



[Blender] Archipack PRO 2.6.0 (Blender 3.x)

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[Blender] Archipack PRO 2.6.0 (Blender 3.x): The most efficient workflow ever created Blender-Archipack was explicitly designed from scratch with speed in mind.
Create beautiful, detailed, and rich-in-data OpenBIM models with Blender.

Gfx plugin details of [Blender] Archipack PRO 2.6.0 (Blender 3.x)

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What's new in Archipack 2.0?

Based on research conducted in 1.4, I Refactored the main class nearly every object relies on, meaning that underneath, I could implement more robust and more user-friendly manipulators. It also allows walls to snap together and perfectly fit geometrically at intersections, even when not crossing at 90 degrees.

Ready to render isn't just a single word, and in 2. x, every object is UV unwrapped and uses a clever technique to alter textures randomly, so even with one tileable texture, you won't find two beams, planks, or steps of stairs with the same feature!

- Automated manipulation: the manipulators automatically are activated whenever you select an object
- Walls are built using presets systems, which permit precise control of each segment's exterior and interior materials. And they are now perfectly matched with the roof.
- Every object has an easy-to-use material assignment for every piece by providing a full drop-down menu with the material name.
- Improvements to managing library materials allow you to save and replace items in libraries and the ability to support multiple libraries.
- The window is slightly tuned, with joints and frames between glass panels, supports for hanging windows, and a curtain generator.
- Step and Sill support doors, now material assignment to allow glass panels.
- Add Geographical sun with 350 cities around the world (extendable)
- Add Volume/Area 2D object, which computes the numbers (and updates in real-time when manipulating walls around it).
- Add a Beam object, which can define a profile by the user.
- Support for internationalization.

As well as many bug fixes / other enhancements.

- Ease of Use
- Blender-Archipack is based on concepts that are simple and simple to learn.
- Editing in real time
- Blender-Archipack has a live editor on screen for faster, more intuitive management.
- No design constraints
- Complete control over created objects at any given time, down to tiny specifics.
- Architectural primitives
- Blender-Archipack is a collection of architectural primitives with parametric properties.
- Wall, Door, Window, Slab, Fence, Stair, Floor, Roof, Truss
- Kitchen generator, Molding, Blind, Beam, Measure, Custom wall/hole/doors/windows, 2d Sections



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- Moldings, floors, and single-click flooring
- Auto-manipulate the selection of objects
- Draw on walls using a slender pencil.
- Wall auto-snap
- Comprehensive material index assignment
- UV ready, with randomness to provide virtually endless patterns using one pattern
- Don't forget to donate library materials
- 2D to 3D, including polygon detection as well as advanced curves with offset and boolean
- Export 2d as SVG
- Tools to export data for game engines
- Terrain primitive, including earthworks and roads



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