Blender Market - Night And Day - Procedural City Buildings 03.0

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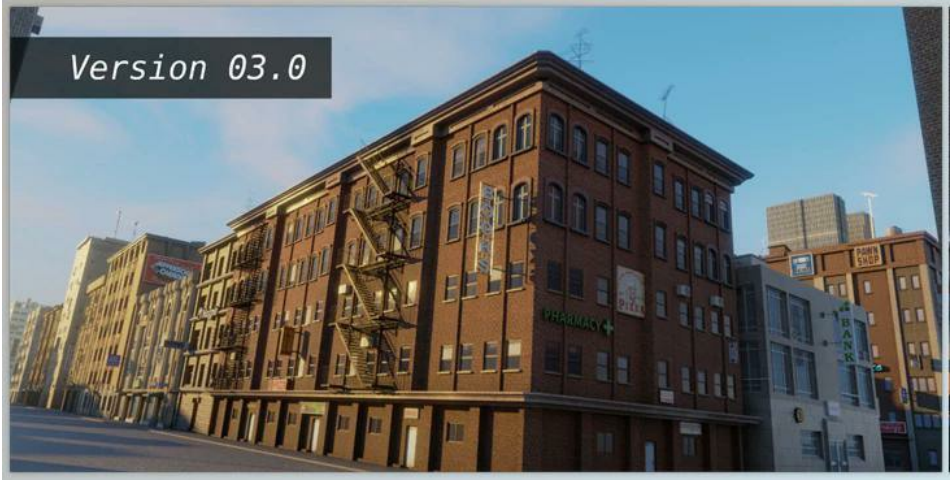
Blender Market

Blender Market - Night And Day - Procedural City:

The Night and Day Persistent Structures are intricate amalgams of 25 diverse and tailor-made urban conception blueprints to construct highly detailed and sophisticated cities easily.

Using geometry nodes in Blender; users can change up to 22 parameters, which include enlarge the building size, add props such as fire escapes or signs, and include animated lighting. The models have been optimized to work with Improved Materials for Parallax Mapping and Cycles and Eevee rendering engines, ensuring a streamlined and efficient operation. This collection is ideal for both day and night time due to its combination of efficiency and high-end visuals.

Customizable Models

- 25 diverse models of buildings.
- Parameters for height, width, and length.

Advanced Prop Options

- Add wall components such as blinds, aircon, and satellite dishes.
- Add dirt, fire escapes, advertising signs, and roof details.

Dynamic Lighting

- Interiors animated lighting using parallax mapping.
- Animating and toggling lights for nighttime scenes.

Improved Material Enhancements

- Adding materials that enhance a window light's realism
- Lessening the amount of materials in Blender 4.1 (3.0) and 4.2 Series (3.1)

Performance Optimization

- Perfectly constructed 3D models that are low poly and great for sinking oversized time frames into.
- Works efficiently with both Cycle and Eves.

Endless Variety

- The set parameters have 22 variations, which can be adjusted to get the perfect outcome.

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