

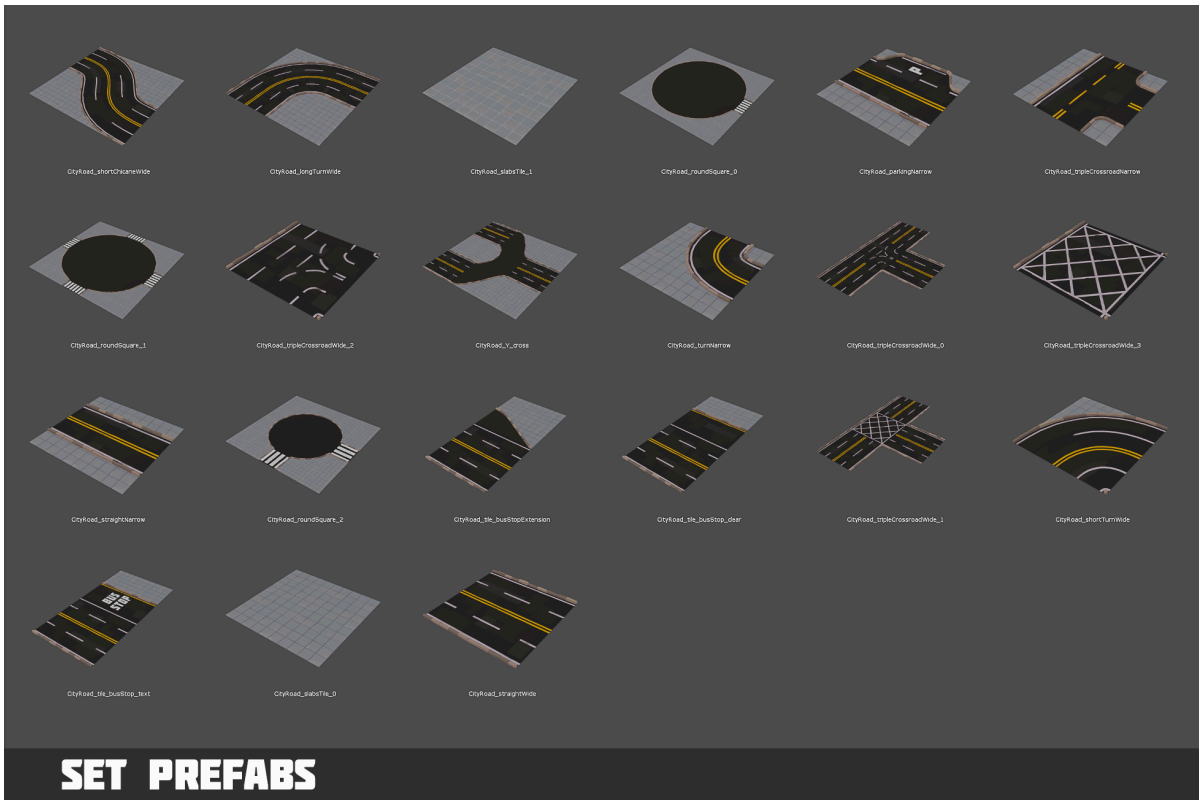
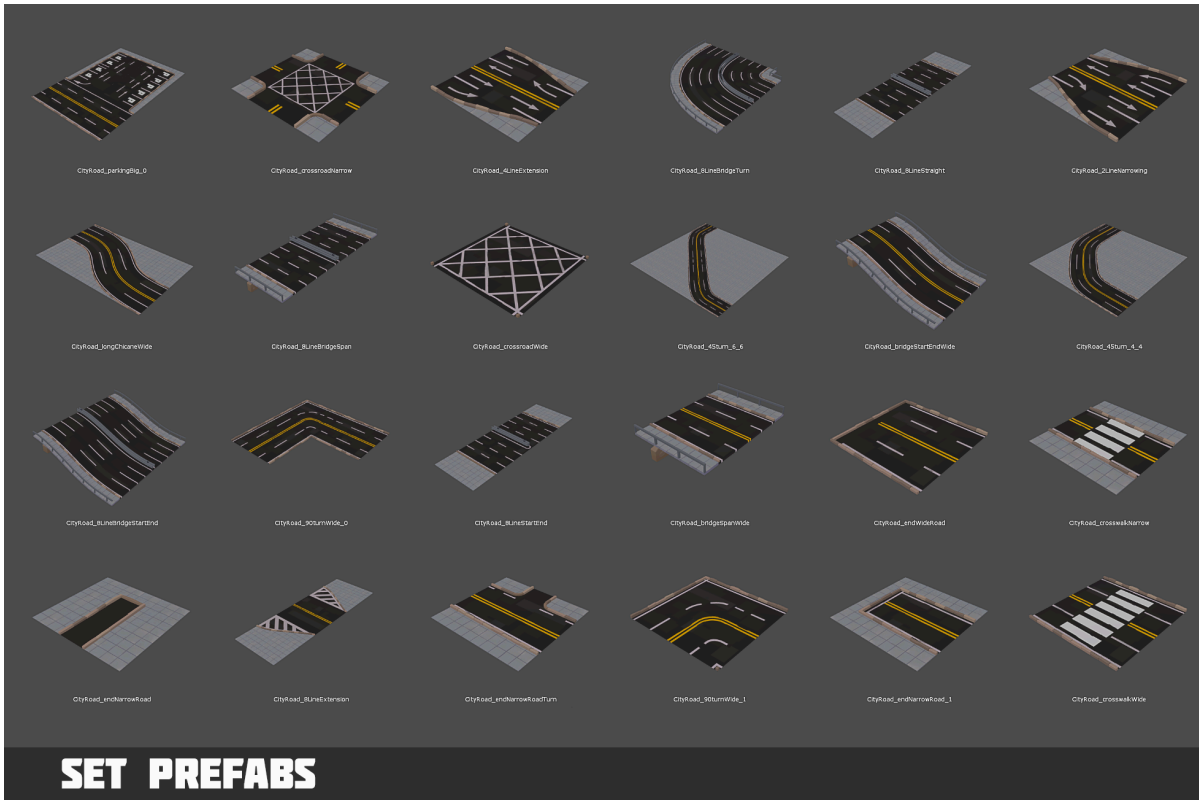
Dear buyer, thanks for having bought my pack! I hope you'll realize all your ideas using it. Remember you can find other similar-themed packs in [my store](#) which will extend and complete your projects!



ROAD CONSTRUCTOR MANUAL

The set contains 45 tiles (10*10 meters each or times 10) which join perfectly to one another. It's worth noting that the set includes both two- and four- and eight-lanes roads. Pack will allow you to build various routes on your own: race and city roads.

In the pack you will find several options for bridges, which will allow you to make multi-level roads.

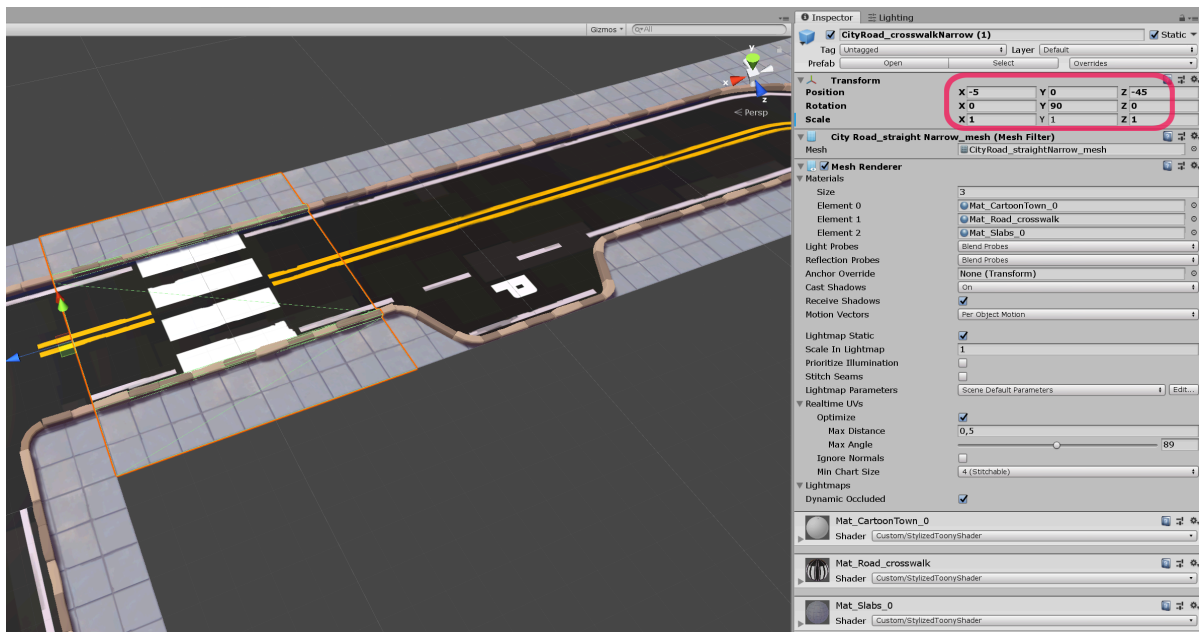


Prefab List:

1. 2-Line Narrowing
2. 4-Line Extension
3. 8-Line Bridge Span
4. 8-Line Bridge Start/End

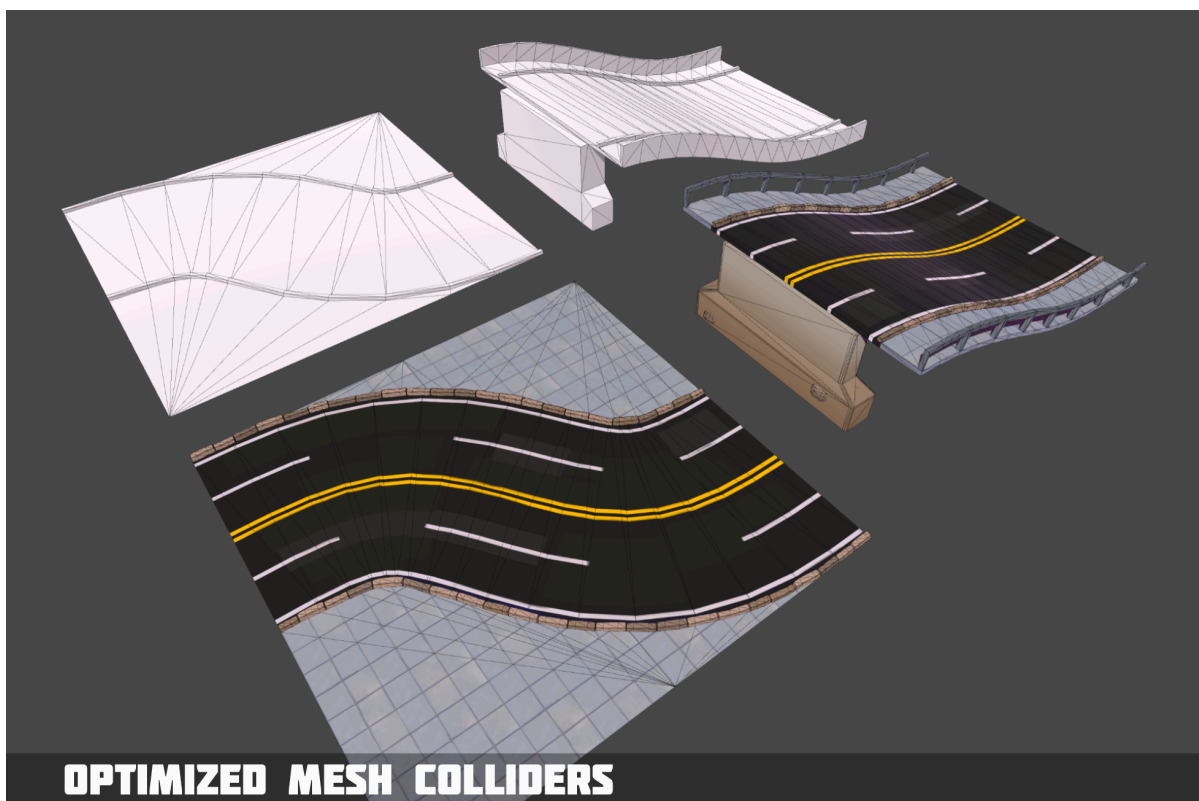
5. 8-Line Bridge Turn
6. 8-Line Extension
7. 8-Line Star/tEnd
8. 8-Line Road Straight
9. 45-degree Turn, 4*4 tiles
10. 45-degree Turn, 6*6 tiles
11. 90-degree Wide Turn option_0
12. 90-degree Wide Turn option_1
13. CityRoad_bridgeSpanWide
14. Wide Bridge Span
15. Wide Bridge Start/End
16. Narrow Crossroad
17. Wide Crossroad
18. Narrow Crosswalk
19. Wide Crosswalk
20. End Narrow Road option_0
21. End Narrow Road option_1
22. End Wide Road
23. Long Wide Chicane
24. Short Wide Chicane
25. Long Wide Turn
26. Short Wide Turn
27. Big Parking option_0
28. Parking Narrow Road
29. Round Square option_0
30. Round Square option_1
31. Round Square option_2
32. Slabs Tile option_0
33. Slabs Tile option_1
34. Narrow Road Straight
35. Wide Road Straight
36. Bus Stop Road_clear part
37. Bus Stop Road_text part
38. Bus Stop Extension
39. Triple Crossroad Narrow Road
40. Triple Crossroad Wide Road option_0
41. Triple Crossroad Wide Road option_1
42. Triple Crossroad Wide Road option_2
43. Triple Crossroad Wide Road option_3
44. Narrow Road Turn
45. Y-cross Wide Road

Whole-number tile size will also allow you to create and control solid drawn jointing,
i. e. you can snap a tile to the next tile's extreme vertices as well as put whole numbers to
move along axes X and Z and rotate along Y axe in the scene in the prefab transform fields.



You can see how different tracks are created in the demo scene. All tiles are shifted by multiples of 5 Unity units.

All prefabs contain simplified and optimized colliders. A collider which is a simplified version of the tile itself is set in all the constructor prefabs and may be used for collision. The collider imitates the tile geometry: curbs and a small difference between the road and the sidewalk:



You can delete this component from the prefab if necessary.

N.B.! there is geometry for a collider in the fbx-files.

The physical material on the tile colliders is NOT assigned, and you can change this in the prefabs and reach different result on different surfaces.

There are no edge tiles or borders provided so the edges of your game zone should be marked by some other objects or colliders. With this pack you can construct only road areas themselves:



The pack has tiles for switching between 2, 4, and 8-lane roads. You may want to pay attention to my [other packs](#) if you need other game objects or cars.

TEXTURES AND MATERIALS

Everything you can see in the screenshots is implemented using a stylized shader, which is included in the pack.

The textures definition is 1k and can be reduced in the project settings almost without quality loss. All maps were saved in PNG. Texture count is 19 (18 for road tiles and one more for curb). No textures other than a diffuse map are included in the pack.

Read more about the included shader [here](#).

Shader settings allow you to create fascinating results and succeed making it a casual cartoon style.

Here you can see a comparison of the included stylized shader with standard and mobile Unity shaders:

