

The goal of this thesis is to create a system for game engine Unity for creating roads and other side objects around real roads. Emphasis is placed on optimizing the final product, user-friendliness, and flexibility. The system tries to solve many complex road cases never solved in mainstream Unity road assets. It also takes into account the problem of tiling the texture of a road. The system was validated by recreating real track and several imaginary tracks. The result of the work is a plugin, which can be used by game developers to speed up the development of racing games.