

FANTASTIC CITY GENERATOR 1.3

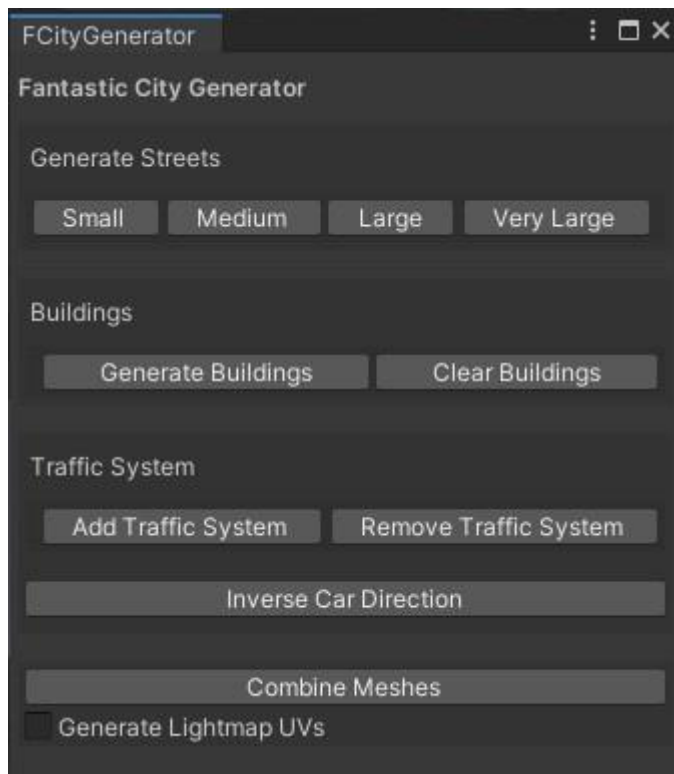
By MasterPixel3D

How to use Fantastic City Generator:

1. Import Package
2. Select 'Window | Fantastic Generator' from the menu



3. To generate new City, click in the button 'Small', 'Medium', 'Large' or 'Very Large'



There are the buttons:

Generate Streets

Small City
Medium City
Large City
Very Large City

Buildings

Generate Buildings Clear Buildings

Traffic System

Add Traffic System
Remove Traffic System

Combine Meshes

4. Click in button 'Generate Buildings'

5. Click in button “Add Traffic System” to add vehicle traffic to the scene

If you prefer vehicles to be added randomly in Awake (), just put the pre-made scene 'Assets / Fantastic city generator / Traffic system / Traffic system.prfab' into the scene

6. Optionally click ‘Inverse Car Direction’ to reverse the direction of vehicle traffic

7. Optionally click ‘Combine Meshes’ to finish

Tutorial - Add third-party Buildings:

https://youtu.be/kVrWir_WjNY

Tutorial - Adding Vehicles on Traffic System:

Video 1: <https://youtu.be/RzdCPNvdPp8>

Video 2: https://youtu.be/E_v5WmB3tyY

Tutorial - Resize City Manually:

https://youtu.be/CbJ_fwATGg

Tutorial - Adding waypoints of Traffic System Manually

<https://youtu.be/JD7HJIfxNg0>

For more info and video tutorials access:

<http://masterpixel3d.com/fcg>

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