

Credits

3D Assets

For integration reasons, some 3D elements have been slightly modified using Blender and Substance Painter.

- [Traffic Signals](#) by M
- [Basketball Hoop](#) by Nimrod Assaf
- [KFC](#) by Kanistra
- [Road Billboard](#) by Armen Manukyan
- [Road Sign](#) by Marc Mons
- [Traffic Signs](#) by Art-Studio3d
- [Watchtower](#) by yaschan
- [Ambulance](#) by MSWoodvine
- [Burned Police Cars](#) by renafox
- [M1 Abrams](#) by Greenbird
- [Football Goal Fields](#) by Christian Gentry
- [Wall Flag](#) by dudecon
- [Flag Pole](#) by romapublic
- [Burger Box](#) by 3trop
- [Cop Sedan 90'](#) by Daniel Zhabotinsky
- Others custom assets not above where made by [Hellmaker2a](#) & [Vasquez](#)

Graphical Art

- The vast majority of the building retextures and vanilla items present in [Green County](#) and [Green County Immersive](#) were created by [Vasquez](#).
- The Green County Logo, Screenload, and lot of billboards were created by [Vasquez](#).

Others

- The entire map and integration of customs objects were made by [Hellmaker2a](#).
 - Mission files & Central Economy files were made by [Hellmaker2a](#).
 - Green County Trailer was made by [Damigo](#).
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