DOCUMENTATION

1. Asset

This Asset contains several 3D objects with their materials. By default it is configured for Standard Render Pipeline but it is compatible with URP (You have to do some actions that we describe in point 4.

Before making any changes to your project, we recommend that you do a BackUp. Since if an error occurs we will not be able to help you.
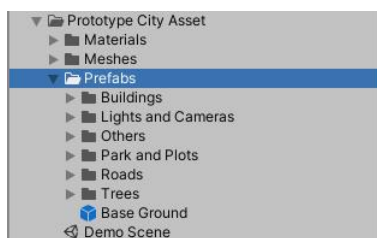
The Asset contains:

· 11 Buildings
· 8 Road sections
· 3 Trees
· 2 Plots
· 1 Lamppost
· 1 Construction pipes
· 1 Large Building
· 1 Park
· 1 Large Floor

Other items such as cameras, lights, or skies

2. How to use

Inside the Asset folder you will find a *folder called Prefabs*. In it you will find everything you need to start composing your scene.

Both buildings and elements have proportion so it is very easy to create urban lines or structures

3. Pro Grids

It can be very useful to compose your scene to combine this asset with Progrids. Progrids is a free asset that allows you to move elements around the scene following a grid
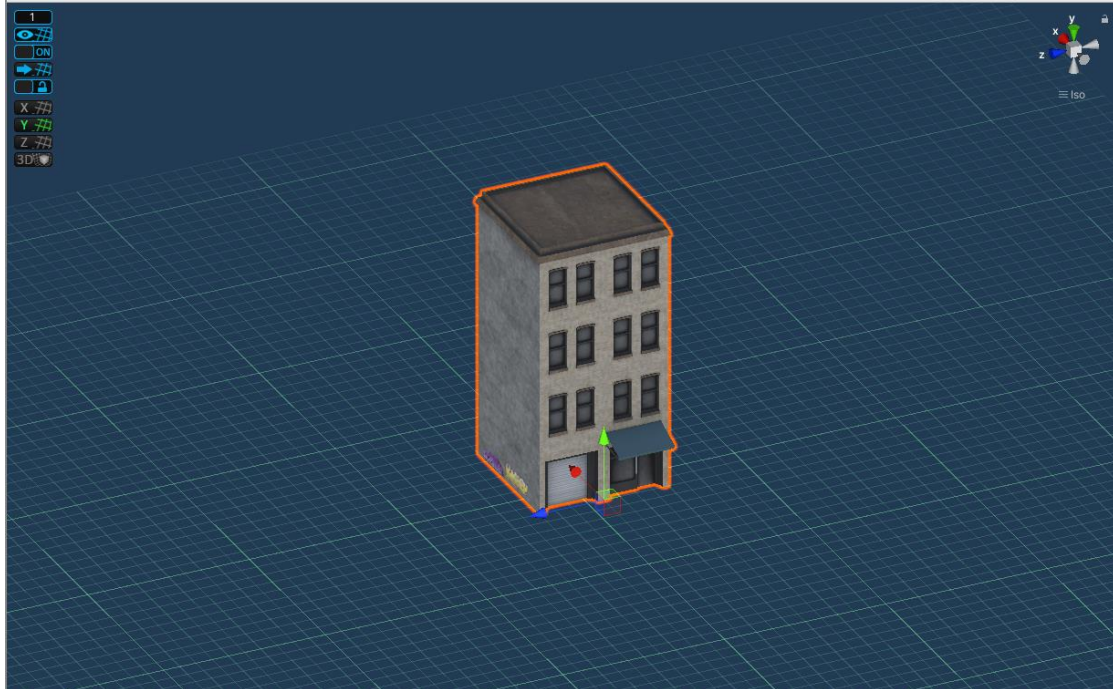

If you are using unity 2019 or higher you can download Progrids from the *Unity Package Manager*. Just Serach the package and clic in install.
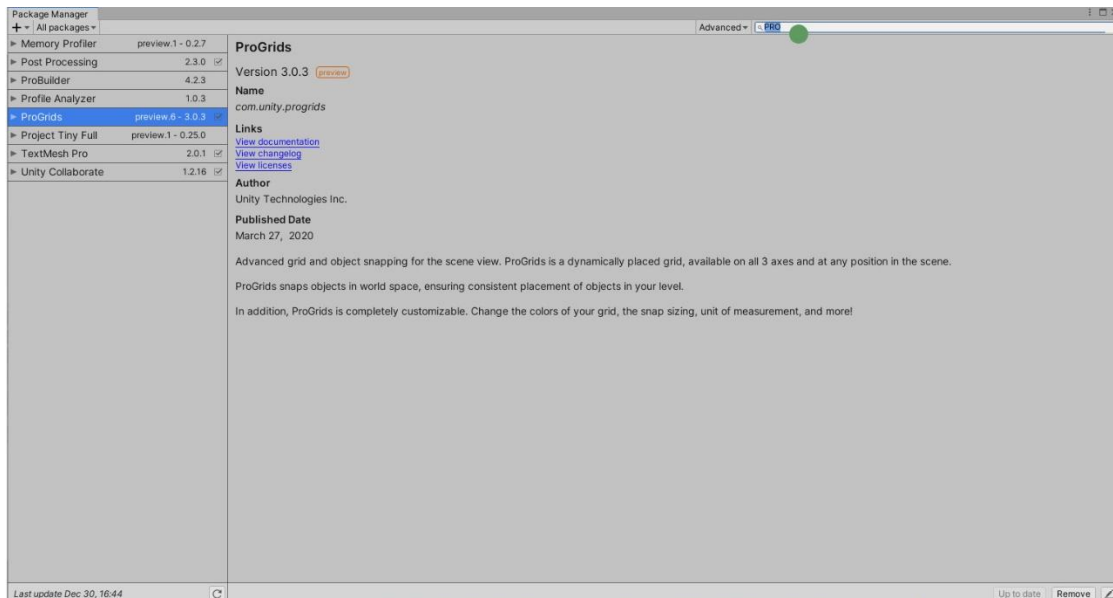
4. Asset Setup in URP Pipeline

If you are working with URP you will notice that all assets are Pink. Please don't panic, you just have to follow two steps.

Step 1: Go edit -> Render Pipeline ->Ugrade Project Materials to UniversalRP Materials.
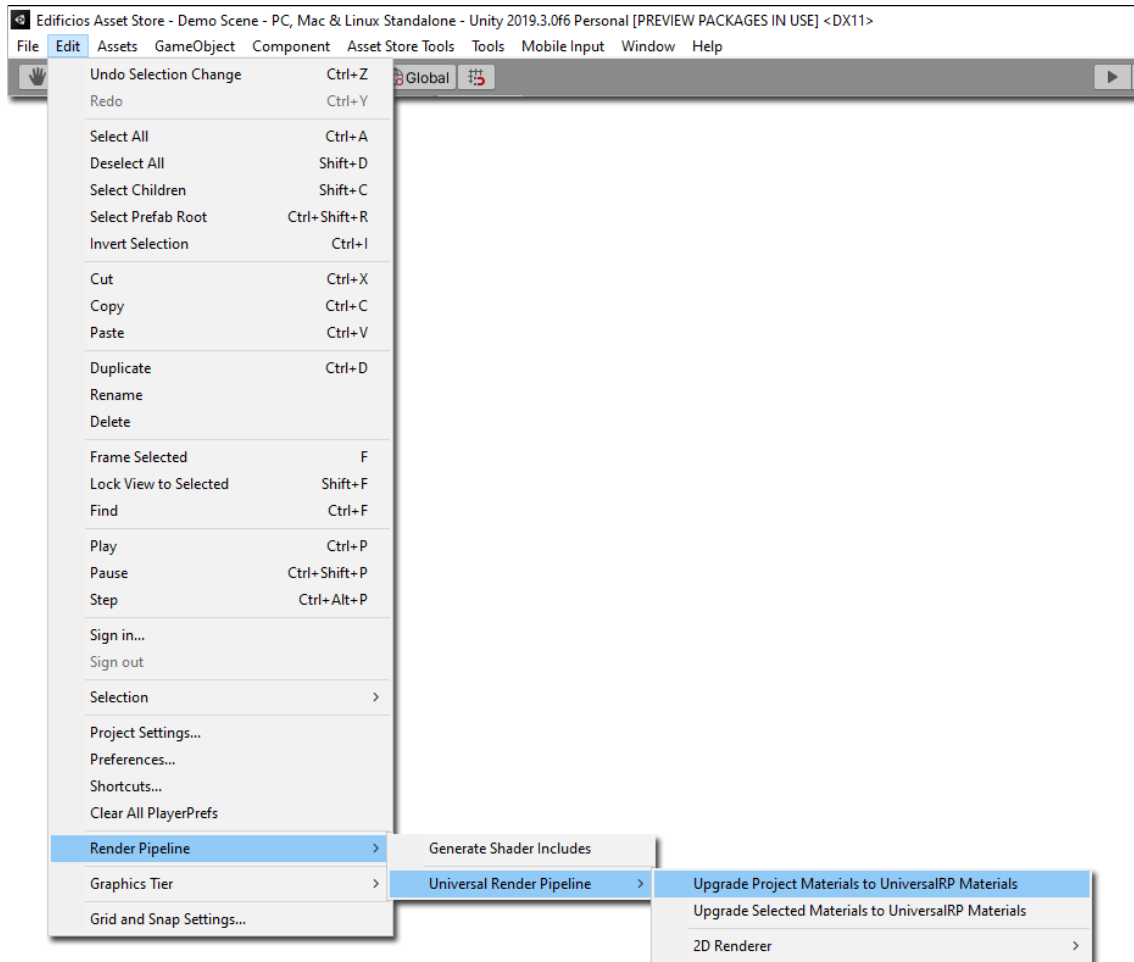
Step 2: You Will notice that the Trees are Pink. Open each Tree Prefab and change the Material of the object from "Leaf Standard" to "Leaf URP"
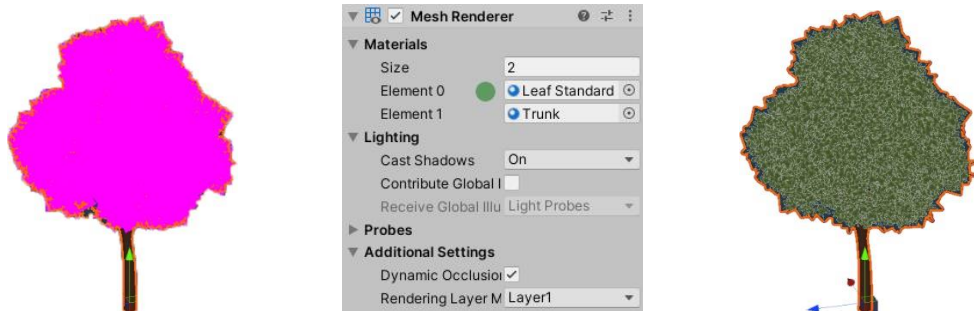
5. Contact Us

If you have any question please write us. *handmadevideogames@gmail.com*

Thanks