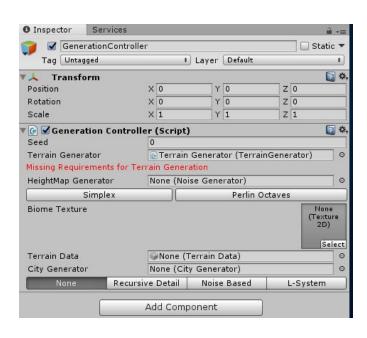
Using the Plugin

Unity 2017.3.1f1 Personal (64bit) - Untitled - MechanicalTurk - PC, Mac & Linux Standalone* < DX11> File Edit Assets GameObject Component Window Help Create Empty ⊕ + S Create Empty Child Alt+Shift+N '≡ Hierarchy € Game Create + Q+All 3D Object ※ 4) 🗖 🕆 Gizmos + Q+All **⊘** Untitled* 2D Object Main Camera Effects Directional Ligh Light Audio Video UI Camera Center On Children Make Parent Clear Parent Apply Changes To Prefab Break Prefab Instance Set as first sibling Ctrl+= Set as last sibling Ctrl+-Move To View Ctrl+Alt+F Align With View Ctrl+Shift+F Align View to Selected Toggle Active State Alt+Shift+A Camera Controller Generation Generation Controller Terrain

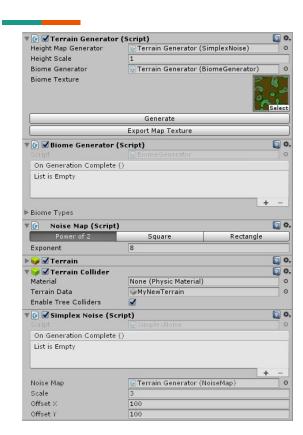
Generation Controllers handle the operations of all of the child generators.

Generation Controller Setup



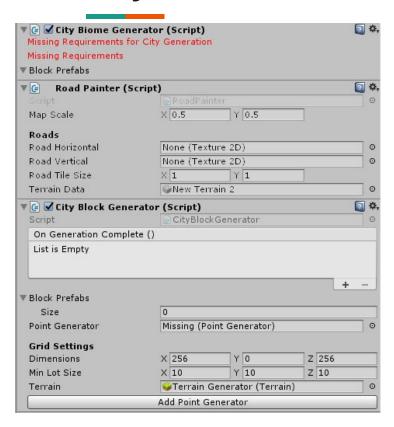
- Assign a HeightMap Generator by selecting either "Simplex" or "Perlin Octaves".
- 2. Assign a TerrainData asset reference.
 - It is recommended that the associated Terrain is a child of the Terrain Generator.
- Select a City Generation Algorithm (Recursive Detail, Noise Based, or L-System)

Terrain Generator Customization



- Additional Biome Types and Elevation Ranges
- Export Generated Map Textures
- Bind additional events to generation completion.
- Change the assigned TerrainData
- Customize the HeightMap Generator's settings.

City Generator Setup and Customization



- 1. Assign Road Textures.
- 2. Assign City Block Prefabs
 - a. Any GameObject can be added to this.
- 3. Optional: Add a Point Generator

Custom City Districts and Blocks

- Add a City Block Generator Component to any object you wish to spawn.
- Block Prefabs can hold any number of prefabs to be considered during generation.
 - If a spawned prefab is also a block generator, it will also attempt to populate its designated sub-area.
- Min Lot Size is used for selective block population.
- Add a Road Block Designer Component if you also want roads to be drawn

