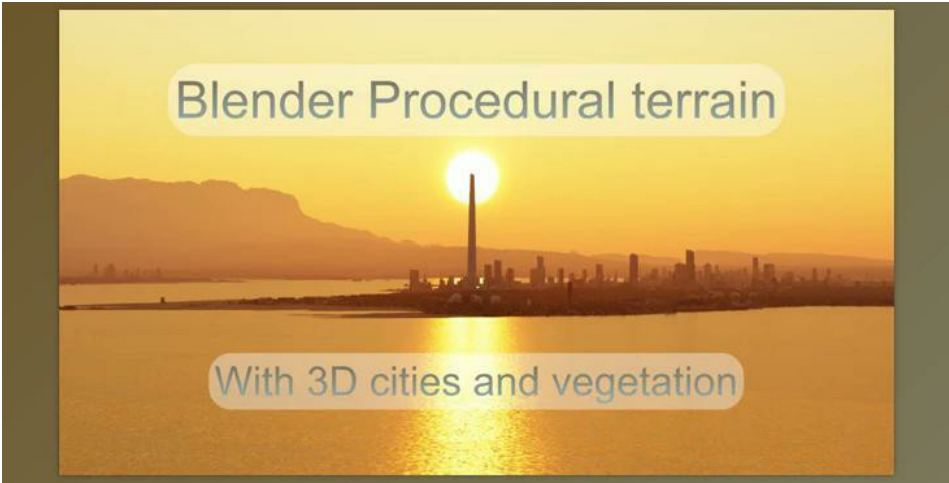




Blender Market - Large Scale Procedural Terrain Generator With 3D Cities And Vegetation

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Blender Market - Large Scale Procedural:

This Blender scene file provides a large-scale, procedural terrain generator for Cycles featuring detailed 3D nature and cities. Created using procedural noise for terrain and displacement maps for 3D structures and trees, the setup includes a fully textured environment with atmospheric effects, city lights for nighttime renders, and multiple biome options.

No extra plugins are required, and it gives a high level of customization thru seed parameters for specific manage over terrain functions. This scene is optimized for performance, designed for excessive-altitude renders, and suitable for various business and innovative functions.

- **Large Scale Procedural Terrain:** Includes continents, islands, mountains, rivers, oceans, and more (approx. 750km scale).
- **Adaptive Displacement:** Ensures high detail at low and high altitudes with optimized memory usage.
- **Biome Diversity:** Customizable biomes like forests, deserts, jungles, snow, beaches, and cities, ranging from villages to massive metropolitan areas.
- **Atmospheric Effects:** Includes night skies with stars, Milky Way, and city lights, with adjustable sunset and density for vibrant colors.
- **Seed Parameters:** Control over terrain features like mountain, desert, and city locations, allowing for complete customization.
- **Optimized Performance:** Designed for systems with at least 8GB RAM and 6GB GPU memory, with GPU and CPU rendering options.
- **Customizable Cities and Nature:** Detailed cities (commercial, industrial, historical districts) and nature (forests, fields, cliffs), with the ability to replace with custom objects.
- **Easy to Modify:** The terrain setup allows for seed animation and advanced users can bake setups for export or replace diffuse and height maps.
- **No Addons Needed:** Fully functional in Blender Cycles without external plugins.
- **Use Cases:** Ideal for game/environment design, concept art, VR, AR, animation, presentations, education, city and landscape studies, and film production.



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