FANTASTIC CITY GENERATOR 3
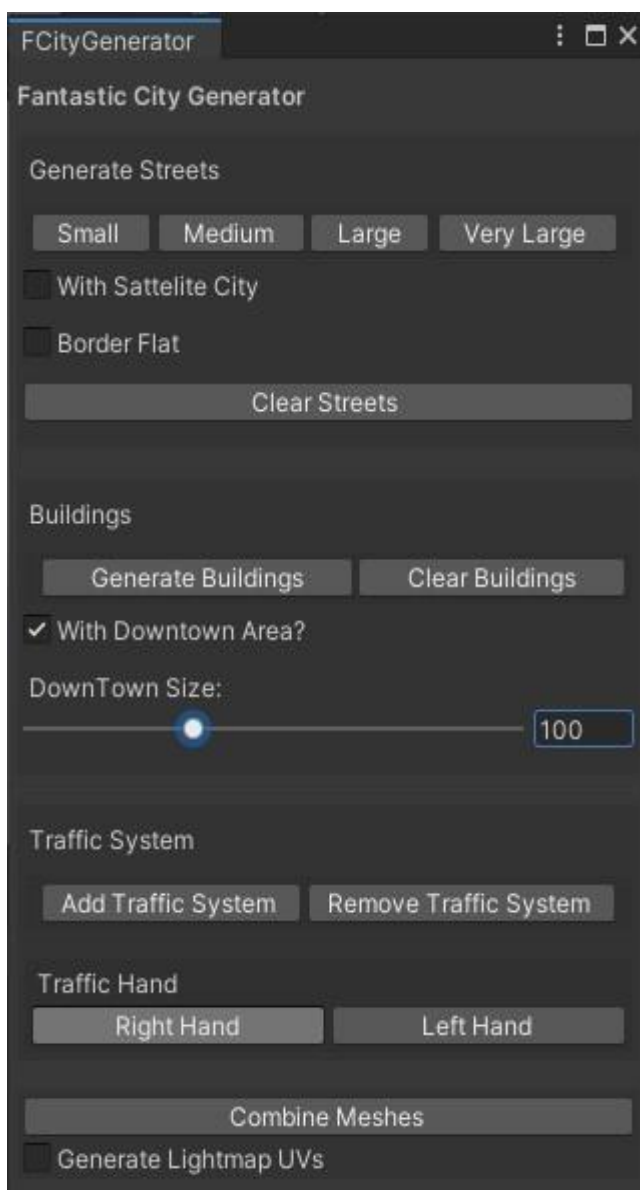
By MasterPixel3D

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 'Smal', 'Medium' , 'Large' or 'Very Large'

Generate Streets
Small City
Medium City
Large City
Very Large City

With Sattelite City
Activate if you want to create two cities connected by a Highway

Border Flat
City with Flat Surroundings, facilitating the insertion of land around the city

Buildings
Generate Buldings - Clear Buildings

With DownTown Area
Activate to create a metropolitan city

DownTown Size
Set the size of the center area

Traffic System
Add Traffic System - Remove Traffic

System Traffic Car Direction
Right Hand or Left Hand

4. Click in buttom 'Generate Buildings'

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prafab' into the scene

Now you can create two cities connected by highway.
Highway modules can also be added manually. They are in the Highway folder.

5. Click in buttom "Add Traffic System" to add vehicle traffic to the scene

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prafab' into the scene

Set the Player in the Traffic System Inspector so that vehicles exist only near the Player. (Recommended to set the camera)

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

7. Optionally you can click "Combine Meshs" to combine meshes from nearby buildings

Day Night Scenes

Adding Night/Day Scene option

1) Create a city using the FCG

2) Add the prefab "Fantastic City Generator/DayNight/DayNight" to the scene

3) Select the DayNight in the Hierarchy, and in the Inspector (in the Directinal Light field) set the Directional light of the scene.

4) Click 'Day' button for daytime scene or 'Night' button for night scene.

Switch Day/Night at runtime

1) Create a city using the FCG

2) Add the prefab "Fantastic City Generator/DayNight/DayNight" to the scene

3) Select the DayNight in the Hierarchy, and in the Inspector (in the Directinal Light field) set the Directional light of the scene.

4) Click 'Day' button for daytime scene or 'Night' button for night scene.

The code to switch day and night is this:

```
DayNight dayNight =
FindObjectOfType<DayNight>();
if (dayNight){   dayNight.isNight = !dayNight.isNight; // true or false
     dayNight.ChangeMaterial();
}
```

Open "Assets/Fantastic City Generator/DayNight/ShiftAtRuntime to see an example

Open the "DayNight Runtime Demo" scene to see a demo scene.

Video: Switch day/night in one click:
https://www.youtube.com/watch?v=lr94kNKMEuA

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

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]

Tutorials

Add third-party Buildings:
https://youtu.be/kVrWir_WjNY

Add thrid-party objects:
https://youtu.be/NgEdgjgaSlg

Switch day/night in one click:
https://www.youtube.com/watch?v=lr94kNKMEuA

Generate City at Runtime:
SampleScene in Asset/Fantanstic City Generator/Scenes

Adding Vehicles on Traffic System:
Video 1: https://youtu.be/E_v5WmB3tyY
Video 2: https://youtu.be/LDujofxGoqs

Turn Signals and Brake Lights:
https://youtu.be/bSuA6Q8D5hw

Resize City Manually:
https://youtu.be/CbJ_fwwATGg

Adding waypoints of Traffic System Manually:
https://youtu.be/LDujofxGoqs?t=96

Crosswalk Colliders:
https://youtu.be/oYYCtR1xh8s

Time adjustment for traffic lights:
https://youtu.be/oYYCtR1xh8s?t=131

For more info and video tutorials access:
http://masterpixel3d.com/fcg

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