



Blender 3D Architecture, Buildings, and Scenery

Allan Brito

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Blender 3D Architecture, Buildings, and Scenery Allan Brito

The book consists of a lot of exciting examples, which are shaped using the various features of Blender. It consists of step-by-step instructions leading you to realistic models of buildings, landscapes, and more. A collection of amazing screenshots will add up excitement to your learning experience. You can build realistic 3D models that can be used while creating different animation projects. The printed version of the book is in black and white, but a full color version of the images is available for download here. The eBook version, available from Packt, is in full color. This book is for architects, game designers, artists, or movie makers who want to create realistic buildings, interiors, and scenery using Blender 3D, a free, open-source graphics tool. This book is not a general introduction to Blender, but focuses on developing expertise on the architectural aspects of the tool. Readers need not have prior knowledge of Blender.

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