

## Gumroad – Blender 3D Architect Pro

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**Gumroad – Blender 3D Architect Pro:** Are you looking to use Blender and open-source software to create architectural visualization? With Blender 3D Architect, you have the most extensive community of information and tools to use Blender for architecture.

## Gfx plugin details of Gumroad – Blender 3D Architect Pro

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What can you expect when you sign up for Blender 3D Architect Pro? We have today the following program of content for our customers:

- 2 Tutorials using videos that explain using Blender for building (MP4 files plus Blender files)
- 1 Asset for Architecture that is in Blender native format (Usually furniture models) with textures
- A whole course or a workshop with Blender 3D Architect. Each month, you will have access to the entire workshop or course. Each course or workshop has a connection to Blender or architecture.

The content created by Blender 3D Architect Pro is created for teaching, and Blender 3D Architect Pro has an emphasis on Blender and architecture. You can access or download the instructional videos on your computer or mobile application (iOS and Android). Tutorials are provided in MP4 format and contain source files (Blender files, texture files, assets, or) used to create the content.

### Here's a complete list of the tutorials available:

Importing SketchUp 2022 files to Blender

- Modeling walls with BagaPie
- How to fix the Simple Deform modifier (Bend walls)
- Complex surface Modeling - Rounded planes (Bevel)
- Bakelab Addon quick intro
- Precision modeling - Fixing rotations
- Quick booleans - BagaPie Addon
- Editing textures - Saturation enhancement
- Copies along the path - Animation Nodes
- How to convert multiple assets to a single entity?
- Saving profiles - Bevel tool
- JMesh tools - Circular Array
- Bevel tool - custom profiles for modeling
- Cutout textures and the Asset Browser
- Asset Browser - Quick Start
- PBR Textures resolution
- IES Lights - Color and noise
- Rendering a floor plan in SVG with an isometric camera
- Drag options for modeling in Blender 3.0
- Transparent background for renders
- FreeStyle updates in Blender 3.0
- Exporting from SketchUp to Blender
- Managing linked copies



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- Other
- 平面设计

- Using multiple monitors with Blender 3.0
- Installing custom color profiles in Blender
- Align and distribute Addon for Blender
- Modeling spiral stairs with the Array modifier
- What is the fastest way to create cameras?
- Blender 3.0 Beta: New knife tool for modeling
- Trying the IFC.js web viewer
- Controlling the emission shader with a Geometry Node
- Local view for modeling
- Modeling multiple slope roofs with textures
- Importing furniture models from the 3D Warehouse
- Roofing tiles with displacement maps
- Eevee GI - Fixing common problems
- Baking materials and lights in Cycles
- Creating a studio scene for Blender
- Cycles X UI Overview
- FreeStyle and Dimension Lines
- Chrome material for Blender
- Controlling shadows and glossy surfaces for each object
- Floor plan modeling (base walls)
- Making curved paths for camera animation
- Preparing files for external libraries
- Angled walls based on references
- Using the batch rename option for furniture
- Text animations for video
- Camera target for architecture
- Modeling with the Shrink Wrap modifier (Curved panels)
- Modeling - Curve-based walls
- Architectural modeling - Polar Array
- Using the Floor Board Generator
- Align objects with Python
- Rendering dimension lines
- Scattering objects with particles
- MeasureIT ARCH - Quick intro
- Modeling tutorial - Curved ramp connecting floors
- Water material from scratch
- Camera correction for architecture
- Isolate Mode for modeling
- Random mapping for textures
- Custom glass material (Frosted)
- Shadeless material for Blender Cycles
- Asset browser of Blender 3.0
- Using Blender for color correction
- Publishing panorama images (360)
- Drawing and rendering dimension lines
- Modeling for architecture - Arch windows
- EEVEE SSGI Updates (#2)
- Area Lights - Beam Shape (2.93 New feature)
- Curtain modeling
- Custom controls for doors - Architectural animations
- Importing DWG files to Blender
- Using Gloss and Reflect maps in Blender
- PBR Textures scaling - Tile size
- Editing PSD files with GIMP and Blender
- Modeling tips - From mesh to curves
- Using LuxCore with Blender
- Modeling a curtain wall
- Section planes - Custom controls
- Cycles X - First look
- CAD Transformations (Addon)
- Using videos as textures
- Exporting SVG files from Blender
- Screen Space GI for EEVEE (Blender 2.93 alpha - custom build)
- Importing SKP files to Blender
- Camera matching with fSpy and Blender
- Architectural animation - Reveal and section planes
- Area lights for interiors
- Profile-based modeling: Plaster molding
- Camera bind for animation
- Add a sky background using the Composite Editor
- Eevee mirror material
- How to save a view in Blender?

- Separating furniture models
- Using external references for architecture (Append and Link)
- Arch symbol: Doors
- Interactive modeling (Blender 2.92 - New feature)
- Rendering a floor plan in Blender
- Render region settings
- Eevee quick settings for interiors
- New snapping options (Perpendicular and center)
- NPR Effect for renders (Outline)
- Sun Light settings - Shadows
- Eevee DoF (Experimental build)
- Equirectangular render for interiors
- How to use displacement maps in materials
- PBR material settings
- HDR visibility controls for exteriors
- How to import SketchUp Files to Blender?
- Using IES Profiles in Cycles
- How to create an actual isometric camera in Blender?
- Editing the origin point for furniture models
- Depth of Field Effect on Interiors
- FOV settings for interiors
- Using cutout textures in Blender
- Architectural modeling - Using feet and inches in Blender
- Editing UV maps and adding textures to furniture models
- Using CAD tools to create walls in Blender
- Lighting methods - Comparing HDR and the BlackBody Node
- Choosing a radius for round-shaped walls
- Introduction to Geometry Nodes (2.92 Alpha)

What is Gumroad – Blender 3D Architect Pro?

Gumroad – Blender 3D Architect Pro includes a wide range of tutorials related to architectural modeling and rendering using Blender 3D. These tutorials cover various aspects of using Blender for architectural visualization and design. Some of the topics covered include modeling walls, using add-ons, texturing, lighting, camera setup, and many other techniques relevant to architectural projects.

These tutorials can be valuable resources for architects, 3D artists, and designers who want to learn how to leverage Blender for architectural visualization and modeling. They likely provide step-by-step instructions and tips for achieving specific results in Blender, making it easier for users to create realistic architectural scenes and animations.



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