

Getting to know this product

This pack contains a collection of assets that will allow you to create a realistic city subway.

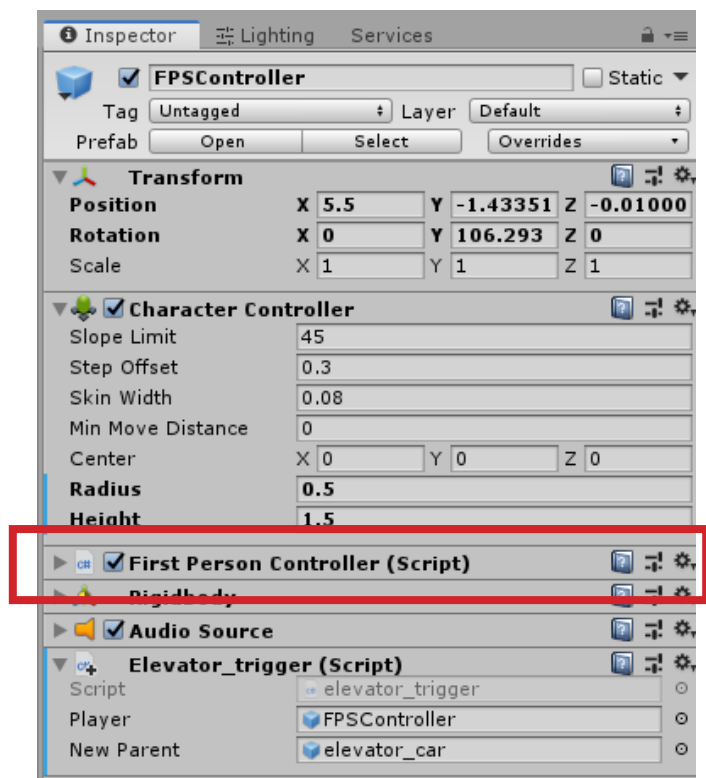
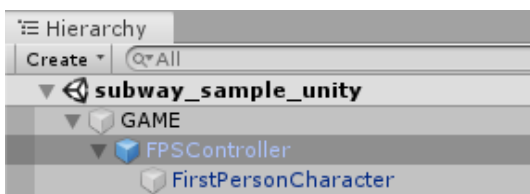
The pack is broken down into key elements - environment kit assets that can be used to create the interior of a city subway and all of the props to fill that environment, with the addition of decals to add that extra level of interest.

All of these parts can be found in: [city_subway_collection > prefab](#)

FPS Controller

To run the sample scenes, you will need to add the **FPSController Script** from **Unity Standard Assets**. The FPS Controller asset in the scene will show a missing script without this.

Simply drag the script over the section highlighted.



Lightmapping

Please note, that this pack has two lighting solutions:

Bakery - GPU Lightmapper

A sample scene using Bakery can be located here:

`\Assets\city_subway_collection\Scenes\subway_sample`

If you wish to rebake this specific scene you will need to purchase a copy of Bakery - GPU Lightmapper

<https://assetstore.unity.com/packages/tools/level-design/bakery-gpu-lightmapper-122218>

Unity - GPU Lightmapper:

A sample scene was created using the built in GPU lightmapper which can be rebaked freely.

The sample scene can be located here:

`\Assets\city_subway_collection\Scenes\subway_sample_unity`

Additional Documentation

This pack also contains fully functional elevator and escalators. The documentation for these can be found here...

`\Assets\city_subway_collection\documentation\city_subway_collection_elevator`

`\Assets\city_subway_collection\documentation\city_subway_collection_escalator`

Support

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