

Background Alien Skyscrapers with Transit System Free

v. 1.02

A small sample of alien skyscrapers and transit system that comes with the full version. Includes a demo scene with all included items laid out.

For questions, comments, suggestions, please visit our forums at <http://www.cunningforcegames.com/forum> or contact us at support@cunningforcegames.com.


Key Features

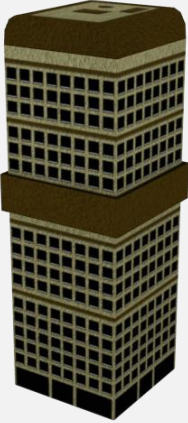
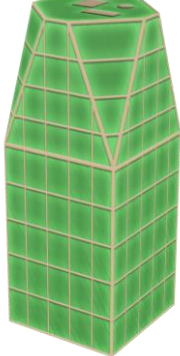
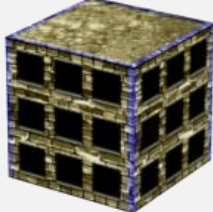


- 13 prefabs
- Modular transit system
- Includes daytime and nighttime textures
- Models share textures for reduced draw calls
- Models range from 10-170 tris and 20-190 verts



Note: These models are intended to be used as part of background environments. As such, these models do not include colliders and the transit system may not be perfectly seamless when connected together.

If you like this package, please consider purchasing the full version which includes more modular tracks (including highways), more buildings, a higher resolution texture, pre-built configurations, and a basic vehicle.

The full version is available at <https://www.assetstore.unity3d.com/#/content/9640>

	<p>Building 04</p> <p>170 tris, 190 verts</p> <p>Worship temple best used sparingly in any situation.</p>
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	<p>Building 06</p> <p>66 tris, 79 verts</p> <p>Office building that can be used anywhere.</p>
	<p>Building 07</p> <p>34 tris, 40 verts</p> <p>Corporate office building that can be used anywhere.</p>
	<p>Building 08</p> <p>10 tris, 20 verts</p> <p>Simple building that can be used by itself or placed on top of “Building 08 Extension” to make it higher.</p>
	<p>Building 09</p> <p>10 tris, 20 verts</p> <p>Simple tower that can be used by itself or placed on top of “Building 09 Extension” to make it higher.</p>
	<p>Rail Turn 02</p> <p>64 tris, 60 verts</p> <p>90 degree rail turn without support pillar.</p>

	<p>Rail Straight 02</p> <p>16 tris, 20 verts</p> <p>Straight section of rail without support pillar.</p>
	<p>Transit Support Extension</p> <p>32 tris, 40 verts</p> <p>An extension that can be connected to itself or an existing support pillar.</p>

Nighttime Buildings (added in 1.02)

