

Latin Urban Cartoon

Complete Environment Pack

Tika3DStudio

User Manual
V 1.0



Latin Urban Cartoon Assets Content

Group	Asset	Type	Quantity
Houses	House	Static Mesh	10
Houses_Modular_Kit	Hang Clothes	Static Mesh	9
	Doors	Static Mesh	4
	Beam	Static Mesh	2
	Fence Bricks	Static Mesh	4
	Floor	Static Mesh	1
	Clothes Line	Static Mesh	2
	Clothes Line Pole	Static Mesh	1
	Posters	Static Mesh	9
	Stair	Static Mesh	4
	Walls	Static Mesh	14
	Details Bricks	Static Mesh	5
	Water Tank	Static Mesh	1
	Windows	Static Mesh	4
Props	Street Props	Static Mesh	12
Street Modular Kit	Street Arrow	Static Mesh	2
	Street Block	Static Mesh	6
	Street Crack	Static Mesh	8
	Street Crossing Lines	Static Mesh	1
	Street Hole	Static Mesh	7
	Street Long Line	Static Mesh	1
	Street Manhole Cover	Static Mesh	2
	Street Road	Static Mesh	1
	Street Short Line	Static Mesh	1
	Street Sidewalk	Static Mesh	1
	Street Text	Static Mesh	4
Vehicles	Minibus	Static Mesh	4
	Tuktuk	Static Mesh	2
Collision Proxy	Collision Proxy Minibus	Static Mesh	4
	Collision Proxy Tuktuk	Static Mesh	2
Environment	Floor	Static Mesh	1
Skeletal	SKM Minibus	Skeletal Mesh	4
	SKM TuKtuk	Skeletal Mesh	2
	SK Minibus	Skeleton	1
	SK Tuktuk	Skeleton	1
Blueprints	BP Minibus Base	Blueprint	2
	BP Minibus	Blueprint	8
	BP Tuktuk Base	Blueprint	2

	BP Tuktuk	Blueprint	4
Materials	Material Master	Material	8
	Material Instance	Material Instance	27
Textures	Textures 2K	Texture	35
	Textures 1K	Texture	34
	Textures 512p	Texture	2
Maps	Showcase	Level	1
	Demo	Level	1
	Total	Static Mesh	129
		Skeletal Mesh	6
		Blueprint	16
		Material	8
		Material Instance	27
		Texture	71

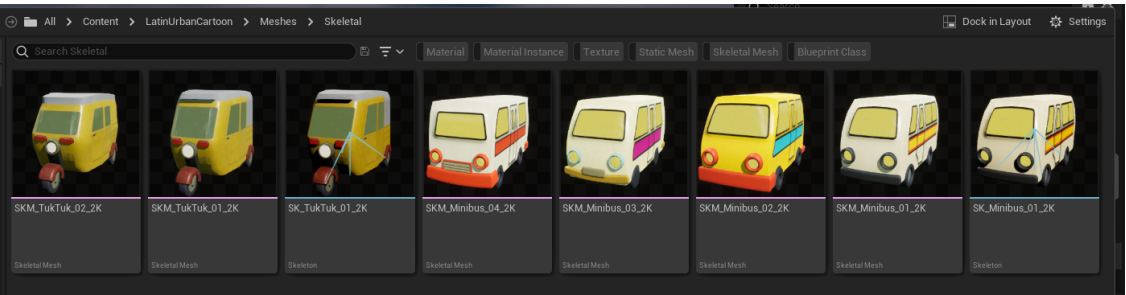
Static Meshes: 129 static meshes: 89 with custom collisions, 40 without collisions(CollisionPrims)

Name ▲	Type	Vertices	Triangles	Collision Prims
 SM_A_Frame_Ladder_2K	Static Mesh	1 356	1 112	1
 SM_A_Frame_Sign_2K	Static Mesh	432	248	1
 SM_Barricade_2K	Static Mesh	345	196	1
 SM_CHR_House_01_2K	Static Mesh	1 688	1 144	11
 SM_CHR_House_02_2K	Static Mesh	1 609	1 034	4
 SM_CHR_House_03_2K	Static Mesh	2 184	1 536	13
 SM_CHR_House_04_2K	Static Mesh	2 519	1 828	6
 SM_CHR_House_05_2K	Static Mesh	3 269	2 314	12
 SM_CHR_House_06_2K	Static Mesh	2 825	1 932	9
 SM_CHR_House_07_2K	Static Mesh	2 969	2 070	10
 SM_CHR_House_08_2K	Static Mesh	2 677	1 862	7
 SM_CHR_House_09_2K	Static Mesh	3 343	2 324	13
 SM_CHR_House_10_2K	Static Mesh	3 723	2 610	8
 SM_Clothes_Hanging_A	Static Mesh	4	2	1
 SM_Clothes_Hanging_A2	Static Mesh	4	2	1
 SM_Clothes_Hanging_A3	Static Mesh	4	2	1
 SM_Clothes_Hanging_B	Static Mesh	24	30	1
 SM_Clothes_Hanging_B2	Static Mesh	24	30	1
 SM_Clothes_Hanging_B3	Static Mesh	24	30	1
 SM_Clothes_Hanging_C	Static Mesh	24	30	1
 SM_Clothes_Hanging_C2	Static Mesh	24	30	1
 SM_Clothes_Hanging_C3	Static Mesh	24	30	1
 SM_CollisionProxy_Minibus_01	Static Mesh	96	32	1
 SM_CollisionProxy_Minibus_02	Static Mesh	72	24	1
 SM_CollisionProxy_Minibus_03	Static Mesh	108	36	1
 SM_CollisionProxy_Minibus_04	Static Mesh	72	24	1
 SM_CollisionProxy_TukTuk_01	Static Mesh	60	20	1
 SM_CollisionProxy_TukTuk_02	Static Mesh	60	20	1
 SM_Floor	Static Mesh	148	150	1
 SM_Kit_Beam_Roof	Static Mesh	84	76	1
 SM_Kit_Door_A	Static Mesh	68	52	1
 SM_Kit_Door_B	Static Mesh	60	52	1
 SM_Kit_Door_C	Static Mesh	68	52	1
 SM_Kit_Door_D	Static Mesh	68	52	1
 SM_Kit_Fence_Bricks_A	Static Mesh	48	44	1
 SM_Kit_Fence_Bricks_B	Static Mesh	48	44	1
 SM_Kit_Fence_Bricks_C	Static Mesh	48	44	1
 SM_Kit_Fence_Bricks_D	Static Mesh	48	44	1
 SM_Kit_Floor_Roof	Static Mesh	20	10	1
 SM_Kit_Post_Clothesline_A	Static Mesh	104	84	1
 SM_Kit_Post_Clothesline_B	Static Mesh	152	124	1
 SM_Kit_Post_Clothesline_Pole	Static Mesh	36	30	1
 SM_Kit_Poster_01	Static Mesh	4	2	0
 SM_Kit_Poster_02	Static Mesh	4	2	0
 SM_Kit_Poster_03	Static Mesh	4	2	0
 SM_Kit_Poster_04	Static Mesh	4	2	0
 SM_Kit_Poster_05	Static Mesh	4	2	0
 SM_Kit_Poster_06	Static Mesh	4	2	0
 SM_Kit_Poster_07	Static Mesh	4	2	0
 SM_Kit_Poster_08	Static Mesh	4	2	0
 SM_Kit_Poster_09	Static Mesh	4	2	0

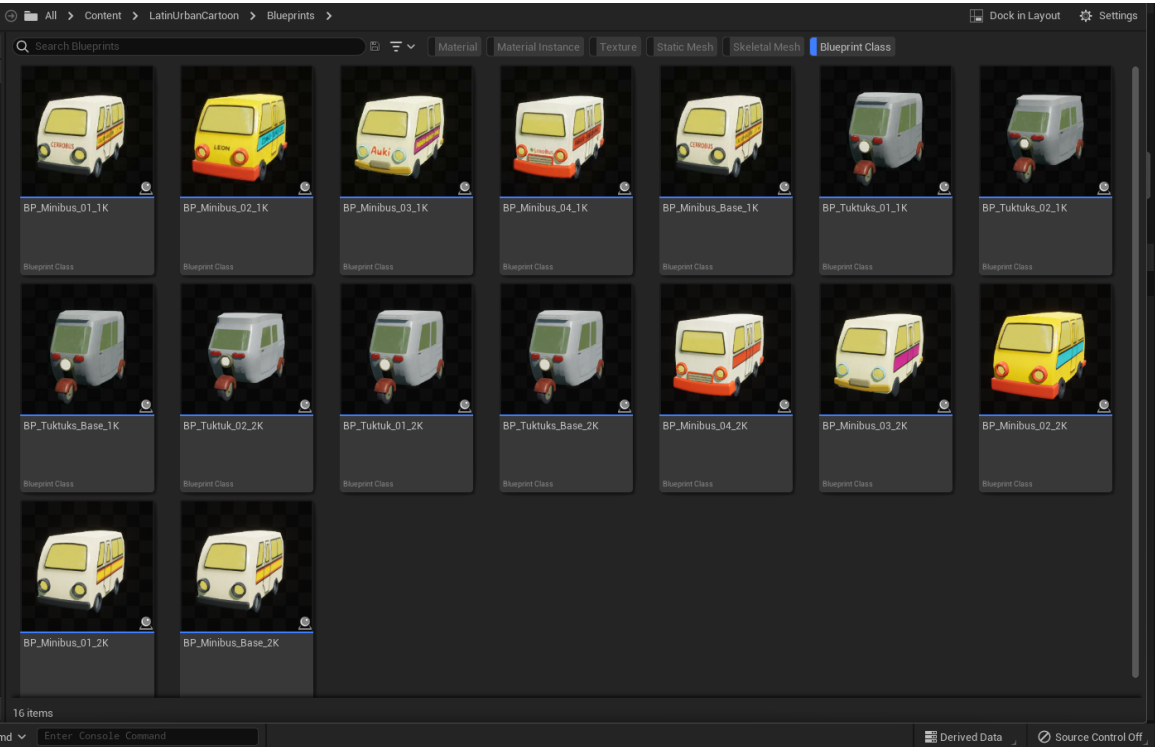
Name ▲	Type	Vertices	Triangles	Collision Prims
 SM_Kit_Stairs_A	Static Mesh	124	104	1
 SM_Kit_Stairs_B	Static Mesh	80	72	1
 SM_Kit_Stairs_C	Static Mesh	56	44	1
 SM_Kit_Stairs_D	Static Mesh	28	20	1
 SM_Kit_Wall_A	Static Mesh	64	32	1
 SM_Kit_Wall_B	Static Mesh	120	64	1
 SM_Kit_Wall_Beam	Static Mesh	48	44	1
 SM_Kit_Wall_CenterWin_A	Static Mesh	216	136	1
 SM_Kit_Wall_CenterWin_B	Static Mesh	272	172	1
 SM_Kit_Wall_CenterWinTop_A	Static Mesh	216	136	1
 SM_Kit_Wall_CenterWinTop_B	Static Mesh	272	172	1
 SM_Kit_Wall_Detail_Brick_A	Static Mesh	4	2	0
 SM_Kit_Wall_Detail_Brick_B	Static Mesh	4	2	0
 SM_Kit_Wall_Detail_Brick_C	Static Mesh	4	2	0
 SM_Kit_Wall_Detail_Brick_D	Static Mesh	4	2	0
 SM_Kit_Wall_Detail_Brick_E	Static Mesh	4	2	0
 SM_Kit_Wall_Door_A	Static Mesh	146	88	4
 SM_Kit_Wall_Door_B	Static Mesh	218	128	4
 SM_Kit_Wall_DoorWin_A	Static Mesh	229	152	4
 SM_Kit_Wall_DoorWin_B	Static Mesh	299	196	4
 SM_Kit_Wall_TwoWin_A	Static Mesh	296	176	1
 SM_Kit_Wall_TwoWin_B	Static Mesh	356	216	1
 SM_Kit_Wall_WinSide_A	Static Mesh	216	136	1
 SM_Kit_Wall_WinSide_B	Static Mesh	276	172	1
 SM_Kit_WaterTank	Static Mesh	313	288	1
 SM_Kit_Windows_A	Static Mesh	36	22	1
 SM_Kit_Windows_B	Static Mesh	20	12	1
 SM_Kit_Windows_C	Static Mesh	20	12	1
 SM_Kit_Windows_D	Static Mesh	44	22	1
 SM_Light_Post_2K	Static Mesh	1 141	1 244	1
 SM_Minibus_01_2K	Static Mesh	3 439	4 612	1
 SM_Minibus_02_2K	Static Mesh	3 573	4 804	1
 SM_Minibus_03_2K	Static Mesh	3 225	4 500	1
 SM_Minibus_04_2K	Static Mesh	3 999	5 334	1
 SM_Old_Phone_Booth_2K	Static Mesh	895	900	1
 SM_Pedestrian_Barrier_Fence_2K	Static Mesh	778	660	1
 SM_Plastic_Soda_Crate_2K	Static Mesh	533	400	1
 SM_Steel_Barrel_2K	Static Mesh	1 291	1 346	1
 SM_Street_Arrow_01	Static Mesh	4	2	0
 SM_Street_Arrow_02	Static Mesh	4	2	0
 SM_Street_Block_01	Static Mesh	92	62	3
 SM_Street_Block_02	Static Mesh	100	66	3
 SM_Street_Block_03	Static Mesh	108	70	3
 SM_Street_Block_04	Static Mesh	64	40	2
 SM_Street_Block_05	Static Mesh	56	36	2
 SM_Street_Block_06	Static Mesh	48	32	2
 SM_Street_Crack_01	Static Mesh	4	2	0
 SM_Street_Crack_02	Static Mesh	4	2	0
 SM_Street_Crack_03	Static Mesh	4	2	0
 SM_Street_Crack_04	Static Mesh	4	2	0
 SM_Street_Crack_05	Static Mesh	4	2	0

SM_Street_Crack_06	Static Mesh	4	2	0
SM_Street_Crack_07	Static Mesh	4	2	0
SM_Street_Crack_08	Static Mesh	4	2	0
SM_Street_CrossingLines	Static Mesh	12	6	0
SM_Street_Hole_01	Static Mesh	4	2	0
SM_Street_Hole_02	Static Mesh	4	2	0
SM_Street_Hole_03	Static Mesh	4	2	0
SM_Street_Hole_04	Static Mesh	4	2	0
SM_Street_Hole_05	Static Mesh	4	2	0
SM_Street_Hole_06	Static Mesh	4	2	0
SM_Street_Hole_07	Static Mesh	4	2	0
SM_Street_LongLine	Static Mesh	4	2	0
SM_Street_ManholeCover_01	Static Mesh	4	2	0
SM_Street_ManholeCover_02	Static Mesh	4	2	0
SM_Street_Road	Static Mesh	4	2	1
SM_Street_ShortLines	Static Mesh	4	2	0
SM_Street_Sidewalk	Static Mesh	49	44	1
SM_Street_Text_School	Static Mesh	4	2	0
SM_Street_Text_Slow	Static Mesh	4	2	0
SM_Street_Text_Stop	Static Mesh	4	2	0
SM_Street_Text_Taxi	Static Mesh	4	2	0
SM_Traffic_Cone_2K	Static Mesh	350	400	1
SM_Trash_Cans_2K	Static Mesh	406	360	1
SM_TukTuk_01_2K	Static Mesh	4 269	5 078	1
SM_TukTuk_02_2K	Static Mesh	4 239	4 998	1
SM_Vintage_Chair_2K	Static Mesh	808	644	1
SM_Vintage_Mailbox_2K	Static Mesh	319	286	1

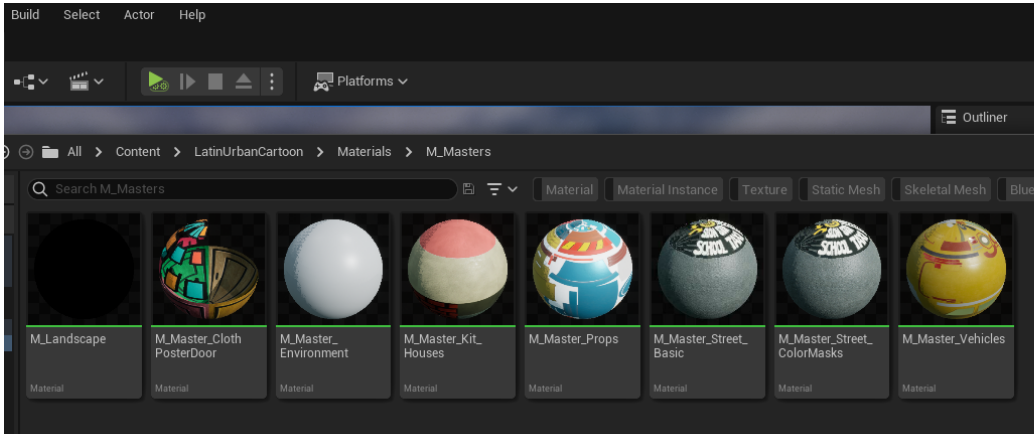
Skeletal Meshes / Skeleton



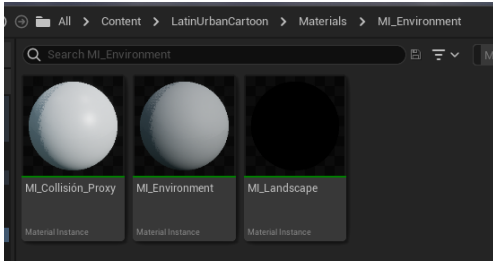
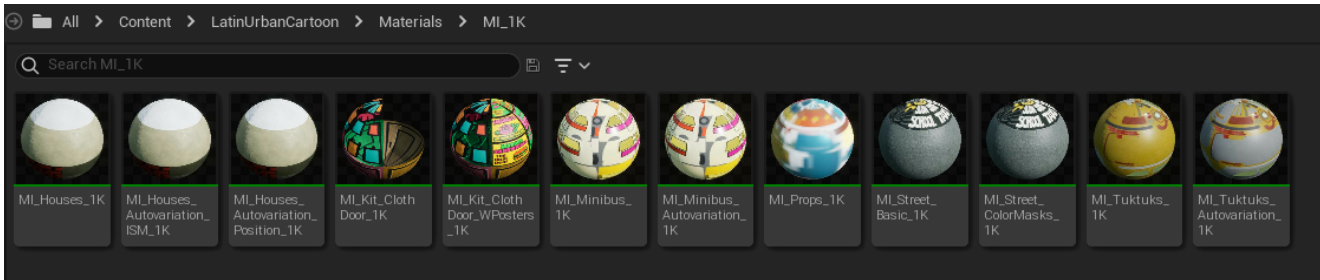
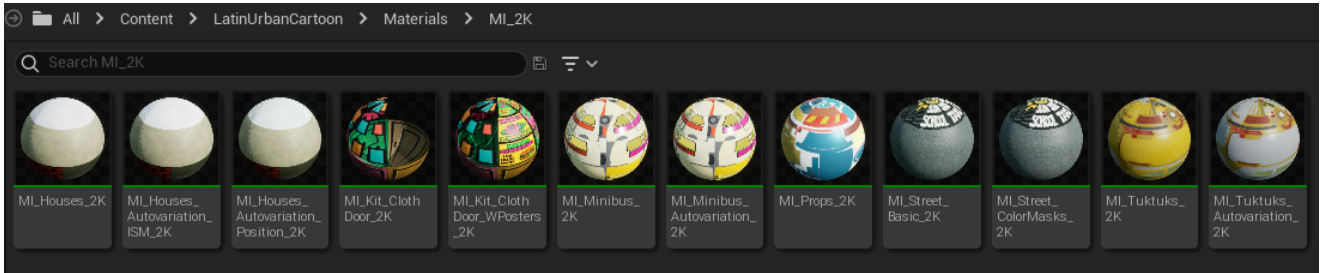
Blueprints - Vehicle Dynamic Material (Autovariation)



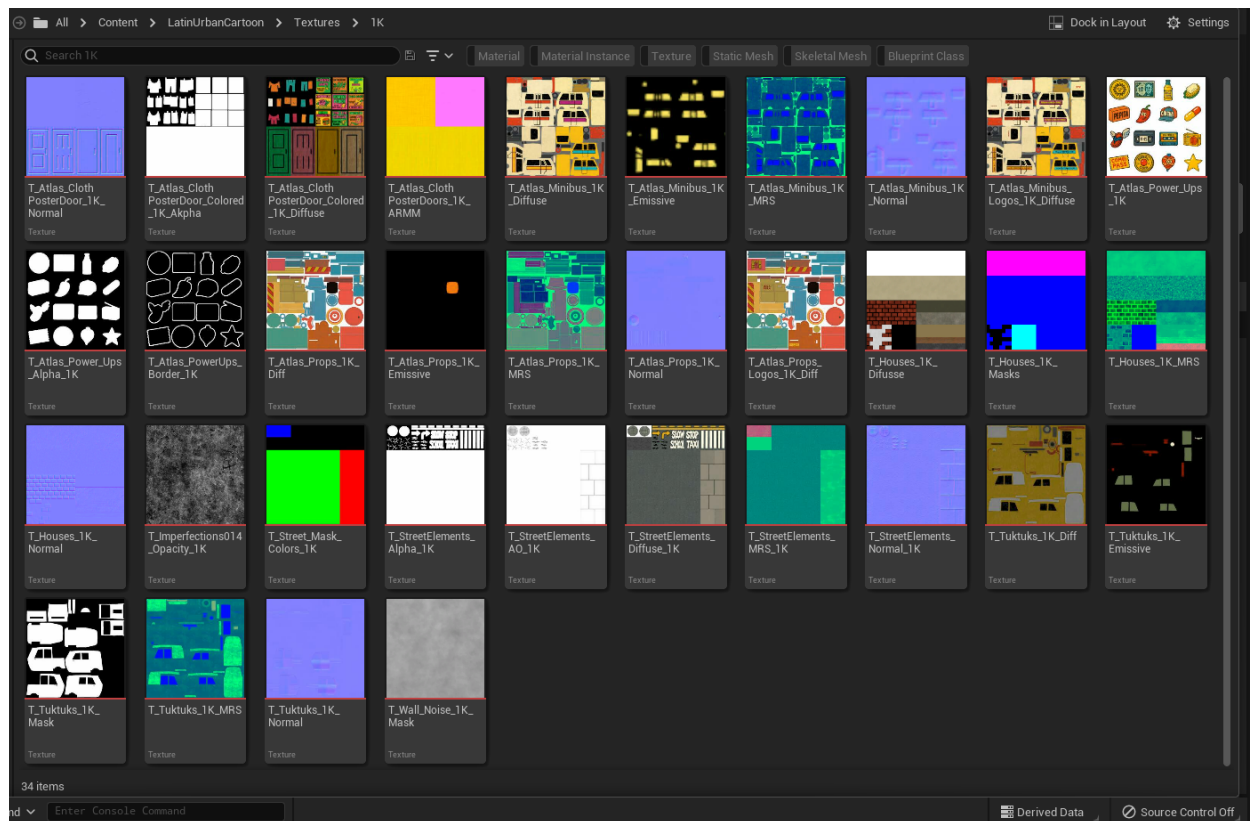
Material Masters



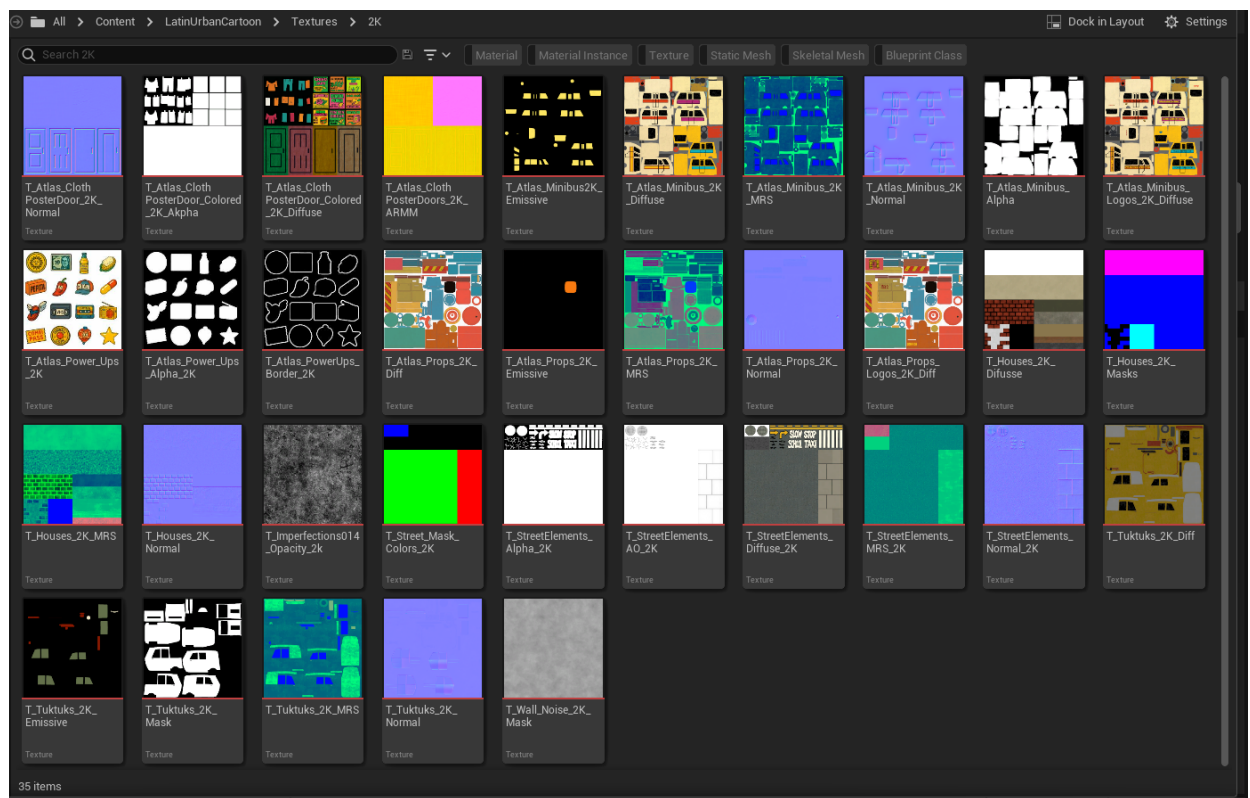
Material Instances



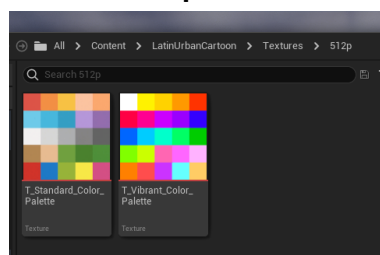
Textures 1K



Textures 2K



Textures 512p

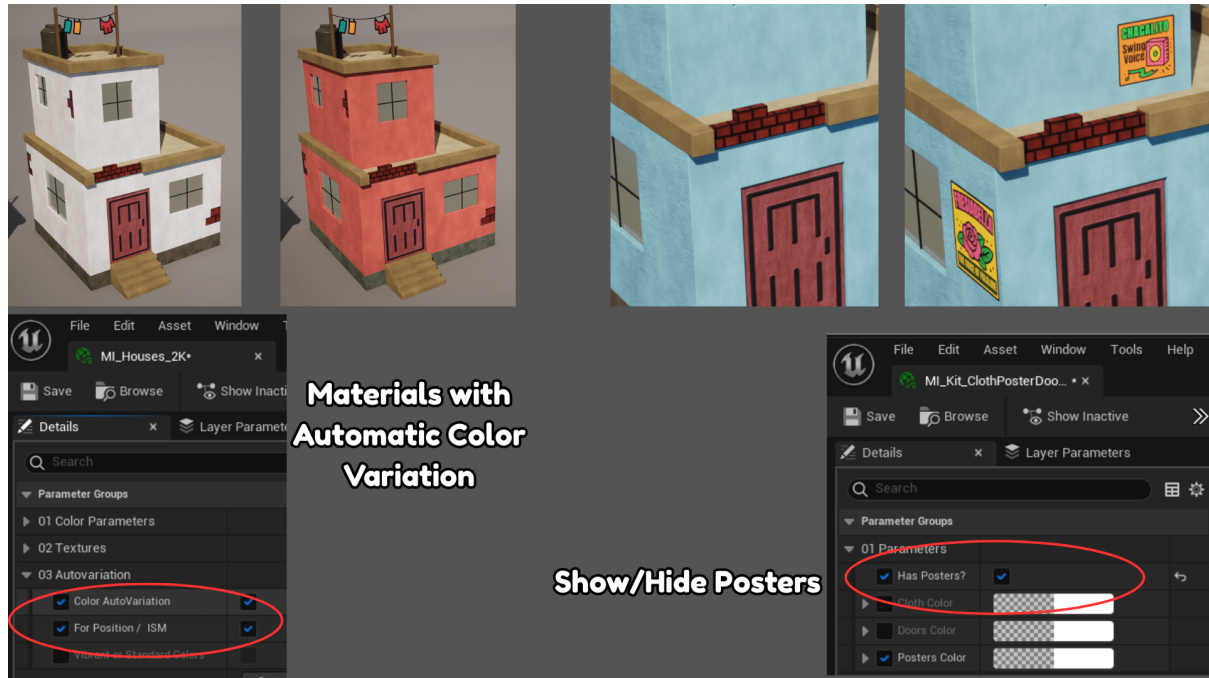


*This project includes only one third-party texture, used exclusively as an opacity mask:
T_Imperfections014_Opacity_2k (1K) from ambientCG, licensed under CC0 (Creative Commons Zero).
All other textures, materials, and models were created manually by the artist.*

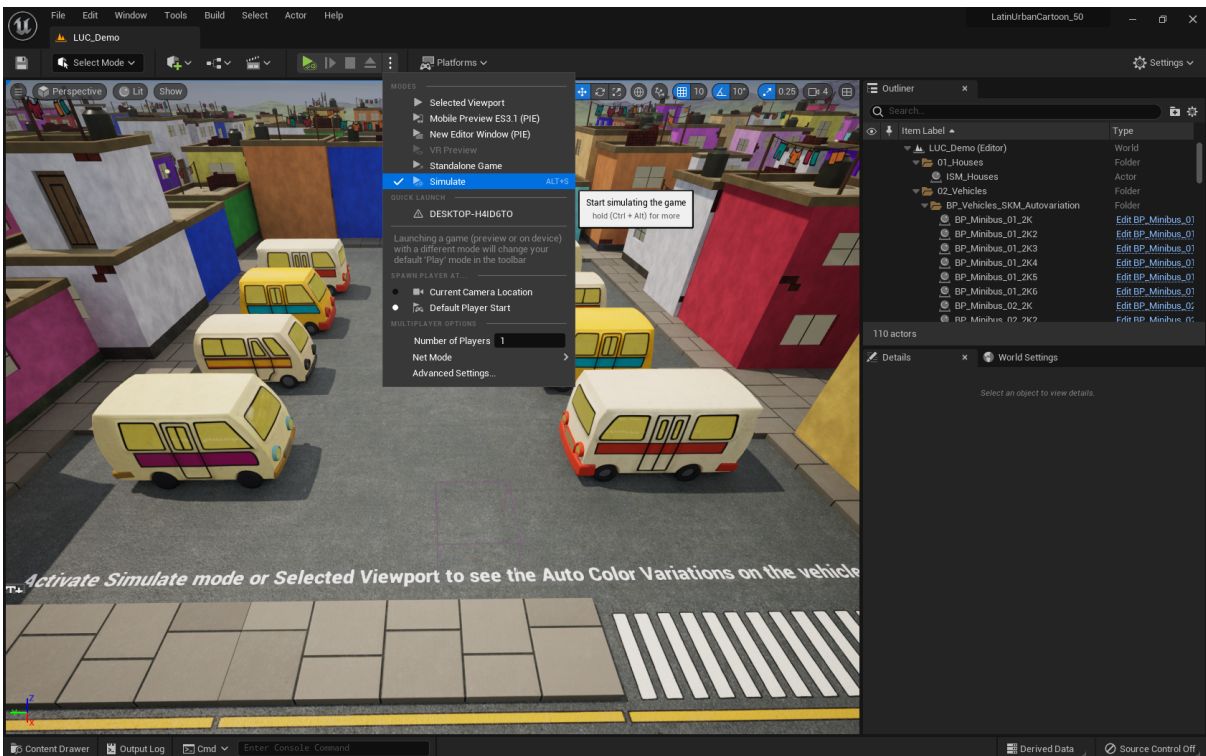
Houses: Autovariation for Position / ISM (Instanced Static Mesh)

To automatically modify the colors on the houses, enable Autovariation by Position and then move the mesh without snap (linear movement). If you want to keep the same color of the mesh (House), move it with a snap value of 1 cm or another. The variations are generated in linear intervals.

For Autovariation by Mesh Instances (ISM), the variation will occur for each new instance created.



Vehicles Autovariation: Activate Simulate mode or Select Viewport to see the Auto Color Variation on the Vehicle



Props: Show/Hide Labels

