



Blender Market – Auto-Building v1.2.6

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The Blender Market – Auto-Building compatibility and a new Preset is along with the introduction of the Auto-Building add-on. This add-on utilizes Blender's Geometry Node to facilitate the creation of diverse building structures effortlessly, even for users unfamiliar with Geometry Node.

How can users apply different building elements such as doors, windows, and panels to their project?

Users can use " Blender Market – Auto-Building" to design their projects.

Users can input various building elements such as doors, windows, and panels, which are procedurally distributed across a mesh to create detailed buildings.

"Blender Market – Auto-Building" Samples:

The add-on offers a user-friendly interface, allowing for easy customization and a balance between automation and manual control.

Special materials and attributes enable users to create intricate details such as holes in facades, roof tiles, ledges, and more. Additionally, the add-on includes sample buildings and an Auto-Base feature to kick-start building creation. The full version offers additional building styles and examples, enhancing the user's building creation experience.



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