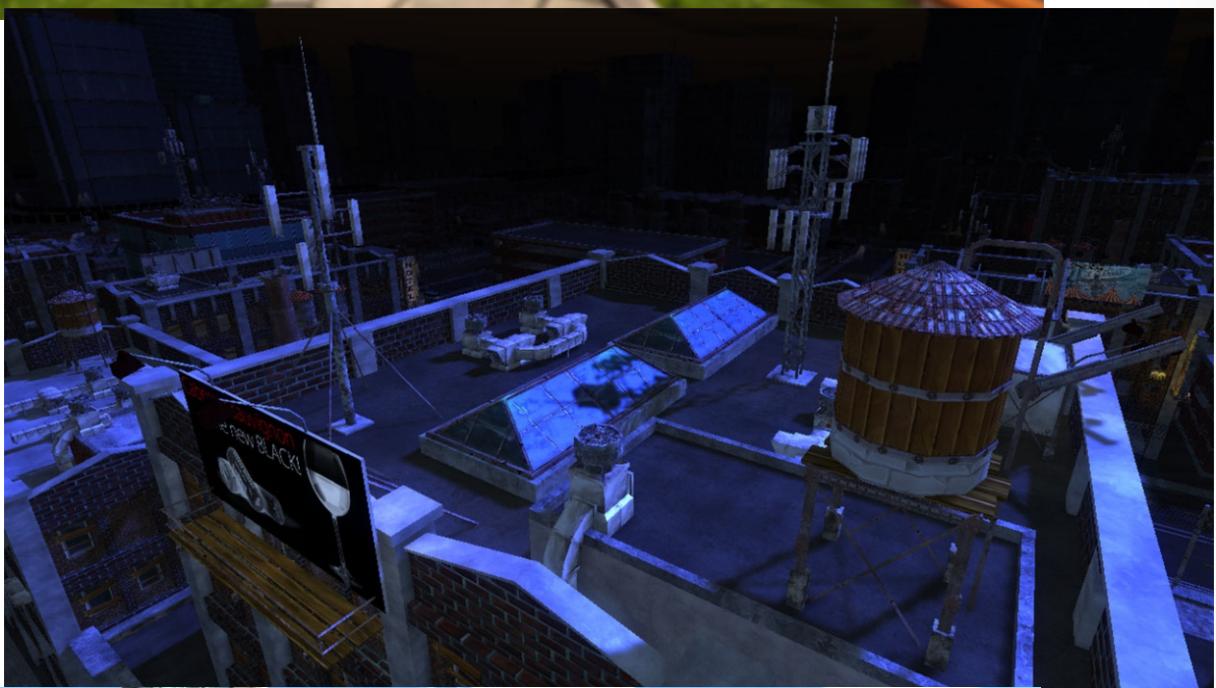




Scene preview

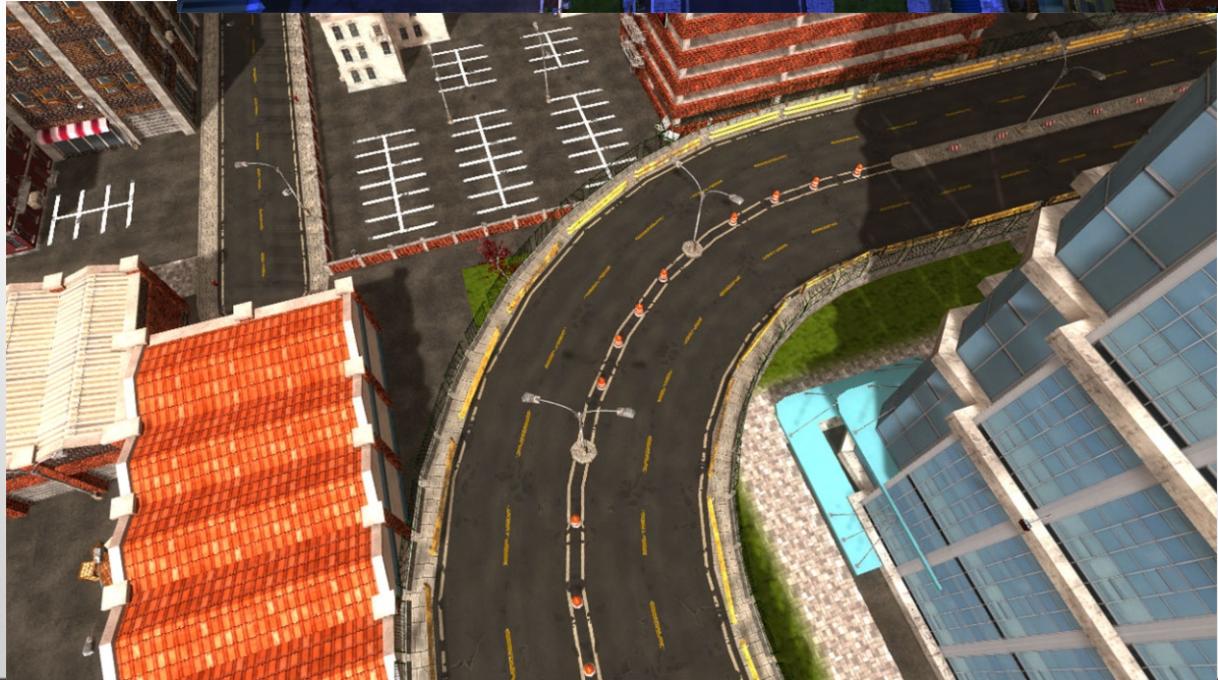
For a better understanding of asset building/usage there are two demo scenes provided with the package, lit for day and night time. The scenes were made only from the prefabs, quick builds and sets present in the package.

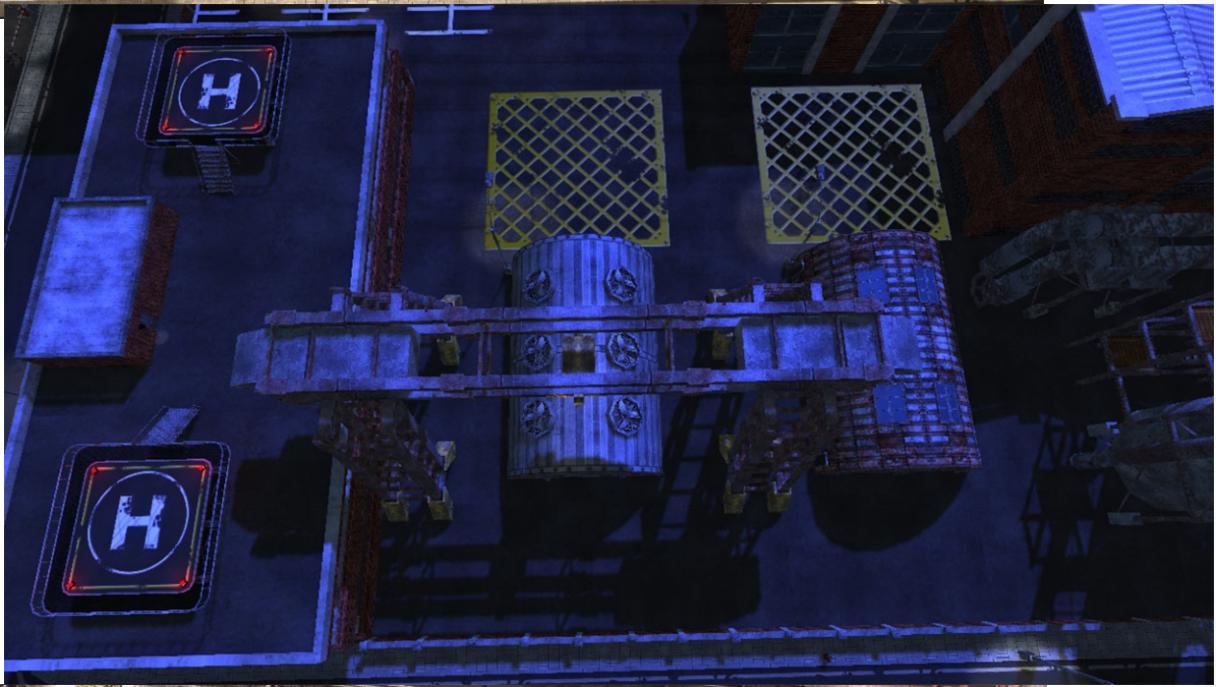
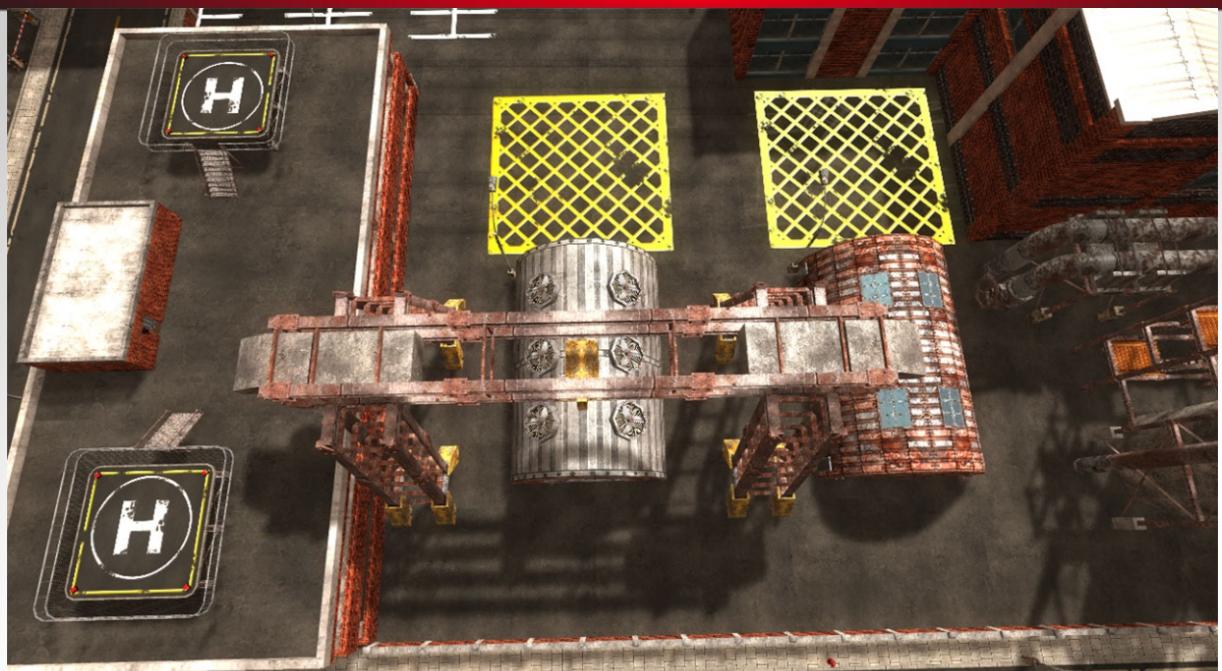


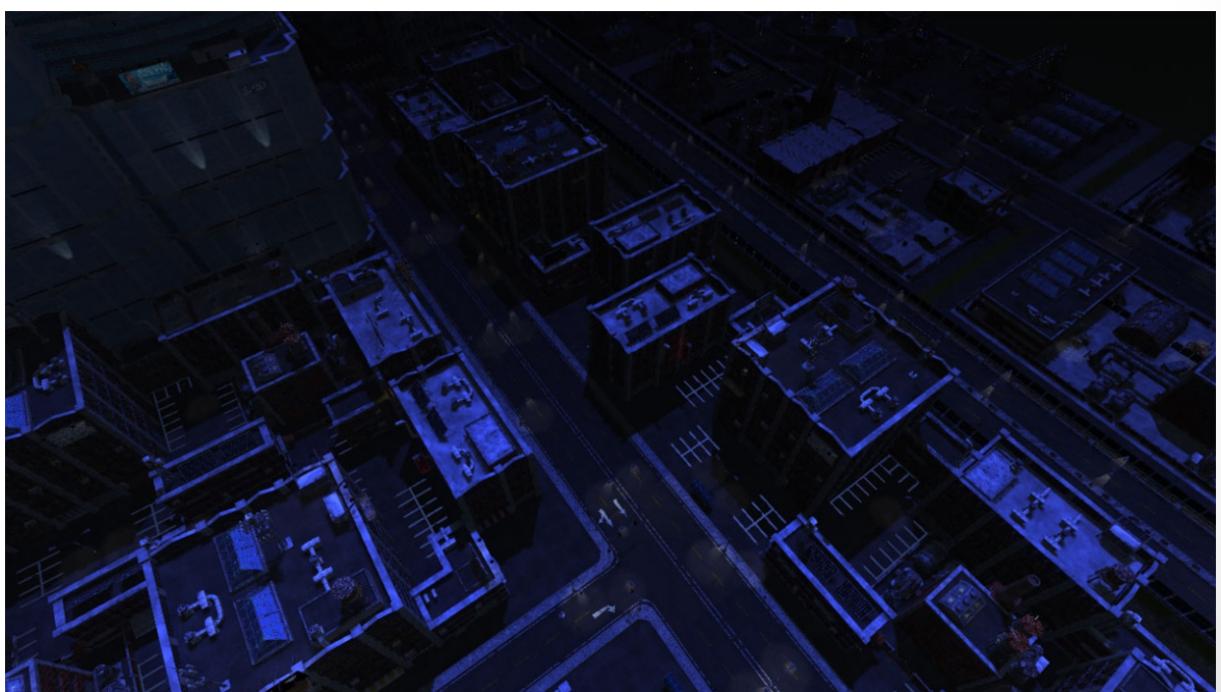










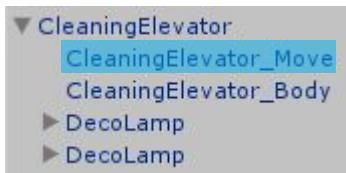


Rigged/interactive objects

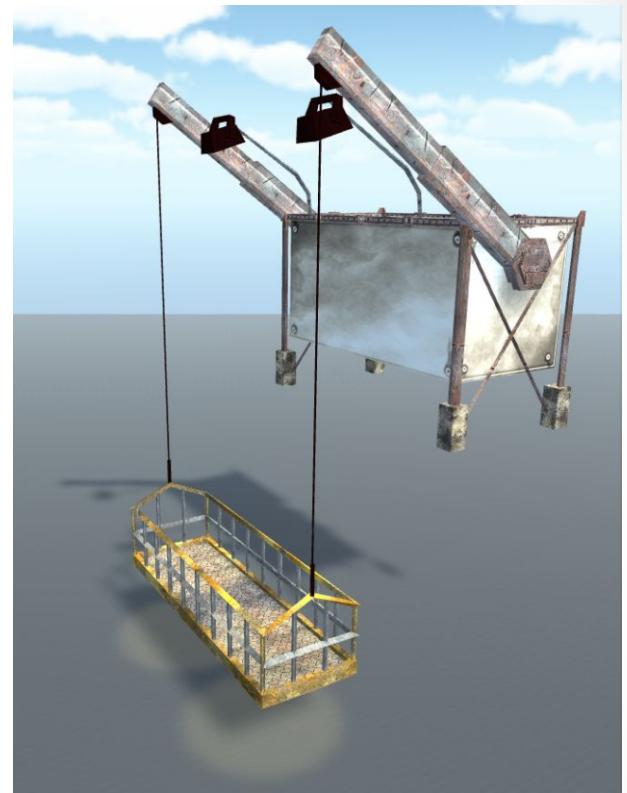
The package is fitted with some rigged/interactive props for a more dynamic feel. Proper usage of these object require the pivot to be set to local. Each of the assets contain parts in them which can be moved or rotated to manipulate the asset itself (highlighted in the image examples below).

Pivot Local

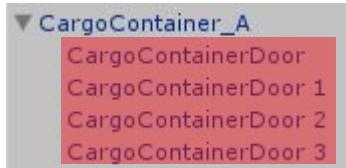
Cleaning elevator



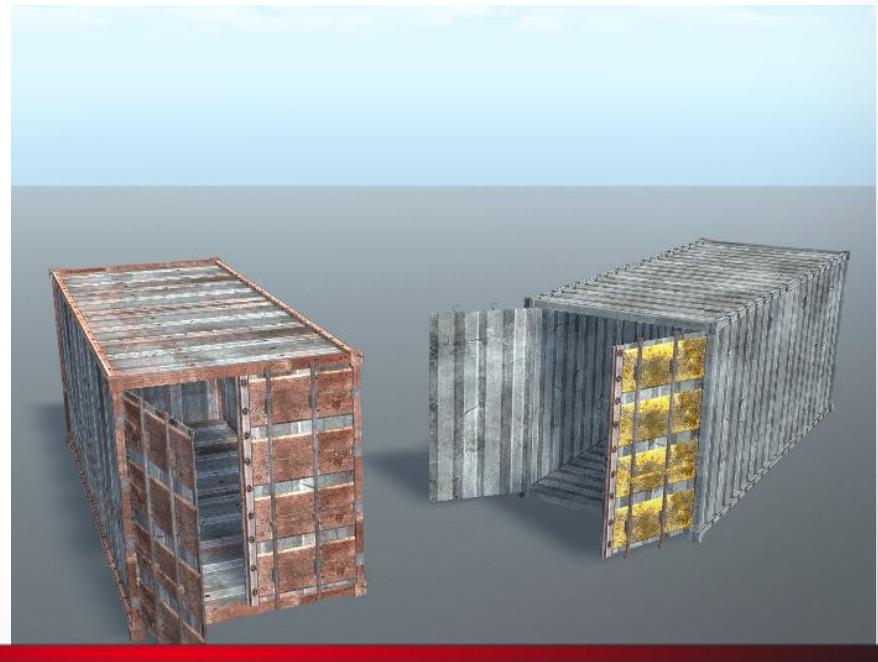
By moving the “CleaningElevator_Move” object up or down, the elevators will move accordingly.



Cargo containers



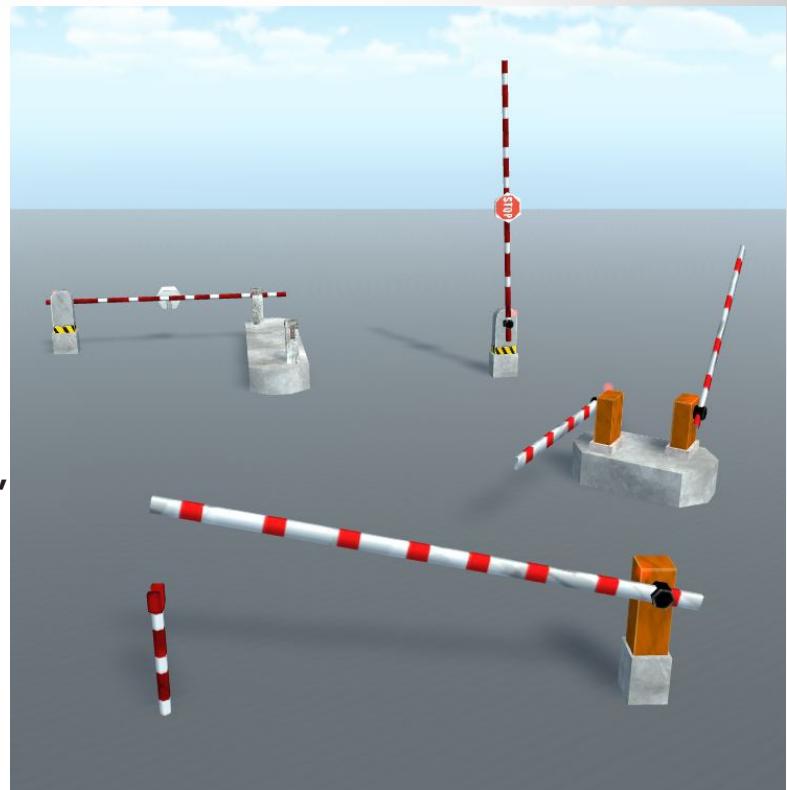
By rotating the “CargoContainerDoor” object, the doors will open and close accordingly.



Barrier

▼ Barrier_C
Barrier_C_Gate
Point light
▼ Barrier_B
Barrier_B_Gate_A
Barrier_B_Gate_B
Point light
Point light
▼ Barrier_A
Barrier_A_Gate_A
Barrier_A_Gate_B
Point light
Point light

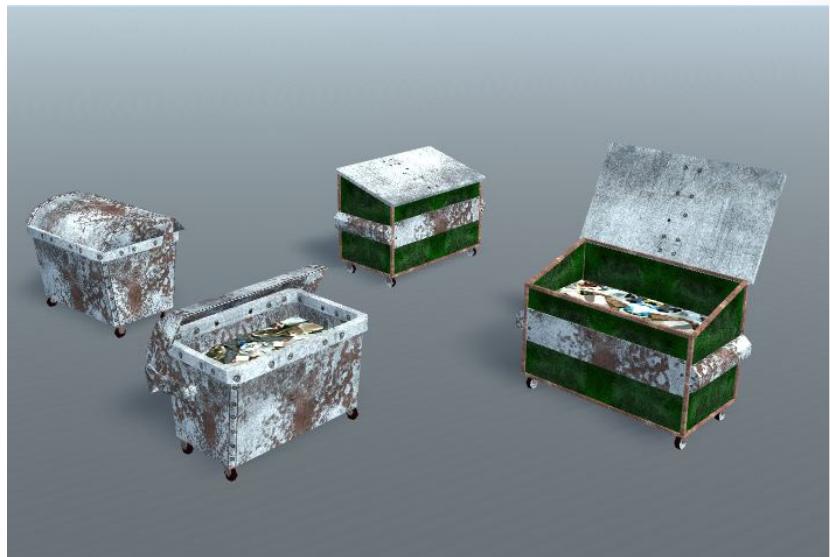
By rotating the “Barrier_*_Gate_*” object, the barrier will open or close accordingly.



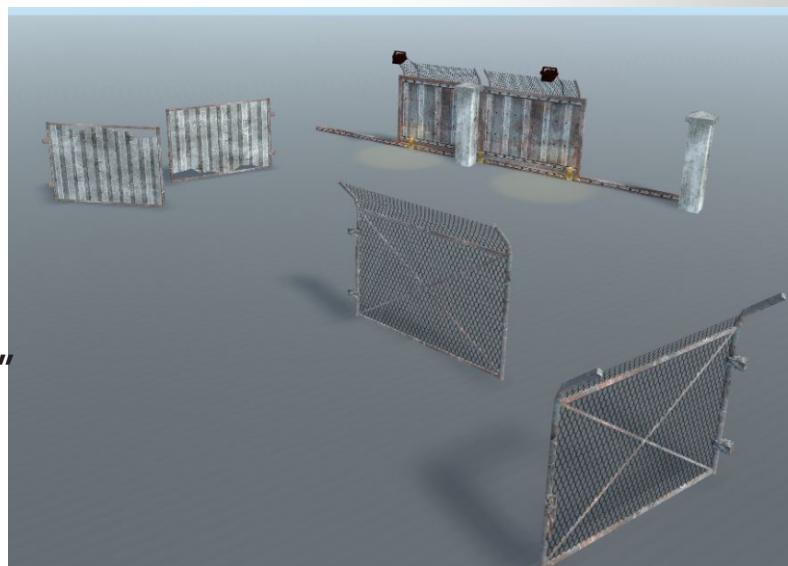
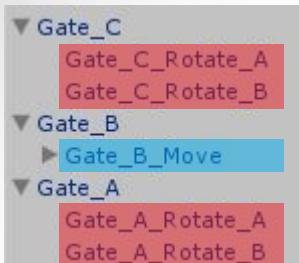
Garbage container

▼ GarbageContainer_B
GarbageContainer_B_Door
▼ GarbageContainer_A
GarbageContainer_A_Door

By rotating the “GarbageContainer_*_Door” object, the garbage container lids will open or close accordingly.



Gate



By rotating the “Gate_* **Rotate_***” or by moving the “Gate_* **Move_***” object, the gates will open or close accordingly.

Shaders and textures

Having in mind that the package is built for modularity and can be used for quite large scene creation, the shaders are set to be as few and as versatile as possible with as little resource requirement as possible.

The package contains 11 shaders:



- 4096px texture atlas for the main props and buildings



- 2048px texture atlas for street sign and add panels

- 1024px texture atlas for street markings

- 128px texture for fences

- 512px texture for ground painting



LightShape

- 128px texture for light shapes



LightShape



Leaves_V01



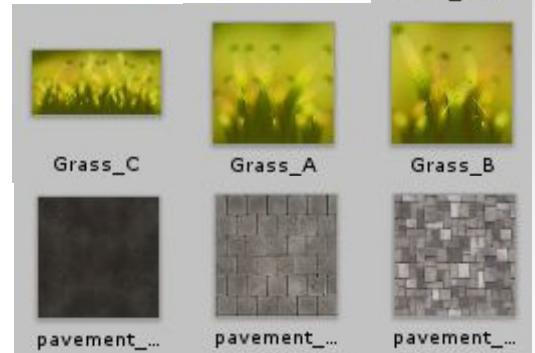
Leaves_03



Leaves_02

- 512px texture for foliage

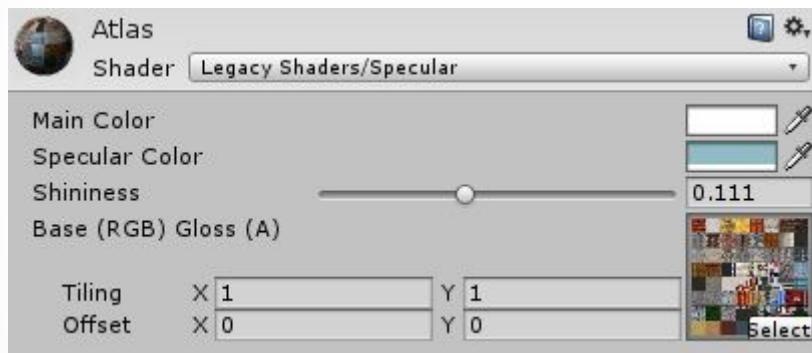
- 3 x 128px texture for grass



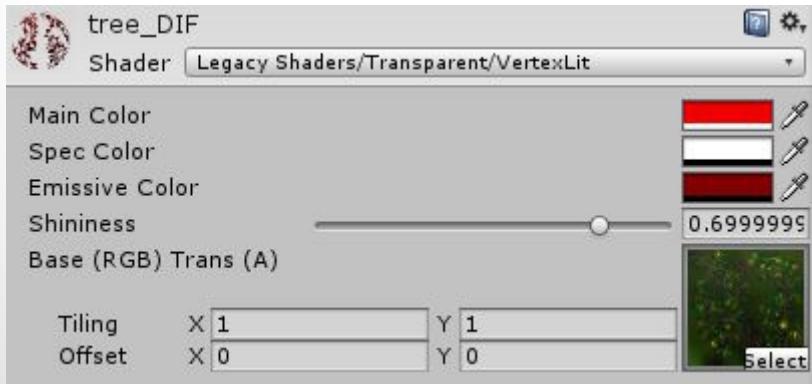
- 3 x 512px texture for additional pavement and ground painting

All textures in the package are hand crafted for a stylized look.

“Special” shaders



The main atlas contains a 4096 px texture with DXT5 compression and an alpha channel for specular.



The foliage shader is made of a 512 px texture with DXT5 compression and an alpha channel for transparency.

This shader has 4 variants for more flexibility in changing color.

Light maps and uv's

All assets have light maps enabled and generated.

For the specular effect to work correctly after baking light maps, there needs to exist an active directional light, set to realtime.

Colliders

Please note that only objects at street level are fitted with colliders.

Outro

Thank you for your time and interest in this package. If you enjoyed it please consider to leave a review.

For any questions please don't hesitate to contact us.

