



Blender 3D Architecture, Buildings, and Scenery: Create photorealistic 3D architectural visualizations of buildings, interiors, and environmental scenery

By Allan Brito



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Editorial Review

From the Publisher

DETAIL

This book will show you how to create realistic architectural models in Blender. Blender is an open-source 3D animation program released as free software. It can be used for modeling, texturing, skinning, animating, and so on. It runs on all the important operating systems (including Windows, Mac, and Linux).

You can create natural scenery, landscapes, plants, various weather conditions, environmental factors, building materials such as wood, metal, brick, and more. You will also learn how to add people to different scenes as well as other objects to an already existing photograph or a video making it easier to increase its realism.

You will see how to use the final models to create simpler scenes for use in 3D games, where real-time rendering is necessary. You will also see how to use them to create the sets for animated movies.

Approach

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.

About the Author

Allan Brito is a Brazilian architect, specialized in information visualization, who lives and works in Recife, Brazil. He works with Blender 3D to produce animations and still images, for visualization and instructional material. Besides his work with Blender as an artist, he also has wide experience in teaching and researching about 3D modeling, animation, and multimedia. He is an active member of the community of Blender users, writing about Blender 3D and its development for websites in Brazilian Portuguese (<http://www.allanbrito.com>) and English (<http://www.Blender3darchitect.com> and <http://www.Blendernation.com>). To know more about the author, visit the website <http://www.Blender3darchitect.com>, where he covers the use of Blender and other tools for architectural visualization.

Users Review

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