



European highway elements pack LITE

Description:

4 lane highway elements, straights, curves, junctions, road signs. 115 elements.

- 4 straight elements
- 4 curve elements
- 9 junction elements
- 4 connection elements
- 94 road signs

Formats:

Autodesk 3ds Max (.max)

version: 9

115 files

86 283 542 byte (82,28 Mbyte)

materials, textures, UVW coordinates, smoothing groups

Autodesk FBX (.fbx)

version: 2009

115 files

99 196 358 byte (94,60 Mbyte)

materials, textures, UVW coordinates, smoothing groups


Autodesk Maya (.ma)

version: 2011

115 files

111 618 931 958 byte (106,44 Mbyte)

materials, textures, UVW coordinates, smoothing groups

Maxon Cinema 4D (.c4d)

version: 10

115 files

61 278 940 byte (58,44 Mbyte)

materials, textures, UVW coordinates, smoothing groups


Wavefront OBJ (.obj)

115 files

53 405 396 byte (50,93 Mbyte)

materials, textures, UVW coordinates, smoothing groups

NewTek Lightwave (.lwo)

version: 8

115 object files

30 264 352 byte (28,86 Mbyte)

materials, textures, UVW coordinates, smoothing groups


Collada (.dae)

version: 1.4

115 files

94 766 307 byte (90,37 Mbyte)

materials, textures, UVW coordinates, smoothing groups

Geometry:

- each file contains only one object
- polygonal based objects
- all polygons are quads and triangles
- objects have custom pivots (easy aligning objects)
- logically named files and objects
- smoothing groups

Whole pack (115 objects): 96218 polygons, 116462 vertices

Object name	poly	vert	Object name	poly	vert
100m_sign_double_highway[4+1lane]	124	112	traffic_sign_fuel	79	102
100m_sign_double_highway[4+2lane]	124	112	traffic_sign_fuel_500m	79	102
100m_sign_double_highway[4lane]	124	112	traffic sign give way	74	96
100m_sign_single	62	56	traffic sign gravel	74	96
connection_highway[4lane]-highway[4+1lane]_end	351	470	traffic sign height restriction	103	126
connection_highway[4lane]-highway[4+1lane]_start	351	470	traffic_sign_highway	79	102
connection_highway[4lane]-highway[4+2lane]	527	644	traffic_sign_highway_end	79	102
connection_highway[4lane]-road[4lane]	1016	1226	traffic sign keep left	93	116
curve_highway_384m_30deg	1100	1332	traffic sign keep left or right	93	116
curve_highway_384m_45deg	1650	1972	traffic sign keep right	93	116
curve_highway_384m_60deg	2200	2612	traffic sign main road	79	102
curve_highway_384m_90deg	3300	3892	traffic sign main road end	79	102
direction_sign_2lane[endhighway_endhighway]	410	572	traffic sign no cars entry	103	126
direction_sign_2lane[highway_highway]	410	572	traffic sign no cycles entry	103	126
direction_sign_3lane[highway_highway_endhighway]	545	730	traffic sign no entry	103	126
direction_sign_4lane[highway_highway_highway_highway]	684	888	traffic sign no horses entry	103	126
direction_sign_forward[highway]_left[highway]	255	282	traffic sign no motorbikes entry	103	126
direction_sign_forward_forward[highway]_left[highway]	291	313	traffic sign no overtaking	103	126
direction_sign_forward_right[highway]	238	270	traffic sign no overtaking for trucks	103	126
direction_sign_right[endhighway]_left[endhighway]_left[highway]	303	325	traffic sign no tractors entry	103	126
direction_sign_right[endhighway]_left[highway]	253	282	traffic sign no traffic both ways	103	126
junction_highway-highway_part1	17541	21300	traffic sign no trailer	103	126
junction_highway-highway_part2	23395	28444	traffic sign no turn back	103	126
junction_highway-road[2lane]_part1	5603	6764	traffic sign no turn left	103	126
junction_highway-road[2lane]_part2	5993	6843	traffic sign no turn right	103	126
junction_highway-road[4lane]_part1	8296	10072	traffic sign one way	79	102
junction_highway-road[4lane]_part2	8013	9441	traffic sign parking	79	102
junction_pre-element_highway	1494	1809	traffic sign road narrow both	74	96
junction_pre-element_highway_2	2618	3010	traffic sign road narrow left	74	96
junction_pre_element_road[4lane]	428	610	traffic sign road narrow right	74	96
sign road direction forward left	223	258	traffic sign semi-motorway	79	102
sign road direction forward left right	260	289	traffic sign semi-motorway end	79	102
sign road direction forward right	225	258	traffic_sign_service	79	102
sign road direction left	189	227	traffic sign slippery road	74	96
sign road direction left right	226	258	traffic sign speed limit 100	103	126
sign road direction right	189	227	traffic sign speed limit 110	103	126
straight_highway[4+1lane]	176	298	traffic sign speed limit 120	103	126
straight_highway[4+2lane]	177	300	traffic sign speed limit 130	103	126
straight_highway_192m	303	488	traffic sign speed limit 30	103	126
straight_highway_48m	111	200	traffic sign speed limit 50	103	126
traffic sign 1000m	66	84	traffic sign speed limit 60	103	126
traffic sign 100m	66	84	traffic sign speed limit 70	103	126

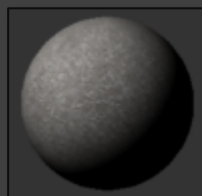
Object name	poly	vert	Object name	poly	vert
traffic sign 500m	66	84	traffic sign speed limit 80	103	126
traffic sign 50m	66	84	traffic sign speed limit 90	103	126
traffic sign 800m	66	84	traffic sign steep ascent	74	96
traffic sign airport	74	96	traffic sign steep descent	74	96
traffic sign animals	74	96	traffic sign stones	74	96
traffic_sign_bed	79	102	traffic sign stop	69	94
traffic sign both way	74	96	traffic sign swing bridge	74	96
traffic_sign_carwash	79	102	traffic_sign_telephone	79	102
traffic sign construction	74	96	traffic sign tunnel	74	96
traffic sign danger	74	96	traffic sign uneven road	74	96
traffic sign dead end	79	102	traffic_sign_water	79	102
traffic_sign_dinner	79	102	traffic_sign_WC	79	102
traffic sign dock	74	96	traffic_sign_WC_water	79	102
traffic sign double curve left	74	96	traffic sign weight restriction	103	126
traffic sign double curve right	74	96	traffic sign weight restriction for trucks	103	126
traffic sign end of limit	103	126			

Materials:

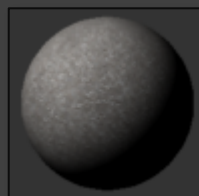
- **max:** All objects use the same material (sub object material with 17 sub material). If you merge objects into one scene, you can use the same material for all objects.
- **fbx:** Each object file contains only the used sub-materials.
- **maya:** Each object file contains only the used sub-materials.
- **c4d:** Each object file contains only the used sub-materials.
- **obj:** All objects use the same material file (european road collection.mtl), that contains 23 sub-material.
- **dae:** Each object file contains only the used sub-materials.
- **lwo:** Each object file contains only the used sub-materials.



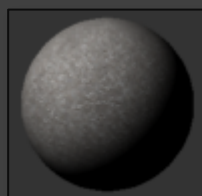
european highway elements (multi/sub-object)
sub-materials: 17



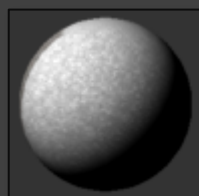
asphalt normal (standard material)
material ID: 1
diffuse map: map01.jpg (bitmap)



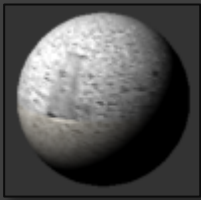
asphalt wan (standard material)
material ID: 2
diffuse map: map02.jpg (bitmap)



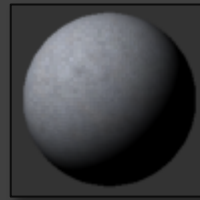
asphalt fade (standard material)
material ID:3
diffuse map: map04.jpg (bitmap)



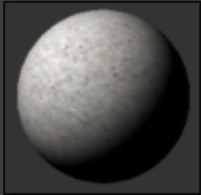
asphalt line (standard material)
material ID: 5
diffuse map: map03.jpg (bitmap)



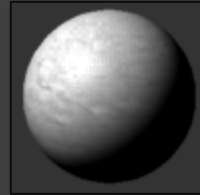
curb (standard material)
 material ID: 6
 diffuse map: map05.jpg (bitmap)
 bump map: map05b.jpg (bitmap)



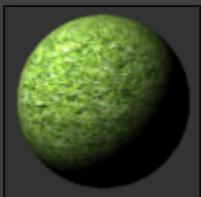
sidewalk (standard material)
 material ID: 7
 diffuse map: map07.jpg (bitmap)



concrete 01 (standard material)
 material ID: 8
 diffuse map: map11.jpg (bitmap)



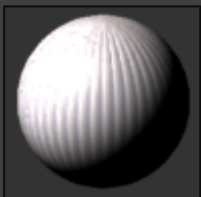
crush barrier (standard material)
 material ID: 11
 diffuse map: map09.jpg (bitmap)



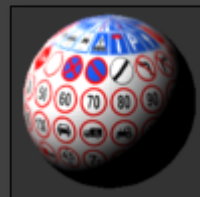
grass (standard material)
 material ID: 12
 diffuse map: map06.jpg (bitmap)



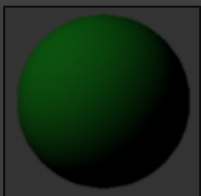
gravel (standard material)
 material ID: 13
 diffuse map: map08.jpg (bitmap)
 bump map: map08b.jpg (bitmap)



lampglass (standard material)
 material ID: 16
 diffuse map: map15.jpg (bitmap)



traffic sign (standard material)
 material ID: 18
 diffuse map: map17.jpg (bitmap)



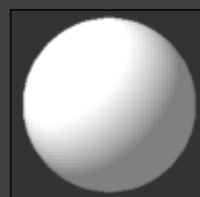
green (standard material)
 material ID: 20
 diffuse color: rgb(8,55,10)



black (standard material)
 material ID: 23
 diffuse color: rgb(0,0,0)



white (standard material)
 material ID: 23
 diffuse color: rgb(230,230,230)



white illuminate (standard material)
 material ID: 25
 diffuse color: rgb(255,255,255)
 self-illumination: 50



red illuminate (standard material)
 material ID: 26
 diffuse color: rgb(221,0,0)
 self-illumination: 50

Textures:



map01.jpg

1000 x 1000 pixels

72 DPI

colors: 4336

938 801 bytes (0,89 Mbyte)



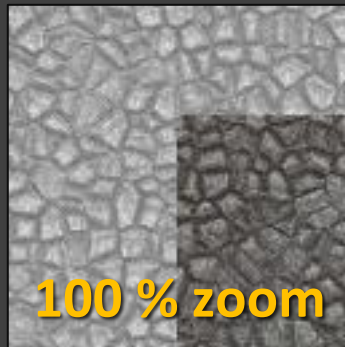
map02.jpg

1000 x 1000 pixels

72 DPI

colors: 4253

936 388 bytes (0,89 Mbyte)



map03.jpg

700 x 750 pixels

96 DPI

colors: 2234

403 717 bytes (0,38 Mbyte)



map04.jpg

1000 x 1000 pixels

90 DPI

colors: 7654

1 270 441 bytes (1,21 Mbyte)



map05.jpg

600 x 800 pixels

96 DPI

colors: 1700

351 691 bytes (0,33 Mbyte)



map05b.jpg

600 x 800 pixels

96 DPI

colors: 332

15 215 bytes (0,01 Mbyte)



map06.jpg

820 x 820 pixels

72 DPI

colors: 100914

858 023 bytes (0,81 Mbyte)



map07.jpg

640 x 640 pixels

72 DPI

colors: 1212

376 471 bytes (0,35 Mbyte)



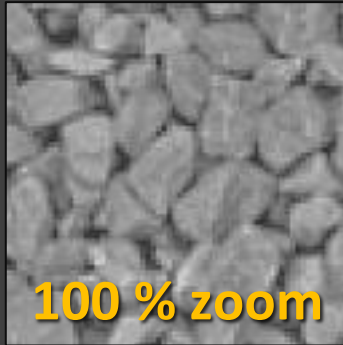
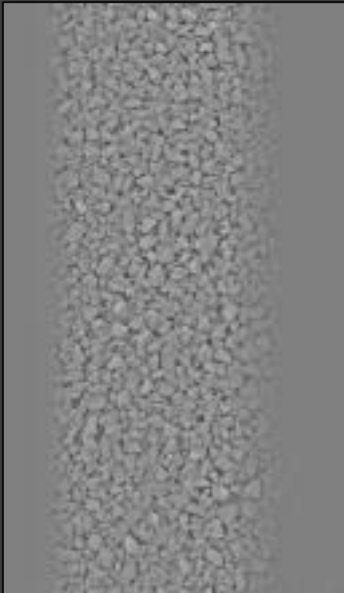
[map08.jpg](#)

590 x 1024 pixels

89 DPI

colors: 122283

769 376 bytes (0,73 Mbyte)



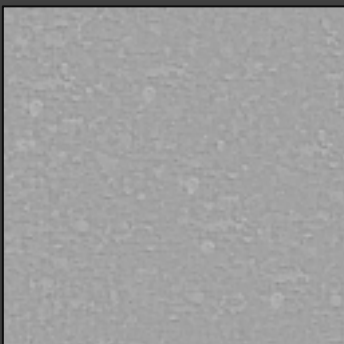
[map08b.jpg](#)

590 x 1024 pixels

89 DPI

colors: 165

280 541 bytes (0,26 Mbyte)



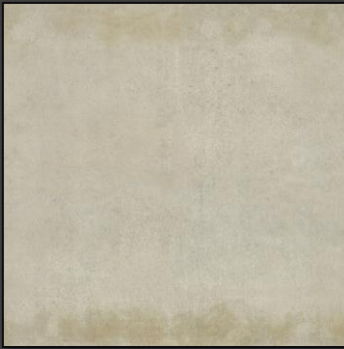
[map09.jpg](#)

1024 x 1024 pixels

72 DPI

colors: 135

290 576 bytes (0,27 Mbyte)



map11.jpg

1100 x 1100 pixels

72 DPI

colors: 2531

702 297 bytes (0,66 Mbyte)

100 % zoom



map15.jpg

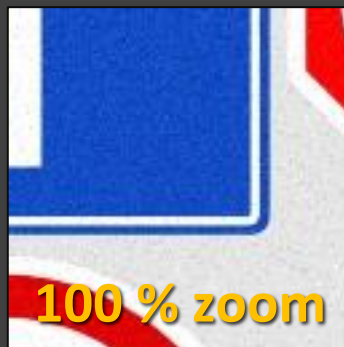
284 x 281 pixels

72 DPI

colors: 9980

55 340 bytes (0,05 Mbyte)

100 % zoom



map17.jpg

1679 x 2488 pixels

72 DPI

colors: 61642

4 005 995 bytes (3,82 Mbyte)

100 % zoom



[custom_map08.png](#)
[custom_map08b.png](#)

If you want to use a custom grass texture, replace the existing grass texture (map06.jpg), and the gravel texture (map08.jpg, map08b.jpg) with your own one. A custom gravel texture without grass has included in the pack. Create a 590 x 1024 pixel image from your grass texture, open it with an editor (eg. Gimp 2, Photoshop), create a new layer, and paste the custom_map08.png into the new layer. Do the same with the gravel bump texture too.

Usage:

All elements are compatible with each other, and all elements have the same base-size (4800m, 9600m, ...). So you can easily connect the elements, and don't need custom size connectors. Use the pivots in local coordinate system to align the elements. This element pack is fully compatible with European road elements pack.

