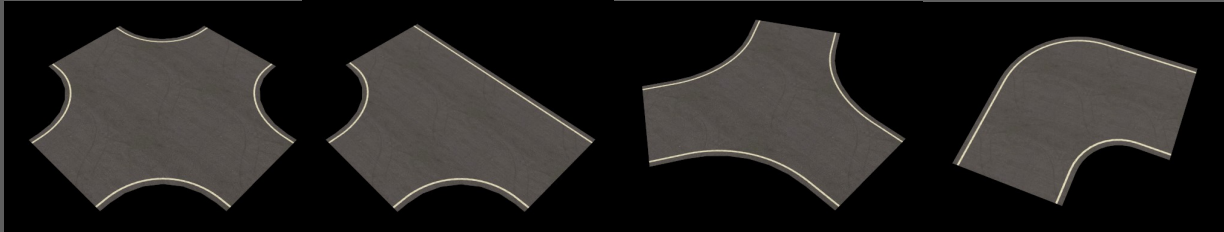
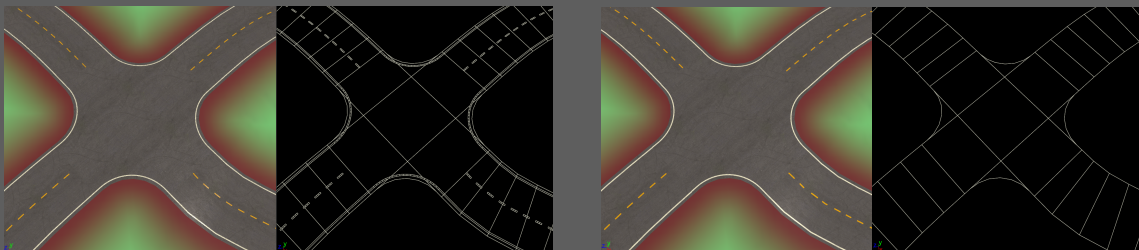


Procedural Road Tool

The tool using module–base approach to create roads and intersections with procedurally corrected looking. The main advantage of this method is to get better shape and control at road intersections, so the overall roads will have consistent shape. Each road module are also procedurally corrected, changes on different type of module will consolidate with regular roads(non–module roads) to match the road modules require. Currently have three type of road module: X, T&Y and L module.



Road line are also designed to be proceduralize, and all road line on each road type are procedurally corrected, can globally control without doing any inconsist adjustments. Texture on road surface design in two mode, by default, road line are represent as polysurface on–top of the road, decals in game will be very useful; the bake mode will bake all road line in different road type, useful for baked texture workflow. All Material and COP is edible, its easy to customize.



On terrain side, road path are first projected on, after all road generate process, terrain also get a projection to final road surface with some adaption on it, will output a “road” mask for other use.

All output are object–base, mean all results will put in different geometry node, its useful in Houdini Engine, since engine will recook and update object independently. Currently the tool mainly focus on procedural road functionality, integration in game engine and view handle will continue work in future.