

# FANTASTIC CITY GENERATOR 3

By MasterPixel3D

## Add third-party Buildings:

You can add third-party buildings to your copy of the FCG system

Video: Add thrid-party Buildings:

[https://youtu.be/kVrWir\\_WjNY](https://youtu.be/kVrWir_WjNY)

BC - Downtown street building (not in the corner)

EB - Corner buildings in suburban areas

BB - Buildings in suburban areas (not in the corner)

BR - Residential buildings in suburban areas (not in the corner)

BK - Buildings that occupy an entire block

SB - Large buildings that occupy a larger block

SB - Large buildings that occupy larger blocks

DC - Corner buildings that occupy one side of the street

MB - Buildings that occupy both sides of the street

DC - Corner buildings that occupy both sides of the street

BBS - Buildings in suburban areas (not in the corner) on slopes

BCS - Downtown street building (not in the corner) on slopes

## Adding Third Party Buildings to the DayNight System

When adding third-party buildings, if you have day and night materials, you can include them in the FCG's DayNight, so that your day and night materials are also alternated by the DayNight system.

- 1) Select the DayNight in the Hierarchy, and in the Inspector
- 2) In “MaterialDay” add daytime version of materials
- 3) In “MaterialNight” add the night version of the materials

### **Warning:**

Only materials that have a day and night version are included here. (Materials that will be used both night and day do not need to be here)

The material daytime version index (in MaterialDay) must match the material night version index (in Material Night)

Example:

When switching to the night scene, materialDay[1] will be replaced by materialNight[1]

