

# Update v2.0

## Fixes, edited content

### Splines

#### ❖ Barrier\_01, Barrier\_02, Bridge

- RoadsPack1\Meshes\Splines\Barrier\_01
- RoadsPack1\Meshes\Splines\Barrier\_01\_V2
- RoadsPack1\Meshes\Splines\Barrier\_02)
- RoadsPack1\Meshes\Splines\Barrier\_02\_V2
- RoadsPack1\Meshes\Splines\BridgeBottom\Bridge
- RoadsPack1\Meshes\Splines\BridgeBottom\Bridge\_V2

1. Fixed LODs settings for correct curvature of spline mesh when moving away. Remade LODs settings (Terminations > Any), optimized for spline segments tessellation.
2. Created meshes variations option folder (V2)
  - Smoothness group reset for correct shading without gradient.
  - The bevel size of the edges of the concrete barrier and metal pipe has been reduced.
  - Created Tessellation options instead of Subdivide\_HP, with a more optimized mesh for curves. Replaced [Subdivide\_HP] mesh folder on [Tessellate] mesh folder.
    - ➔ Tessellation mesh options recommended for creating a strong curve turn. Choices from 2 level tessellation mesh option.
    - ➔ Subdivide\_HP mesh options recommended used with nanite or for vertex paint.
  - For some Bridge\_V2 mesh add material ID element slot for add other material variant.

#### ❖ Pillars, PillarBox\_01, PillarBox\_02, PillarRound\_01, PillarRound\_02

- RoadsPack1\Meshes\Splines\BridgeBottom\PillarBox\_01
- RoadsPack1\Meshes\Splines\BridgeBottom\PillarBox\_02
- RoadsPack1\Meshes\Splines\BridgeBottom\PillarRound\_01
- RoadsPack1\Meshes\Splines\BridgeBottom\PillarRound\_02

1. Add segments tessellation for use with spline & smoothness curve.
2. Fixed LODs settings for correct curvature of spline mesh when moving away. Remade LODs settings (Terminations > Any), optimized for spline segments tessellation.
3. Smoothness group reset for correct shading without gradient.
4. The bevel size has been reduced.
5. Missing pillar options mirrored by X axis added.

❖ GuardRail\_01, GuardRail\_02, GuardRail\_03, GuardRail\_04

- RoadsPack1\Meshes\Splines\GuardRail\_01
- RoadsPack1\Meshes\Splines\GuardRail\_02
- RoadsPack1\Meshes\Splines\GuardRail\_03
- RoadsPack1\Meshes\Splines\GuardRail\_04

1. Fixed LODs settings for correct curvature of spline mesh when moving away. Remade LODs settings (Terminations > Any), optimized for spline segments tessellation.
2. GuardRail\_04, smoothness group reset for concrete mesh for correct shading without gradient & deleted double screw bug.
3. **Renamed assets !!** in GuardRail\_04 folder repeated names how in GuardRail\_03 folder.

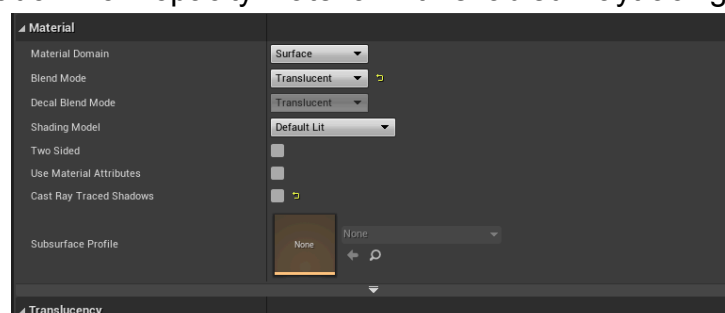
❖ Barrier

- RoadsPack1\Meshes\Splines\Barrier

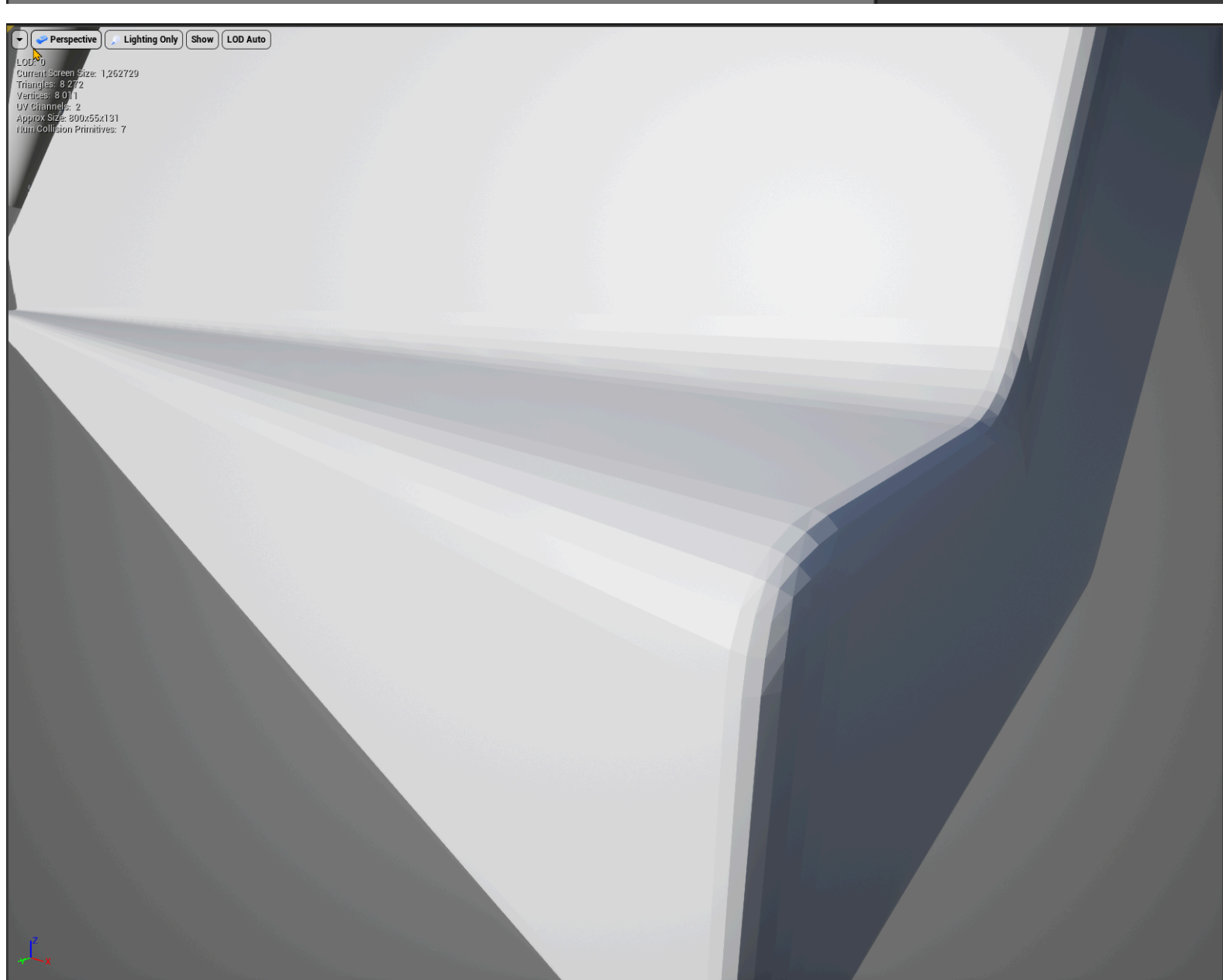
1. Fixed LODs settings for correct curvature of spline mesh when moving away. Remade LODs settings (Terminations > Any), optimized for spline segments tessellation.
2. Smoothness group reset for correct shading without gradient.
3. Fixed error in mesh (SM\_barrier\_conc\_01\_1\_B\_1, SM\_barrier\_conc\_01\_2\_B\_1)

**!! LODs settings** (Terminations > Any) **work only on 4 version engine, in 5 version engine no this LODs settings. In 5 version engine apply Nanite.**

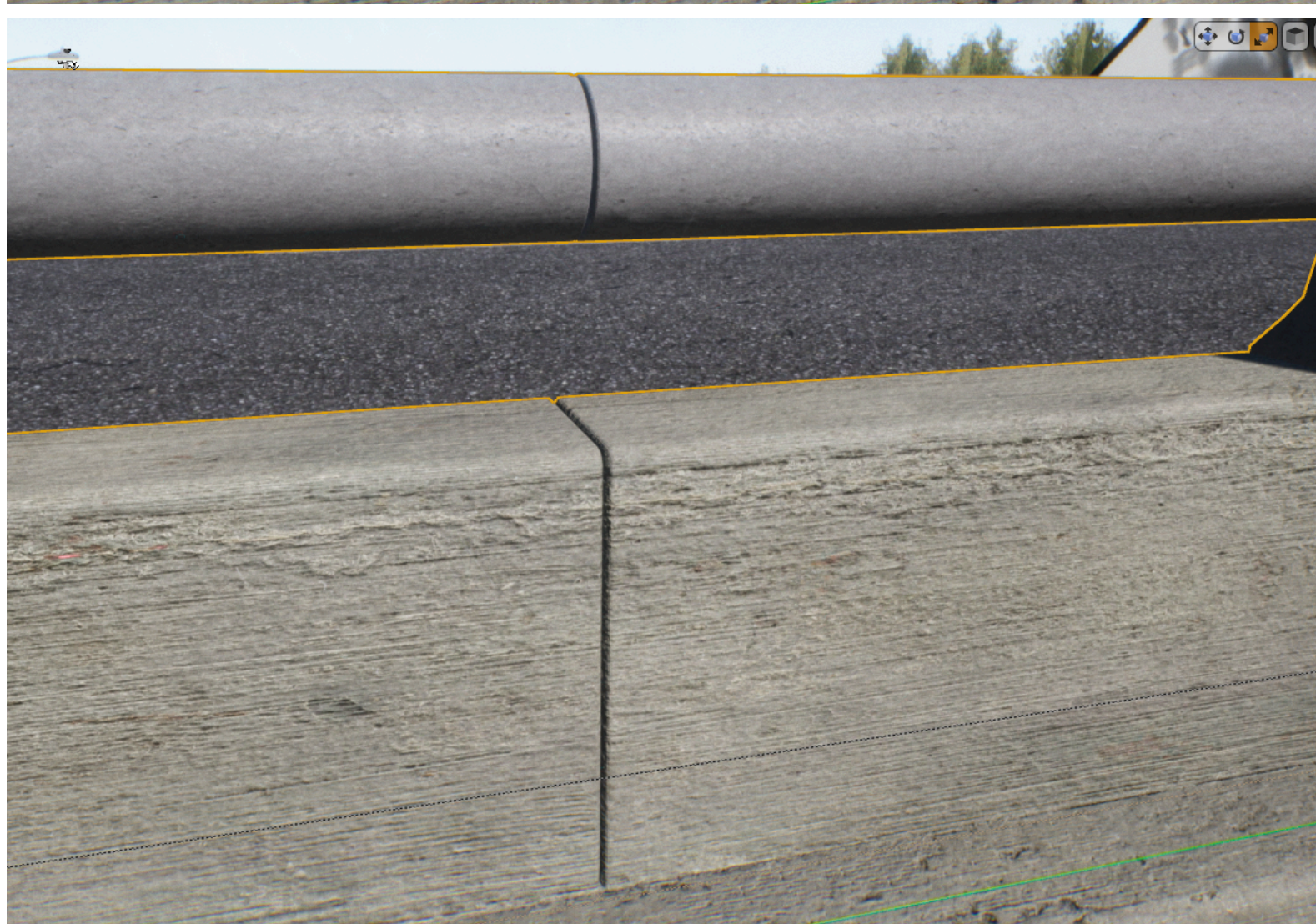
❖ Fixed Shadow from opacity material with enabled Raytracing



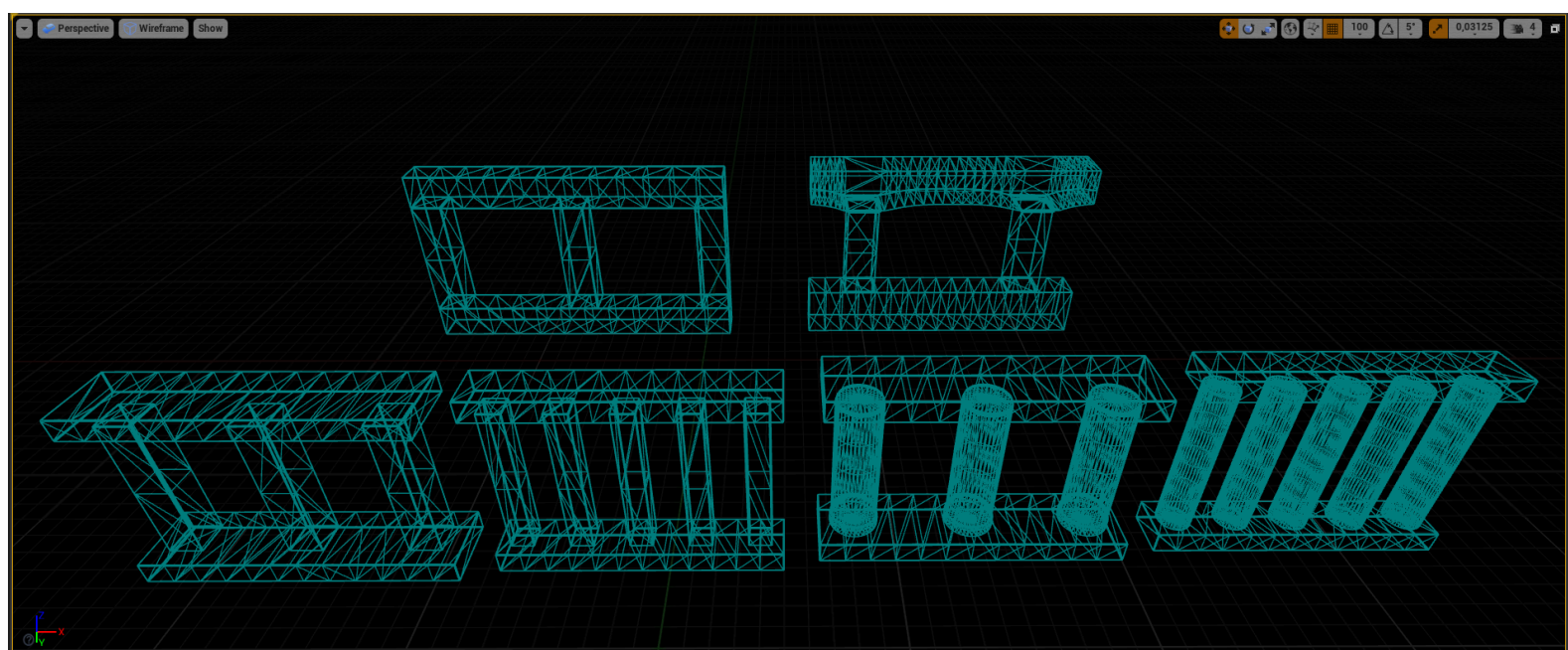
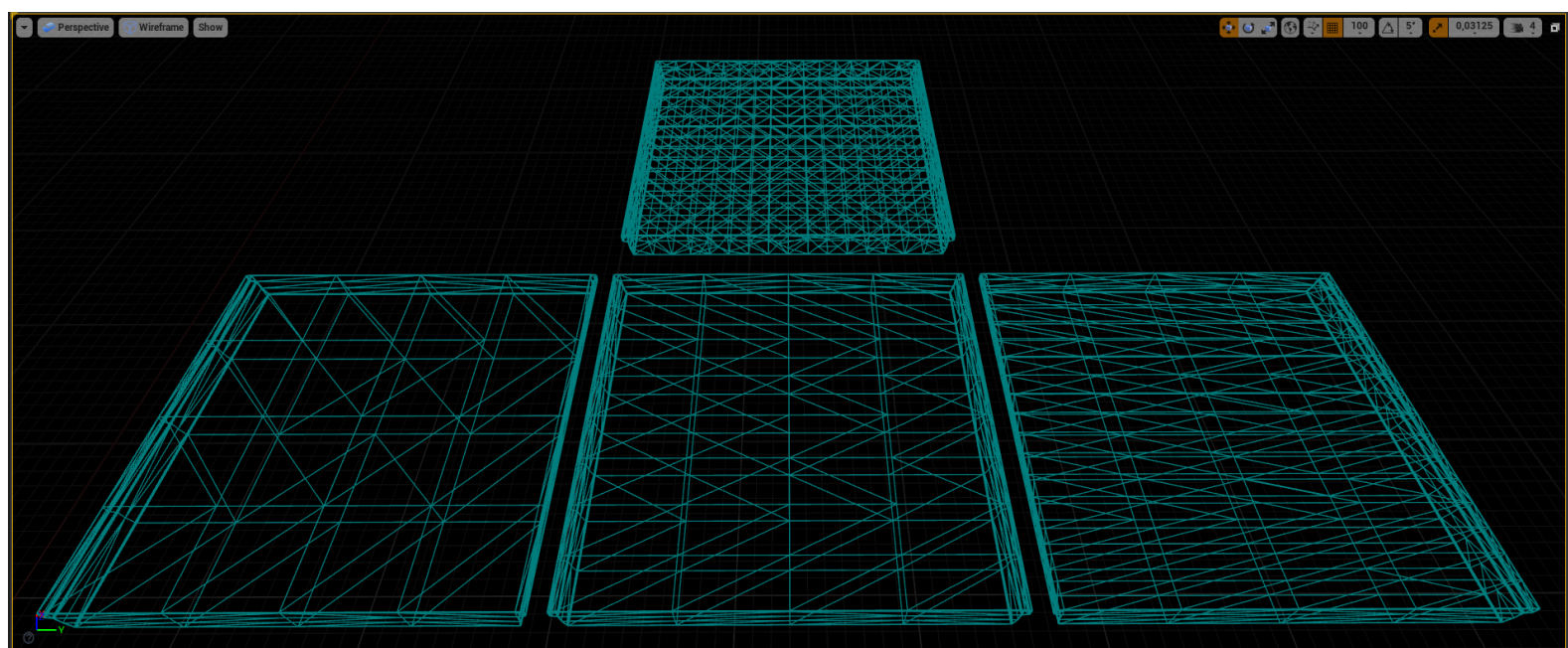
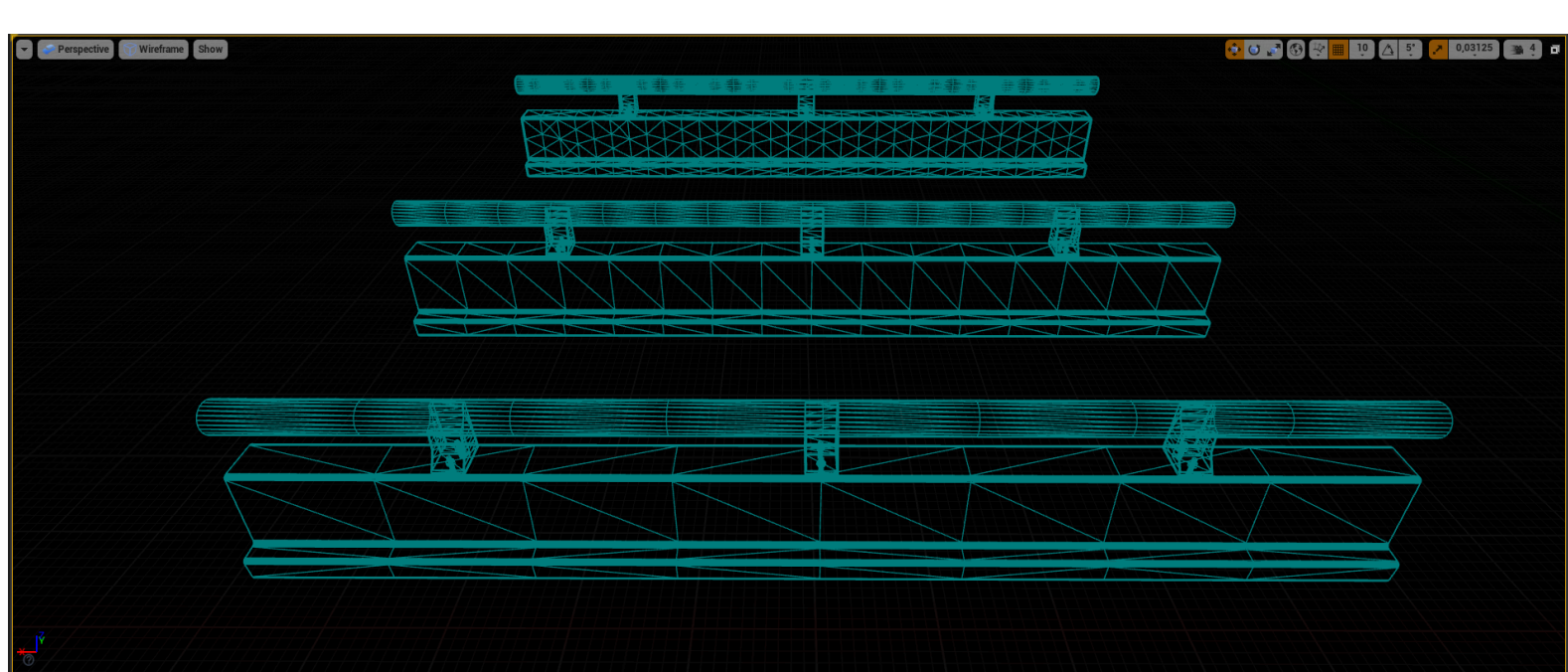




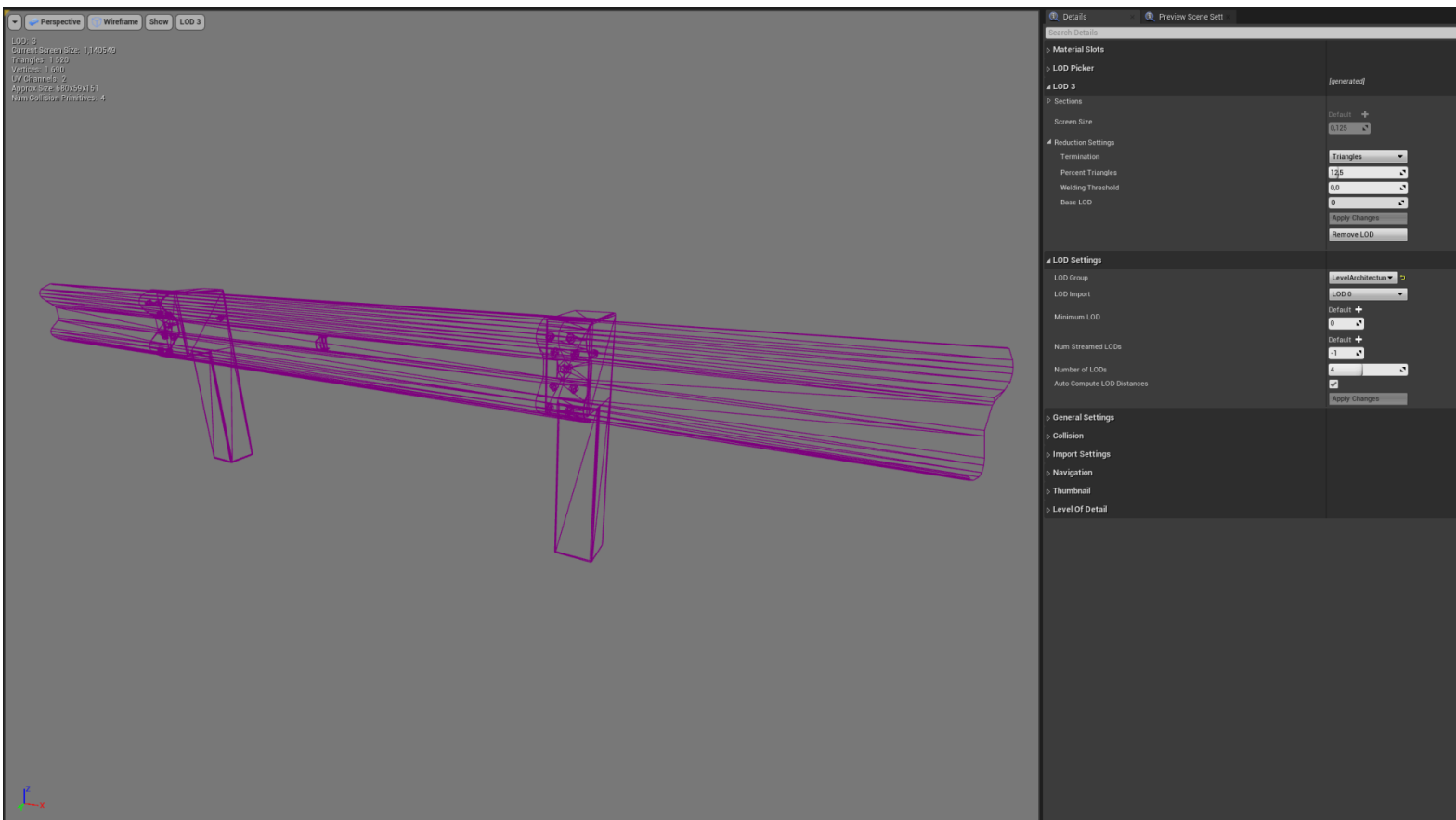




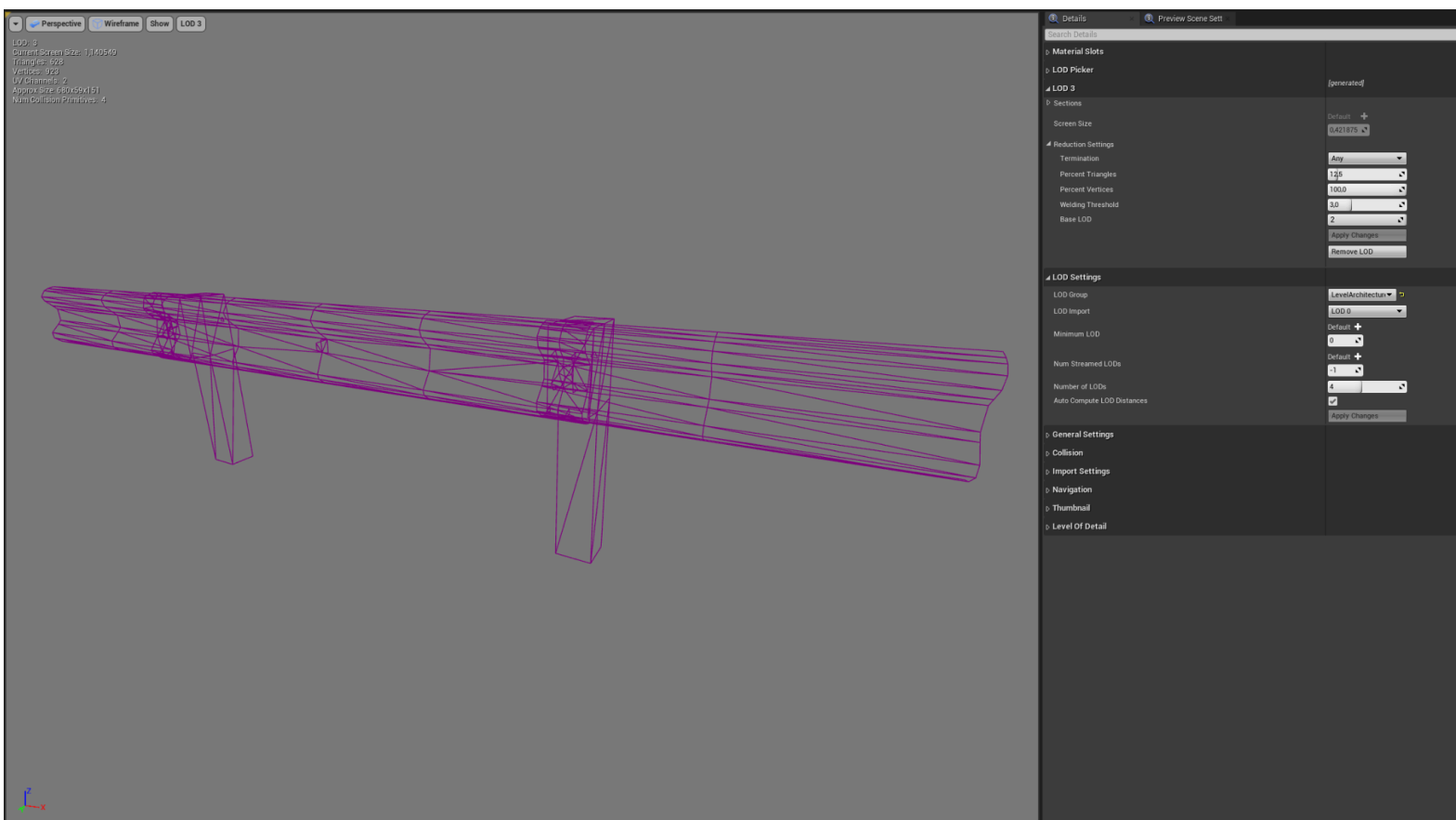


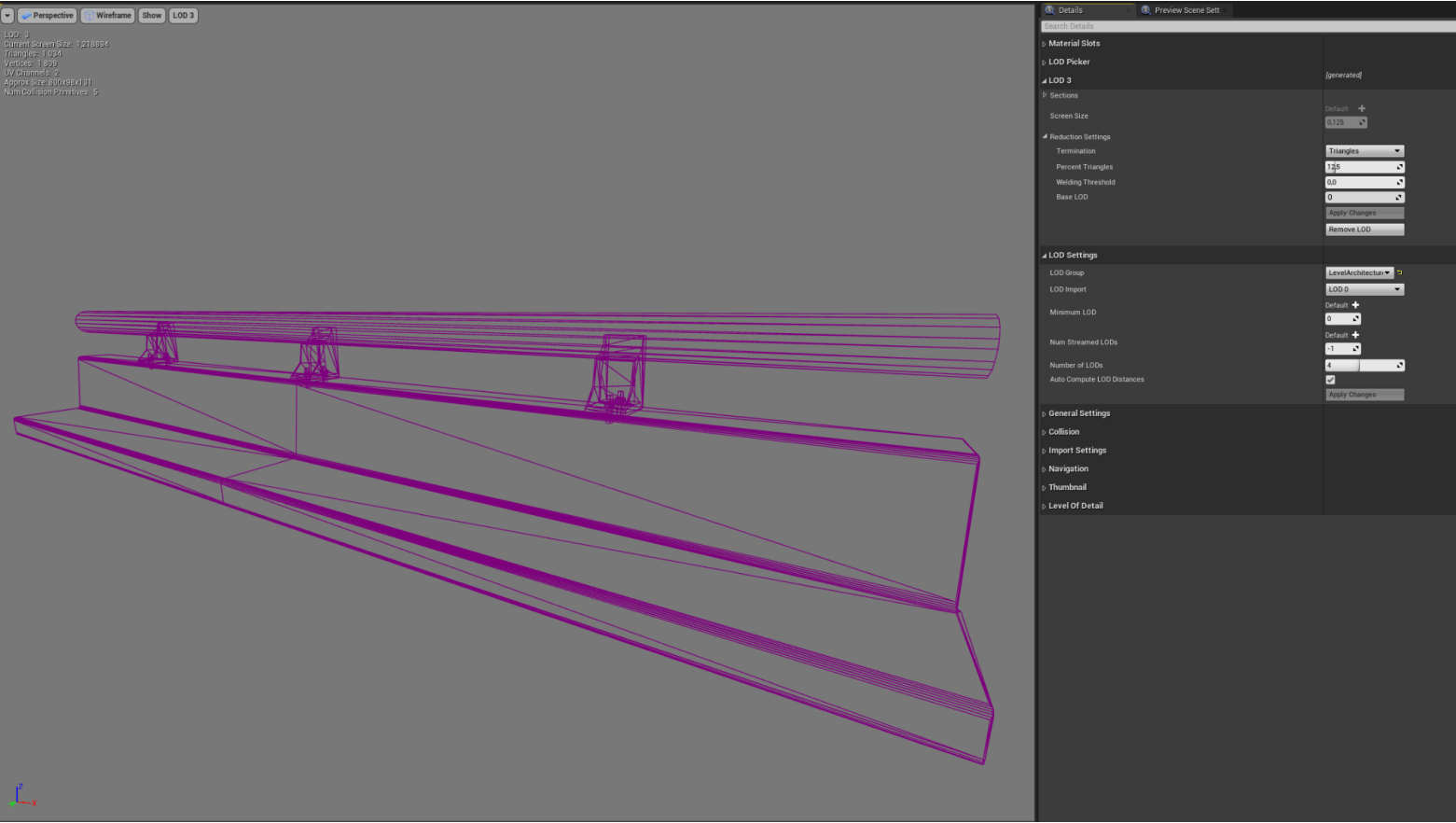


## Old LOD 3 Settings

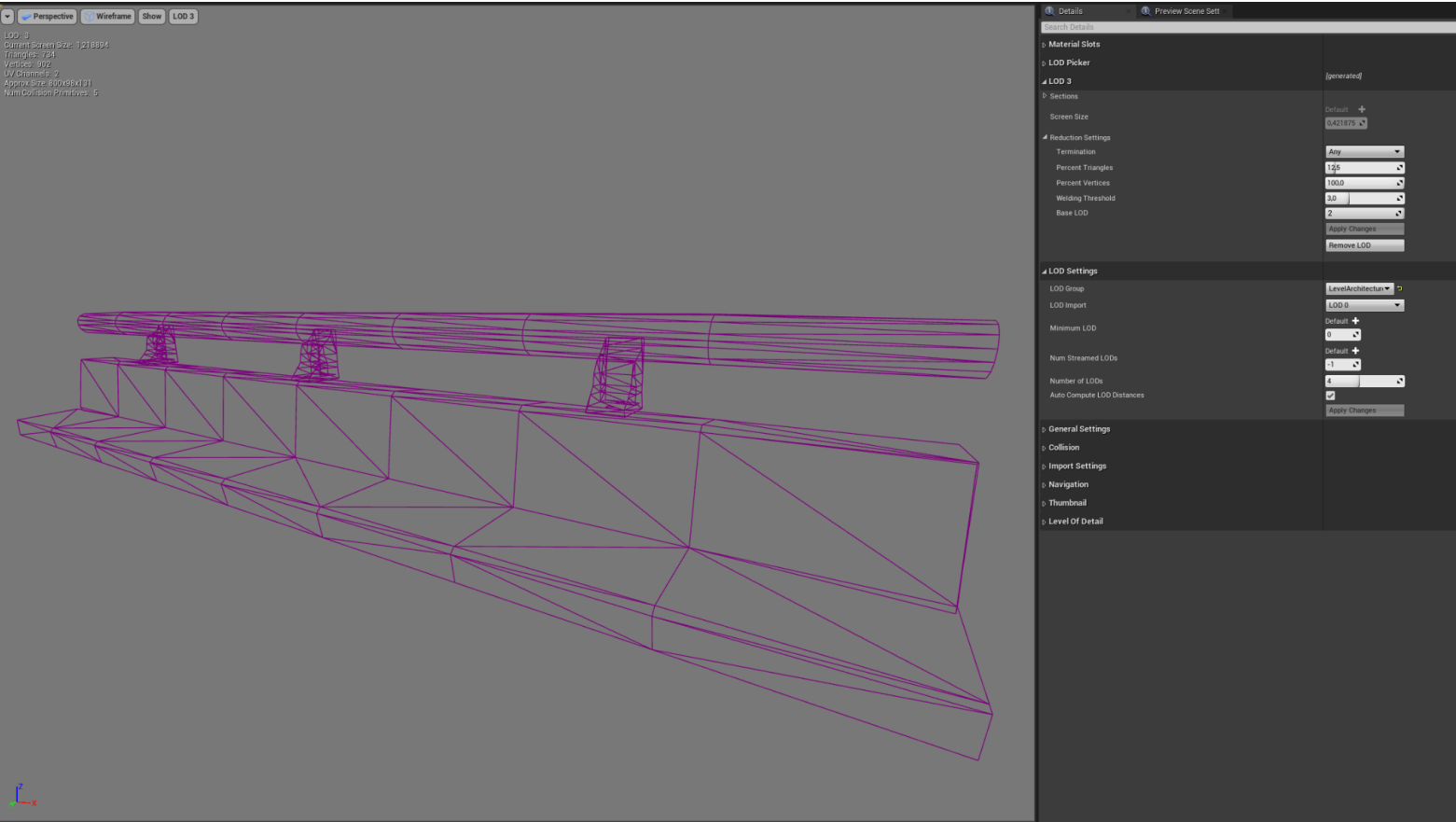


## New LOD 3 Settings

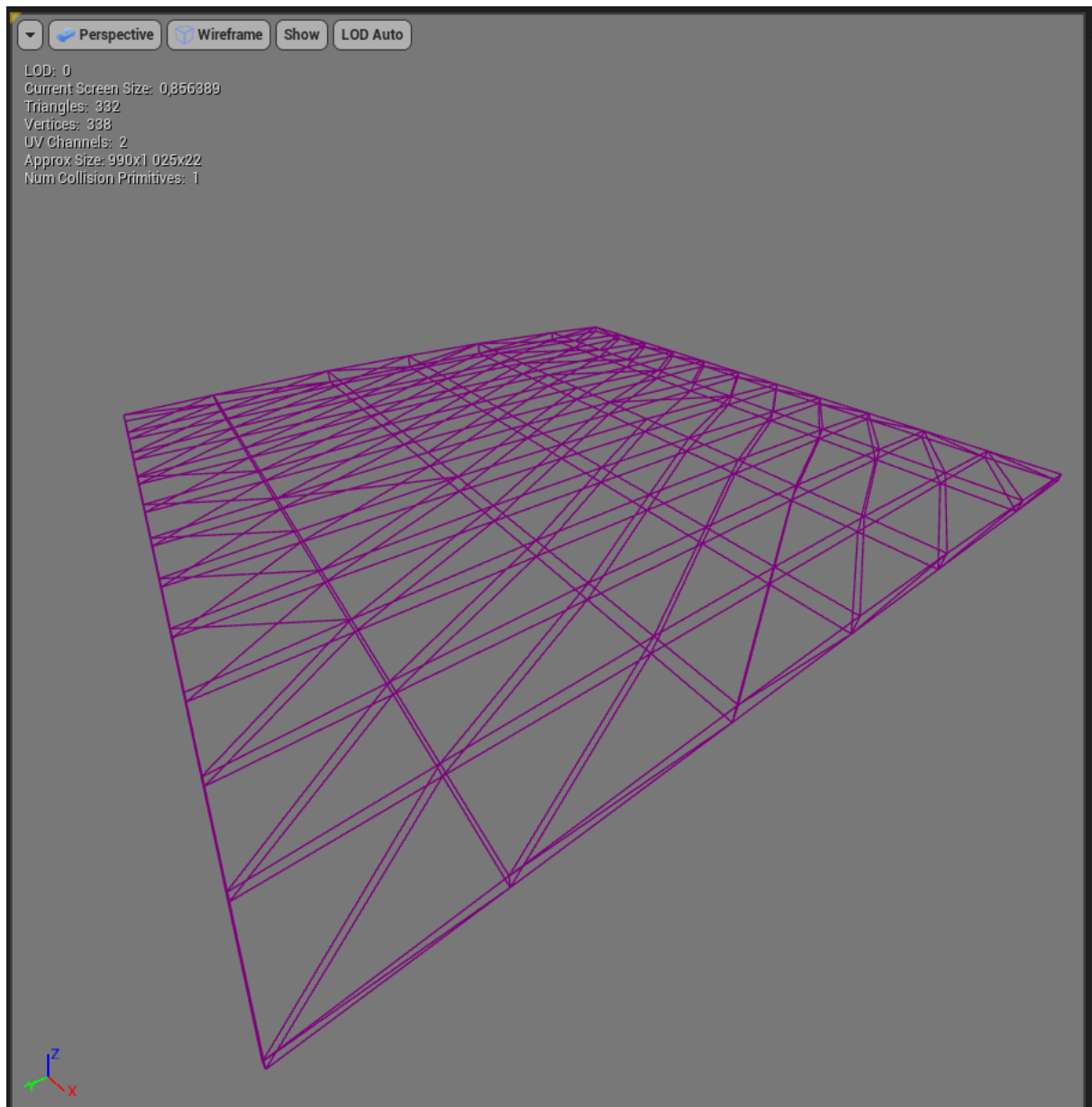




## New LODs Settings



## Add tessellation in complex collision mesh for all roads spline mesh (curv & flat variations)





## A 3D perspective view of a large collection of 2D tile assets laid out on a checkered floor. The tiles include various patterns, colors (green, orange, red, blue, grey), and shapes (squares, rectangles, triangles, and complex organic shapes). Some tiles have small text labels next to them.

