Urban Metro Line
Won't leave ya there

Thank you for purchasing Urban Underground!

Every model can be found in the Prefabs folder, set up with colliders, LOD group and lights (where applicable.) Use those and snap them to each other to build your subway station, any layout you like. Naming is conventional and prefabs are organized in subfolders for fast and easy access.

The railcars

There are 2 versions of each railcar, the 'lowpoly' named one has a much lower poly count, due to a different undercarriage. Whenever possible, use that, the other railcar is rather high-poly, use it with caution.

Changing emissive surfaces and signs (Textures/Changeable folder)

2 different emissive maps are provided for Maintenance.mat (changes the traffic light color).
Large overhead display emission: Modify Props_Emission.psd and simply type in any text you like.
Same applies to Text_Overlays.psd – Edit labeled parts as indicated to get different signs of all kinds. (There are groups to show you where to type and what field to edit.) Use your own logos, brands or design.

Train identifier, front/tail lights: Use Train_Emission.psd to swap between front or tail light illumination. (Photoshop layers named accordingly.) A textbox is also provided, type in the train's letter or number you wish to use. (Logically, every new train will require a new Train.material instance if it's different from any other.)

Performance and lighting info

- Flickering LOD groups – use light probes to feed higher LOD geometry with indirect lighting data.
- Ugly, bright demo scene – Change color space to linear, and rendering path to deferred to get HDR.
- Unless rendering surfaces from a very close distance, reduce all tiling texture map resolution from 2K to 1K.
- Don't forget to set up proper occlusion culling!
- Keep an eye on the LOD bias (Quality settings) – you might want to tweak LOD groups on prefabs to fit your needs!

Working with Urban Construction Pack (optional)

When connecting the subway to the surface, use Subway_Entrance_UCP prefab. (UCP uses a 3.5m grid while Urban Underground uses a 4m one. The subway entrance prefab lets you transition easily and snaps right in place.

Demo scene coding

The demo scene is exactly what's shown in the promo video. The train is being moved by an animator with pre-recorded clips, the door opening/closing happen with Vector3.Slerp. It is set up in a way to match the audio clips provided (hard coded delay times.) Customize it along with signs, text overlays, to create your own subway station.

If you have any questions, issues, suggestions or ideas, please send it to gabromedia@gmail.com along with your invoice number!