Blender Market – Procedural Crowds v2.1.2 + Assets 2

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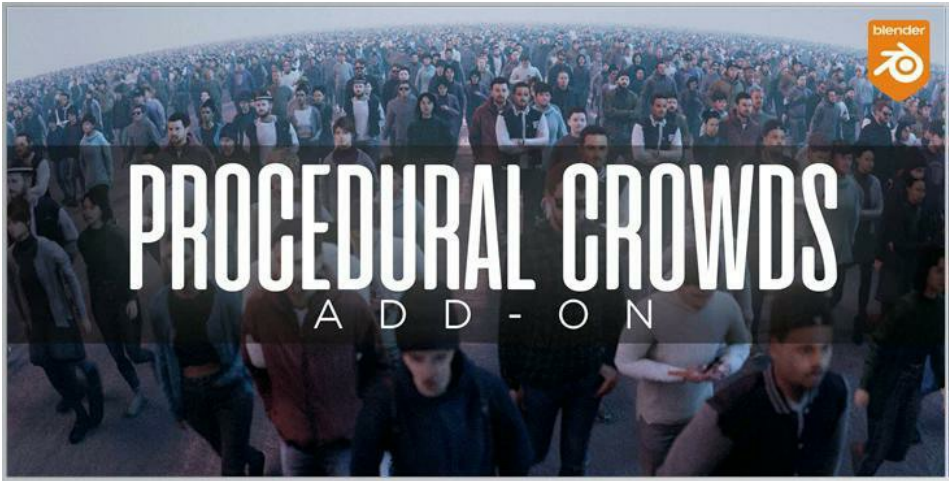
Blender Market – Procedural Crowds v2.1.2 + Assets 2: Do you require filling the background of your scene with people? Do you need to fill your scenes with people? Procedural Crowds, you have different crowd types to select from, bringing your 3D scenes to life.

More than 20 different photos of humans were optimized and scanned

Procedural Crowds gives you more than 20 models. If we consider the variations in color and the accessories, there are more than 30 models to choose from.

Types of Crowds:

- Create a crowd where you can decide on the length and width and if they'll look straight ahead or at the object you select. Perfect for creating concert-goers, you can select a ground-based object to allow the crowd to adjust.
- The same as the previous crowd in the form of a circle. Choose if they are looking towards the center or at a particular point, and decide whether you'd like the whole circle or only a portion. You can also pick a ground item for the crowd to adjust to.
- Create a curve, and you can create crowds that walk in just a few seconds! Change parameters like the size of the curve, speed, or amount of people in addition. You can also select an object in the ground to allow the crowd to adjust.
- Like Follow Curve but aimed at making armies that form a group, it defines the number of columns, rows, and other parameters.
- This particular kind of crowd uses particles in place of Geometry Nodes. You'll see people who wander around randomly or follow a particular area, and it is also possible to set up the terrain and obstacles they can't traverse.
- With this crowd, it is possible to fill stadiums in just a few seconds. Make your mesh or a pre-defined stand to adjust the height, width, and slope.

Different animations for every crowd:

- The animations of human characters can vary based on the crowd you select, including, Walking or cheering.
- Individual Humans handle particular circumstances.
- Additionally, the add-on features a function that allows you to create distinct human characters and then assign animations based on a pre-determined list. It is possible to choose low-poly models explicitly made for and high-poly versions with the same character that provides more details and is ideal for close-up photos.

This pack contains:

- Procedural Crowds - Addon installer
- Animated High Poly Models
- Animated Low Poly Models

Limitations:

Boid, which uses Blender's particle system and the physics engine, can occasionally produce mistakes. To avoid these mistakes, it is advised to put the ground slightly lower than that of the particles emitter (crowd) and avoid too steep surfaces.

Common mistakes (working to correct them):

- Blender 3.4 or 3.4.1 users are encountering issues in which some nodes of Geometry Nodes used for Procedural Crowds are not connected and don't display the designs or adjust to specific settings. (Bug fixed)

Assets include

- Crowd-Models
- Crowd-Systems
- Individuals

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