



Description

Table of Content

<u>1. Table of Content</u>
<u>2. What's new in V 3.2 and V3</u>
<u>3. Folder Structure</u>
<u>4. Content Overview</u>
<u>1. Streets</u>
<u>2. Street Models</u>
<u>3. Street Signs</u>
<u>4. Plate Fillers</u>
<u>5. Paths</u>
<u>6. Walls&Fences</u>
<u>1. Walls</u>
<u>2. Fences</u>
<u>3. Guardrails</u>

Street Builder V3.2

Hi welcome to the new **Street Builder V3.2**, an asset package for building quick and fast street maps. There are a lot of improvements in this package. New street shapes, dirty and cracked, paths, new street-models, walls and fences, detailed street-signs etc. Simply stitch the prefabs in the way you want.

Read this short description to better understand file structure.

What's new?

Street Builder V 3.2 (small Update)

New Street Pieces:

- Street-4-Lane (Street-4-Lane_Color + AO and Cracks)
- Street-4-Lane-Entry (Street-4-Lane-Entry_Color + AO and Cracks)

New Street-Sign:

- Sign-Priority (Detailed and LOD-Sprite)

New Model:

- Container (closed and opened, animatable Door and handle if needed)
- Guardrail-modular (single pieces, ready made Prefabs)

Street Builder V3 (big Upgrade)

New Street Pieces:

- Street_Busstop (extra Street_Busstop_Color, AO from Street_normal)
- Street_T_Oneway (uses Street T-Texture)
- Street_Oneway (uses Street_normal Texture)
- Street_T_Small (extra Texture for Color and Cracks)
- Street_Corner_Small (extra Texture for Colors and Cracks)
- Street_Small_end (uses Street_Corner_Small Texture and Cracks)
- Street_End
- Street_Crossing_Small

New Street Signs:

- 10 Detailed Street Signs (growing)
- low street signs textures improved

New Models:

- newspaper-dispenser
- cashpoint
- post_end
- park-bank

Pavement:

- Pavement look improved (color)

Cracks:

- improved cracks texture look (dirtier)

Walls & Fences:

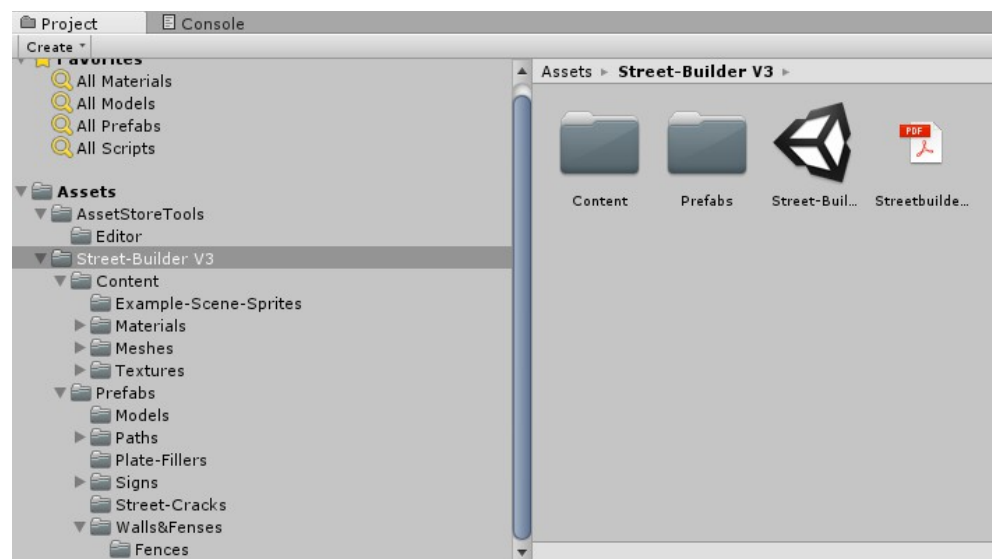
- 3 Fences + 3 fence textures
- fence post
- wall pieces + 3 wall textures

Folder Structure:

Here you can see the folder structure of the street builder unitypackage after you have installed it.

There are two main folders:

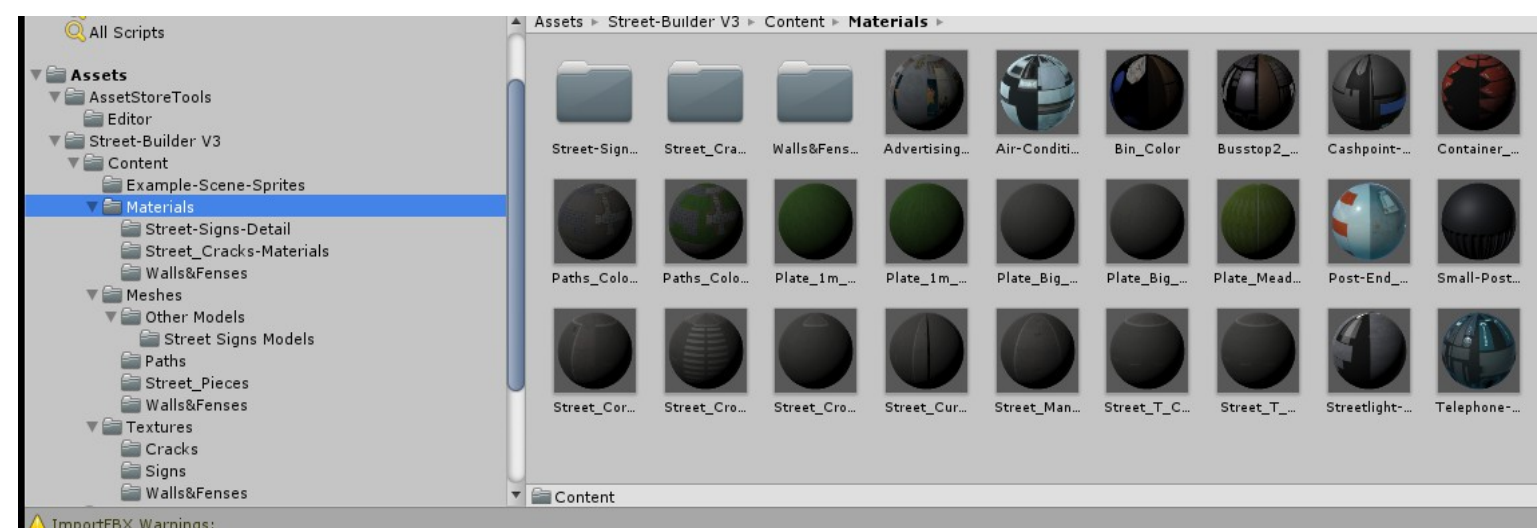
- Content
- Prefabs



Folder structure

The Content folder includes all files like the meshes, textures, materials etc. I tried to give the files according names and

organized them. These files are important if you need to change texture size and compression etc, but not for building the scenes.



content folder

The Prefabs folder contains all the prefabs to build your street maps. It contains several folders with different categories. The most important street shapes you can find directly in the prefabs folder, since you need them most. But all other prefabs are beneath the folders. Simply drag and drop a prefab into your scene. Most of them fit together with vertex snapping. If you want to build your own prefabs, e.g. you want to combine a bunch of plates to one single prefab, then I suggest to take the prefabs not the meshes in the content folder. The settings of the meshes in the content folder is set to not import textures, so you would have to search for the according material. So better take the prefabs. You can find the according material if you take a prefab, look for the material name in the inspector and/or go to the content material folder. In the material you see the according textures etc. Sometimes a mesh can have more than one texture, e.g. the normal street shape can have three materials. One for the normal street, the second for dirty and cracked version and the third for manhole version. So it takes a while until you get into it, if it is important for you.



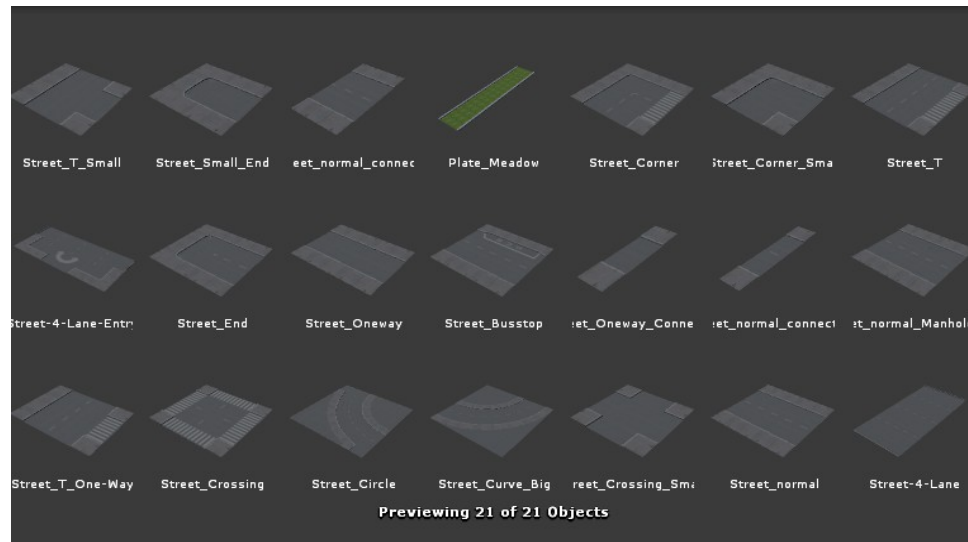
Prefabs folder

Content Overview:

This should be a short overview of the including content in the prefabs folder.

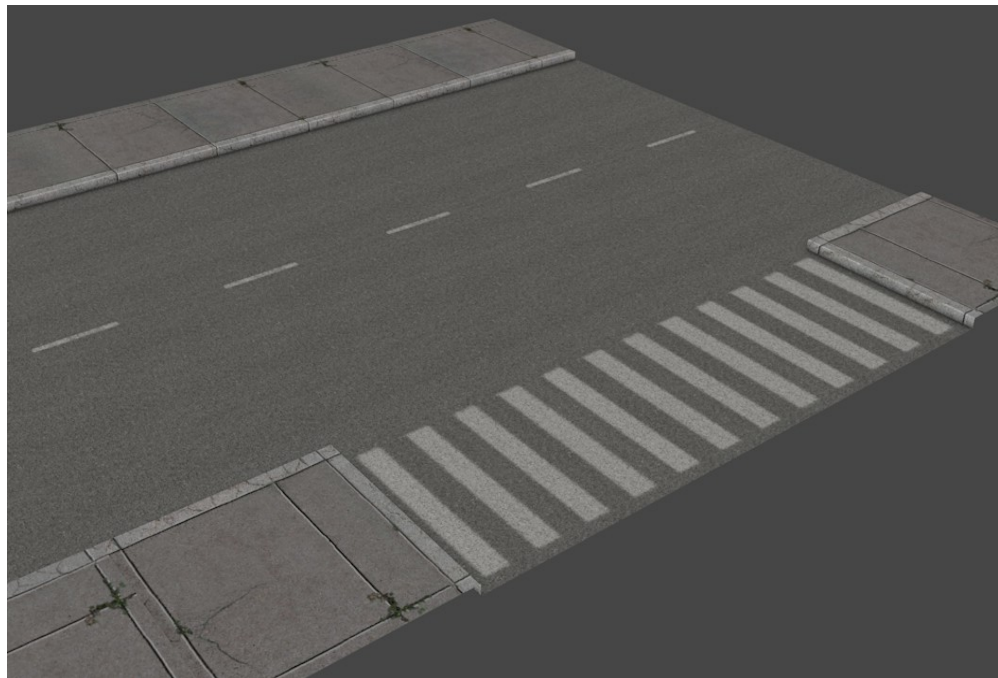
Streets:

This are the street prefabs. You can find them directly in the Prefab folder.



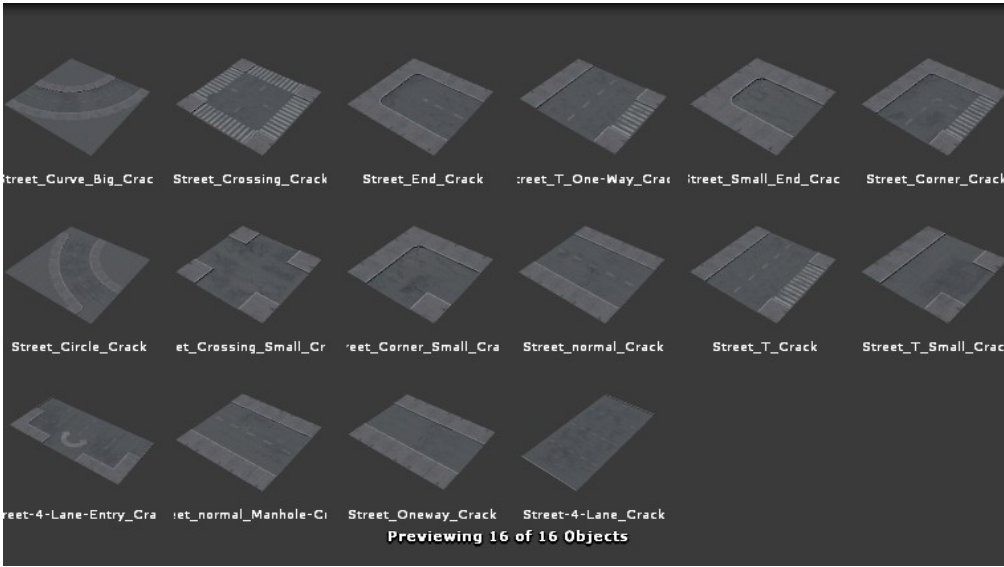
street prefabs

Simply drag them into the scene and stitch them with vertex snapping together.



a street shape

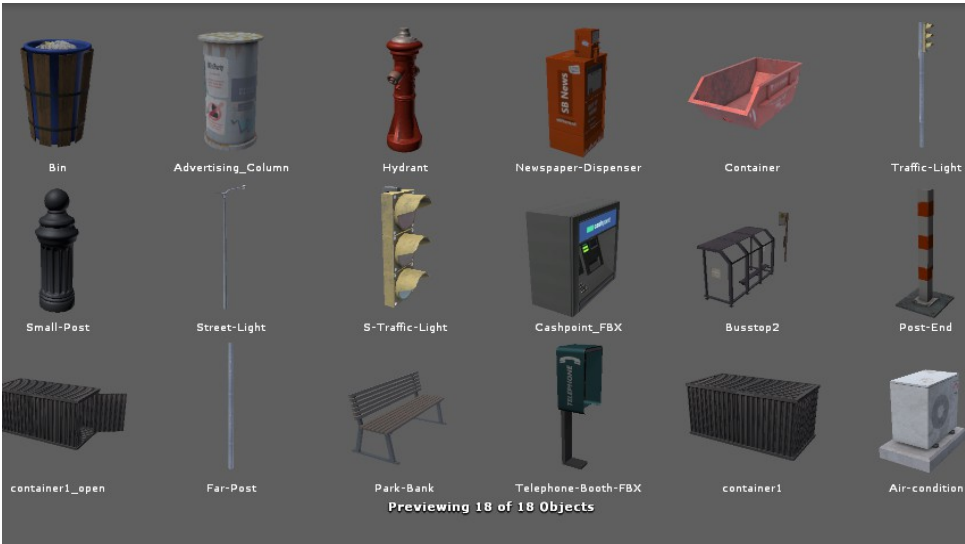
This is the dirty and cracked version of the street models. It looks very realistic to mix the normal street models with the cracked version.



dirty and cracked street prefabs

Street-models:

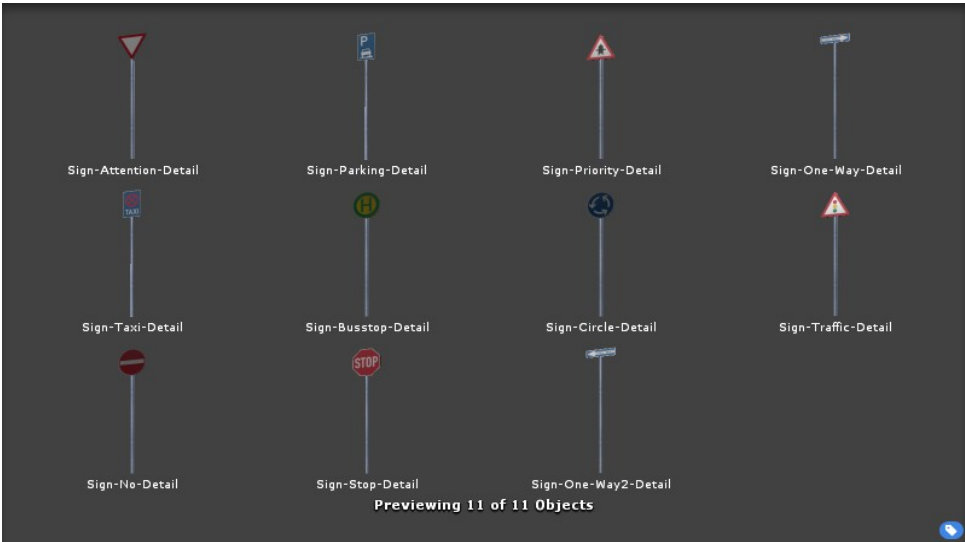
This are the street models to fill your scene. This content will grow in future updates.



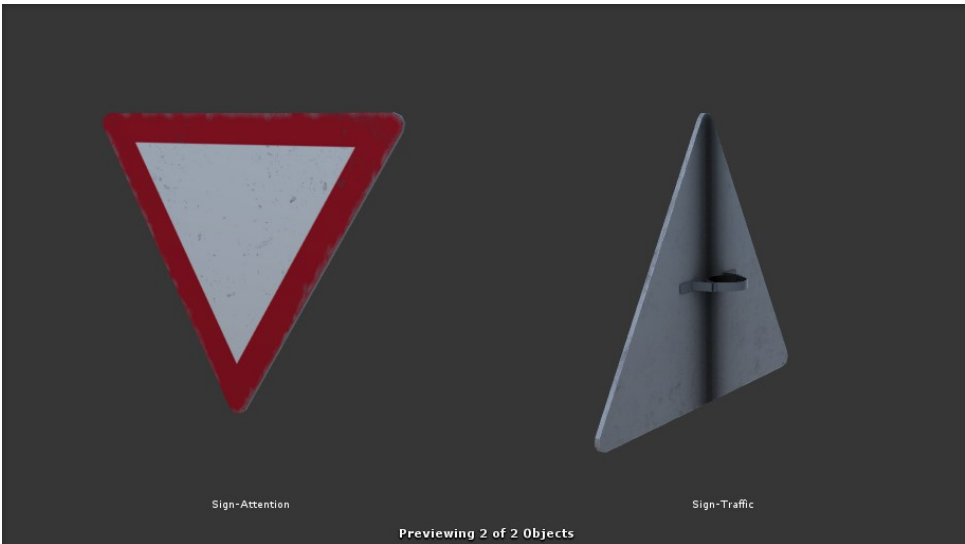
street models

Street Signs (detailed):

Here you can see the including detailed street signs. They are a combination of the far post model and the sign model. They have a dirty realistic look. This part will grow in future updates.



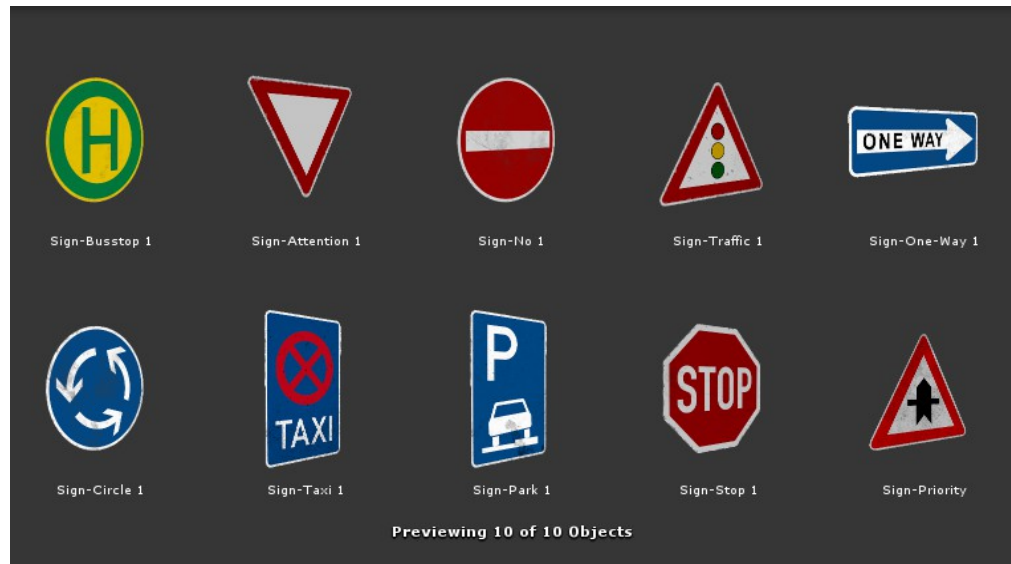
detailed street signs



detailed street sign

Street signs (LOD):

This is the low version of the street signs. It is a combination of a sprite and the far post model. The texture is nearly the same as the detailed version but has no shading and no depth and details.



LOD street signs

Plate Fillers:

This are plates with metric dimensions. You can use them to fill the areas besides the streets. The smallest is a one meter plate. You can combine them to new prefabs. They come either with a meadow or a concrete texture.

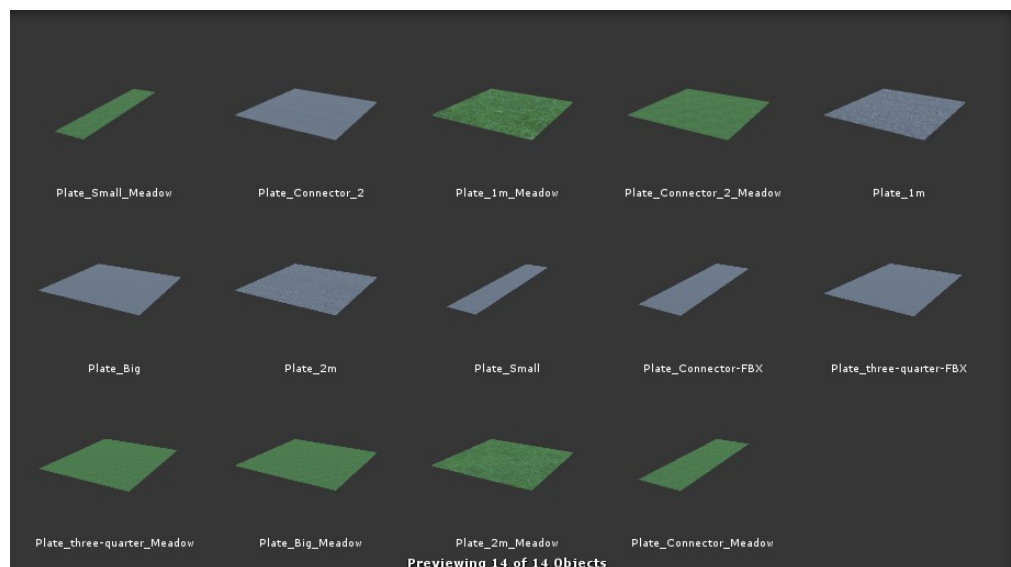
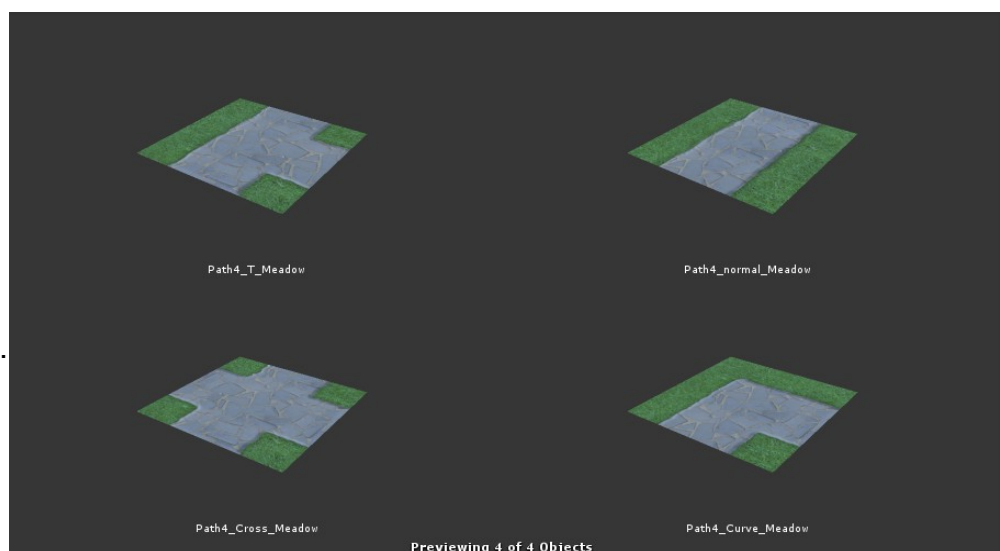


plate fillers

Paths:

New in this upgrade are also the paths. Similiar to the plate fillers you can use them e.g. around buildings or in a garden or park. Every version of a path has four pieces. Stitch them together. Included are 8 different path versions.



paths



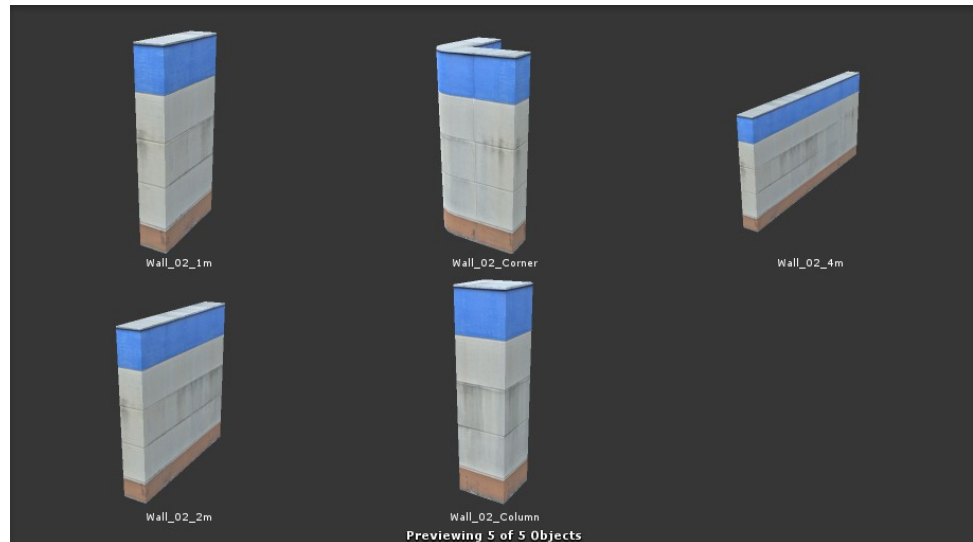
path texture_01



Abbildung 1: path texture_02

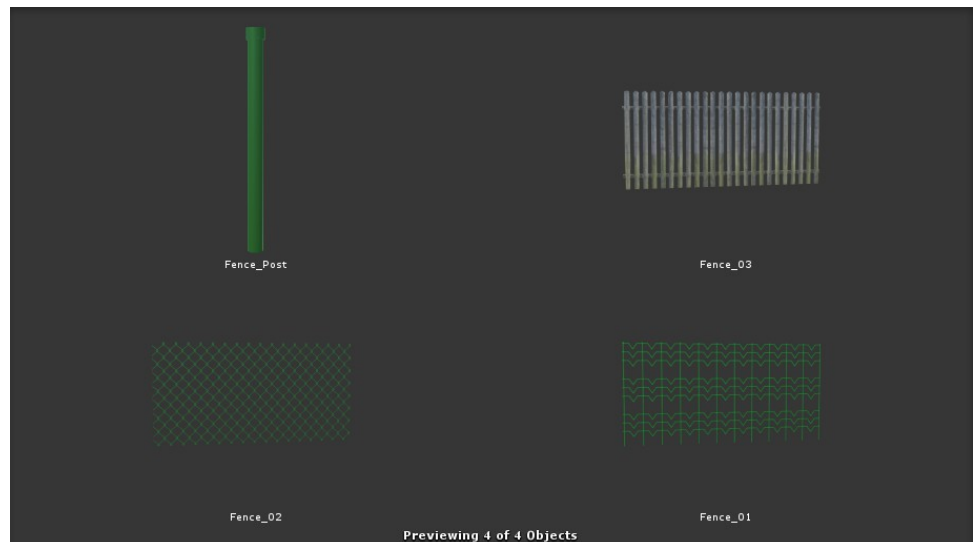
Walls & Fences:

Also **New** in this upgrade are the wall pieces. You can simple use them to build a wall. In this package are three wall textures included from my „1000 Textures Pack“. Due to the UV-Map it's possible to use your own wall textures, if they are tileable, it should looks like that.



Fences:

This package also contains three different fences. They are a combination of the fence_post and a simple fence model with two planes and a fence texture with alpha.

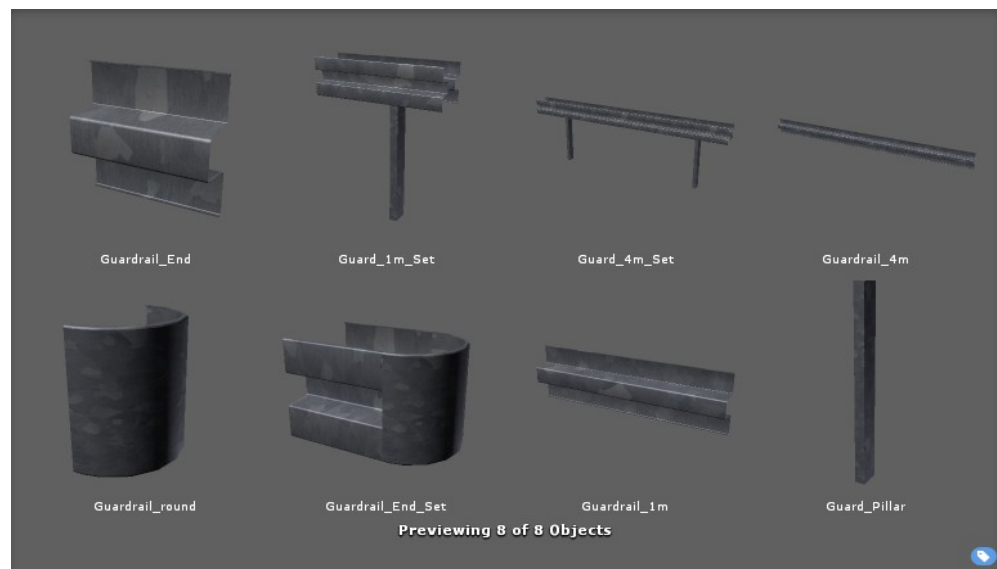


Guardrails

New in the 3.2 Update are the modular guardrails.

They consists of single pieces combined to three main prefabs. They are using a spimple metal texture but however they are uv unwrapped

- Guardrail_End_Set
- Guardrail_1m_Set
- Guradrail_4m_Set



Have Fun

Gene Ferrol

Legal notices:

You are allowed to use this package for commercial use in your projects like games, visualization etc. Your are not allowed to resell any kind of content in this package.