Modular Cartoon Construction Kit

Standard Assets Dependencies

Before you import this asset, you should make sure that you have the vehicles standard assets pack imported into your project. If you installed Standard Assets along with Unity, you should be able to add this package with Assets > Import Package > Vehicles. If you would like to use image effects, import the Effects package from Standard Assets as well.

Note: We do not ship our assets with Standard Assets Dependencies because it would cause numerous issues for projects that already have them imported.

Demo Scenes

The demo scenes are all located in the "Modular Cartoon/0 Scenes" folder. The notable examples to look at (or create a entire game with) are *DemoDay* and *DemoNight*. If you imported *Standard Assets/Vehicles*, you should be able to just hit play to start exploring the scene. The scene contains examples of roads, fences, buildings, and a variety of props such as trees, rocks, and signs.

Landscaper Script

There is a prefab "Landscape" that includes the grass, trees, and rocks as children. If you select the empty parent object, you will see a rather large looking script attached to it, "Landscaper". This script is actually quite strait-forward.
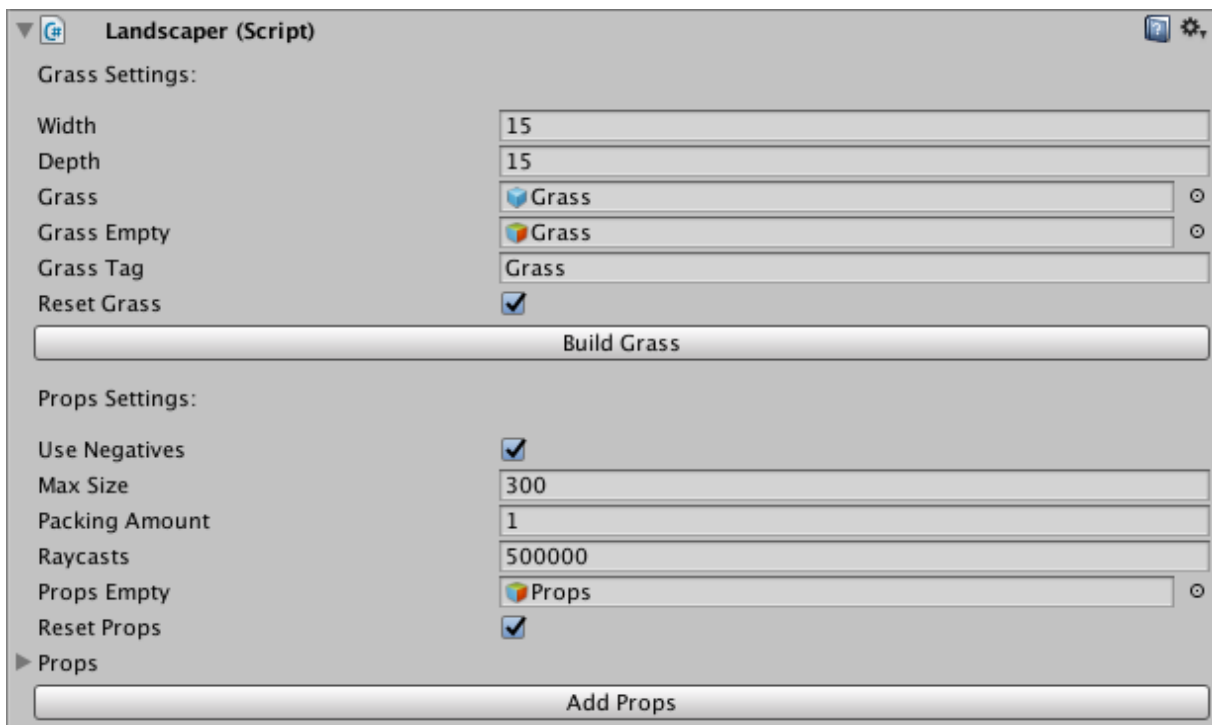
Under the grass settings label, you can set the width and depth of the resulting grass coverage. The script uses the tile prefab that you select in the "Grass" variable to build rows and columns of grass up to the correct size, putting them as children of whatever the "Grass Empty" object is (by default, the grass empty is a child of the landscaper base). The grass tag is used by the props generator to know where it is "legal" to place props. Make sure you have this string added to your project's tags list (Edit > Project Settings >Tags and Layers). Finally, the *Reset Grass* checkmark makes the script automatically remove all children of the grass empty before adding new grass. This is very useful while testing as it allows all of the work with the landscape base to be done from this one user interface. To test your settings, just click the large *Build Grass* button.

Under the *Props Settings* label, it is almost easier. As with the grass, select an empty object to put the props under with the *Props Empty* variable, and optionally reset the props empty. To add props click the *Add Props* button. The props are added by doing a series of raycasts straight down on the scene like rain to see if they hit grass or obstacles (roads, houses, etc.). The number of rays is set by the *Raycasts* property. The smaller the packing amount, the more likely two props will overlap, the larger it is, the further props will be spread from each other and obstacles (such as roads). It is important to note that if this is set low enough to get a certain density, there may be some props that hang over roads that would need to be manually moved or deleted. The *Max Size* variable controls how large of an area the recasts are rained down from. If you are only getting props in part of your scene, you may have this value too small. The *Use Negatives* checkbox will make the raycasts use +/- X and Z values rather than just positive. If you have any of your scene in the -X or -Z range, this should be enabled. Finally, the *Props* variable holds an array of the objects to randomly choose to add to the scene. Each prop is randomly rotated as it is instantiated.

Set Street Sign Text

The street signs' text can easily be customized. The prefabs have a simple script to set the text. Just enter whatever street names you would like in the *Top* and *Bottom* slots (top is the name bracket above the bottom one on the actual sign). Then click the *Set Text* button to update the sign.

▼ ⓒ Set Street Sign Text (Script)		⑦ ✿ₜ
Top	Java Rd.	
Bottom	Sharp St.	
Set Text		
▶ Text Objs		