



BlenderMarket - SceneCity 2.2.0

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**BlenderMarket - SceneCity 2.2.0:** Create extensive road networks and populate them with tens of thousands of buildings using a combination of procedural and manually crafted assets. Easily import the necessary assets with just a few clicks, assuming you've already downloaded them through Quixel Bridge. Tailor mesh LOD and texture resolutions to your preferences.

Define building parameters, such as floor size and number of floors, then effortlessly generate as many buildings as desired with a single click. Utilize Megascans assets for seamless procedural building generation, making the process both efficient and versatile.

Creating a 3D city manually is a time-consuming and challenging task

Traditionally, artists construct entire cities in 3D applications, which, while providing full control, demands considerable skill and an extensive amount of time. Additionally, modifying the city layout later can be a daunting endeavor.

Even with the use of tricks, shortcuts, and Blender features like particles or random mesh extrusions to speed up the process, the workload remains tedious. The outcomes may not always align with the envisioned quality because of the sheer volume of work involved. Blender, being a generic 3D application and not a specialized city builder, has its limitations.

However, with SceneCity, specific city-building capabilities are seamlessly integrated into Blender, revolutionizing the process and alleviating the challenges associated with manual city creation.



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