

GO Map – 3D Map for AR Gaming

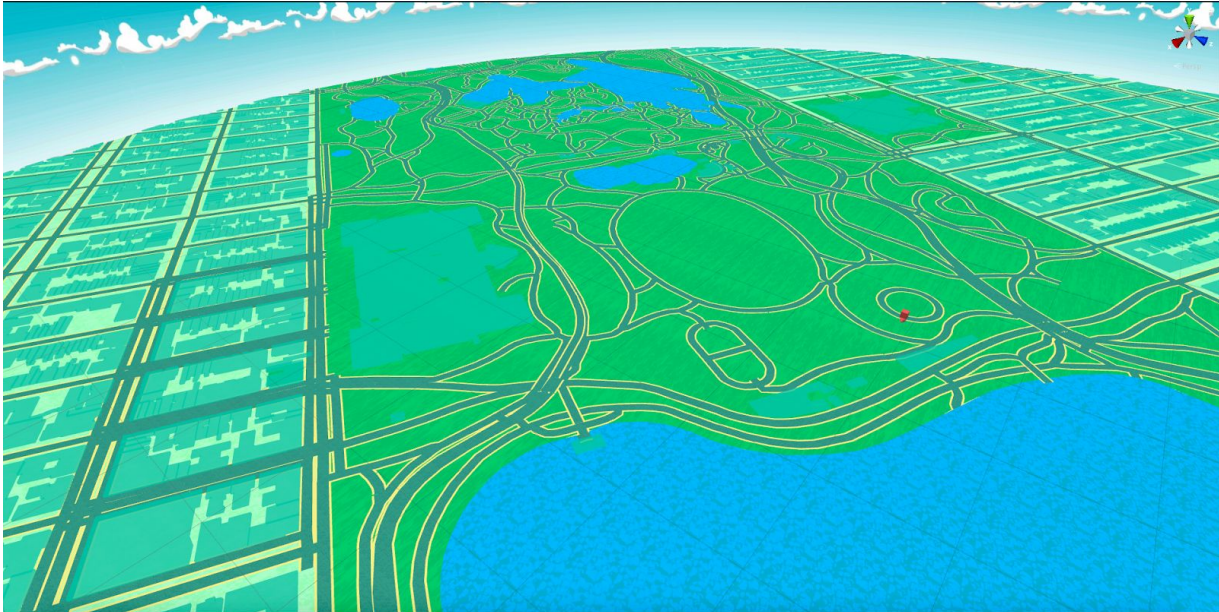
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GO Map is a real-time 3D map renderer for AR Gaming purposes.

It's really easy to use and customize, just build it on your device and go outside to try!

Or use it inside editor, it works great too =)

Every element of the map is customizable inside the editor without touching a single line of code.



GoMap will save you a lot of time if you want to make any GPS/Map related application inside Unity 3D.

GoMap will render a full 3D map inside your scene **without the use of any raster map image**, everything you'll get is 100% generated by unity code.

Think GoMap more of a 3D real world generator then a slippy map, even if they share most of the basic map functionalities.

Having a 3D world built in your scene allows you to develop map applications that go further the simple flat or 3D-style map visualization having, for instance, the capability to explore the world with a first person camera and add whatever game logic to it.

For a complete documentation please visit the [GO Map documentation](#).

To start using GO Map and understand the basics with tutorials you can visit the [Tutorial Section](#) of GO Map [website](#).

Both the docs and the tutorials will be updated at every new GO Map release, so stay tuned!

If you have troubles or just want to give some feedback you can email me at alangrant.unity@gmail.com.

Thanks, and good luck with your game!