

THE MAKING OF



TEXAS





## CONTENT

<b>Foreword</b>	3
Introduction	4
About Texas	5
<b>The Road to Texas</b>	8
<b>Before we start</b>	12
Research	12
What goes in?	13
Scale	14
Texas cities	17
Texas assets	18
<b>Everything is BIGGER in Texas</b>	20
Big Bend Country	22
South Texas Plains	35
Hill Country	42
Panhandle	48
Prairies and Lakes	56
Gulf Coast	63
Piney Woods	73

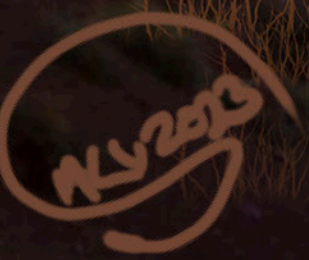


# FOREWORD

Since the first time I picked up a controller, I have always been curious about how video games are made. I've always wondered what went on behind the closed doors of offices where game developers work. How does it all come together? Where do they draw their inspiration from? How do they decide what to include and what to leave out? Who decides the direction that a game takes?

During the production of the Texas DLC for American Truck Simulator, we faced these very questions ourselves. It occurred to us then that a lot of people in the community might also be interested in finding out the answers! So we have decided to share this all with you - the who, what, why and how of it all. You'll get to learn about the team behind the DLC, the experiences and thoughts we had, and the feelings we lived through along the way that set the direction for this expansion. We hope you enjoy reading about this as much as we enjoyed working on it.

*Simon Endt*





## INTRODUCTION

American Truck Simulator (ATS) from the “Truck Simulator” video game series by Czech developer SCS Software where players get behind the wheel of a heavy-duty truck and deliver various kinds of cargo from place to place as shippers. Some choose to be lone wolves, others like to work with their friends. But don’t be fooled, it definitely isn’t just about delivering goods from point A to point B. ATS gives the players an authentic driving experience and allows them to take in the unique culture of each individual US state. That’s why in each of our DLCs (downloadable content), we’re making an effort to add even more detail to the world of our game to push it even closer to reality.

We first started to discuss DLC Texas in 2017, during the production of our New Mexico DLC. It was a huge challenge for our ATS map team (which had only a couple of members at that point) since Texas was the size of three of our usual DLCs. There are three times more cities, roads and depots - places where the player delivers cargo. And it was clear to us that this DLC would also require three times more time and human resources.

From the rocky cliffs on the border of New Mexico in the west, to the dense forest and woodlands of the Northeast; from the prairies and grasslands in the north,

to the dry desert brush and woodlands of the Rio Grande Valley in the south: Texas has a diverse range of postcard worthy landscapes that demanded our attention. Furthermore, Texas is also home to four of the top ten most populated cities in America!

We started working on the Texas DLC at the end of 2018. The pre-production phase took about a year; during that time, we created a rough interstate network for the entire state, city layouts and landscape locations; we also selected over 500 landmark buildings! All of this was done so we could prepare for the monumental project ahead of us.



# ABOUT TEXAS

During preparation, we were learning all sorts of cool stuff about Texas from the Internet, from books, and from people on our forum as well. To us, it's crucial to recognize and capture the essence and genius loci of each state that's based on its history and culture. Here are top 5 interesting facts we've discovered.

## BBQ

An unmistakable staple of Texas cuisine is barbeque – a traditional way of preparing meat by cooking it for a long time over a fire and smoke. Every region of Texas has its own style of BBQ. It's been said that early American settlers from Germany and Bohemia brought this style of meat preparation to Texas way back in the 19th century. Of course, we felt obligated to create and include new models for BBQ grills and restaurants which we placed all over the state; and since SCS Software is based in the Czech Republic, we decided to include some references to the Czech community such as a Czech settlement near the city of La Grange or the Czech Stop in the city of West.



## CRUDE OIL

The first mention of oil in Texas comes from 1901, when a well called Lucas No.1 spewed out oil high into the air. At that moment, the economy of Texas switched from agriculture to focusing on the oil industry. To this day, Texas is the biggest oil producer in the US – it produces 40 % of oil in the entire country. Therefore, we added oil production to the economy of most of our cities. The player can marvel at the iconic mechanical workhorses, pipelines, and other elements and methods of oil extraction and production all over Texas – mostly in the western part, which is the richest in oil production.



## FOOTBALL

It's widely known that American football is inseparable from America itself. And Texas is no exception, on the contrary, it confirms this. The Dallas Cowboys coach Tom Landry said it best: "Football is to Texas what religion is to a priest." Two NFL teams are based in Texas – Houston Texans and the aforementioned Dallas Cowboys. Texas is also home to a number of sports fields and colleges with football stadiums. So, we tried to represent most of the stadiums that we drive by in our game. We included the Apogee Stadium in Fort Worth, the Chapin Stadium in El Paso, the Jones AT&T in Lubbock, and many others. We also included models of convention centers, arenas and other entertainment spots.



## TEXAS LONGHORN

Texas is the No. 1 US state when it comes to livestock farming. This fact is reflected in our game, of course, since you can see cattle everywhere. The Longhorn is a specific breed of cattle known for its distinctive long horns, which can grow up to 7 ft (2 m) across. The Longhorn also serves as the official symbol of the city of Fort Worth and as the mascot of the University of Texas in Austin. Although the Longhorn breed isn't the most common breed of cattle in Texas, it's an important symbol and if the player is observant enough, they'll surely notice it roaming the Texas plains.



SPEED  
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8



## COWBOY BOOTS

Cowboy boots are a traditional type of footwear deeply connected to the Texan style. These boots were created at the end of the 19th century. The design was inspired by Mexican night guard boots. The boots have a characteristic look – a high pointy toe box, detailed embroidery and ornate decoration. They're made from high-quality leather and they're popular among cowboys and lovers of the Western look. Cowboy boots can even be found as architectural features that decorate Texan cities, in all different colors, shapes and sizes.



# THE ROAD TO TEXAS

Our company trip to Texas took place in the summer of 2019 and had three main objectives. The first was to drive to as many key locations as possible and to get a feel for them that you simply cannot get from looking at photographs. Our next goal was to attend the Great American Trucking Show (GATS) to pick up news from the trucking world, take pictures of souped-up trucks, the various accessories used by truckers, and also to network with truck dealers. Last but not least, our goal was to meet with members of our community who accompanied us for a few days on the road and provided us with useful information and unforgettable experiences.



SPEED LIMIT 9

Our plan was clear. First, we would land in Dallas and stay there for a few days to explore downtown and around Dallas. After that, both the GATS and the meeting with the community arranged through the SCS blog and forum took place. People from our community showed us other interesting places, like trucks parking at Walmart, what a truck stop looks like at night, various landmarks, highways under construction, etc.

The following days were spent on the road. We drove through Fort Worth, Waco, and Austin all the way to San Antonio, where we deviated from our original plan after meeting a truck driver carrying an oil extraction kit at a gas station. We followed him south to explore oil and cotton fields for a while,

## Comerica Bank Tower

Dallas is filled with skyscrapers. This particular one is 240 meters tall and it's still not the tallest in the city. The monumental size of these buildings impressed us so much that we thought it was essential to represent them in the game. When we got back, we compared the height of all the skyscrapers in ATS and we found out that in previous DLCs they were 60% the size of their real counterparts due to technological limitations of the time. In spite of various obstacles and limits of the game that we had to face, we managed to increase their size to 80%. We believe it's definitely worth it.



then drove on to Corpus Christi, where we toured the local refinery and the historic warship USS Lexington which is also represented in our game. After that we headed East through Victoria to Houston, where we were due to fly back to the Czech Republic the following day. In Houston we took a final detour through Galveston, where a surprise awaited us.

## Reserved for trucks

At one truck stop, there were reservation signs that caught our eye in some of the parking spots. We asked the local truckers about it and they were kind enough to explain that it's possible to book a parking spot in advance because truck stops are often full at night (which is something we later experienced ourselves). So, you can now see these signs in our game too.



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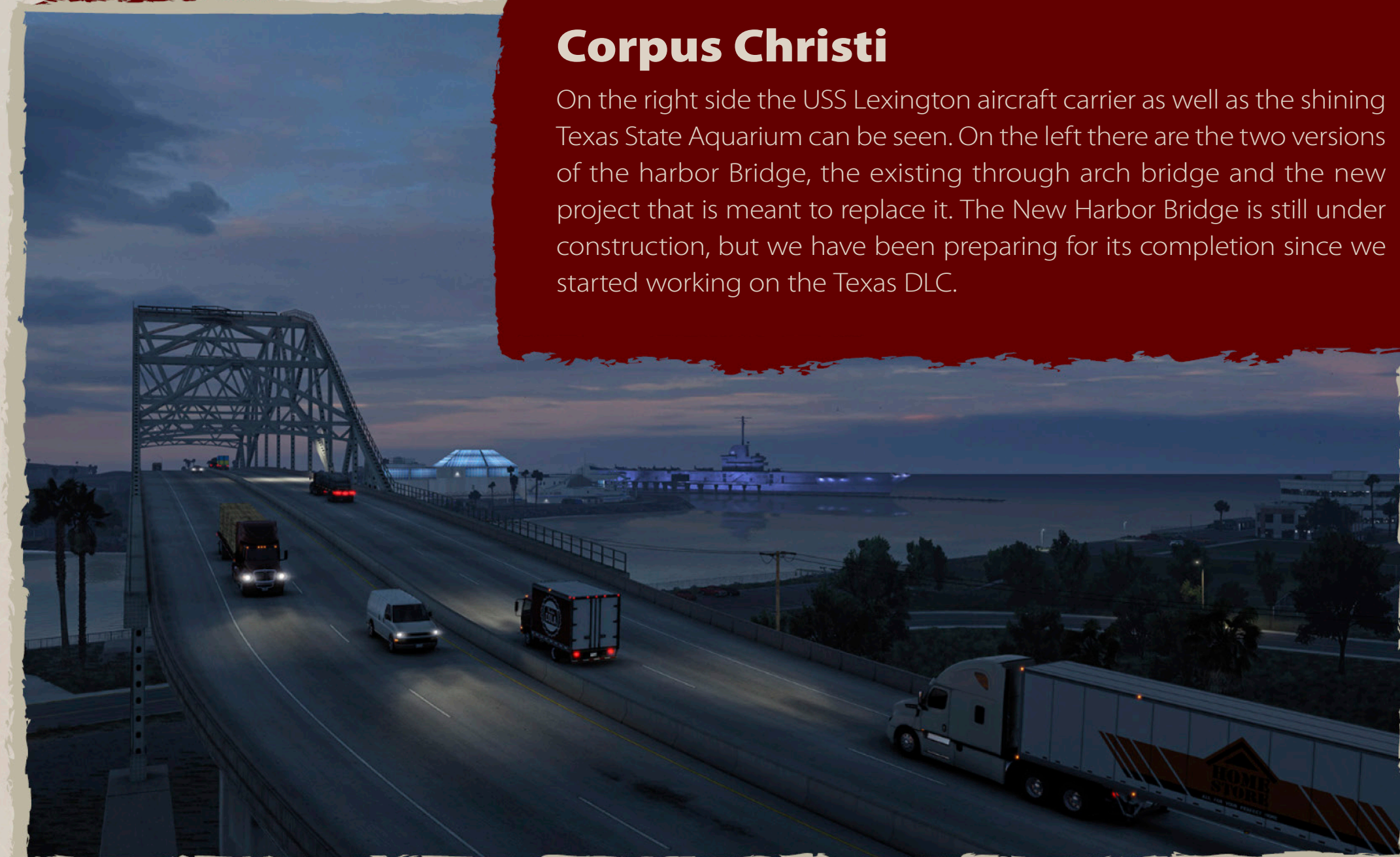


As we slowly made our way from Galveston back to Houston, we came across a convoy of trucks carrying wind turbine parts. We tailed the convoy for a few miles and watched them tackle regular traffic. These everyday traffic situations are a great source of inspiration for us and something we would like to work into the game.



### Corpus Christi

On the right side the USS Lexington aircraft carrier as well as the shining Texas State Aquarium can be seen. On the left there are the two versions of the harbor Bridge, the existing through arch bridge and the new project that is meant to replace it. The New Harbor Bridge is still under construction, but we have been preparing for its completion since we started working on the Texas DLC.



**The Czech Stop in West**  
It is located at exit 353 north of Waco. There are many familiar things down there, including plenty of traditional Czech food that we're so fond of in our homeland.



## NASA Space Center

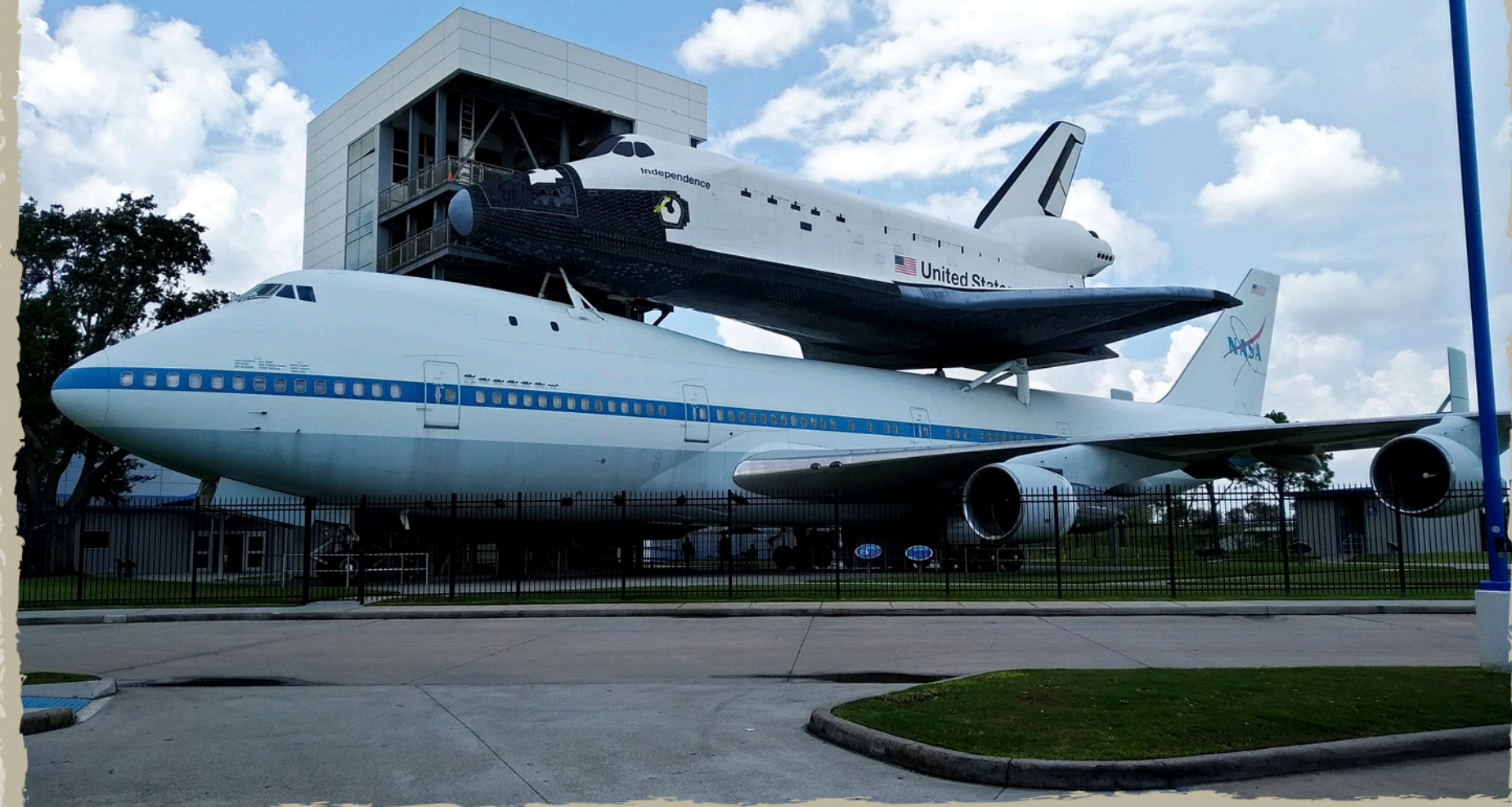
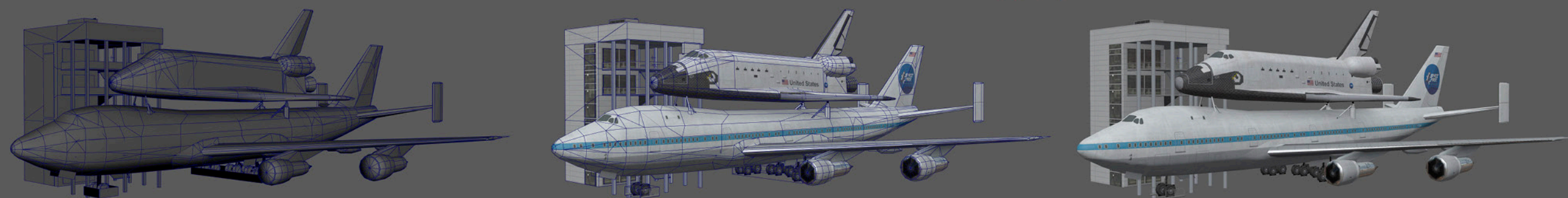


The following day, we visited the NASA Space Center, which we consider one of Houston's greatest landmarks. From there we slowly drove to the airport to return home and share the experience with others.



## The Shuttle Carrier

The modified Boeing 747 that was used to transport the famous space shuttle orbiter is an aircraft with a unique history. The 747 in our game has one as well; this asset was one of the first models that were designed for the Texas DLC. Yet, shortly before releasing the expansion it had to be completely remade because by that time our quality standards had risen.



# Before we start

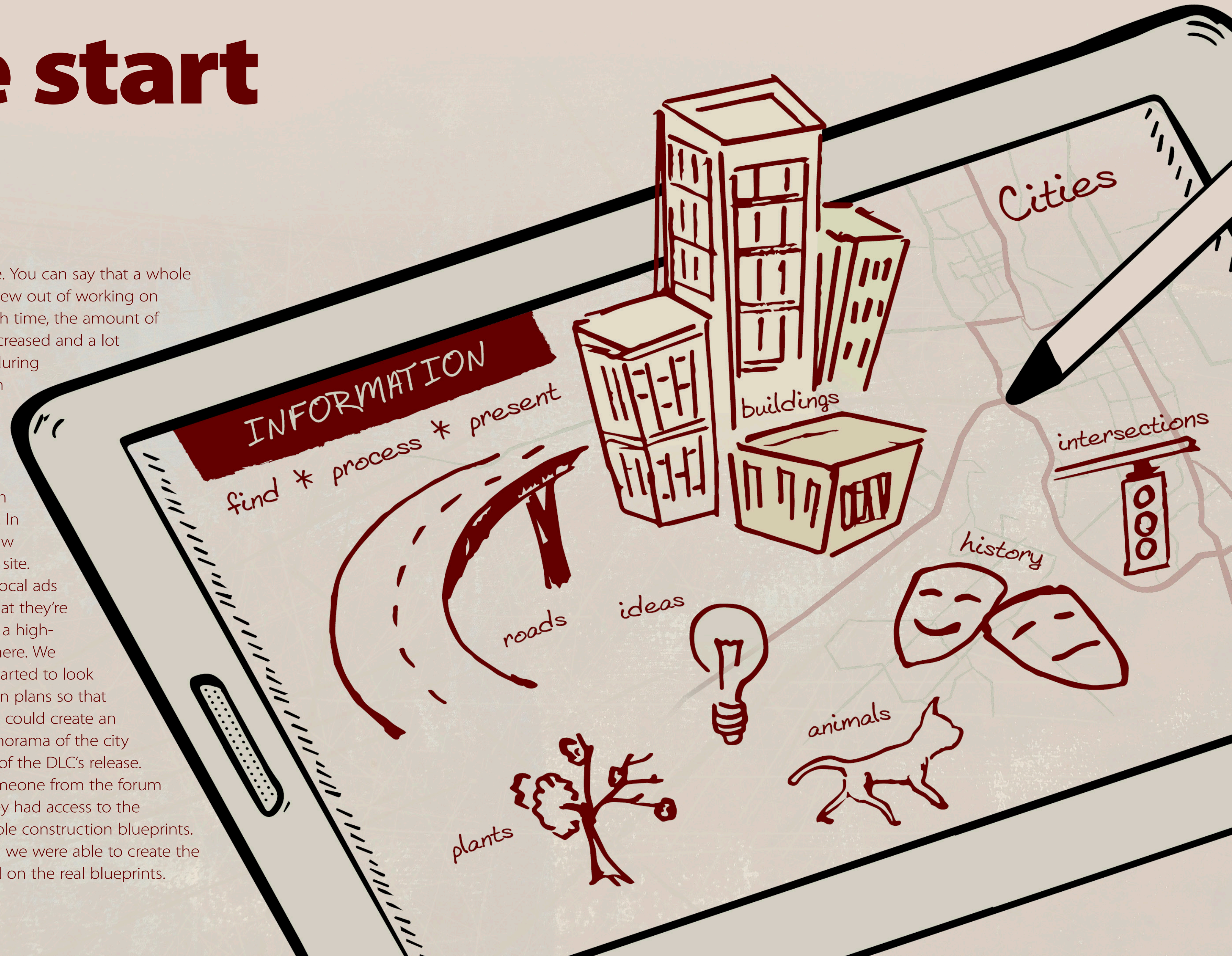
## RESEARCH

Nowadays, research is a given for every state and no DLC can do without it. We have a research team; these people are gathering all the information about the state that our DLC is representing. For example, they research the economy of the given state, the political situation, the road infrastructure, the traffic rules, local history, culture and folklore, interesting landmarks, local vegetation and fauna, etc. They also research what emergency vehicles look like, they get videos and photos from areas that aren't usually accessible, they research what places will look like in the future as the world changes, and they're also in touch with our community. They do all this so that we can capture a state or a country as faithfully as possible.

However, we didn't always have a team like this. Initial research for Texas started in 2019, when the research add comas: team, whose job was to get all the aforementioned information, just being created. At that time we also started cooperating more with our community and since then, our community has grown significantly. There's a public research section on our forum and anyone can write what they'd like to see in each

American state. You can say that a whole department grew out of working on DLC Texas. With time, the amount of information increased and a lot has changed during the production process as well.

We can look at one situation as an example. In one city, we saw a construction site. We looked at local ads and realized that they're going to build a high-rise building there. We immediately started to look for construction plans so that our asset team could create an up-to-date panorama of the city 2 years ahead of the DLC's release. In the end, someone from the forum helped us. They had access to the publicly available construction blueprints. Thanks to that, we were able to create the building based on the real blueprints.



## WHAT GOES IN?

When choosing cities and roads we usually start with a list of the biggest or most populated cities in a given state. However, this could be limiting. That's why we always ask our community's opinion – so that we don't miss out on a small but interesting city. We take this data and choose both the largest and most interesting cities that are roughly the same distance from each other – we don't want to have gaps or cramped sections in our map. At the same time, the layout has to correspond with the real population distribution in a given state. For example, we have more cities in East Texas because as you go east, the population density increases.

The situation is similar with roads. As you go east, the number of roads increases. However, choosing a road is often much harder than choosing a city. Some choices are obvious, like Interstate highways that connect big cities. But smaller towns are sometimes connected by two similar country roads. So, we have to make a decision by answering these questions: How frequently do trucks go there? How attractive is the road? Are there interesting landmarks? What's the overall feel (our community helps us with that one) and, last but not least, what's the road number? We ask the last question because we try to preserve the same road numbers both within a state and across different states.

Other game elements are chosen based on the current situation in a given area. For example, if there's a major industry, truck stop or a rest stop somewhere, we try to place it in a similar location in our game. Additional elements are placed as needed, so the player always has the option of resting or refueling.

It's always important to find a balance between gameplay and reality, so that you always have something to do and something to look at, while at the same time, we need to capture the landscape on the screen. It can sometimes be stereotypical, but it's usually interesting nevertheless. We use several tools that help us with this. For example, we try to put something interesting into the game world every 1,000 ft (300 m) – be it a stream in the woods, a farm near a field, or a distant mountain view. The world around us is infinitely diverse. Anywhere you look, something's happening. And we believe that our players should always have something to enjoy. In the same vein, we always try to add something extra to monotonous landscapes, for example, a scarecrow in a field, cacti in the desert, birds in the sky or ships at sea.



Since we make our world to scale and based on reality, we can't really rely on random world generation. That's why our map designers create most of the elements in our game manually. They place the roads, select each intersection from a list, manually place every house, every car, every parking line, every garbage bin, and so on. This work takes a long time, but it's necessary to give our game a sense of authenticity. This allows us to witness the joy in our players who recognize the real places and often don't need to use GPS to get around.

# SCALE

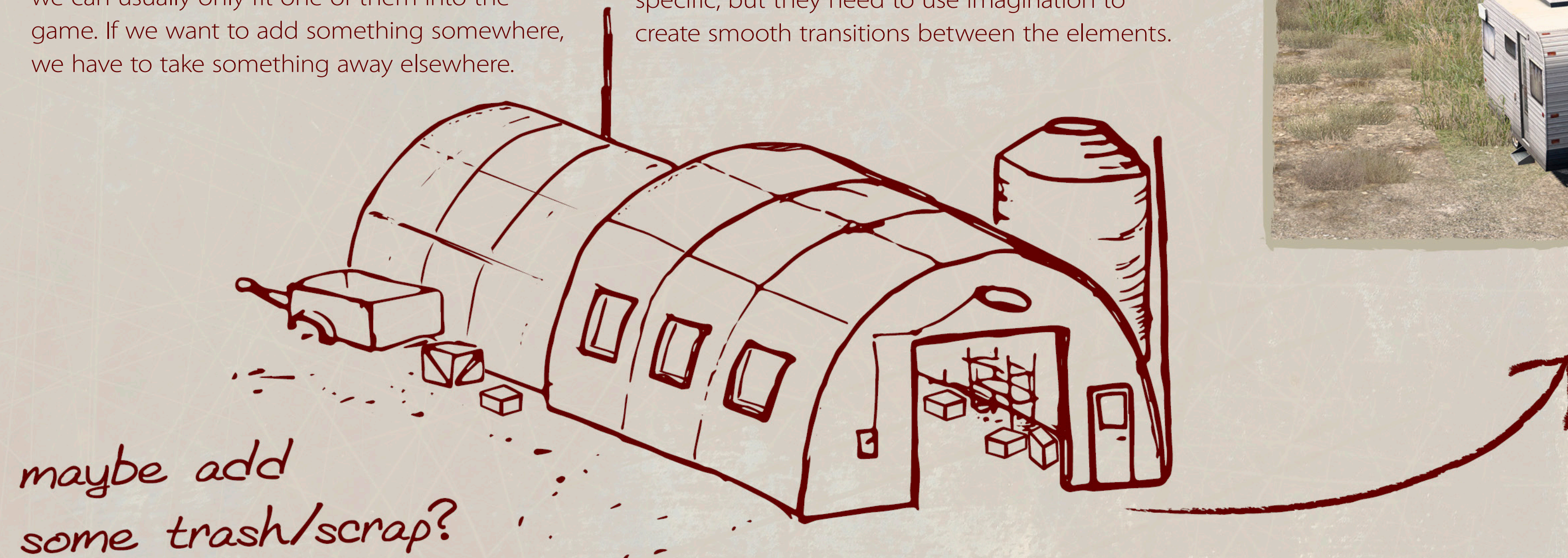
The world around us knows no bounds. Oceans, grassy landscapes or parched deserts can stretch so far that we can't tell where they begin and where they end. On the other hand, when we get closer to something, we can discover a whole new world with every detail. It would take us a lifetime to portray the real world in its entirety. And even that wouldn't be enough given the fact that everything keeps changing. That's why we follow certain rules when we're creating our game world.

One of those rules is the 1:20 scale. Basically, that means that out of every 20 segments, we can only put one into the game. Or alternatively, if there are 20 interesting things on the road, we can usually only fit one of them into the game. If we want to add something somewhere, we have to take something away elsewhere.

Choosing elements so that they make sense in the environment is one of the most crucial tasks of a map designer.

What should we choose when there's, for example, a church, a water park, an airport and a lake all along the same route? In the end, we try to choose the most famous or memorable landmark. At the same time, we need to capture the overall feel of the landscape and maintain a sense of balance, so that there aren't too many or too few interesting places.

After choosing the main items, whether it's in the landscape or a city, we need to connect these points. With cities, a map designer can stick to specific, but they need to use imagination to create smooth transitions between the elements.



*maybe add some trash/scrap?*

*we will use an old hangar to revive and personify the landscape*



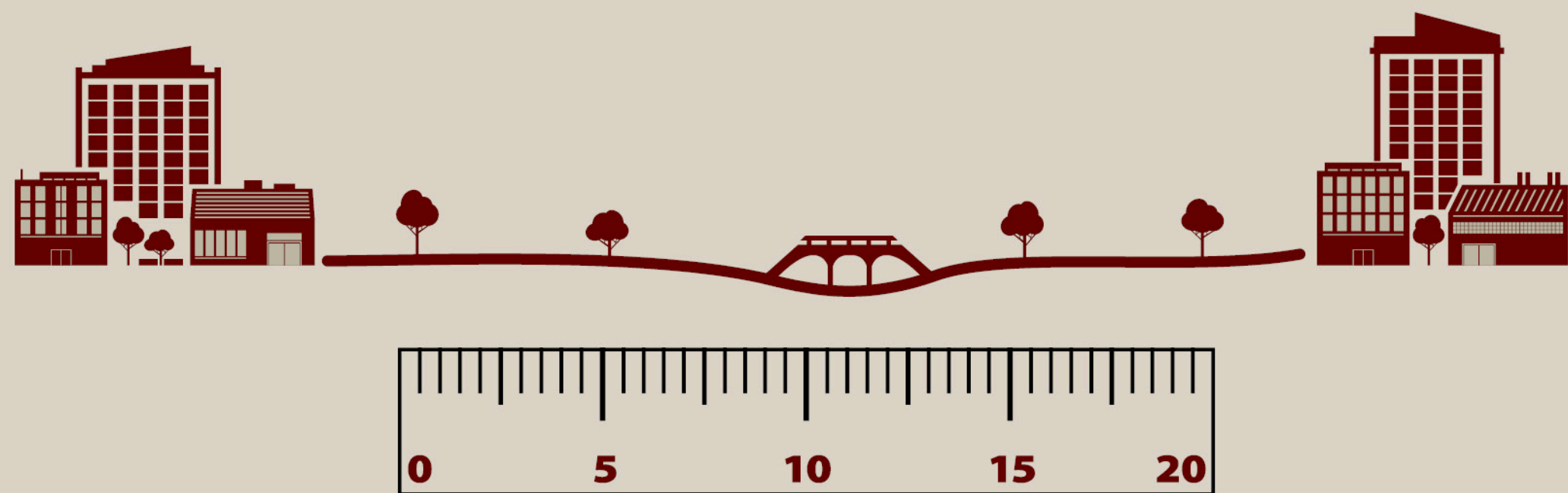


scale 1:20

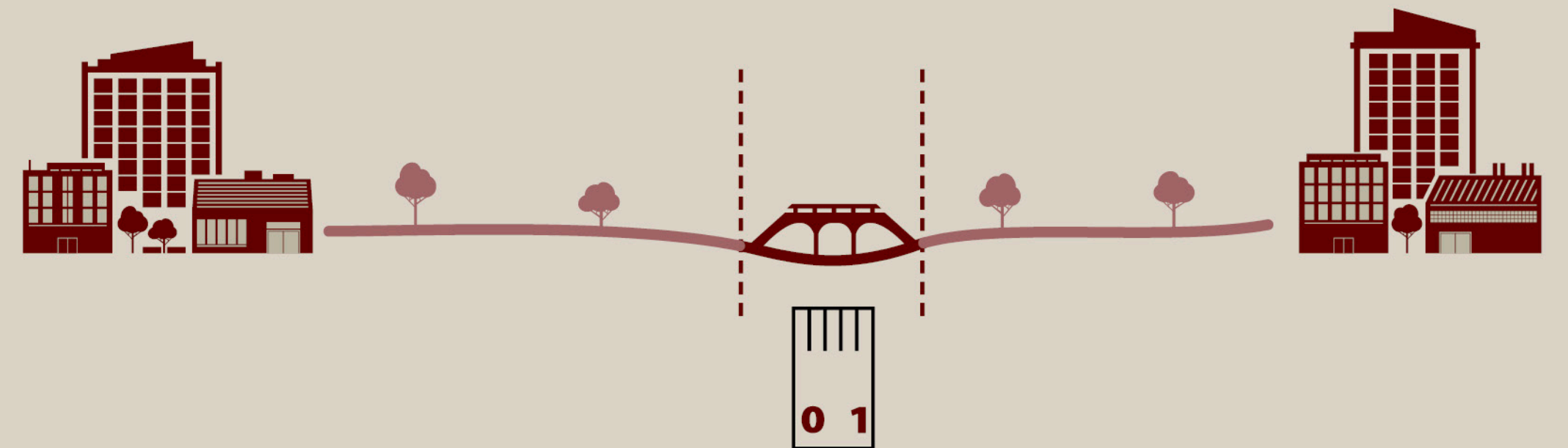
1. Road from City A to City B in real life



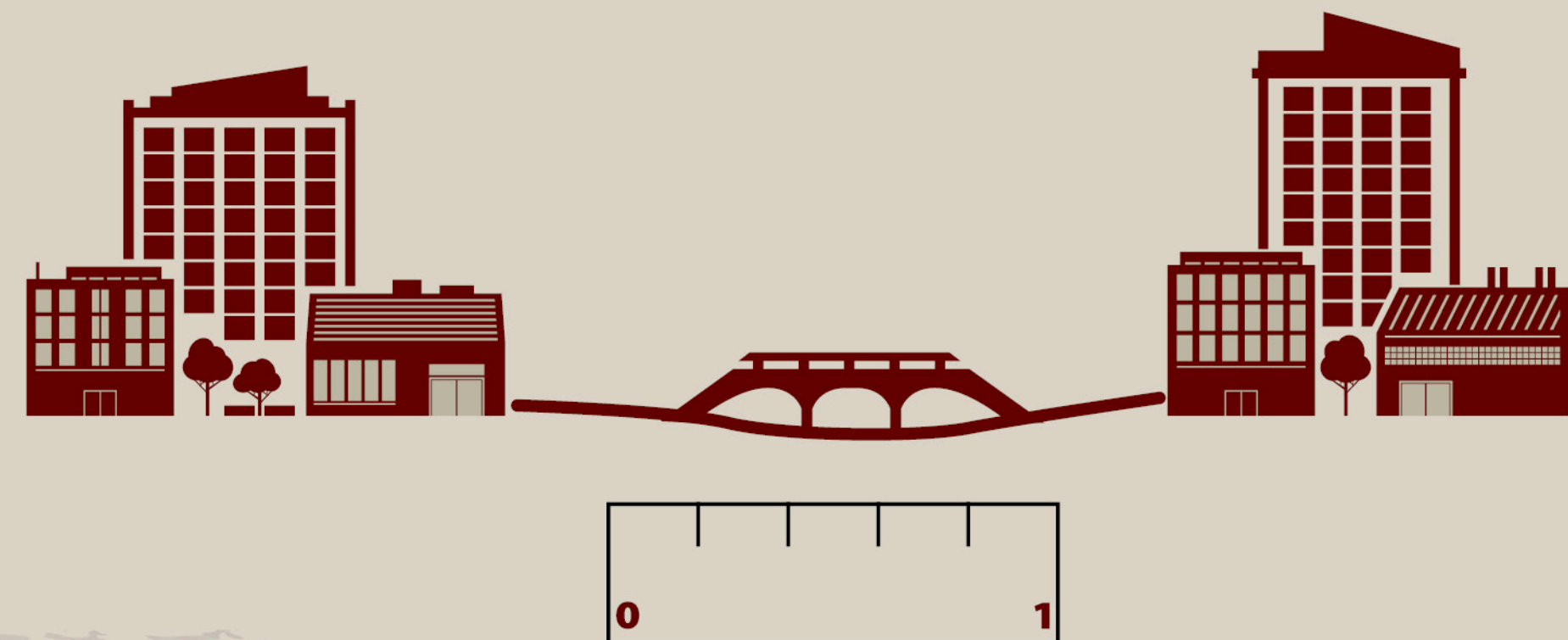
2. We will divide this road into 20 parts



3. From 20 parts we keep 1 part



4. And this is the road in our game

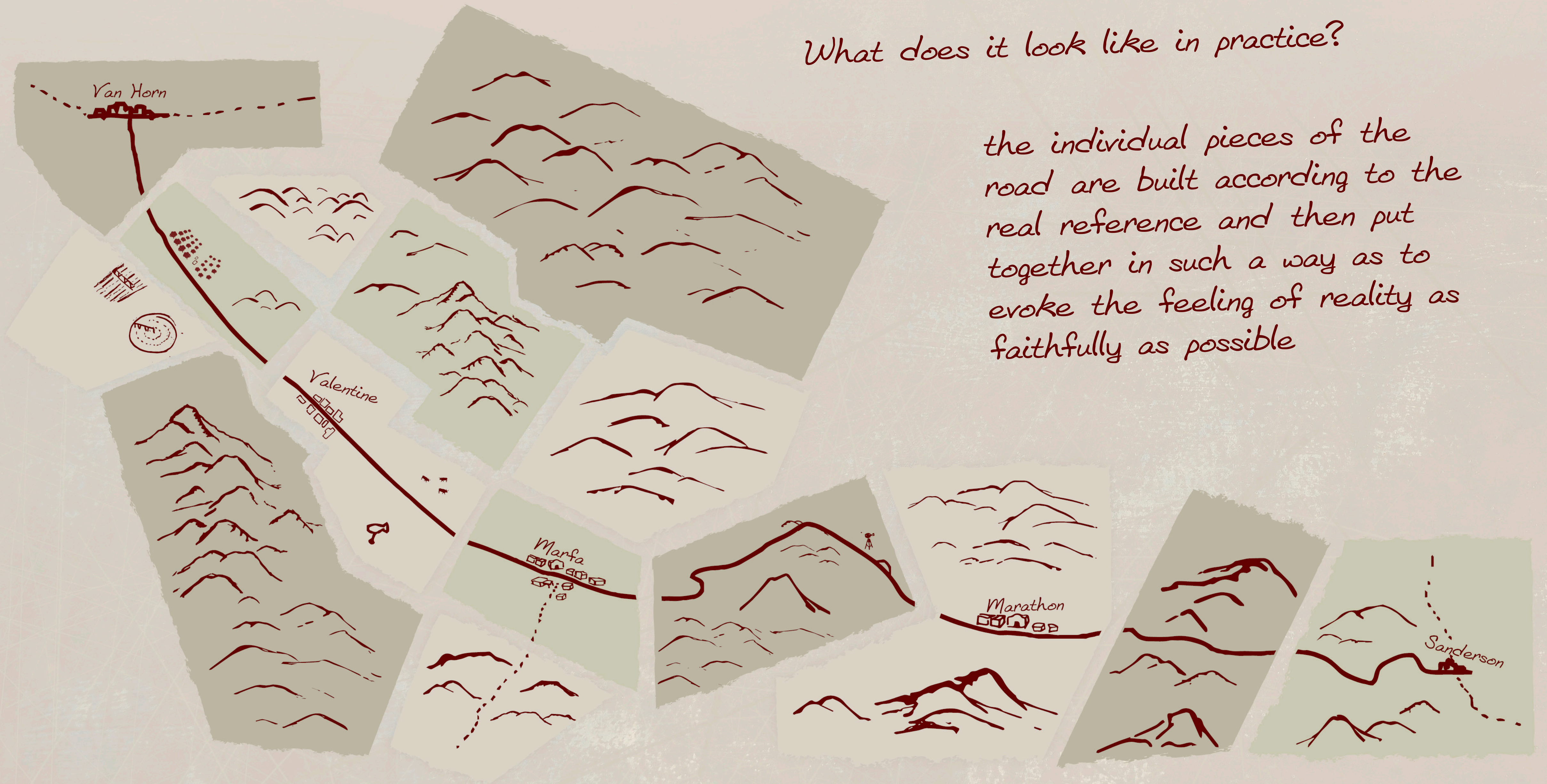






What does it look like in practice?

the individual pieces of the road are built according to the real reference and then put together in such a way as to evoke the feeling of reality as faithfully as possible





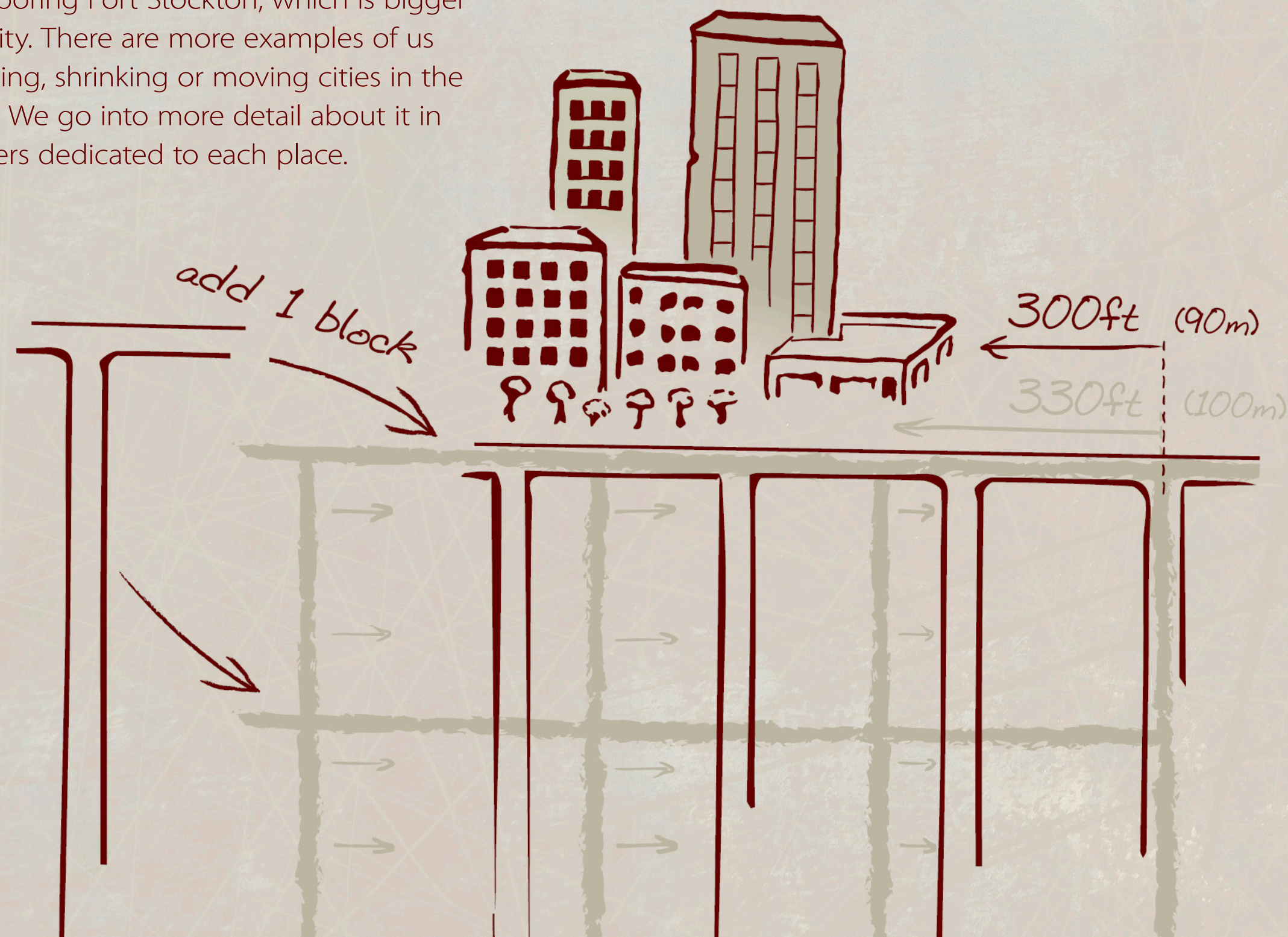
## TEXAS CITIES

Texas is home to some of the largest cities in the US. The buildings are often built in blocks. In most cities, the main route goes through the city center and we can often see beltways going around cities.

The size of the cities in our game is limited mainly by the scale. Since Texan cities are enormous, we had to follow some rules from the very start. For example, we reduced the size of Van Horn by 650 ft (200 m) because it ended up bigger than neighboring Fort Stockton, which is bigger in reality. There are more examples of us enlarging, shrinking or moving cities in the game. We go into more detail about it in chapters dedicated to each place.

## CITY BLOCKS

In references, we could see that the size of most blocks in Texas is about 330 ft (100 m). To preserve a sense of realism, we adhered to this size in our game too. In some cities where the scale posed a bigger challenge (e.g. Amarillo, Odessa, Galveston, etc.), the blocks are 300 ft (90 m). Since there are lots of blocks in these cities and we saved 10 % by shortening the distance, we could add an extra block to the cities.



## DOWNTOWN VS. BELTWAY

We had to consider whether to let the player go into city centers or lead them to the beltways around cities. Of course, ideally, we would offer both options, but the 1:20 scale often limits us. So, what will it be? Passing through a city can seem more appealing – the player can see the center, historic buildings, or other landmarks. However, there’s often heavy traffic and lots of lights where you have to stop, which leads to slower movement. In reality, truck drivers prefer beltways. Moreover, on beltways, there are often industries and truck stops, which are very valuable to us. But from a beltway, you can see a city only in the distance. So, we approach these things individually.

In some cities, trucks truly go through the downtown area, so we could afford to go through it too (e.g. in Laredo, Amarillo, Galveston, etc.) In other cities, we used a highway or a main road that goes through them (Dallas – Fort Worth, San Antonio, Austin, El Paso, Corpus Christi, etc.), and in some cities, we built a beltway (Abilene, Odessa, Lufkin, Huntsville, etc.).

In some cities, there are “No Trucks Allowed” signs as you approach the downtown area. For example, in Odessa, Huntsville, or Carrizo Springs, we found “truck route” signs already in the early phases of production. Therefore, we built a beltway around them. In other places, we planned to build a downtown route, but it didn’t make it into the final product. You can learn more about the reason why in the chapter about Austin, for example.





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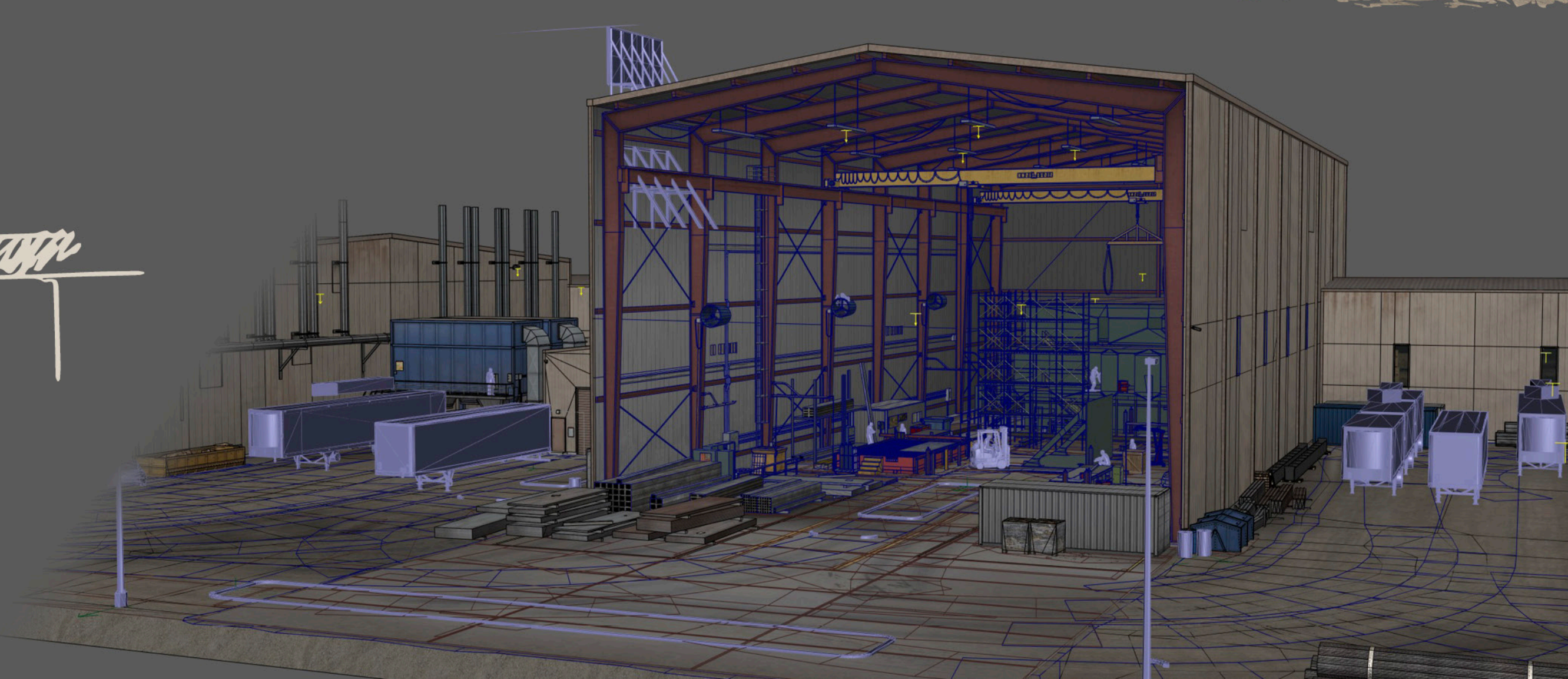
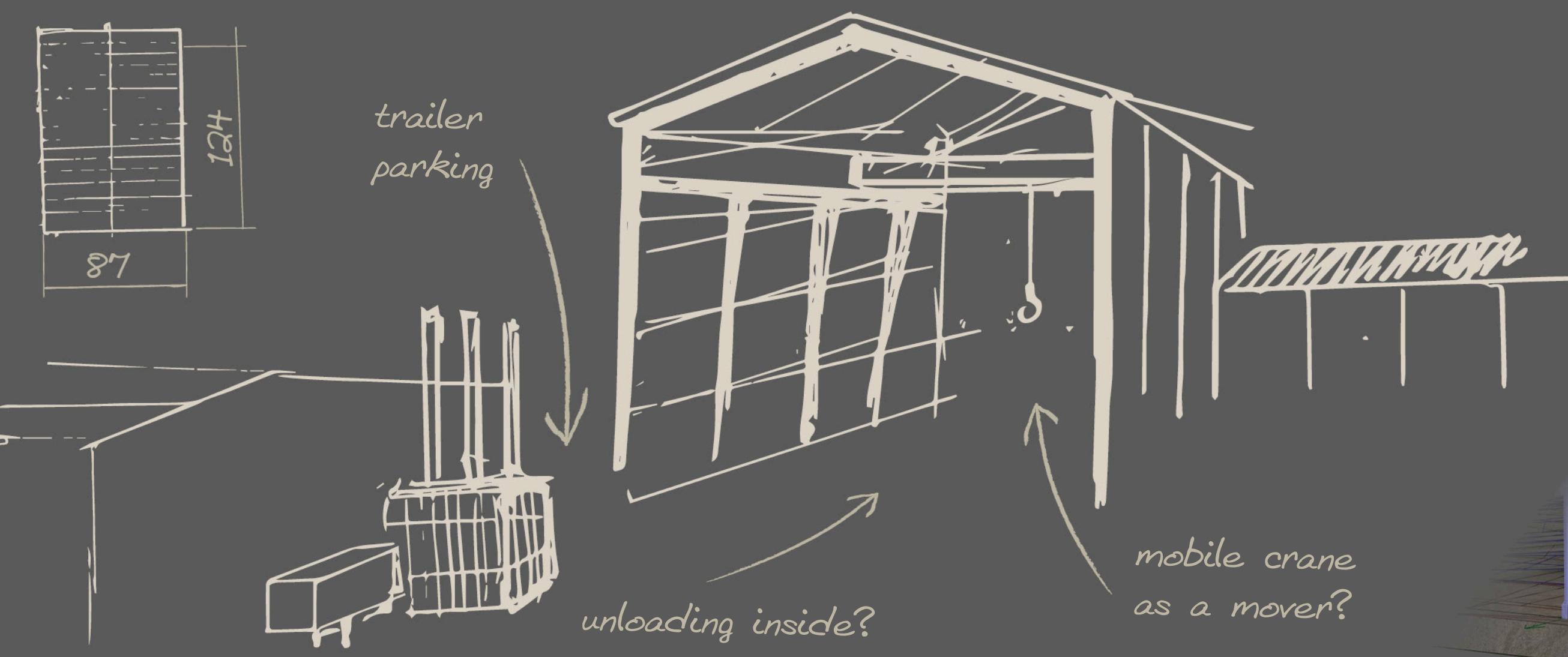
# TEXAS ASSETS

Assets are in-game objects and they can be divided into several categories. The key assets that determine the look of the game are generic and landmark assets. Generic assets are things you can see often – they have similar colors, shapes and architectural elements, and they comprise most of the local scenery. For example, these are shops, buildings, lamps, benches, garbage cans, etc.

A landmark is an easily identifiable object that can serve as a point of reference. It's usually different from generic objects in its shape, color or history.

When it comes to landmark selection, Texas was truly a challenge for us. Due to its size, it was very difficult to choose the most interesting landmarks to capture the right feel. To capture this state as faithfully as possible, we created almost 2700 unique assets, which is three times more than in our previous DLCs.

Texas also has a very diverse economy. We tried to choose the most interesting and largest parts of it. For example, we built two oil rigs – one near Brownsville and the other one near Corpus Christi.





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Texas brought lots of new elements into our world – the aforementioned oil production, glass industry, cotton farms, space industry, and others. To make the player feel like they're really going through these places, we created dozens of unique assets for each of these industries.

So, how is an asset created? Let's have a look at one example. Everything starts with preparation. A map designer (someone who's creating the content of the game's world) chooses which assets

they'll need to create a given place. Then there's a meeting with the graphics department, where the map designer presents all the information and together with the graphic designer, they choose the final assets and determine their priority. It's possible that due to time constraints, some assets won't be created, so it's vital to know their importance. After that, the graphic designer starts working on the model.

Firstly, a placeholder (also called a gray box) is created. It's a rough shape of the final asset. It's easy and quick to create and a map designer can already work with it. The real model can take up to several weeks to complete based on its complexity. So, assets are being finished during the entire project and with each of them completed and placed, the game's world gets more and more specific.

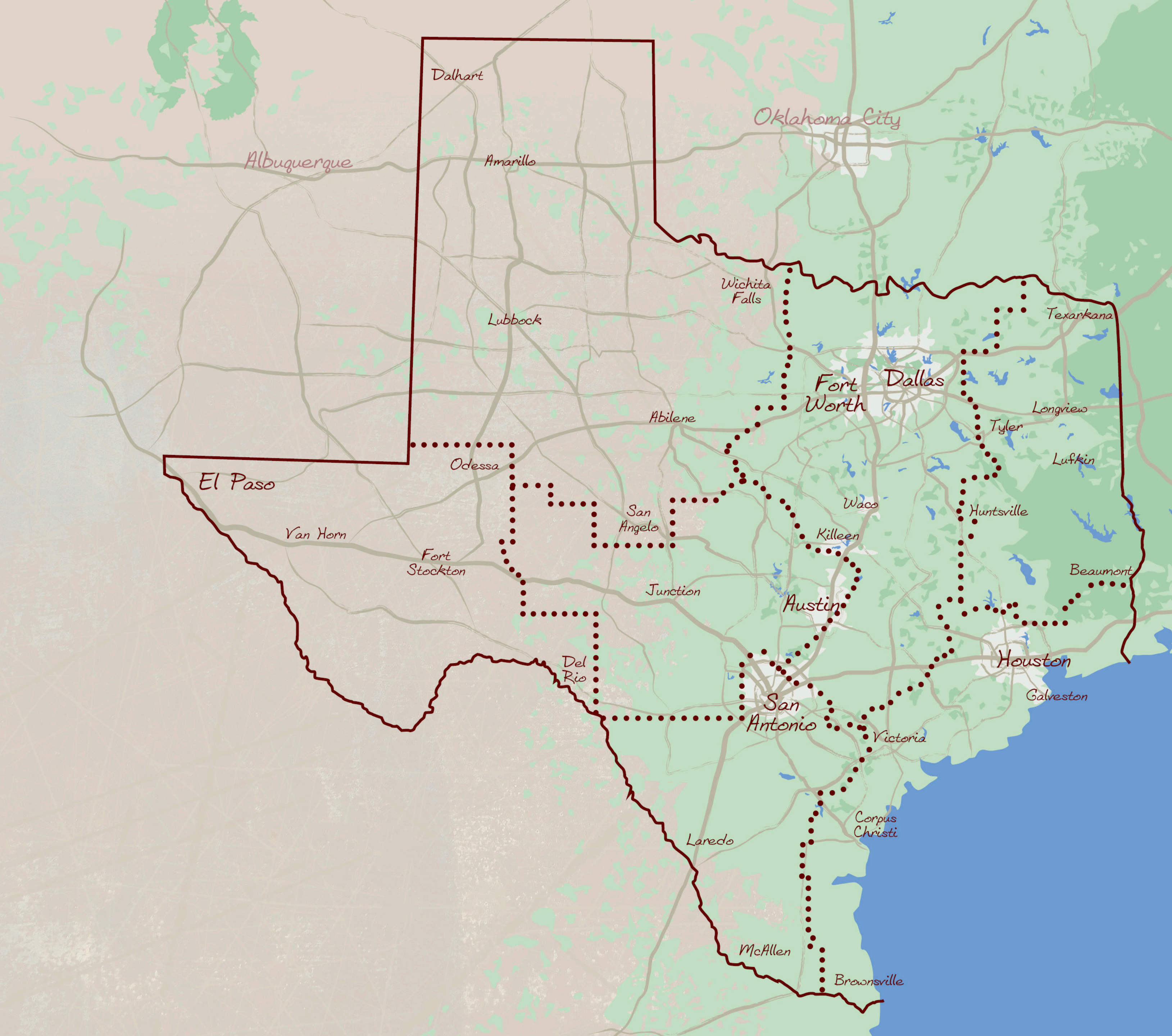


# Everything is BIGGER in Texas

## REGIONS OF TEXAS

Texas can be divided into seven natural and unique regions based on biomes. A biome is an area with characteristic living and nonliving elements such as vegetation, animals, soil, rocks, climate, etc. Thanks to this, the player can see a different landscape and local culture in each region.

In this publication, we talk about a variety of topics in each region. We discuss cities, roads, economy, and other interesting elements. We believe that everyone will find something interesting here.





SPEED  
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22



**Big  
Bend  
Country**



**Panhandle**



**Hill  
Country**



**Gulf  
Coast**



**South  
Texas  
Plains**



**Piney  
Woods**



**Prairies  
and  
Lakes**



SPEED  
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23

# BIG BEND COUNTRY

Big Bend Country is an area in West Texas named after the iconic turn of the Rio Grande river, which creates a border between the United States and Mexico. This area is famous for its awe-inspiring natural sceneries which include vast deserts, dramatic canyons and picturesque mountains. The Big Bend National Park is one of the main natural attractions of this area. It offers visitors a chance to explore the wild nature, go bird-watching, hiking and partake in other outdoor activities.



**EL PASO**  
**ODESSA**  
**U.S. ROUTE 90**

## REGION CONTENT

### CITIES

Del Rio	Marathon
El Paso	Marfa
Fort Stockton	McCamey
Odessa	Pecos
Van Horn	Sanderson
Dryden	Valentine

### ROADS

- I-10 (El Paso - Fort Stockton)
- I-20 (Pecos - Odessa)
- US-277 (Sonora - Del Rio)
- US-285 (Carlsbad - Sanderson)
- US-385 (Odessa - McCamey)
- US-54 (El Paso - Alamogordo)
- US-62 (El Paso - Carlsbad)
- US-90 (Van Horn - Del Rio)

# EL PASO

We start our journey in El Paso, which is located on the Western tip of Texas, bordering a country and a state – Mexico and New Mexico. We can see a strong Mexican influence here, especially in the architecture and decorations (pastel colors, arches, flat roofs and walls with smooth plastering). Since the city is located in the desert, it offers open views and unique sceneries.

Interstate 10 passes through El Paso. It runs partially below the downtown level, but at one point, specifically at the intersection connecting the I-10 and US-54 highways, it goes high above the city level. From this point, you can see the entire city skyline, as well as the Franklin Mountains, where the typical Texas star shines at night. There are many landmarks along this highway, such as The University of Texas in El Paso, the Fort Bliss Army post, the international airport, and other landmark buildings.







SPEED LIMIT 25

One of many interesting things about driving through downtown is the fact that all of the bridges that cross the corridor have street name signs on their side. This allows the driver to read the name of the street above the bridge when passing under it. Some of the signs include the names of U.S. states, such as Oregon Street, Wyoming Avenue, Kansas Street, and Missouri Avenue. To enhance the atmosphere, these bridges are illuminated.



The city changed considerably during production. For example, the original plan included two roads leading to the airport, however, TX-601 was eliminated to make room for the northern part of El Paso around Chapin High School and the Fort Bliss military base. U.S. Route 62 was supposed to lead to I-10 as well, until we noticed an „Airway Blvd, El Paso Airport“ sign at another intersection. This caused us to change the intersection and add an official route to the airport. When finalizing the city, we also added an intersection with a truck stop north of El Paso in the direction of Las Cruces.



EastMoon

TREE HOTEL

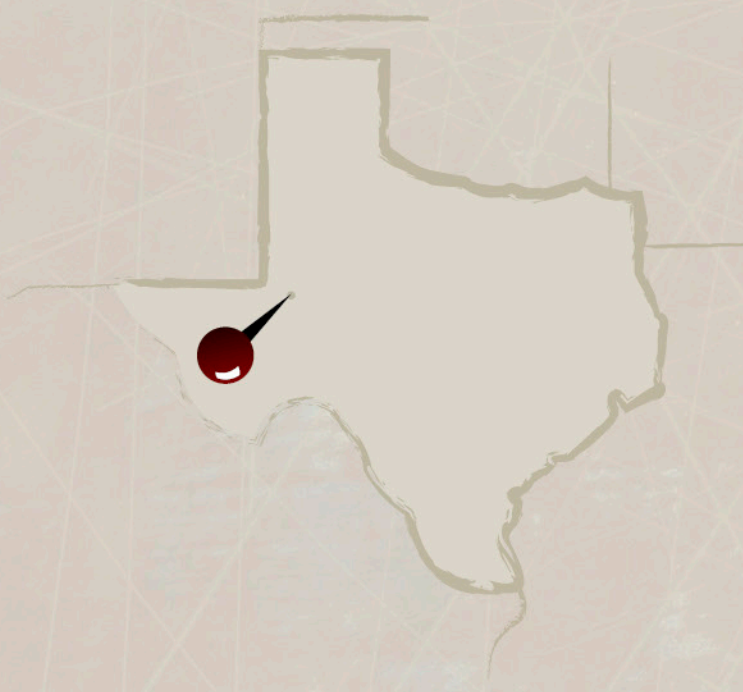
**GARC**

AMERICAN LINES  
LOCOMOTIVE  
FUEL EMISSIONS  
DECREASED **16%**  
BETWEEN 2019 AND 2021

EPR

# ODESSA

When we were creating Odessa, we envisioned passing through its downtown. We created a prototype that included rough outlines of landmark buildings. However, we later discovered that in Texas, so-called „truck routes“ are often used around cities. Truckers use them to avoid heavy traffic and the many traffic lights when they pass through a town. In the case of Odessa, a driver goes through about 25 traffic lights, which delays them from delivering goods. So, we decided to use the TX-338 beltway, which allowed us to put more depots in the game.





Therefore, players can drive around the city faster. In north Odessa, we waited until the last minute to see if they would finish building the intersection where US-385 and TX-338 would meet and if there will be images available of the finished intersection. In the end, we decided to build the intersection in the game the way it was, under construction.



In the case of the neighboring town of Midland, we considered how to place it in the game. It connects to the eastern part of Odessa. In the end, due to the scale and use of the US-385 road, we decided that Odessa would dominate our game and Midland would be represented through its eastern scenery and several landmarks.



## U.S. ROUTE 90

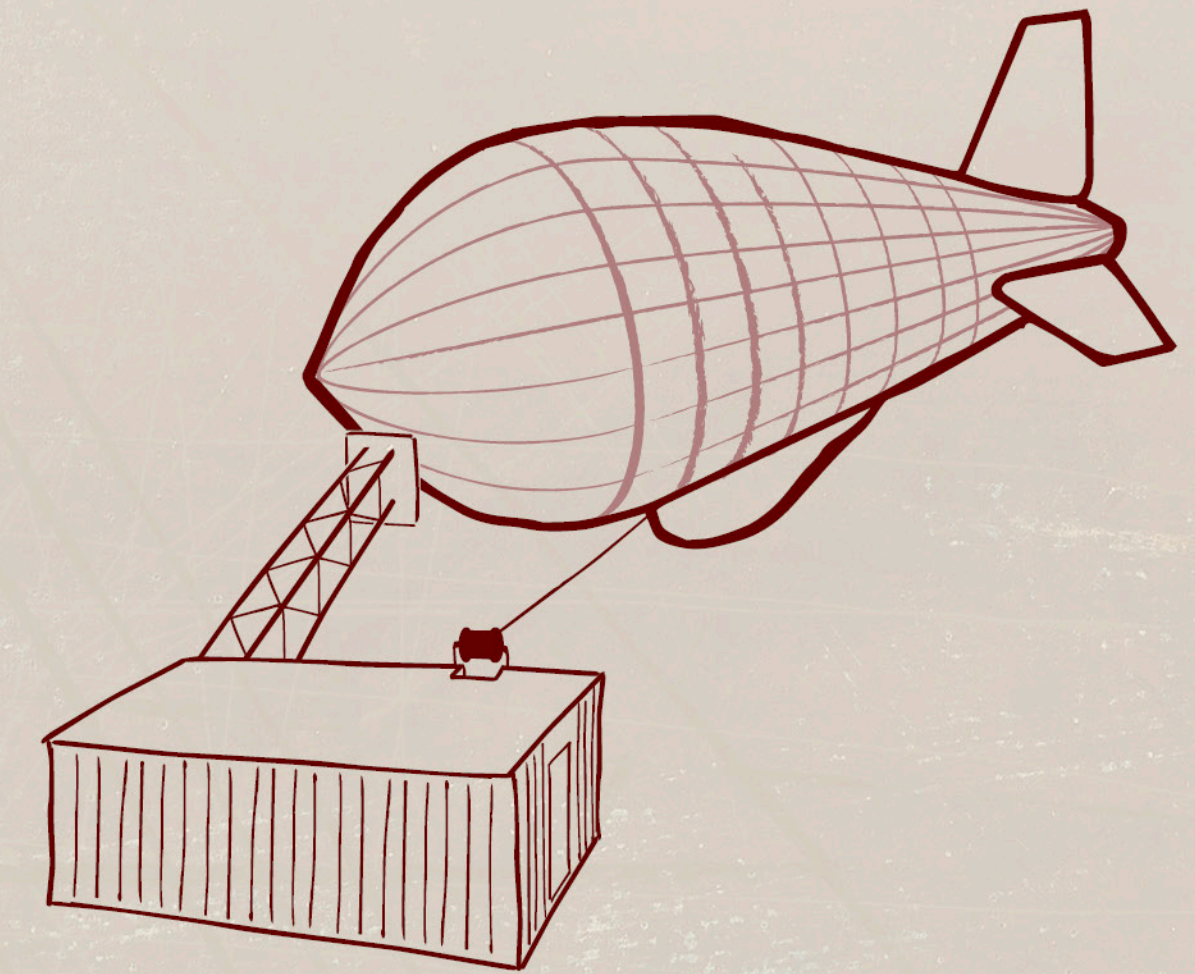
Among the vast desert plains of Texas, there's a hidden gem. U.S. Route 90 starts in the town of Van Horn and continues via Del Rio all the way up to the metropolis that is San Antonio. If we take a closer look at the area between Van Horn and Del Rio, we'll find a landscape filled with volcanoes and rocky mountains.

This unique terrain required extra attention. Luckily, the map designer who worked on this is married to a geologist with years of expertise in the field. Thanks to her, we were able to realistically portray one of the iconic volcanoes that can be found by the road down to its geological texture. We used multiple sources to precisely portray the volcano's shape – sketches, books, etc. We combined all our sources, and thus were able to precisely capture this prehistoric beast that used to spout lava in the olden days.



## VALENTINE

Halfway between Marfa and Van Horn, there's a small scenic town called Valentine, which has a very specific look. We can find very interesting houses in this little town – for example, a house on a roof or a small house that probably started as a shed with a ladder until a parent probably turned it into a treehouse for their kids. We can also find a Catholic church with a military memorial here. As you can see, even a small town can contain interesting objects worth adding to our game. Moreover, there's a reference to a Western game from 2018 that portrays this very town.



## EYES IN THE SKY

Patrol Aerostat Radar – sometimes colloquially known as Eyes in the Sky – is a set of air balloons observing the US border with Mexico and the Caribbean. Their purpose is airspace surveillance. These light airship-shaped objects can go up to 10,000 feet above the ground while attached to a special nylon rope. Players on our forum and on the Internet generally wrote to us how they drove along an empty plain and suddenly, this enormous gray balloon appeared before them. In our game, it's anchored to the ground for now, but who knows, maybe you'll be able to see it high above the horizon in the future.



# MARFA

The city of Marfa was one of those places that we had to return to and update. We always try to create our world using the most recent references that we get from various map websites, tourist photos or videos from drivers. When we started building Marfa in our game around 2019-2020, we used photos from 2013, which were the most up-to-date at the time. However, in summer 2022 (a couple of months before our DLC's release), the pictures got updated to ones taken in the summer of that year. After almost a decade, the city changed significantly, and luckily, we had space to make changes in our game as well. We face these sorts of decisions quite often – should we change elements in the game or leave them? We don't always make changes because the world is changing all the time and there comes a point when you need to move on and look into the future. However, if time permits, we like to make adjustments before the release of a DLC.







## FIRST HISTORICAL MARKER

Historical markers commemorate a range of topics from Texan history and they can be found in every county of the state. The first one we noticed is marker number 3951 which describes the meeting of two Spaniards more than 300 years ago at the location known as Paisano Pass. The pass is located east of the city of Marfa, a couple of miles from the Marfa Lights landmark. Paisano Pass has been well known after 1850 as a point on the Chihuahua Trail, an emigrant road to California. The discovery of this marker started a domino effect that eventually led to us producing several dozens of Historical Marker signs with a text describing a local event or landmark.

## SALT LAKES

Exit the city of Marfa and drive east, and you'll discover a landscape of parched plains and salt lakes that were created hundreds of millions of years ago in the dinosaur age. These lakes came to be thanks to the water level dropping all the way down to the ground. This process left behind significant amounts of salt that is still there today – hence the white ground in our game.



## SPRUCING UP THE TEXAS PLAINS

If you were to drive through vast plains where you repeatedly see the same kind of soil, the same rocks, the same grass, bushes and greenery in general, you'd probably get bored soon.

But you can't fall asleep at the wheel! That's why we put elements into the game that break this sense of monotony with something exciting and fun. For example, a different kind of vegetation, a unique dirt road, a dilapidated barn, or an entire story like we can see in the first picture. Our map designer created a small story about a farmer who arrives to his field with his dog and throws a hay bundle off his car on the ground. Then, cows run towards the hay and start to graze on it. There are mini-stories like that all over the map – they spice up the game and make it more life-like.



## PECOS RIVER BRIDGE

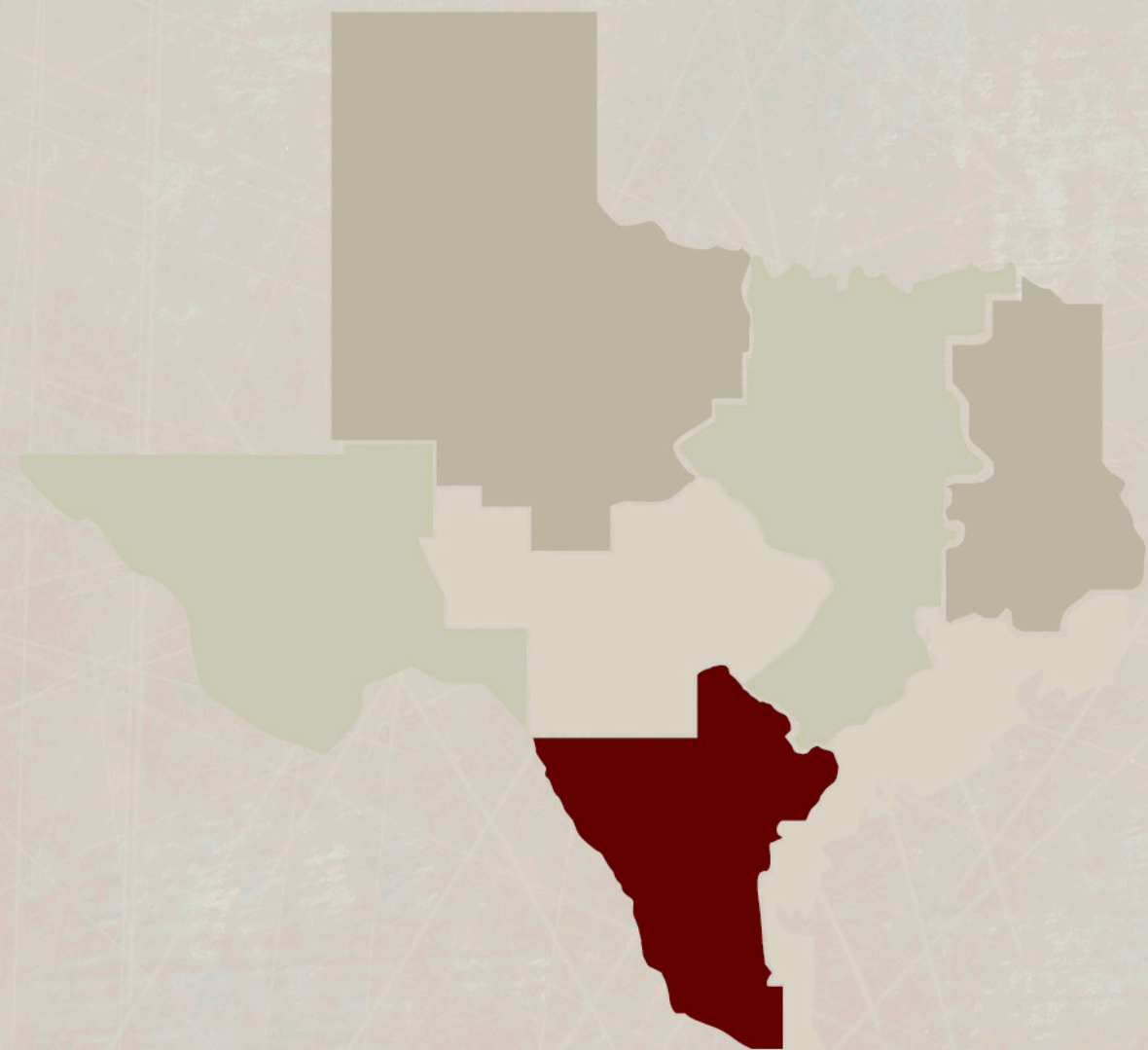
One of the highest bridges in Texas stretches across the Pecos river. We created several special models of rocks that can only be found in this area.

**OVERSIZE PICTURE**



# SOUTH TEXAS PLAINS

This area stretches from San Antonio to the Rio Grande river, which separates Texas from New Mexico. While the neighboring Hill Country area was described as a green hilly countryside, the South Texas Plains area is drier, full of ranches and distant views. Here, the player can visit several viewpoints with views of both the river as well as the countryside. The King Ranch, located between Corpus Christi and Brownsville, is definitely a notable point of interest. This ranch is bigger than the state of Rhode Island, making it the largest ranch in the United States and one of the largest ranches in the world.



**SAN ANTONIO**  
**MEXICO BORDERS**  
**SCENIC TOWNS**

## REGION CONTENT

### CITIES

Laredo	Eagle Pass
McAllen	Freer
San Antonio	La Pryor
Carrizo Springs	Roma

### ROADS

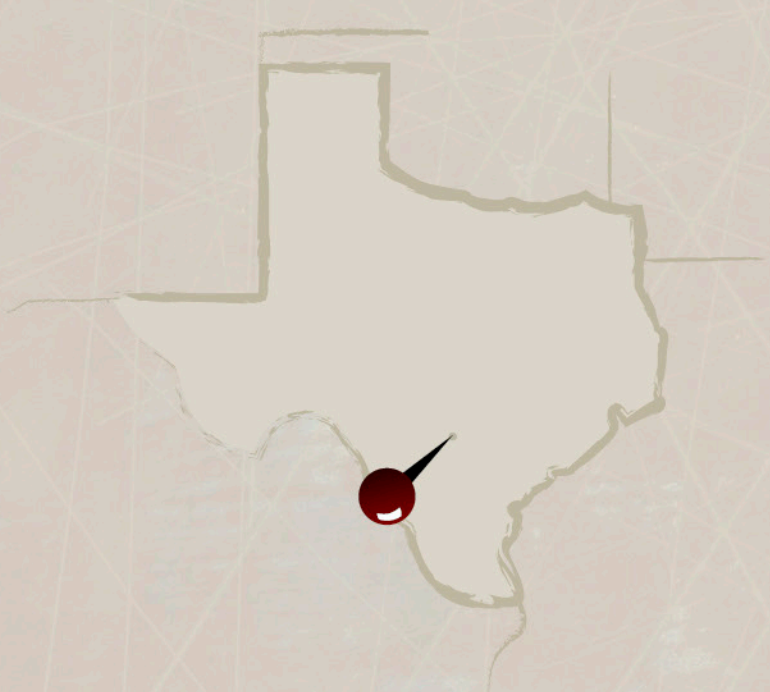
- I-2 (McAllen - Harlingen)
- I-35 (Laredo - San Antonio)
- I-37 (Corpus Christi - San Antonio)
- TX-20 (Laredo)
- US-277 (Del Rio - Carrizo Springs)
- US-57 (La Pryor - I-35)
- US-59 (Laredo - Victoria)
- US-83 (McAllen - Uvalde)
- US-87 (San Antonio - Victoria)
- US-90 (Del Rio - San Antonio)

SPEED  
LIMIT  
36

# SAN ANTONIO

San Antonio is a city with rich history and culture. It's the second biggest city in Texas after Houston. It's known for its Spanish colonial heritage and the Battle of the Alamo. The city is also the home of the famous River Walk as well as the NBA team San Antonio Spurs.

There are several historical and spectacular landmarks located in the city, such as the iconic Towers of the Americas – a 620 ft (190 m) tall tower – or stadiums such as the Alamodome and AT&T Center. North of the city, there's also a Buc-ee's gas station which has been, until recently, the largest in the world. It has since been surpassed by a gas station recently built in Tennessee by the same company.





SPEED LIMIT 38

In front of the Buc-ee's there's also the largest quarry in Texas that the player can visit. Finally, as if there aren't enough of 'largest things', the south of the city is home to the largest automotive complex in the game to date, inspired by the local Toyota manufacturing facility.

So that it doesn't look that simple, a number of difficult decisions had to be made. For example, the whole city was moved roughly 2,000 ft (600 m) further south of Austin in order to create enough distance between the two cities. Initially, we also considered



leaving out the entire inner ring around the city center due to performance concerns. But thanks to some experimenting and our experienced map designers, we decided to leave it in, so the player can pass through the city from all directions.

Last but not least, the city layout has also been modified. We also considered adding an airport, a passage through the city center and the outer ring road. However, we also had to leave some space for San Antonio's surroundings, for instance, the above-mentioned automotive complex, a truck stop in the east, Buc-ee's etc.





# MEXICO BORDERS

South Texas Plains is directly connected to New Mexico, and the player can get from one state to another through cities such as Laredo, McAllen, El Paso, Brownsville, Del Rio, Eagle Pass and Roma. In some of those cities, you can spot country borders, which the player might be able to pass through one day in the future.





# SCENIC TOWNS

“Scenic town” (otherwise known as settlement) is a term we use for a non-mapped town that the player can still visit.

Even though scenic towns are usually not a functional element gamewise (for now), they do illustrate the character of the landscape. We tend to choose the ones that are located at an important crossroad as well as the ones that are either culturally rich or significant in any other way, for example, if there’s a big city which we have decided to leave out from the map due to some reason.

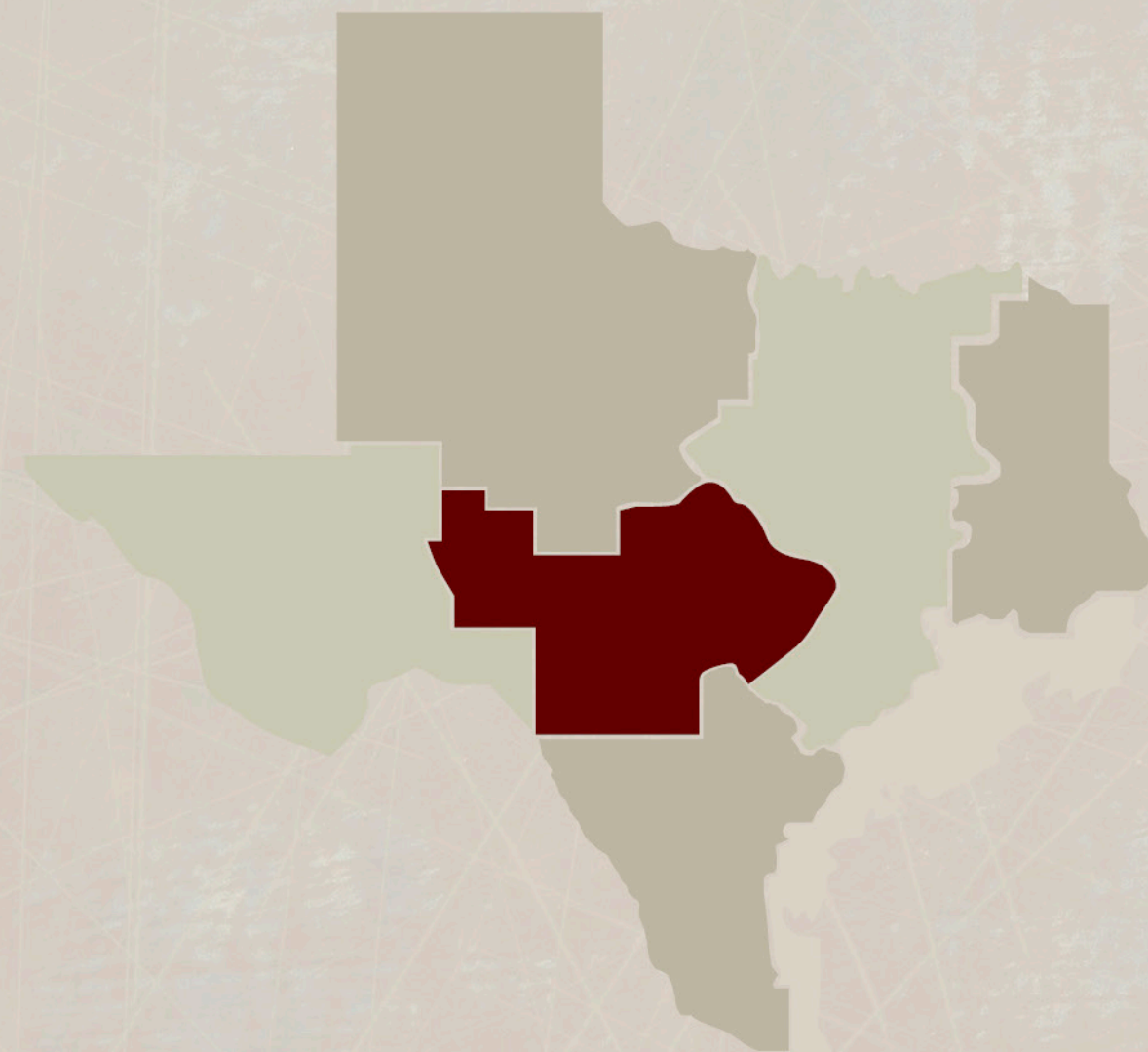
An example of such a case may be the city of Killeen, Eagle Pass or the above-mentioned Midland. In all these cases, we initially wanted to have the city marked on the map, but then we decided to prioritize another city or part of the countryside due to scale issues. A marked city is always bigger and more economically important, and because we didn’t want to deprive the player of a city, we have decided to transform such cities into scenic towns.





# HILL COUNTRY

The Texas Hill Country's name has several origins. It's named after Hillsboro in Hill County, which itself is named after George Washington Hill, a politician in the former Texas Republic, and the fact that the entire landscape is full of green hills. Moreover, there are also many ranches and vineyards in this area. Since Texas is the fifth largest wine producer in the U.S., there are 16 wineries here and you can see a few of them in our game. In the eastern Hill Country, you can also drive through the town of Fredericksburg which is full of rich German heritage, as seen in its historic buildings, German cuisine and welcoming spirit.



## AUSTIN PECAN TREE DEPOTS

## REGION CONTENT

### CITIES

Austin	Lampasas
Junction	Sonora
Fredericksburg	Uvalde

### ROADS

- I-10 (Fort Stockton - San Antonio)
- I-35 (Austin - Belton)
- US-183 (Early - Killeen)
- US-277 (Sonora - San Angelo)
- US-290 (Junction - Austin)
- US-67 (Fort Stockton - San Angelo)
- US-83 (Uvalde - Ballinger)

# AUSTIN

Deep in the heart of the state, amidst a varied landscape, lies the capital of Texas – Austin, also known as the Father of Texas. The city greets you from afar with several towering skyscrapers. In the city center, the stone State Capitol stands as a monumental symbol of statehood and cultural heritage visible from the I-35. In the game, we moved the building closer so that it appears more dominant and the player can see it better. There are parallel roads called frontage roads running above the highway in the city center. These were originally closed to players due to game performance concerns; however, we found the view from the highway so unique that we decided to solve the issue even though it took us longer.

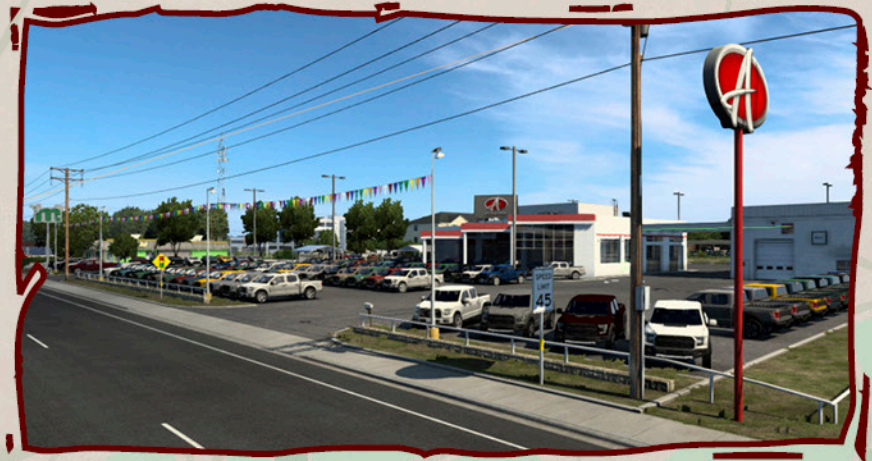




SPEED LIMIT 45

On the other hand, we couldn't solve passing through the downtown area. The plan was to build the „W Cesar Chavez St.“ road that would lead through downtown to a skyscraper under construction. During production, it became apparent that the current technology made creating this scenery very difficult for us, so, this road was closed for the time being. However, there is an intersection in the game leading to the downtown area. We also often like to return to certain parts of the game world and add something here and there, so maybe there's still a chance for this part to be revisited.

Moreover, we built our first level 5 intersection in Austin. This intersection is roughly 1.5 miles (2.4 km) long and it's the size of a smaller city. Because of its size and the ramps that are there, we had to adjust the layout and the wider area. We built this kind of intersection again for the Texas expansion pack, where we added the High Five in Dallas. Thanks to having experience with Austin, working on Dallas was much easier.



When we were creating Austin, we were also looking to the future. Particularly during the construction of the skyscrapers and other parts, we were tracking down information on what the final projects would look like. So, we were able to depict some of the buildings a few years before they were completed. This allowed us to keep Texas a little more up to date. For example, late in production, we found out that the Moody Center was still under construction in Austin, so we put it in the game in its current unfinished form. We had the same approach in Dallas and Houston.

The layout of Austin has changed and adapted a lot over the years, some places were added and some were removed. For more information about the changes, see the „What didn't make it into the game“ chapter.

Junction

Austin

San Angelo

Dallas

Houston

San Antonio



# PECAN TREE

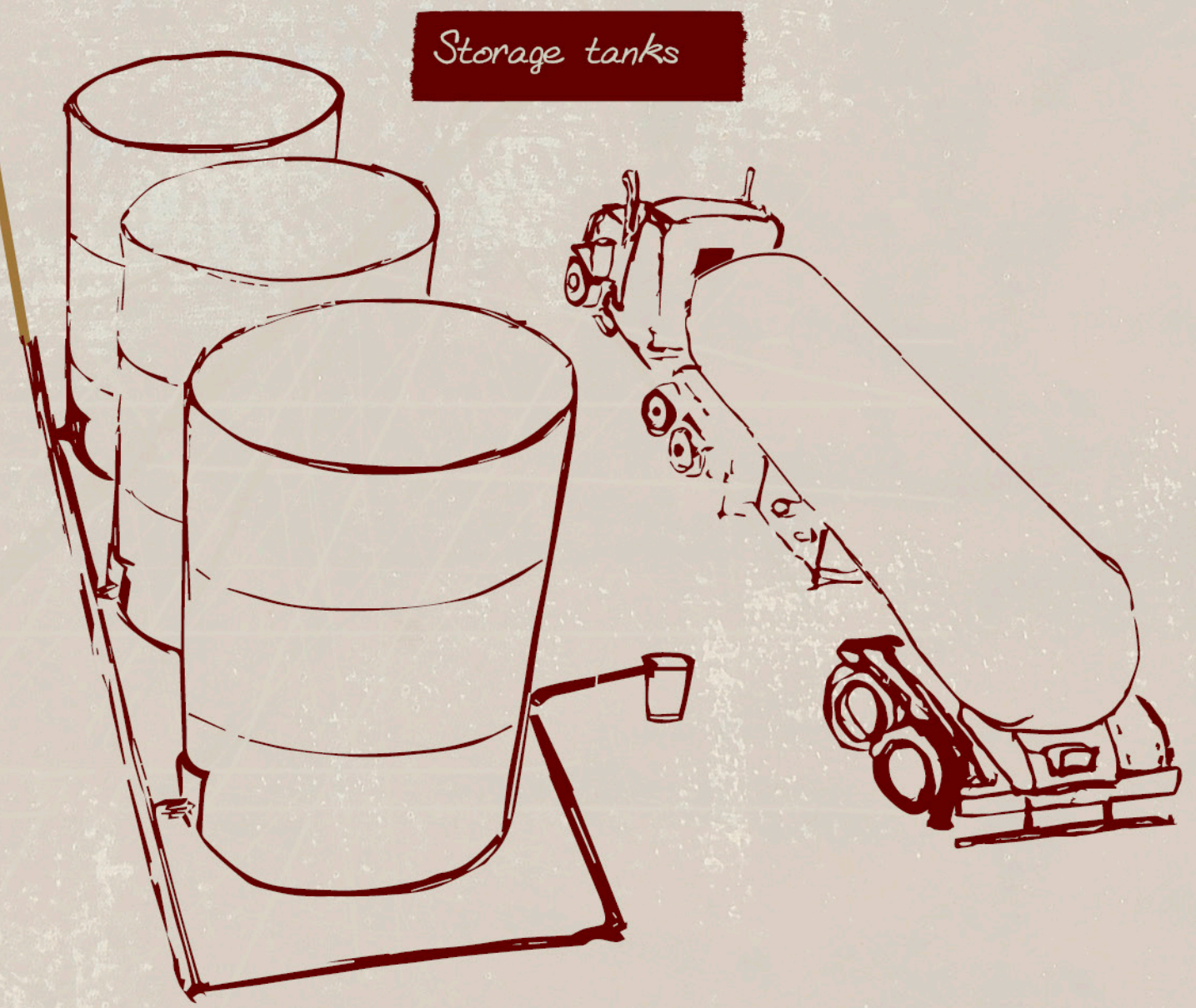
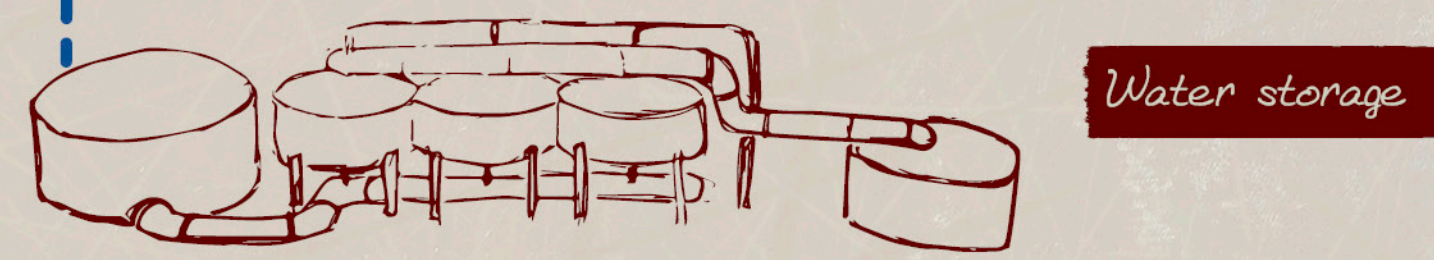
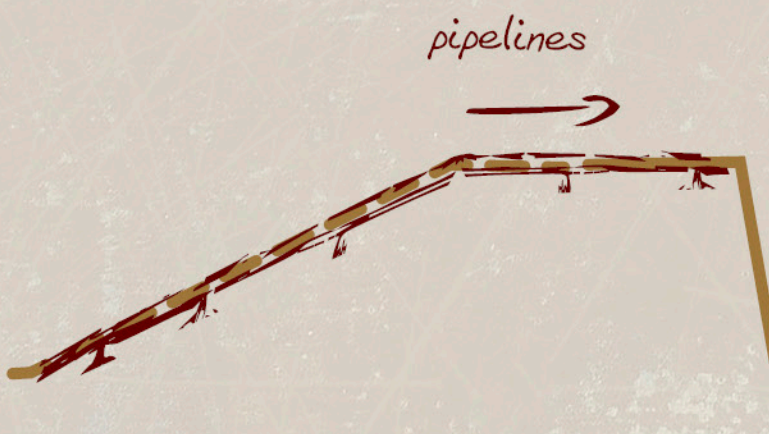
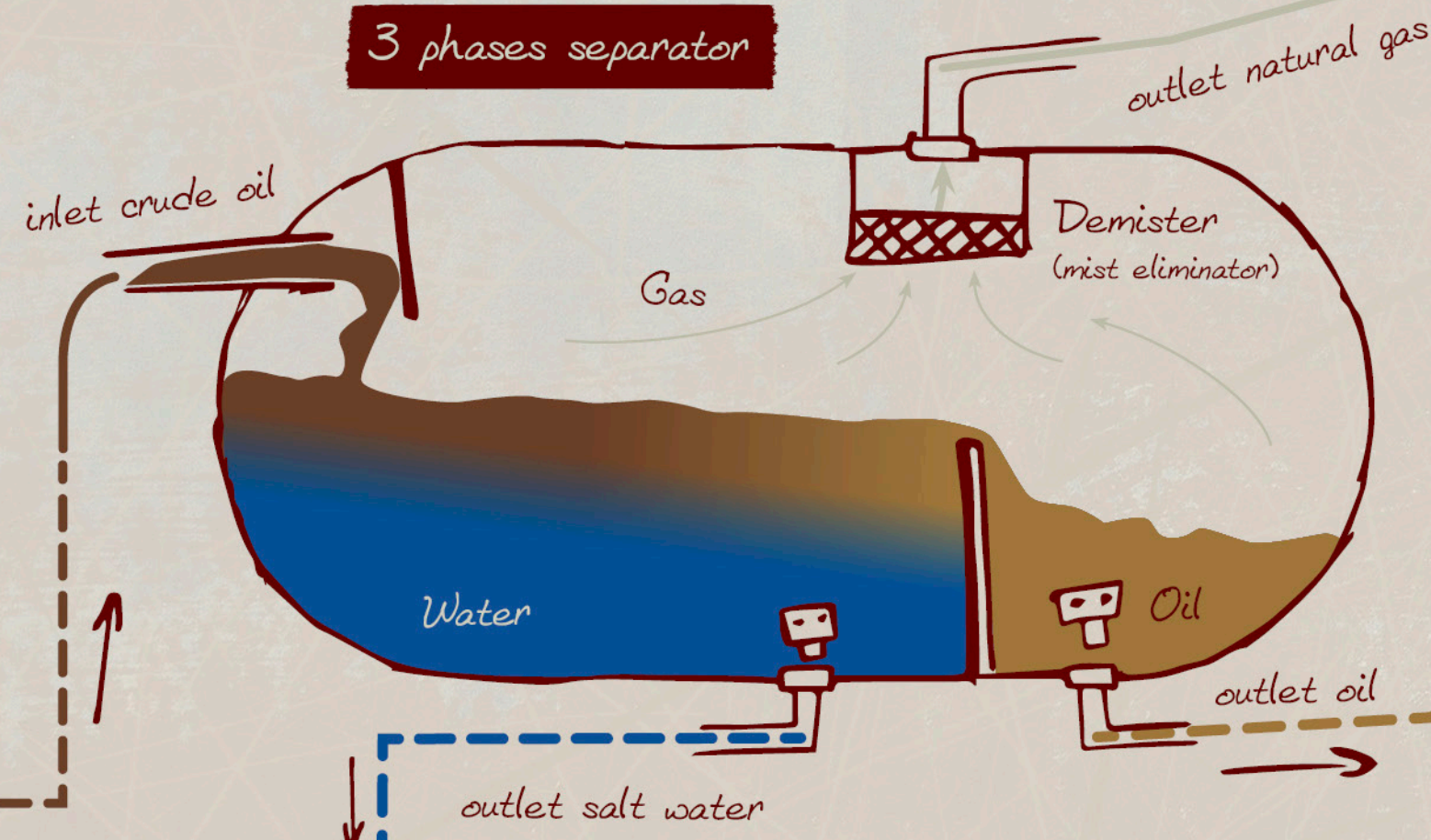
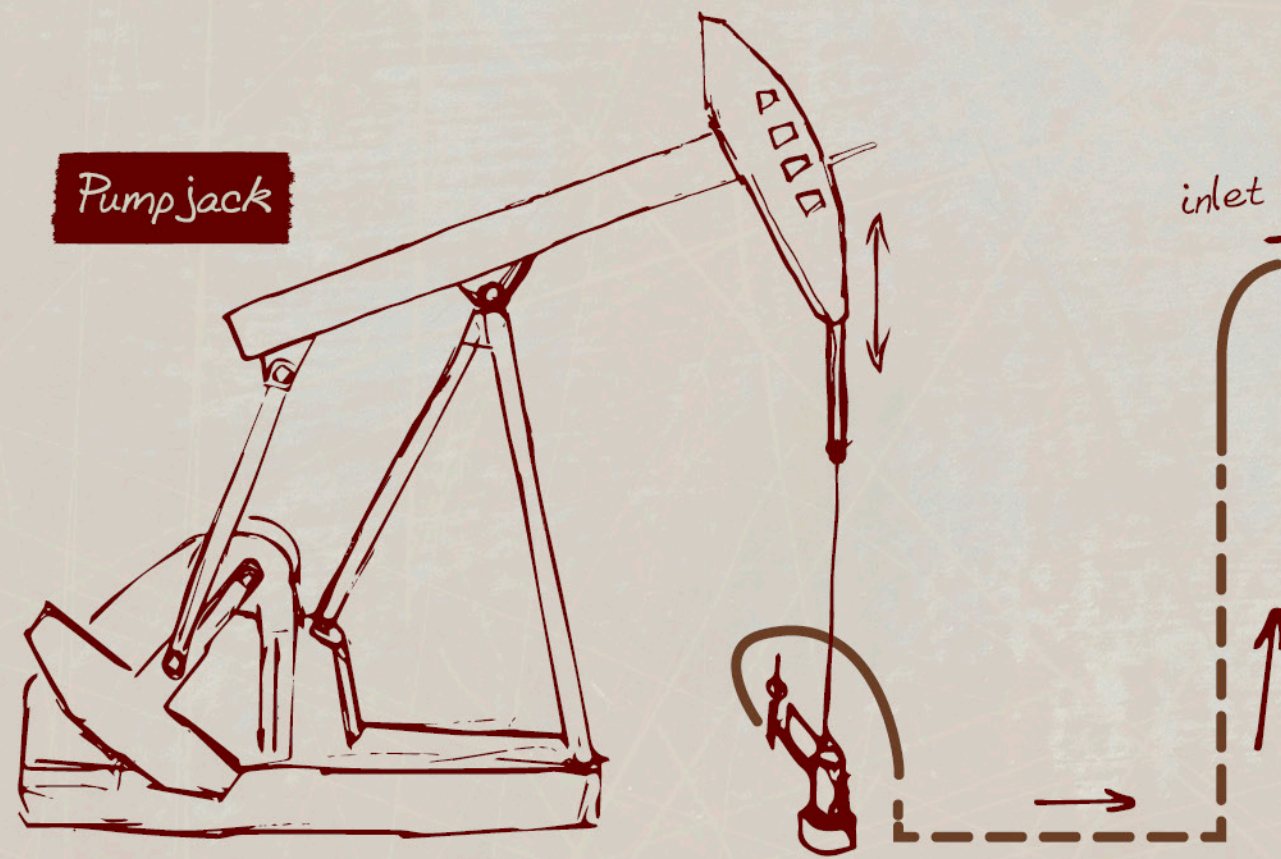
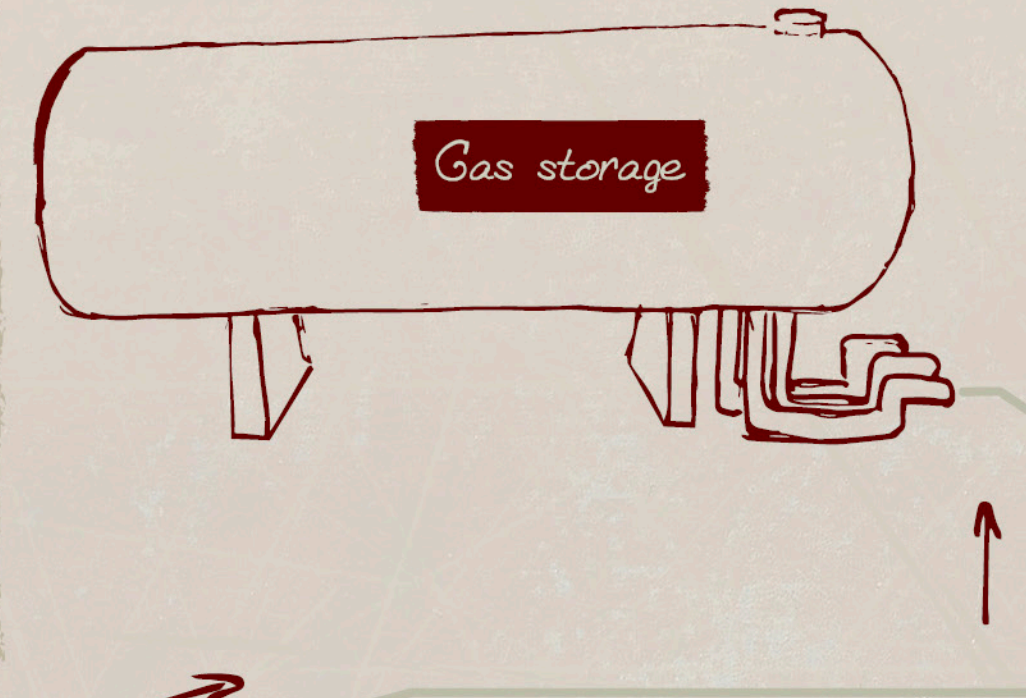
One of the things we learned during production is that Texas is known for its pecan trees. We decided to represent this fact in three different ways. Firstly, we introduced a new set of pecan tree models into the game. Secondly, we put in several pecan tree farms. Finally, we created a company brand for the growing and processing of pecan trees.

In addition to pecan tree farms and processing facilities, there is also a secret pecan farm in the game. This farm, located along I-20 east of Abilene, is genius loci materialized. It also serves as a reminder that the first pecan trees in Texas were cultivated here. Even though the site is in fact purely symbolic as the farm no longer exists, we have decided to pay tribute to this beautiful corner of Texas by imagining what the farm could have looked like were it to still operate today. You can also read something about the history of the first pecan tree in Texas at the Historical Marker, which is located right next to the farm.



# DEPOTS

Depots are crucial to our game, they are the backbone of our economy. Without them, we would just wander aimlessly through the vast landscape. That's why we put a lot of emphasis on detail when creating them. And this is logically preceded by preparation, such as familiarizing ourselves with the overall process of how they function in normal use.



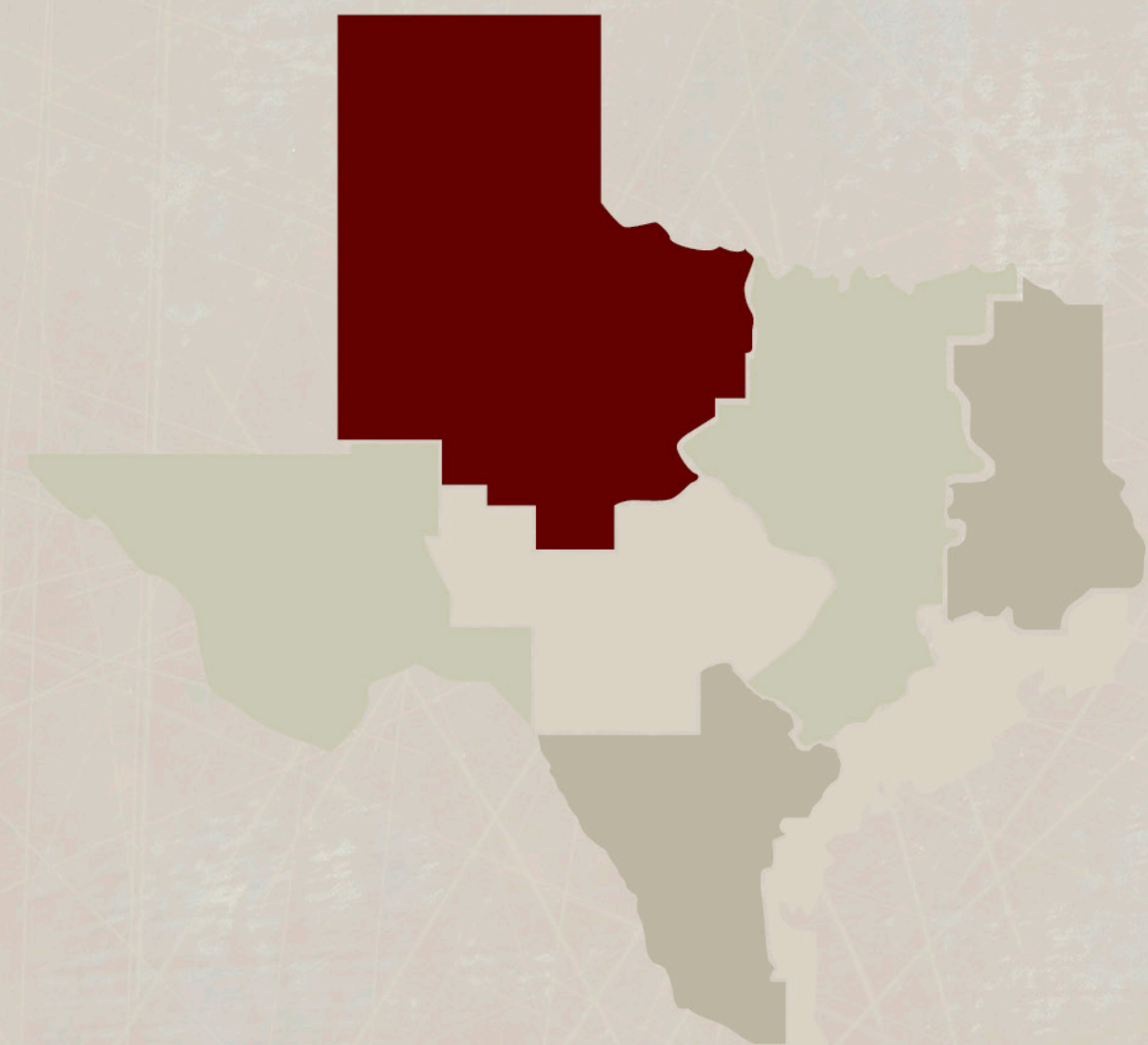




SPEED  
LIMIT  
49

# PANHANDLE

The Panhandle region is an area in the northeast of Texas primarily dominated by plains and flat land. Its pastures are a continuation of the Great Plains extending across the middle part of the United States. In the west and east of the region one can find impressive canyons carved out by numerous rivers whose tributaries permeate the terrain. This landscape is sometimes called 'inverted mountains' because here the generally flat land turns out to be a series of canyons going deep in the ground. One of the biggest cities in this region is Amarillo. Its main sources of income are farming and agriculture. Other important cities include Lubbock, Abilene, San Angelo and Wichita Falls.



**ROUTE 66**  
**AMARILLO**  
**NEW MEXICO BORDERS**

## REGION CONTENT

### CITIES

Abilene	Des Moines
Amarillo	Dumas
Dalhart	Early
Lubbock	Farwell
San Angelo	Childress
Wichita Falls	Lamesa
Adrian	Logan
Anson	Plainview
Ballinger	Seminole
Big Spring	Seymour
Canyon	Shamrock
Clayton	

### ROADS

- US-385 (Odessa - Seminole)
- I-20 (Odessa - Abilene)
- I-27 (Lubbock - Amarillo)
- I-40 (Amarillo - Tucumcari)
- US-277 (Abilene - Wichita Falls)
- US-287 (Amarillo - Wichita Falls)
- US-54 (Dalhart - Tucumcari)
- US-60 (Clovis - Canyon)
- US-62 (Hobbs - Lubbock)
- US-67 (San Angelo - Early)
- US-82 (Lubbock - Seymour)
- US-83 (Abilene - Childress)
- US-84 (Lubbock - Farwell)
- US-87 (Raton - San Angelo)

## ROUTE 66

One of the most famous American roads runs along the I-40 highway: Route 66, otherwise known as „the Mother Road“ or „the Main Street of America“. This road was formerly an interstate highway running from Chicago through Missouri, Kansas, Oklahoma, Texas, New Mexico and Arizona into Los Angeles, California. It was 2,448 miles (3,940 km) long. It has now been replaced by a system of other highways and has been retired from the U.S. Highway System. However, much of the road is still available as a tourist attraction thanks to history enthusiasts. In certain places, you can find historic and modern landmarks, references and gift shops.

We created an unpaved section of Route 66 in our game. We thought it would be



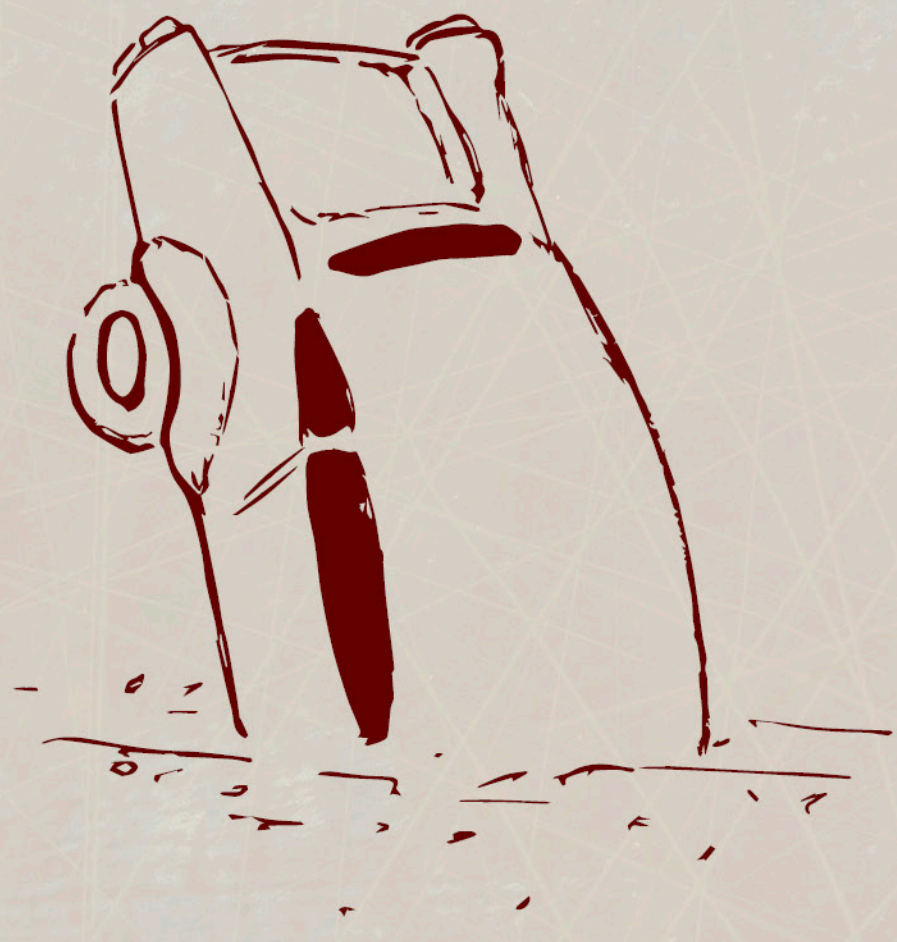
interesting for the player to experience what it was like to drive on this stretch of road which runs through a relatively desolate landscape and through several ghost towns. We hope that it will be an interesting experience for our players to drive through this historical route from the 1920s.

Some of the places we chose to portray include the wooden bridge over San Jon Creek, the scenic towns of Glenrio and Endee, and the prominent Midpoint location in Adrian, where you can find the signpost marking the midpoint of this historic road between Chicago and Los Angeles.



## CADILLAC RANCH

Towards the end of the production of the Texas DLC, there was still room to play around with some of the locations. And since Cadillac Ranch, one of the Route 66-related attractions, is close to the city of Amarillo, we decided to give it a bit more attention. It's a public art installation of several Cadillacs driven into the ground. Not only are there cars buried in the ground, but there's also a statue of a cowboy and a gift shop. Another interesting feature are the colorful signs. You can see them not only on the cars themselves, but also on the road in front of them. They're certainly eye-catching and they add the right atmosphere to the place.



# AMARILLO

The city of Amarillo (meaning “yellow” in Spanish) as a whole can be considered one big landmark for several reasons. The first thing that may catch your eye is the intersection where the I-27 highway intersects with the I-40 highway, which is shaped (and labeled) like a turbine. Another notable feature is the downtown itself. In fact, the highway leading into the city branches off into separate parallel lanes that seemingly run in opposite directions, only to merge again on the other side of town and return to its original direction. Last but not least, another significant feature is the ability to drive through downtown past several historic buildings and important landmarks. The game also features a shopping mall in a semi-circular layout, a large truck stop and other interesting places.





SPEED  
LIMIT  
53



Santa Rosa

Amarillo

Dumas

Oklahoma City

Childress

Lubbock

40

27

87

136

60

335

40

287

335

335



AT&T  
AT&T Bank

GROUPBANK

Golden Gate Truck Company

TV

A TEXAS-SIZED  
JOURNEY AWAITS YOU!  
americantrucksimulator.com/texas

# NEW MEXICO BORDERS

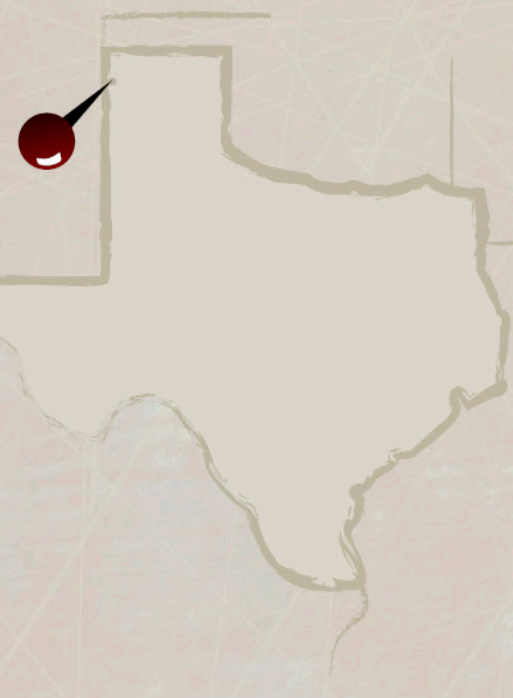
As part of building Texas, we also decided to update the New Mexico border area at some point in the project. The New Mexico DLC was released in November 2017 and at the time of the Texas release it would have been a 5 year difference. In that time, we improved our worldbuilding and the difference was noticeable. So we have modified and expanded parts of Raton, Tucumcari, Clovis, Hobbs, Carlsbad and some of the surrounding roads.

We also expanded New Mexico to include the US-87 road from Raton to Clayton, where the Texas border is located. We also added new landmarks and replaced the existing vegetation with newer vegetation in certain areas. We did all this to make the transition from New Mexico to Texas as smooth as possible.



# TEXAS BARN

This barn can be found between the cities of Raton, New Mexico, and Dalhart, Texas. However, you can't see it there in the real world. This isn't typical for our worldbuilding, we usually work with references that are present in reality, but this exception was created purely for marketing purposes. We had to capture some sort of Texas archetype, something that everyone associates with Texas. When we looked at Internet references, the most typical examples of "Texan things" were an empty countryside, cattle, a barn and the Texas flag. So, we found a perfect location and artificially put this scenery there. You can see it as a reminder of the creation of the video trailer for Texas.





# PRAIRIES & LAKES

The region of Prairies and Lakes is mostly known by the Dallas-Fort Worth metroplex area, which is probably one of the most iconic parts of Texas thanks to its history, culture, and the TV show Dallas. Past these two cities, the landscape opens up to reveal charming little towns rooted in local folklore. The nature in this part of the state is abound with freshwater lakes, forests, and the river Paluxy (located in the state park Dinosaur Valley) whose beds still contain authentic dinosaur footprints.



## DALLAS-FORT WORTH CZECH FOOTPRINT IN TEXAS WHAT DID WE CONSIDER?

### REGION CONTENT

#### CITIES

- |             |              |
|-------------|--------------|
| Dallas      | Greenville   |
| Fort Worth  | Killeen      |
| Huntsville  | La Grange    |
| Waco        | Paris        |
| Alvarado    | Sherman      |
| Belton      | Schulenburg  |
| Cameron     | St. Jo       |
| Corsicana   | Stephenville |
| Gainesville |              |

#### ROADS

- I-10 (San Antonio - Houston)
- I-14 - US-190 (Killeen - Waco)
- I-20 (Abilene - Tyler)
- I-30 (Dallas - US-259)
- I-35W (Waco - Fort Worth)
- I-45 (Dallas - Corsicana)
- TX-31 (Waco - Tyler)
- TX-7 (Waco - Centerville)
- TX-71 (Austin - Columbus)
- US-287 (Wichita Falls - Fort Worth)
- US-67, US-377 (Early - Fort Worth)
- US-69 (Greenville - Mineola)
- US-75 (Dallas - Sherman)
- US-77 (Victoria - Waco)
- US-82 (Gainesville - De Kalb)



# DALLAS-FORT WORTH

Dallas-Fort Worth (DFW) is the 4th largest metropolitan area in the U.S. and, at the time of writing this article, it's the biggest metroplex accessible to the player in the game. The whole area is roughly 24 square miles big (which corresponds to 62 square kilometers). Each city in the area has a downtown visible to the player, landmarks that they can drive up close to, and several unique depots.





SPEED LIMIT 59

Due to the sheer size of DFW, only some of its parts could be included in the game. Our initial plan was to add outer ring roads as well as peek more into different city areas, but that would have caused the city to get too big. While we did manage to get a lot of things into the game, some of the significant parts are represented partially through their most recognizable elements. A good example is the High-Five Interchange, but there are other landmarks as well. DFW is also home to the Dallas Fort Worth International Airport, which is the second largest airport



Andmore ↑

McAllester ↑

Texarkana ↗

Fort Worth ←



Dallas

30

35E

75

30

352

35E

175

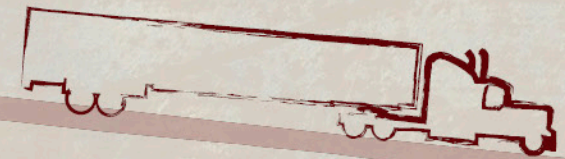
45

Waco ↓

Hurstville ↓

20

Abilene ←



in the U.S.. As if this wasn't enough, DFW is also where one of the largest train yards in the game is located. Other fascinating things include the amusement park Six Flags Over Texas, as well as Reunion Tower, which is one of the most famous buildings in Texas. On its top, there's an observation deck offering a majestic view of the city.



SPEED  
LIMIT  
60





One of the challenges of representing DFW in the game was the fact that while we were busy building it, some of its parts were reconstructed in reality. For instance, in Denton we created the model of a stadium which was demolished, according to later references. Another example is the American Airlines Center, which is obscured by newer buildings, making it barely visible from the road. Sometimes we were lucky to get some help and avoid these difficult cases. For example, The Epic office tower was in the initial stage of construction when we started working on the area where it was being built. One of the people working on the construction happened to be a fan of our game, so they helped us to get an idea of what the building was going to look like. In other cases we had to make a compromise and either leave some things unfinished, or adapt them to newer references.



Another interesting fact is that Dallas is the first city where the player can see through the whole city via downtown. The player can also see the highway they will later drive on, just like in real life. We did something similar in Houston, where you can also "look through" the city. Little details like this contribute to creating a realistic game world.



# CZECH FOOTPRINT IN TEXAS

We've mentioned earlier that Texas settlers came from Germany and Czech lands. The German ones we've discussed in the Hill Country section where we spoke about Fredericksburg, a city with German roots. Speaking about the Czechs, we simply cannot forget our native land! This is why the town of West, lying along the I-35 between Austin and Waco has a gas station with the inscription "CZECH STOP". There you can find a restaurant serving traditional Czech food. How do we know this? Because we stopped there ourselves and tasted the food, and we have got to say that it made us feel at home again! We highly recommend that place!

Other Czech footprints can be spotted along the US-77 between Victoria and Waco. There the player can see the Texas Czech Heritage and Cultural Center as well as a rest area with a historical marker dedicated to the oldest Czech scenic town nearby. We're fond of leaving easter eggs and other kinds of references about our not-so-big country whose honor it is to be able to create a project of such scale. That's why you'll always be able to see such references in the future DLCs.



# WHAT DID WE CONSIDER?

At the beginning of a new DLC, we usually have dozens if not hundreds of ideas as to what to create, where to go and what to explore. Yet, some ideas have to give way to others, as only a limited number of things can get into the final product. In Texas, there were more cases like this. Let's take a look at two examples that were in the original plan, but didn't make it into the final version of the game.

The first is the downtown area in Austin. According to the original plan, the player would leave the highway onto W Cesar Chavez Street, cross the Lamar Boulevard Bridge and arrive at US-290. After testing the first prototype of that area, we realized this magnificent passage through the city center required a more complex technology of recreating skyscrapers and landmarks as well as a more advanced rendering technology, which are the things that we are working on and hope to be able to do someday. For now, we have laid the groundwork, and we're looking forward to revisiting the city area in the future.

The second example is the two highways US-183 and US-290 that were supposed to lead to Bryan-College Station and further to Houston. The problem was that the inclusion of these two rather large intersections required an additional enlargement of the map layout. We would have to bring in two more intersections of quite a substantial size as well as expand Austin and Houston at the expense of other parts of Texas. This is why the roads weren't included into the game after all.



# GULF COAST

Protected by the barrier islands, the Gulf Coast stretches for more than 360 miles (560 km) from Galveston to Brownsville along the Gulf of Mexico. The unique geography of this place is one of the reasons why Texas is a migration destination for more than 600 hundred species of birds, which is more than in any other state. There are also world renowned space and maritime industries in this region. Houston, sometimes called Space City, is home to the National Aeronautics and Space Administration, better known as NASA, as well as the biggest seaport in the Gulf of Mexico. Down the coast near Brownsville is the Port of Brownsville which contains one of the two offshore shipyard depots you can find in ATS. A short distance away is Boca Chica beach, home of the Starbase space center for SpaceX.



**HOUSTON**  
**CORPUS CHRISTI**  
**GALVESTON**

## REGION CONTENT

### CITIES

Beaumont	El Campo
Brownsville	Fulton
Corpus Christi	Harlingen
Galveston	Palacios
Houston	Port Lavaca
Victoria	Riviera
Bolivar	Winnie
Peninsula	

### ROADS

- I-10 (Houston - Beaumont)
- I-37 (Corpus Christi - US-59)
- I-45 (Huntsville - Houston)
- TX-146 (Houston)
- TX-35 (Corpus Christi - Port Lavaca)
- TX-87, TX-123 (Galveston - Winnie)
- US-35 (Port Lavaca - Houston)
- US-59 (Victoria - Houston)
- US-77 (Corpus Christi - Brownsville)
- US-87 (Victoria - Port Lavaca)

SPEED  
LIMIT  
64

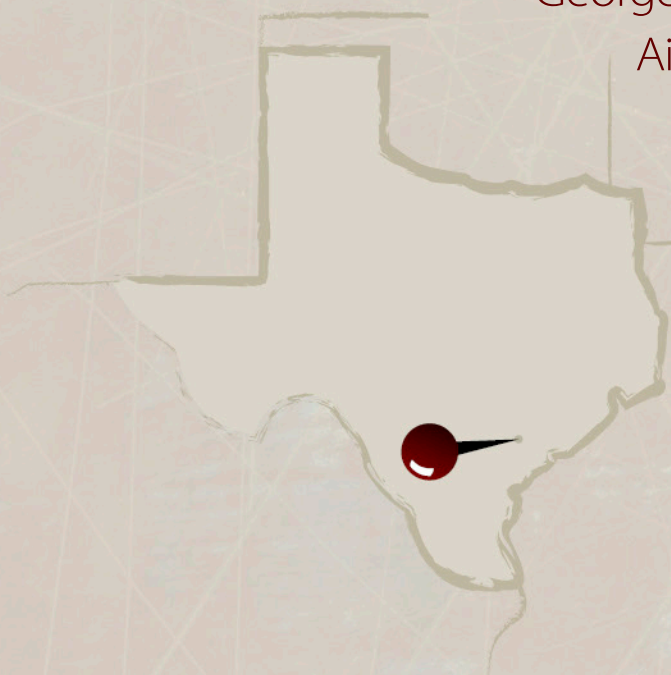


# HOUSTON

Houston, where NASA's Johnson Space Center is located, is also well known as Space City thanks to its important contribution to the American space program. It's the biggest city in Texas and the fourth largest city in the USA. It is also known for its energy and aviation industries.

It goes without saying that a city of such scale turned out to be a very complex matter. During production, the city's layout had to be changed several times. Some parts were substituted with others, and the whole city was moved some 2600 ft (800 meters) westward to leave enough space for Galveston. Also, due to its scale, Houston had to be designed by several people simultaneously.

The initial plan included the representation of a commercial area in the western part of the city, as well as the Fred Hartman Bridge and the huge oil refinery complex occupying almost one third of the Texas city. Because of the decision to move Houston westward, all of that had to be canceled. It was always a game of checks and balances, as one thing had to be prioritized over another. Examples of such unavoidable landmarks include the space center, George Bush International Airport, the train yard, the sea port (which is the biggest port in the game so far) and many other things.





SPEED LIMIT 66

Just like in the case of San Antonio, the initial suggestions considered creating only a partial detour into the downtown area due to the possible performance issues. But we couldn't completely omit showing the downtown! Also, the hard choice had to be made as to which of the two ports of Houston we wanted to represent in the game. Ultimately, the southern port was chosen because of its connection to the adjacent chemical factory.

Let's end this part with some interesting trivia. Houston is one of the first cities in our game that has a skyscraper designed



to be seen in close proximity. This is worth mentioning because the production of close and far-distance assets is based on different technologies, so the appearance of such a model marked a new era in how we work with draw distances in American Truck Simulator. Another interesting fact is that under the intersection of I-10 and I-69 there is an art studio specializing in the production of enormous statues. The studio itself isn't represented in the game, but a little to the west from it there's a group of miniature statues reminiscent of the monument carved in the Mount Rushmore. Also, speaking of NASA, it's represented as a Space park in the game. The player can visit it and even deliver special space cargo.



# CORPUS CHRISTI

The original layout of the city in our game was substantially different from the final version. In the southwest part of the city, there was supposed to be a big industrial zone. Also, the initial plans included visiting the football stadium, part of downtown, and the aircraft carrier USS Lexington. All of that had to be redesigned when we found out that the new Harbor Bridge was under construction. According to the project plan, the new bridge was going to be the tallest point in the southern part of Texas as well as the longest cable-stayed bridge in the whole country.

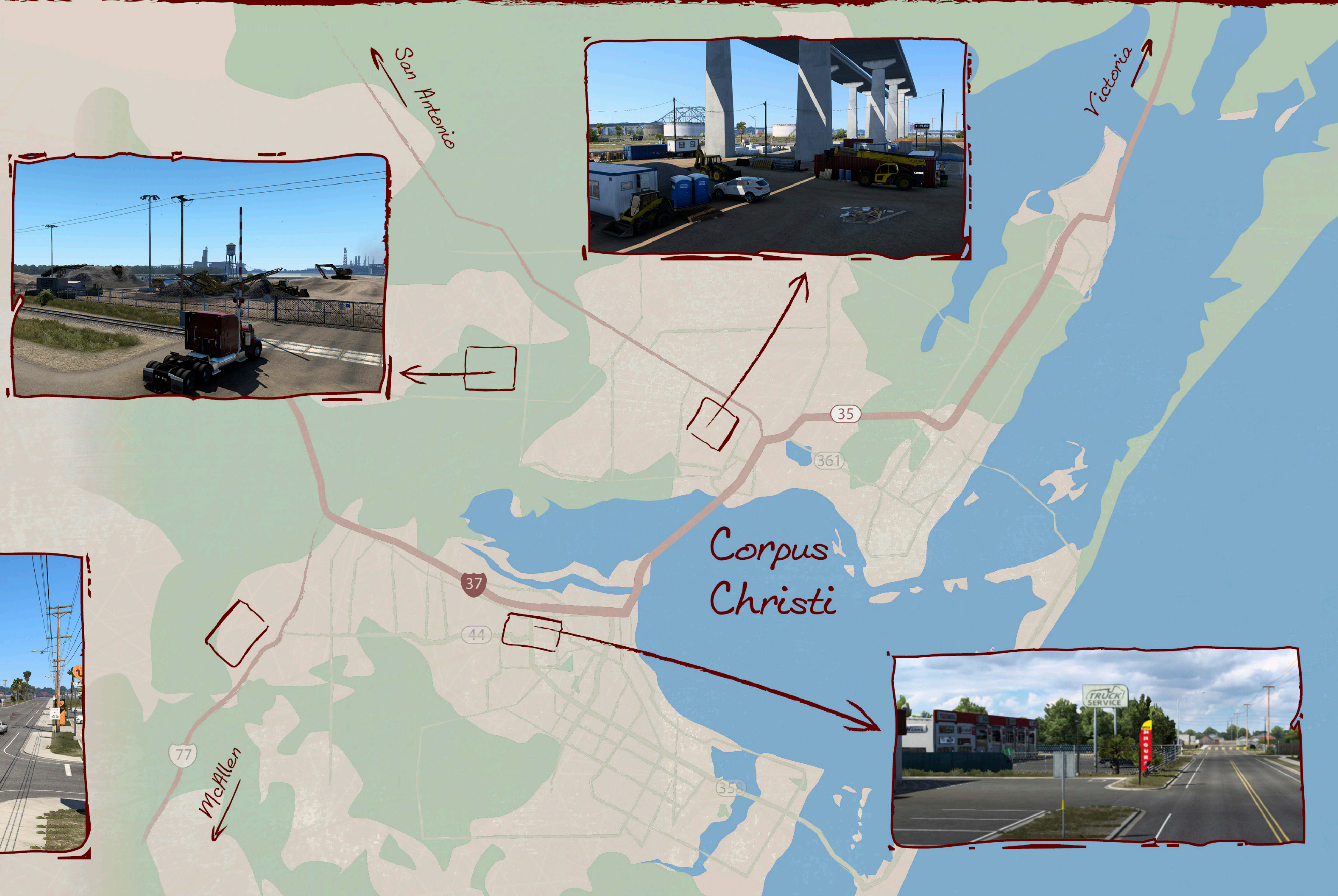
The change of this bridge affected the city's layout in our game. Our first order of business was to find construction plans for the bridge. After that, we had to ensure that the game engine would still be able to render the game world when driving the truck at such height (205 ft, or 62 m).





We also had to ensure that the bridge could be seen from miles away. Another challenge we faced was the intersection of I-37 and US-181, which is connected to the bridge. Despite these difficulties, we successfully managed to incorporate the bridge into the game. Soon, you'll be able to drive on the bridge not only in American Truck Simulator; once it's finished in real life, you can take a real trip over it!

With time, the original bridge will be deconstructed to allow high cargo ships to go through. When that happens, the whole area will look even more impressive. Close to the bridge, there are two important landmarks. One of them is the well-known Texas State Aquarium. Another, the retired aircraft carrier USS Lexington, which operates as a museum of aircraft vehicles and real ship miniatures. At the same time, it is also a monument to its own history.





# GALVESTON

Galveston was one of the cities most debated among us. Despite its small size, it's full of landmarks and buildings with truly unique architecture, as well as dense neighborhoods, large industrial areas, numerous tourist facilities, and long beaches. Not to mention also, the fact that Galveston is located on an island that is connected to the mainland by a huge bridge on one side and a ferry dock on another.

To come up with an optimal layout was not an easy task. It had to be done by several people, since it affected other aspects of the map. As we mentioned earlier, the whole city of Houston had to be moved westward so that Galveston could fit in. Another challenge was to agree on the set of landmarks and locations that we wanted to choose from the vast variety of really unique sites. Even though we had to constantly limit ourselves, Galveston ended up having the largest number of landmark buildings per city. A lot of the city's famous features have been represented in the game.





SPEED LIMIT 72

Even though Galveston is one of the smallest cities in Texas, there are a lot of unique landmarks for the player to see. Let's take a look at some of them. Coming from Houston, the player goes through the Galveston Causeway where they can see the retractable railroad bridge that's parallel to the highway. In the distance, Galveston Island Historic Pleasure Pier stands out as well as two pyramids reminiscent of the Rainforest Pyramid and the Aquarium pyramid at Moody Gardens.

If the player chooses to go further down the main highway, they will encounter a number of historical landmarks such as Bishop's Palace, Sacred heart Catholic Church and the Texas Heroes monument, among others. At the end of the street, the player can peek into Stewart Beach. The main highway leads to the Galveston-Bolivar ferry that can take the player to the Bolivar Peninsula, providing a view of the Galveston Naval museum site with a WWII submarine and a WWII destroyer. The ferry is operated by the state of Texas, which means that it can be used for free. To make things even more interesting, down the northern road, the player can see the University of Texas Medical Department, along with the port of Galveston with several logistical areas, as well as an oil rig construction site. Above all that, right from the heart of the city, the American National Bank building rises up.







HONOR COVRAGE

Broadway

Rosenberg St  
25th St

NORTH  
87  
TEXAS



SPEED  
LIMIT  
74

# PINEY WOODS

Texas spreads out far to the east where there are numerous forests and streams, lakes and vivid meadows as well as picturesque historical towns. There are four national forests in Texas and they all attract visitors by their beauty and calmness. This also means the presence of forest industries, and in our game, there are several depots representing the forestry industry. To make things even more interesting, we've added several secret roads into the game!



## TEXARKANA TEXAS VEGETATION

**REGION CONTENT**

**CITIES**

Longview	De Kalb
Lufkin	Jasper
Texarkana	Livingston
Tyler	Tenaha
Buna	Woodville

**ROADS**

- I-20 (Tyler - US-59)
- I-30 (US-259 - Texarkana)
- I-45 (Huntsville - Corsicana)
- US-190 (Huntsville - Jasper)
- US-259 (Longview - De Kalb)
- US-59 (Longview - Texarkana)
- US-69, US-287 (Beaumont - Lufkin)
- US-96 (Beaumont - Tenaha)

# TEXARKANA

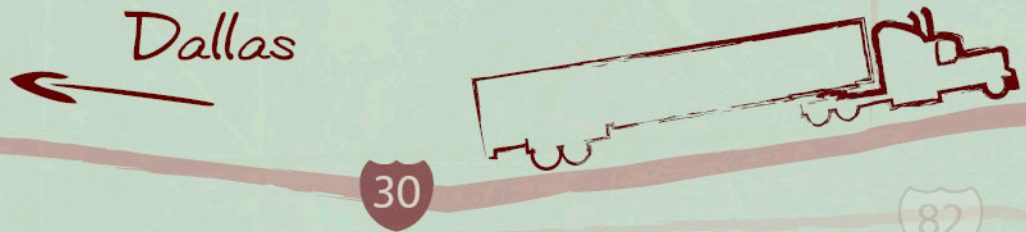
Texarkana (Tex-Arkana) is a unique city that lies on the border between Texas and Arkansas. It's practically the first city where we had to address the issue of dividing one urban area between two states, so that the two halves could both work together and separately.

A ring road, which both encircles the whole city and can be divided into two halves, was a great option. On the ring road, there are also a number of logistical and functional sites that the player can visit. Here, the borders of the two countries are crossed by two crossroads in the north and south. It was necessary to make it possible for the player to turn around before reaching those crossroads, for cases where players don't have the DLCs of both states. That's why the ring road will be fully accessible only with both DLCs acquired.





SPEED  
LIMIT  
76





# VEGETATION

Due to a large number of diverse biomes in Texas, it was necessary to design new vegetation models. This led to the creation of whole new sets of trees, palms, bushes, flowers and cacti that are region-specific, as well as other types of assets that could be used in other regions. In order to make the change happen everywhere, additional vegetation has been remodeled based on older models.

In one of our blog posts, our fans have pointed out that in some screenshots, there are spruce trees that don't commonly grow in Texas. Given the size of Texas, some things can easily be overlooked, and so a few weeks before the release, we decided to replace spruce trees with pine trees all across Texas, as well as replace certain types of trees and bushes with region-specific types. All this was done so that all the new and existing vegetation is as representative of the local flora as possible.



Even though a lot of vegetation was created for Texas, some assets were implemented into the game later in the neighboring states. Nevertheless, as it usually goes with us, we still plan to review some places after the release of Texas and replace certain assets with new ones, or ones that represent the region better.

