FANTASTIC CITY GENERATOR 3.0
By MasterPixel3D

TUTORIALS

Add third-party Buildings:
https://youtu.be/kVrWir_WjNY

Add thrid-party objects:
 https://youtu.be/NgEdgjgaSlg

Night Scenes
Switch day/night in one click: https://www.youtube.com/watch?v=lr94kNKMEuA

Generate City at Runtime:
SampleScene in Asset/Fantanstic City Generator/Scenes

Adding Vehicles on Traffic System:
Video 1: https://youtu.be/E_v5WmB3tyY
Video 2: https://youtu.be/LDujofxGoqs

Turn Signals and Brake Lights:
 https://youtu.be/bSuA6Q8D5hw

Resize City Manually:
https://youtu.be/CbJ_fwwATGg

Adding waypoints of Traffic System Manually:
https://www.youtube.com/watch?v=LDujofxGoqs&t=96s

Unity Universal Render Pipeline (URP):
Video 1: https://www.youtube.com/watch?v=ZXxJyclsLzc
Video 2: https://www.youtube.com/watch?v=SxG oZL31Dy4

Crosswalk Colliders:
https://youtu.be/oYYCtR1xh8s

Time adjustment for traffic lights: https://youtu.be/oYYCtR1xh8s?t=131

For more info and video tutorials access:
http://masterpixel3d.com/fcg

Support:
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