

FANTASTIC CITY GENERATOR 2.1

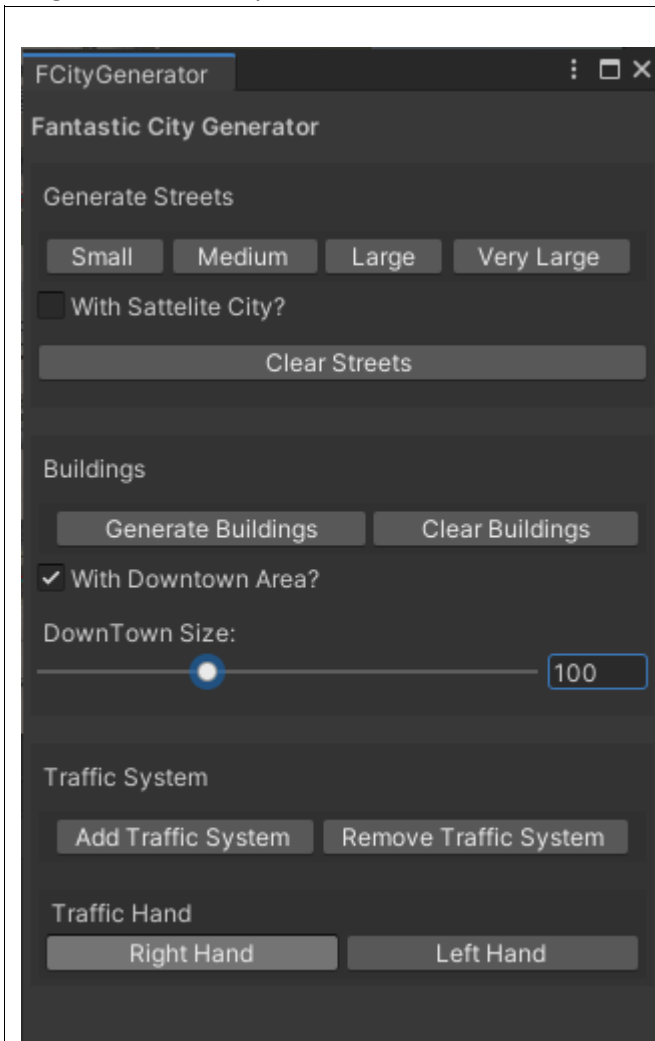
By MasterPixel3D

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'



There are the buttons:

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

Buildings

Generate Buldings *Clear Buildings*

WithDownTown 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 button 'Generate Buildings'

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prefab' 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 button "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.prefab' 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

Nomenclature of folders with building prefabs

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

Tutorials

Add third-party Buildings:

https://youtu.be/kVrWir_WjNY

Add third-party objects:

<https://youtu.be/NgEdgigaSlg>

Generate City at Runtime: SampleScene in Asset/Fantastic 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_fwATGg

Adding waypoints of Traffic System Manually:

<https://youtu.be/LDujofxGoqs?t=96>

Unity Universal Render Pipeline (URP) :

<https://www.youtube.com/watch?v=ZXxJyclsLzc>

<https://www.youtube.com/watch?v=SxGoZL31Dy4>

For more info and video tutorials access:

<http://masterpixel3d.com/fcg>

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