



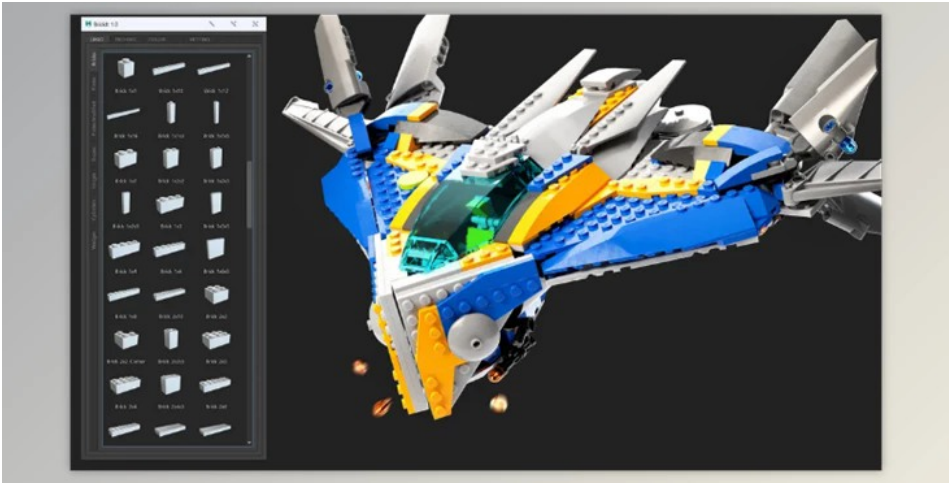
Script – BrickIt for Maya

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Script – BrickIt for Maya: BrickIt allows you to create quickly and effortlessly Lego designs in Maya with the same feel you would get in real life!

How to design and produce a complex brick pattern?

You can use "Script – BrickIt for Maya" for design.

Where can I download the product?

After subscription, You can download it for free from here.

What is included:

- BrickIt Script (v1.45)
 - Support
 - Tutorial and Demo
-
- BrickIt is available only in Maya 2018. and higher versions for Windows, macOS, and Linux.
 - For Maya 2022 & 2024, there is a complete Python3 version.
 - BrickIt is designed for use with Arnold (but works with any renderer post-GeoBaking).

What is Script – BrickIt for Maya?

Script – BrickIt for Maya automates the creation of LEGO-like bricks, enabling users to swiftly generate intricate brick patterns. This tool accelerates workflows for architectural visualization, game design, and similar projects that demand LEGO-style elements. It's favored by 3D artists and designers seeking to integrate realistic or stylized brick structures into their scenes, eliminating the need for manual placement of each brick.



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