



Blender Market – Procedural Building Generator v1.3

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To begin using this generator within a new project, you simply must add a style or templates out of the Asset Browser.

After you've done that, you are able to create the model just as you would with any other mesh. It will change dynamically so that you will always know what the building appears like. It is possible to work rendering the view if you like that! Here's a GIF to illustrate how simple the process of building is.

Transform models into structures

If you've got a small poly mesh, you could apply this modifier to it and have it interpreted as the construction.

It even adjusts to different roof designs!

Building styles are included

The generator has 5 different styles of the building which are also called asset packs. These are:

- Wooden style
- "Kowloon walled city" inspired style
- Half-timbered style
- Pueblo architecture style
- Swedish cottage style



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