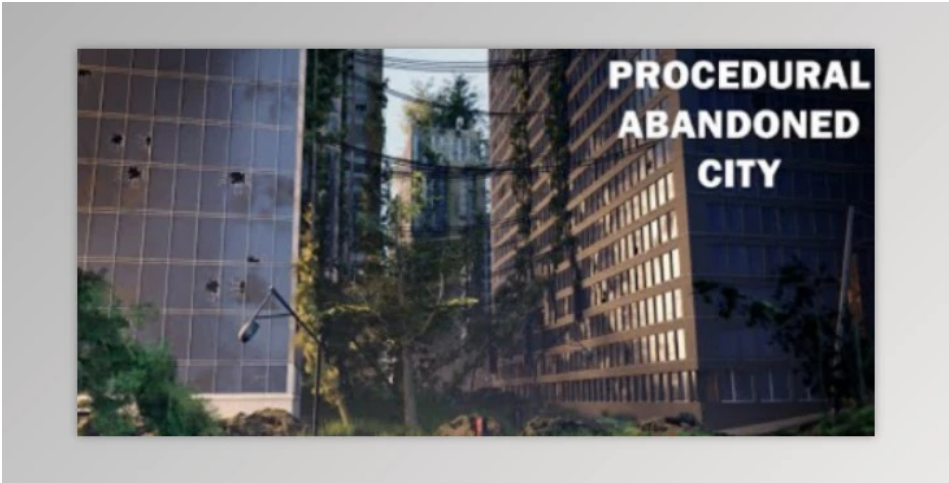


Blender – Abandoned City Generator – Geometry Nodes

2025-02-10 16:49:48 [label](#) [我要反馈](#) [下载页面](#)



Blender – Abandoned City Generator – Geometry Nodes: Introducing an Abandoned City Generator crafted using Blender 3.2's Geometry Nodes!

How to use procedural production techniques to create abandoned landscapes in large-scale environments in filmmaking?

You can use "Blender – Abandoned City Generator – Geometry Nodes".

Where can I download the product?

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

This generator simplifies parameter manipulation for seamless customization, including:

- Adjusting the size of the terrain and distance between roads
- Customizing the size and shape of buildings
- Controlling the quantity of trees, grass, and vines
- Scattering diverse objects throughout the city, such as cars, street lights, antennas, and more
- Incorporating an all-in-one factor for the degree of "abandonedness."

The project encompasses a comprehensive set of models featuring buildings, plants, and various city objects. This innovative tool empowers users to generate and tweak abandoned cityscapes with flexibility and precision effortlessly.

Utilizing Blender's geometric nodes, you can craft a versatile abandoned city generator to produce intricate urban landscapes imbued with post-apocalyptic ambiance.

Here's a step-by-step breakdown:

- **Foundation of the Cityscape:** Begin by sculpting the fundamental layout of the city using geometric nodes. This encompasses delineating streets, blocks, and assorted zones like residential, commercial, and industrial sectors.
- **Building Architecture:** Employ geometric nodes to formulate the structures and silhouettes of buildings. This allows for the creation of diverse building types, ranging from towering skyscrapers to humble residences. Inject randomness into parameters like height, orientation, and dimensions to evoke realism.
- **Manifestation of Decay and Ruin:** Integrate nodes to emulate the ravages of time and neglect on the cityscape. This involves infusing buildings with cracks, shattered windows, collapsed sections, and other indicators of decay. Procedural textures or displacement maps can be utilized to achieve this effect convincingly.
- **Verdant Overgrowth:** Imbue the cityscape with nodes to spawn vegetation and overgrowth, imparting a sense of reclamation by nature. This may encompass the proliferation of ivy, vines, shrubbery, and trees adorning buildings and thoroughfares. Vary the distribution and density of foliage to engender a naturalistic aesthetic.

What is an Abandoned City Generator?

The Abandoned City Generator is a tool developed using Geometry Nodes in Blender, a popular 3D modeling and animation software. Geometry Nodes is a powerful procedural modeling tool introduced in Blender, which allows users to create complex geometric shapes and structures procedurally, meaning they can be generated algorithmically rather than manually.

The Abandoned City Generator utilizes Geometry Nodes to procedurally create urban landscapes that resemble abandoned cities. It can generate buildings, streets, debris, and other elements typically associated with abandoned urban environments. Users can customize various parameters such as building density, layout, level of destruction, and more to create diverse and realistic scenes.



[去下载](#)

标签

Blender Market

Resources

平面设计

This tool is particularly useful for artists, game developers, and filmmakers who need to create abandoned cityscapes for their projects. By leveraging procedural generation techniques, it offers a flexible and efficient way to generate large-scale environments with intricate detail.



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次