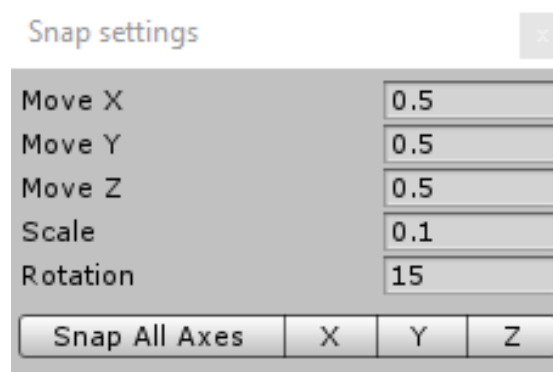
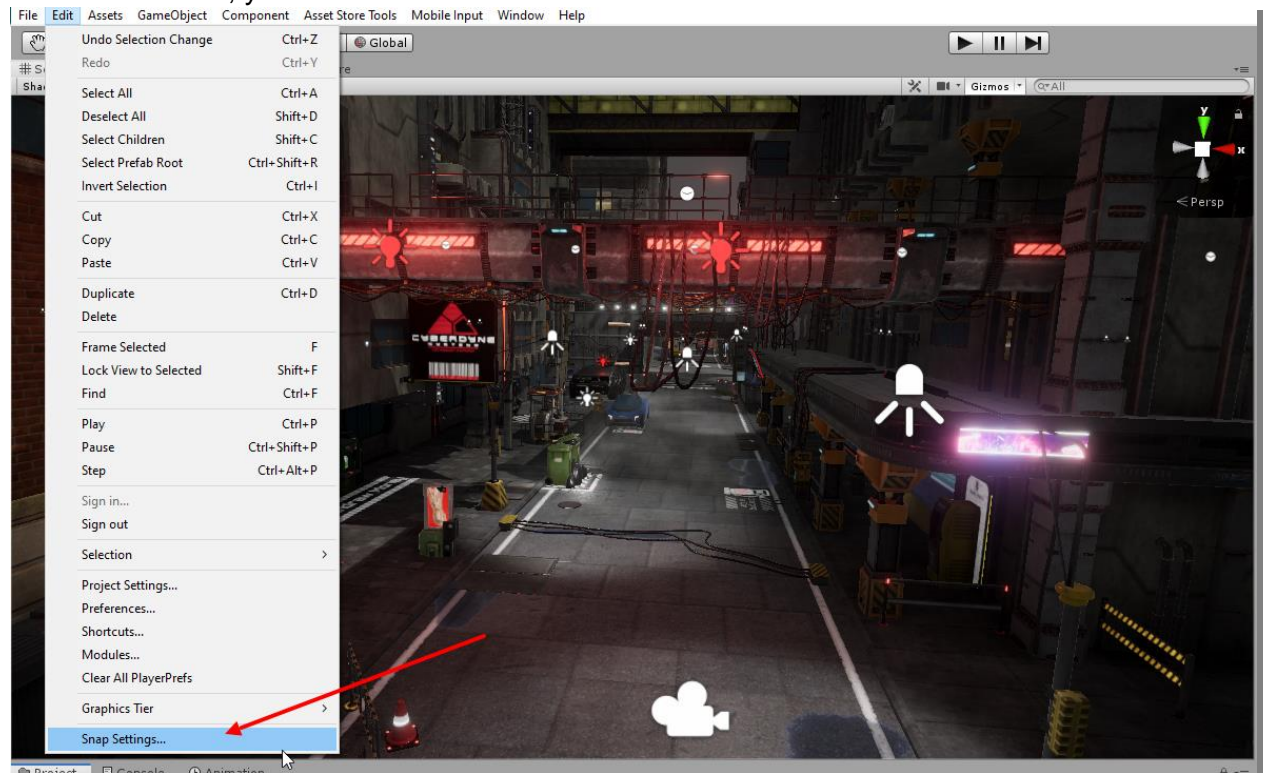


Hi! Thank you for buying my asset!

Modularity

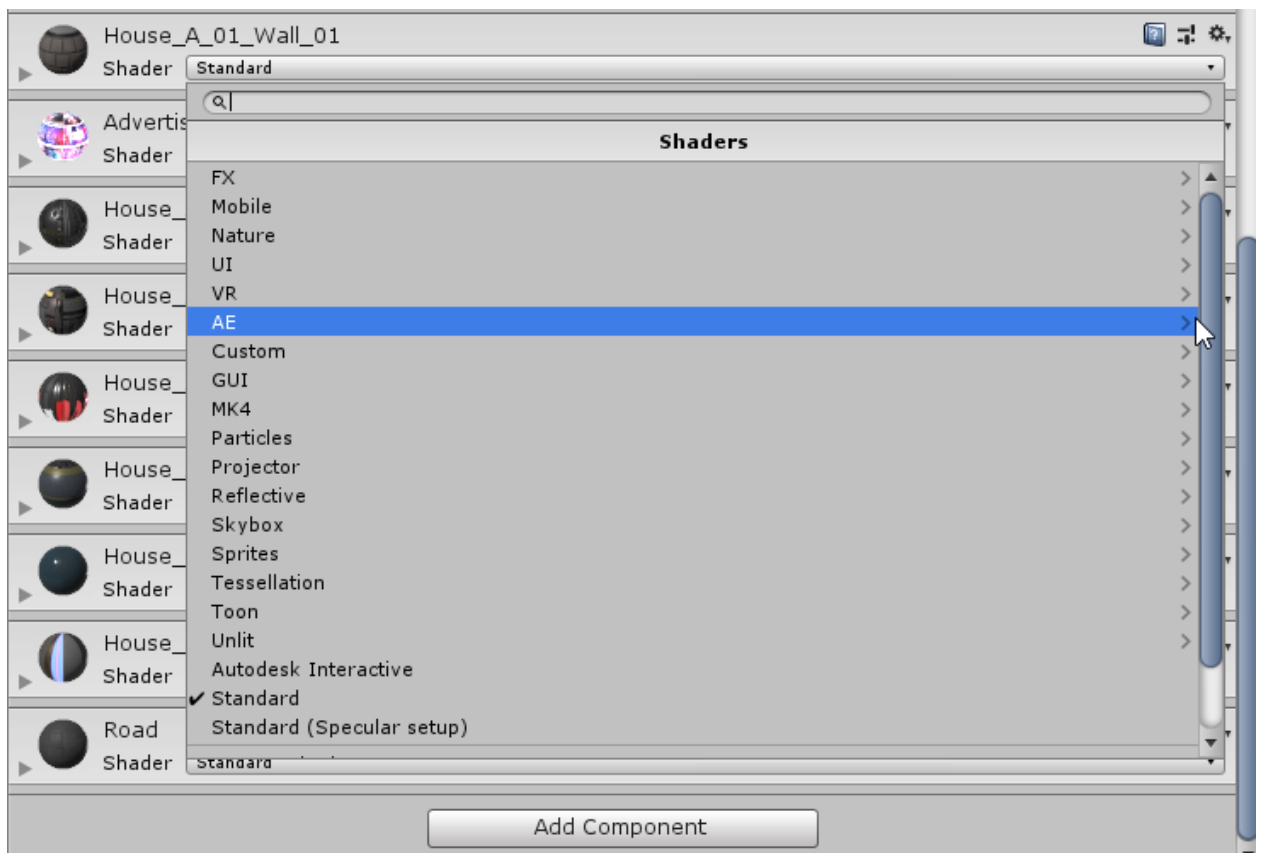
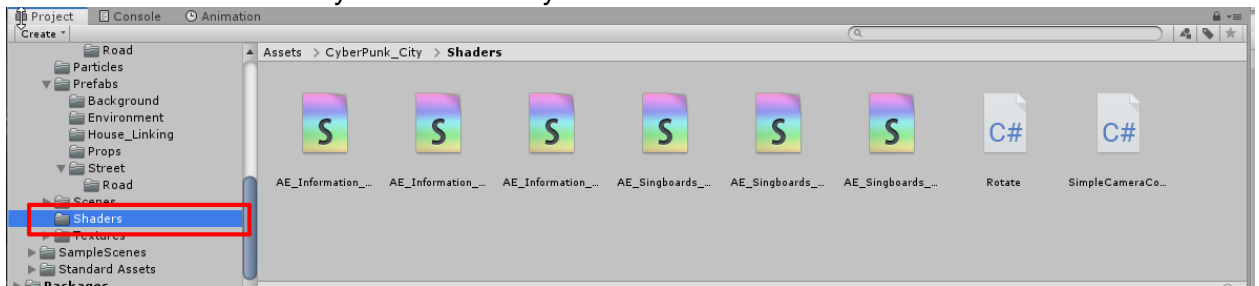
For convenience, you need to enable



All modules have pivots assigned to the extreme points of the model. This will allow you to easily assemble houses and streets.

HDRP and URP

When switching to a different render pipeline, you will need to change the shader on 2 materials on all other materials.unity will do this for you.



P.S.: I'll be very happy if you leave a review!