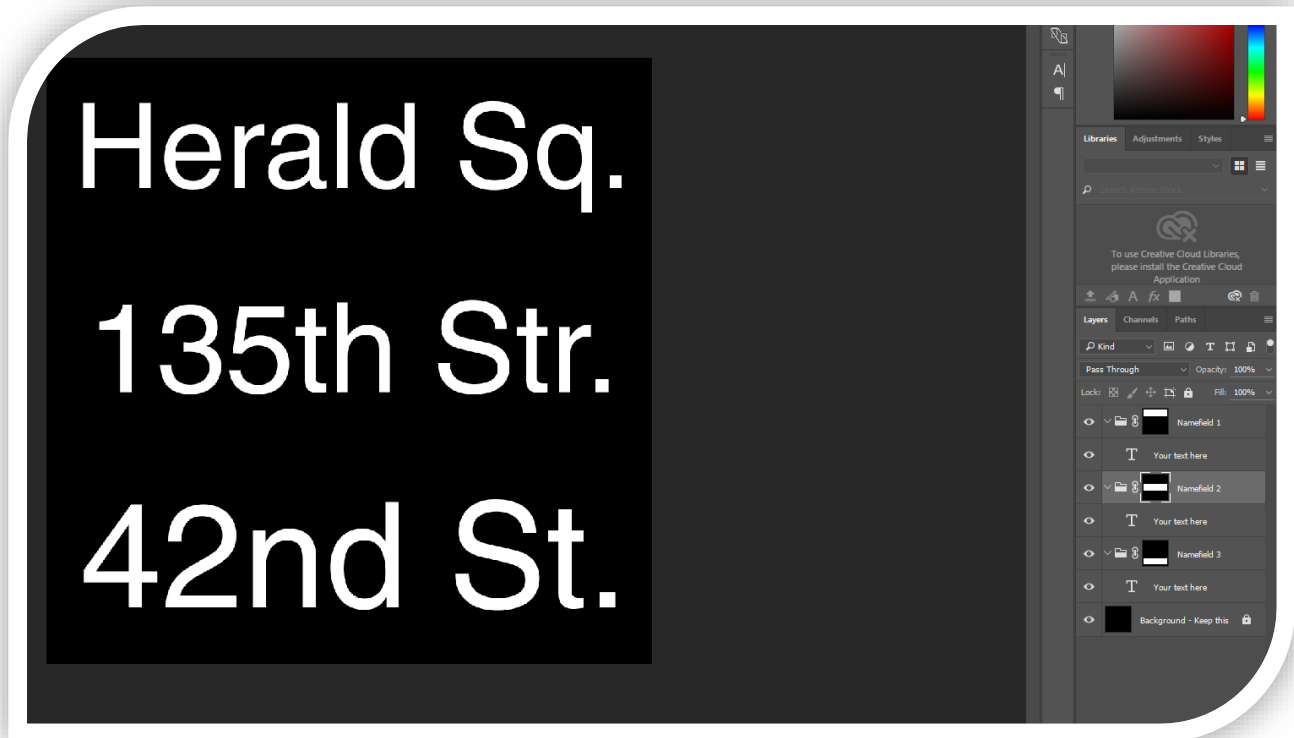
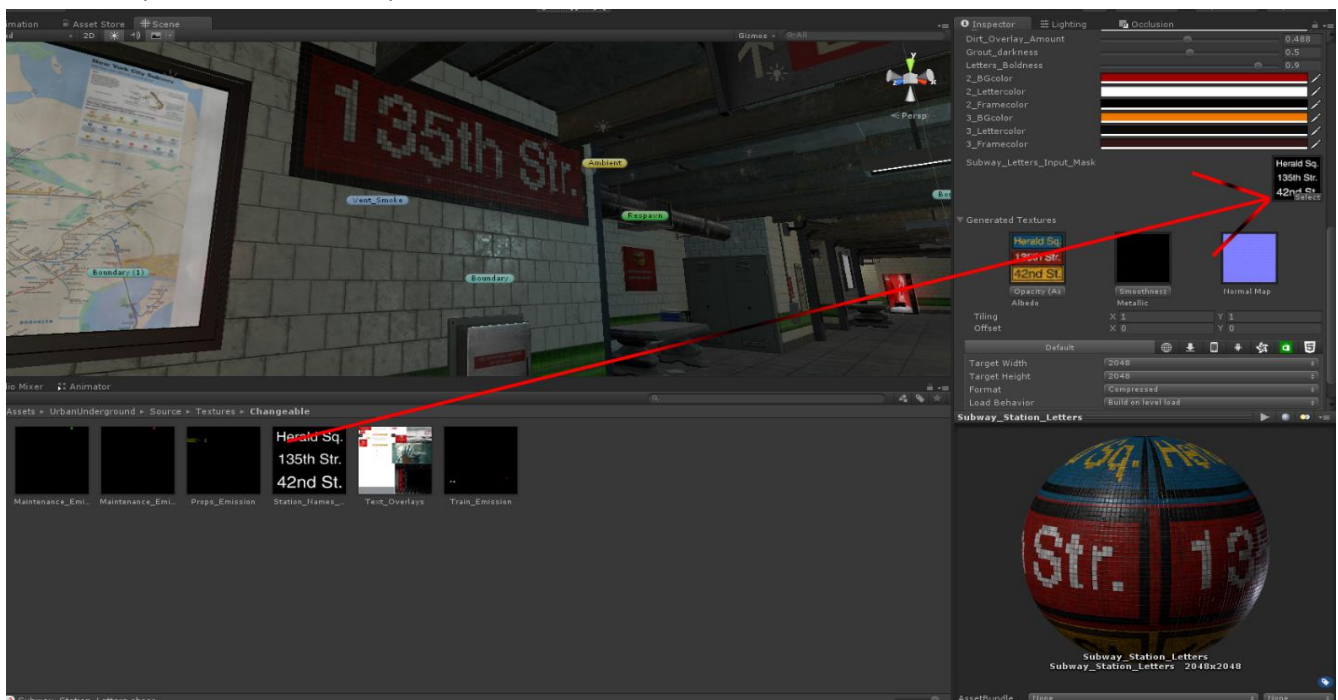


Customizing wall name material

- 1) Use GIMP or Photoshop to open **Station_Names_Mask.PSD** located in Textures/Changeable folder.
- 2) Type your text to the 3 different name fields. The provided mask makes sure you always stay within the boundaries.



- 3) Once done, make sure the mask is fed to the exposed 'Mask' field on the substance material provided (Source/Imports/Materials/Substance folder).



- 4) Wait for the substance to re-generate the texture set, and you're good to go. You can then reach the proper sign in Prefabs/Custom walls folder, named the same way (1, 2 and 3 field).
- 5) You can fine tune the look using the exposed color fields, dirt amount slider, grout darkness. Letters boldness property can help tweaking readability of the text.
- 6) If you need more than 3 different station wall designs, duplicate the substance material, and assign a new mask with another 3 station names, etc.