



Unity Asset - EasyRoads3D Pro v3.2.3f3

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EasyRoads3D offers a comprehensive solution for building intricate road networks and augmenting them with various objects like guardrails, barriers, lampposts, walls, bridges, tunnels, fences, and other procedural elements along spline paths. It seamlessly integrates with Unity's render pipelines, supporting both the Built-in Render Pipeline and the Scriptable Render Pipelines, including the Universal Render Pipeline (URP) and the High Definition Render Pipeline (HDRP).

With EasyRoads3D, you can effortlessly create unique road networks directly within Unity, utilizing a combination of built-in customizable dynamic crossing prefabs and custom crossing prefabs based on your imported models. The framework also includes a versatile side object system, allowing you to enhance your scenes with additional objects along roads and intersections. These side objects, such as lampposts, guardrails, fences, walls, bridges, power lines, and tree lines, can be automatically generated based on predefined rules or manually positioned per road marker section.

EasyRoads3D provides a robust framework with advanced features, enabling seamless integration with your own assets for both road types and side objects.

- Integration of winding roads or dirt paths within picturesque landscapes and intricate urban road networks.
- Flexible built-in customizable crossings to adapt to various road configurations.
- Import capability for personalized crossing connection models.
- Incorporation of side objects such as bridges, guardrails, fences, walls, and power lines.
- Automated generation of side objects based on predefined rules considering road and terrain characteristics.
- Extensive support for side objects at intersections, enhancing realism and detailing.
- Ability to define custom shapes for additional infrastructures like railroads and rivers.
- Seamless integration of terrains with road shapes, including features like grass and tree removal, and optional inclusion of road shapes in terrain splatmaps.
- Real-world visualization through road data import functionalities supporting formats like OSM/KML.
- Compatibility with URP and HDRP material support packages, ensuring high-quality rendering.
- Extensibility through custom road and side object functions via scripting API and callbacks, empowering developers to tailor functionalities to specific project requirements



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