

Project Next-Gen  
**PhotorealisticExperience**

## PNG in Details

English version

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### PhotorealisticExperience - BASE

Base Part consists of 4 files and includes textures/materials and 3D models for the in-game world: roads and road surfaces, lines, decals, terrain, ground, hills, signs, water, rocks, walls, and much more.

**Base Part (0, 1, 2 and 3) can be used without weather and other parts.**

### PhotorealisticExperience - WEATHER

Weather Part includes in-game lighting files and sky textures.

Weather Classic is the main file, while Weather Classic Foggy is an overlay that adds more fog in the morning and evening. It is especially suitable for autumn and spring.

Weather Classic Foggy requires the main Weather Classic file.

**Weather Part can be used without the base and other parts.**

### PhotorealisticExperience - RAIN

Rain Part includes rain textures, particle textures, windshield rain physics, and related effects. It also includes specially prepared materials for snowmoon lighting v2, which enable puddle effects on sidewalks, company yards, gas stations, and near your garage.

**Important: these materials may generate red errors in the game log. They are harmless and do not cause crashes.**

**"DEFAULT NORMALS ENABLED" must be enabled in Snowmoon plugin settings for correct operation.**

## PhotorealisticExperience - SEASONS

Seasons Part consists of 3 selectable files. They cannot be used at the same time. Spring, Summer, and Autumn contain vegetation adjusted to each season, along with additional details such as leaves placed in various locations.

**Seasons Part requires the Base Part.**

## NorthExperience (separately paid addon)

NorthExperience includes textures/materials and 3D models for the Nordic Horizons DLC and Benelux Rework 1.59.

It covers roads and road surfaces, lines, signs, reflective posts, and more.

**NorthExperience can be used without the base and other parts.**

## Addons (Free)

REAL GENERIC LOGOS replaces 3D models and textures of generic logos in Germany, Austria, and Switzerland with real ones. It does not replace transport companies themselves; instead, it changes surrounding map elements such as shops, billboards, and similar details. It also replaces some gas stations, for example Primel -> Shell and ENZ -> OMV.

REAL AIR TRAFFIC replaces in-game air traffic models and textures with real-world airlines.

STREET LAMPS adds street-lamp flares, a subtle fog effect, and more realistic lighting colors.

**Important: in mirrors, these flares are visible upside down.**

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