City Streets Median Round Corner Curb Tile Set

Monkeysloth

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Summary

These are the Round Corner Curb Median Set of my City Streets Tiles.

Toys & Games > Other Toys & Games

Tags: infinity shadowrun tiles rpgtiles wargameterrain fww falloutwastelandwarfare gametiles streets

These are the Round Corner Curb Median Set of my City Streets Tiles. I originally designed these as openlock so the main tiles match the largest tile type "U" from that set (around 4"x4" or 10cmx10cm) but I'm posting a version here without added openlock parts/volume as it's the current style I prefer to use for my Fallout Wasteland Warfare or Infinity games.

This set only contains the narrow tiles with round corner curbs. There are ramps that can be used as cross walks.

Available Sets

Below is a list of all the different tile sets (click the link to be taken to that set):

- Straight curbs -- These have a curb on only one side of the tile and represent non-corners. Ramps: →

- Median Straight Curb -- Roughly 1/3 width tiles. Can be used for medians or more narrow streets. Ramps: →
- Square Curbs -- These are corner curbs that have outside and one inside corner type. Ramps: →, ↑, →↑, e→
- Median Square Curb -- Roughly 1/3 width tiles. Can be used for medians or more narrow streets. Ramps: →, ↑, e↑
- Round Curbs -- These are rounded corners. Outside turns only. Ramps: ↗
- Median Round Curb -- Roughly 1/3 width tiles. Can be used for medians or more narrow streets. Ramps: ↗,→
- Sidewalks -- These are just sidewalk pieces with no curb. There are some with edges though who prefer the look.
- Widen/Narrow Curb -- these tiles transition from full size to 1/3rd size for use with the median tiles. Ramps: →
- Roundabout -- Roundabouts, one that's normal and one that's recessed for foliage or swappable inserts.

How the tiles work

Each tile type but the core Sidewalk set have regular tiles and tiles with Ramps that are used for cross walks. The Straight and Corner curbs have ramps that go along one of the edges with the Square Corner Curb tiles having the option of either ↑ or → either in the outer square or inner square. There is one Square Corner tile with two ramps in the outer squares but not one with two in the inside squares as I didn't like the look of it.

The round corner only has one ramp tile direction which is at the center of the corner itself going ↗. It's a wide ramp that mirrors many modern crosswalks that have just one ramp that can be approached at different directions.

The Straight and Square Corner Curb tiles also have a half ramp (e→) at the very edge of one side and require two tiles to make a full ramp. These were created with the intention of using with the medians but there's no reason you have to use it this way.

Medians are roughly 1/3 tile widths originally designed for making room for cars, buses or a tram. They all have ramps at multiple directions (except straight curb) to allow for some interesting designs.

The Widen/Narrow Curb tile allows for you to transition between the regular tile size and the medians. They allow for you to add bus stops, parking and other interesting features and have a version with a ramp (→) similar to the Straight Curb.

I don't provide mirrored versions of the curb where needed for cross walks/ramps. You will need to mirror some of the tiles in your slicer to get the full use out of these tiles.

Model files

	median_round_curb_lsw.stl
	median_round_curb_drain_lsw.stl
	median_round_curb_ramp1_drain_lsw.stl
	median_round_curb_ramp2_lsw.stl
	median_round_curb_ramp1_lsw.stl

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