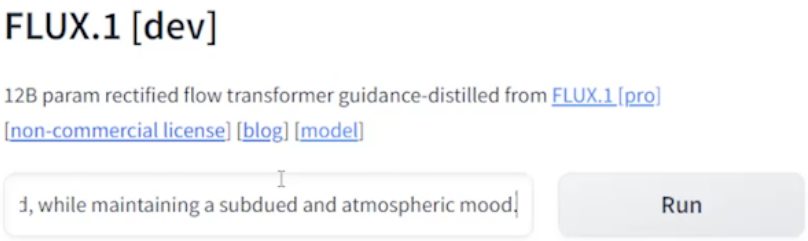
Step-by-Step Guide to Import Image Planes and Apply Textures in Blender

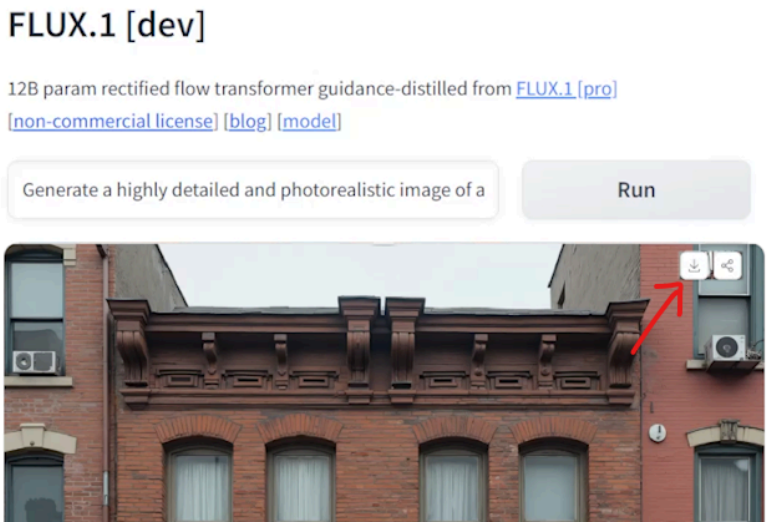
Step 1: Prepare Images

- Use FLUX to generate an image, Use your own prompt or modify mine
- **Link:** https://huggingface.co/spaces/black-forest-labs/FLUX.1-dev

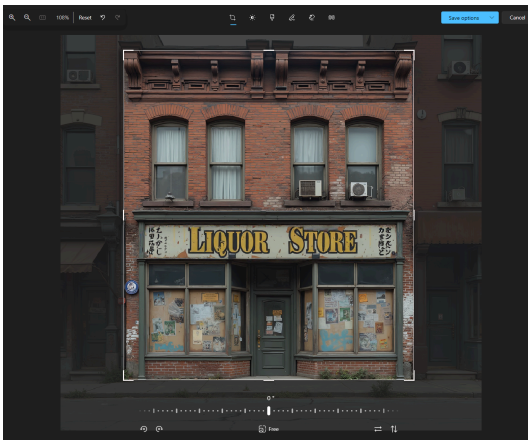


"Generate a highly detailed and photorealistic image of a full, old, weathered urban building in a gritty, neglected neighborhood. The building should be a two-story structure, fully visible from top to bottom and across both sides, centered in the frame and viewed straight on, with the camera aligned perpendicular to the building's facade. The building has a historic, worn brick exterior showing signs of heavy wear and decay, such as chipped paint, crumbling masonry, and rusted metalwork. The facade should be completely unobstructed, with no awnings, balconies, or any other elements that block the The storefront on the ground level features large windows, uncovered and fully visible, heavily obscured by layers of posters, stickers, and graffiti that have accumulated over the years. The signage above the store is faded, with missing letters and signs of neglect, possibly including flickering neon lights or weathered painted text, hinting at its former vibrancy.Above the store, on the second floor, the windows are fully visible with no balconies or other obstructions. Include mismatched air conditioning units protruding from the windows, and some windows may have boarded-up panes or curtains haphazardly draped. The roofline should be visible, showcasing old, rusted gutters, chipped cornices, and possible signs of water damage. The building's sides should be partially visible, revealing additional signs of decay, such as faded advertisements, graffiti, and possibly fire escape ladders with peeling paint.The entrance to the store is uncluttered, with the sidewalk in front cracked, showing weeds growing through the gaps, and the curbside has litter, including crushed cans, cigarette butts, and random debris. The storefront itself should not have any awnings or structures that obscure its view.The building should also feature intricate details like rusted fire escapes on one side, broken or missing tiles on the storefront, and old street signs that have faded or been defaced over time. The atmosphere should evoke a strong sense of urban decay, with an overall feeling of abandonment or struggle, enhanced by the muted, weathered color palette.For the lighting, use soft, diffused daylight to minimize harsh shadows. The light source should be indirect, as if filtered through an overcast sky or diffused by surrounding buildings, creating a consistent, flat lighting across the scene that brings out all the details without strong contrasts. This lighting should ensure that every texture and detail of the entire building, from top to bottom and across both sides, is visible and well-defined, while maintaining a subdued and atmospheric mood."

- Save your generated image

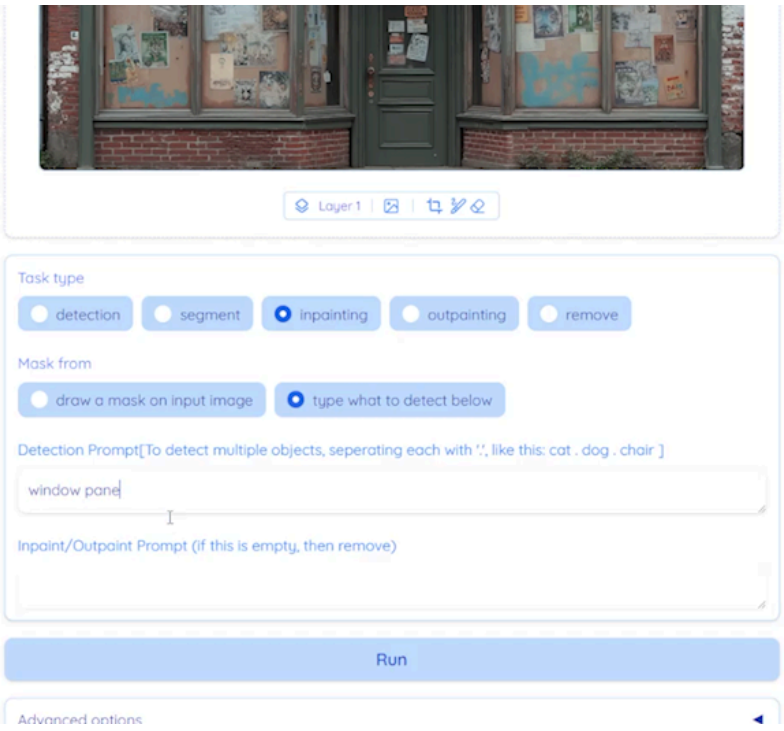


- Crop your front-facing image so it's just the facade

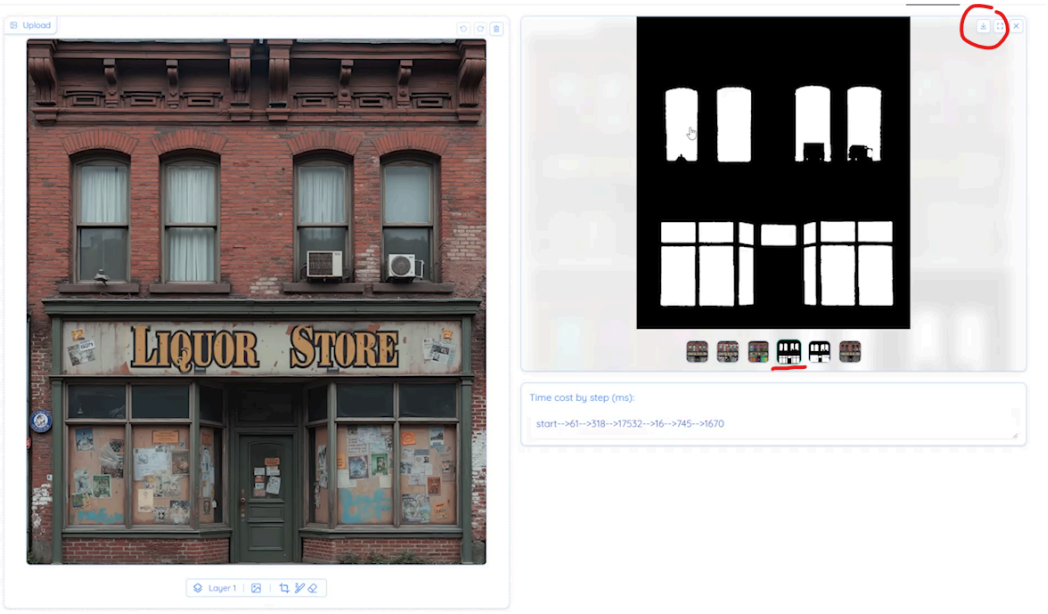


Step 2: Segment and Prepare Images

- Use the Grounded Segment Anything tool on Hugging Face to generate a window mask, make sure to check “inpainting” and “type what to detect” then use a prompt like “window pane”.
- **Link:**https://huggingface.co/spaces/yizhangliu/Grounded-Segment-Anything

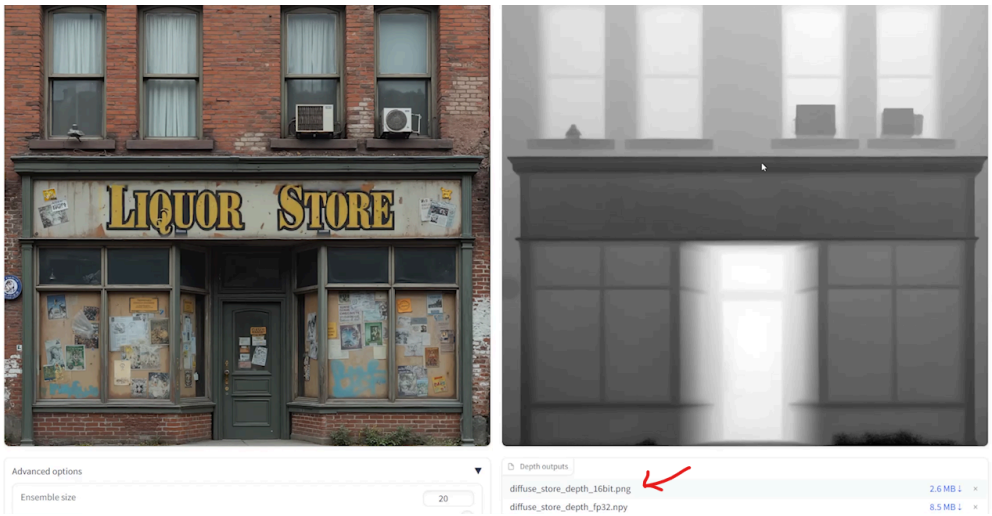


- Download the black and white mask image



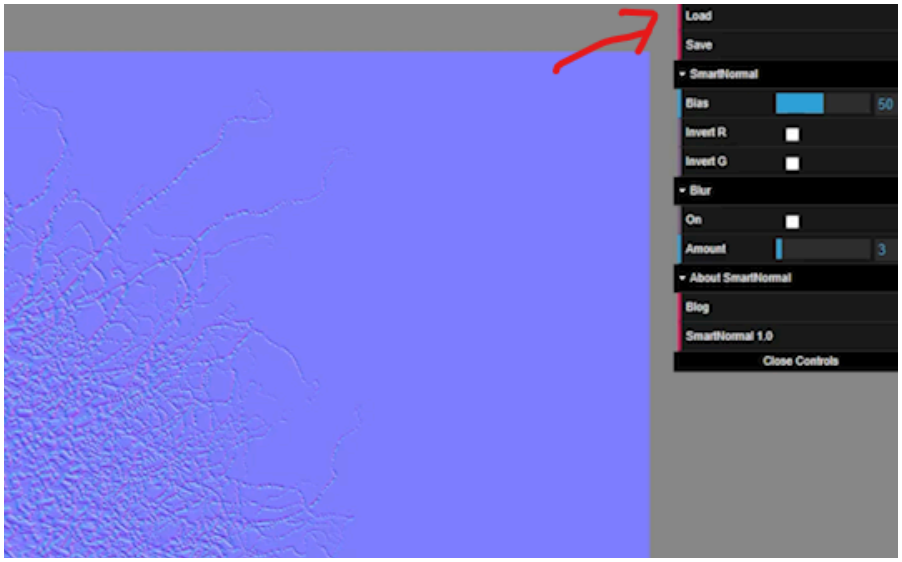
Step 3: Create Depth Maps

- Generate detailed depth maps using the Marigold tool on Hugging Face and download the black-and-white depth map.
- **Link:**https://huggingface.co/spaces/prs-eth/marigold



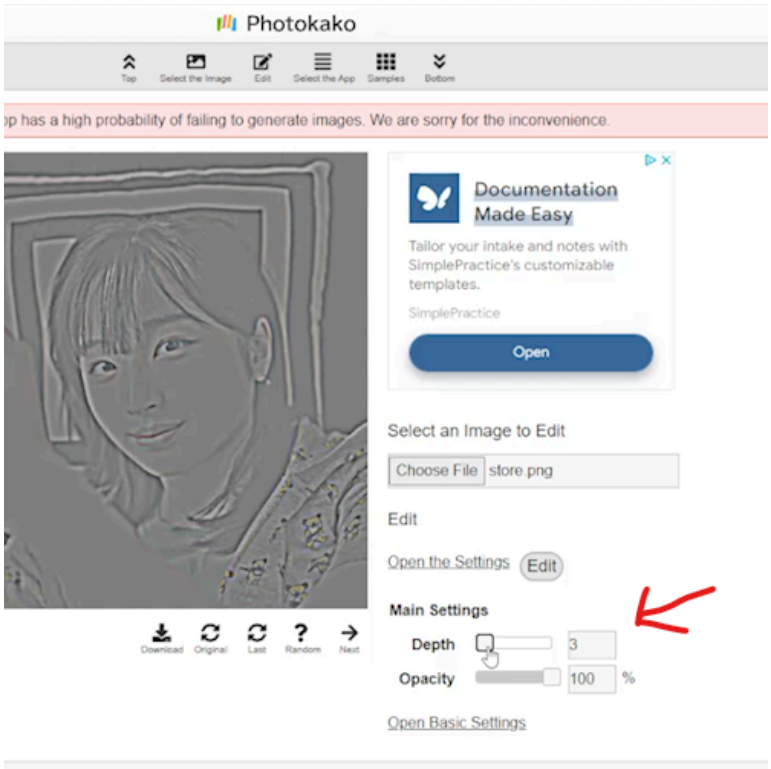
Step 4: Generate Normal Maps

- Upload your image to the Smart Normal site to generate a normal map.
- **Link:** [Smhttps://www.smart-page.net/smartnormal/art Normal](https://www.smart-page.net/smartnormal/art Normal)



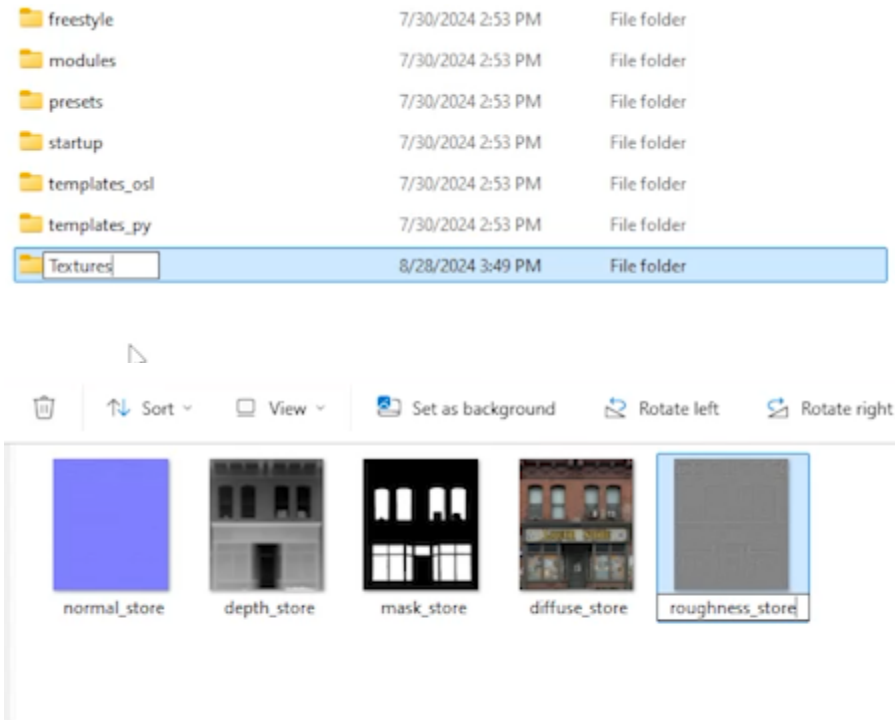
Step 5: Convert Images for Depth Maps

- Use Photo-Kako to get a roughness map, adjust depth settings to around 3.
- **Link:**https://www.photo-kako.com/en/hpf/



Step 6: Setup Project Folder

- Make a new folder named “Textures” Upload all images to the folder and make sure to add “normal” “depth” “mask” “diffuse” and “roughness” to the title for the add-on to work.



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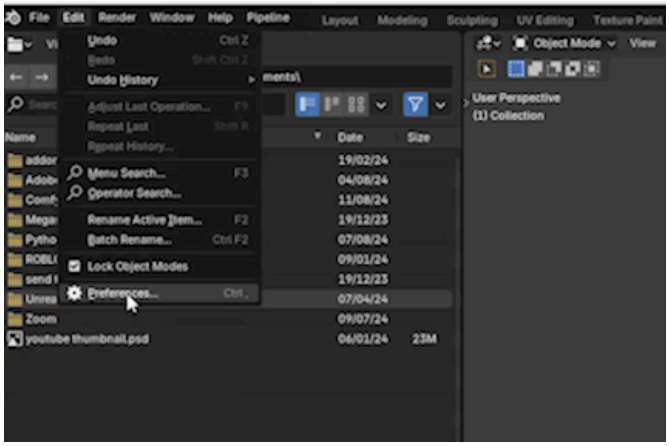
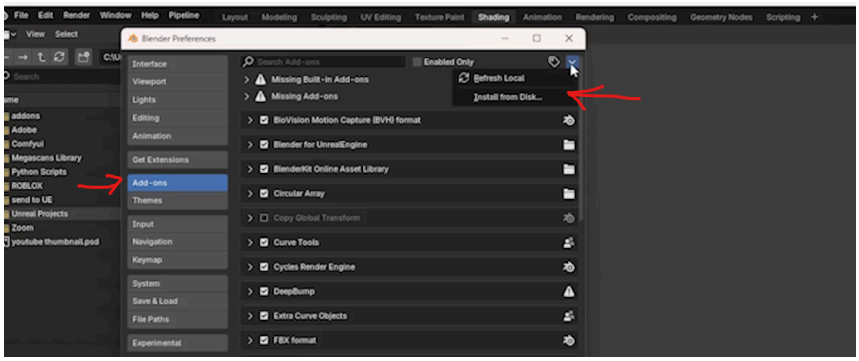
Step 7: Open Blender Preferences

- Open Blender, Navigate to 'Edit' on the top menu, and select 'Preferences' to open the Blender Preferences window.



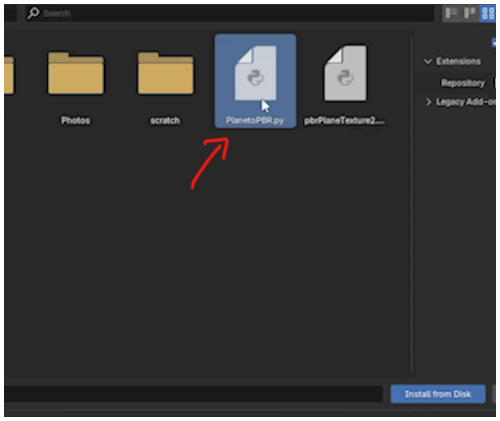
Step 8: Access the Add-ons Tab

- In the Preferences window, click on the 'Add-ons' tab then Install from disk.



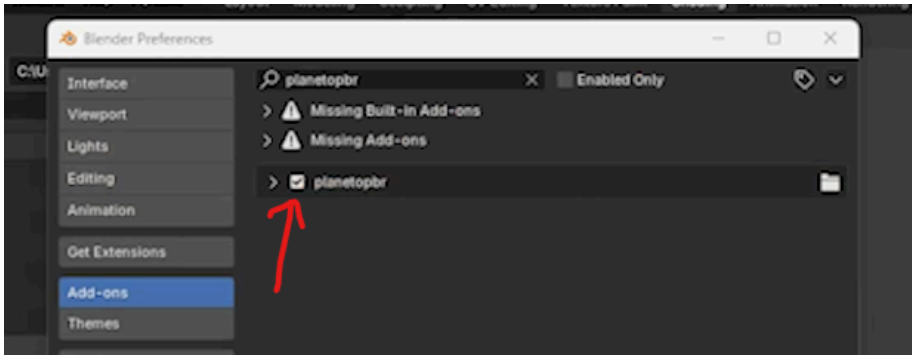
Step 9: Install Add-on

- Navigate to the PlanetoPBR.py file you downloaded.



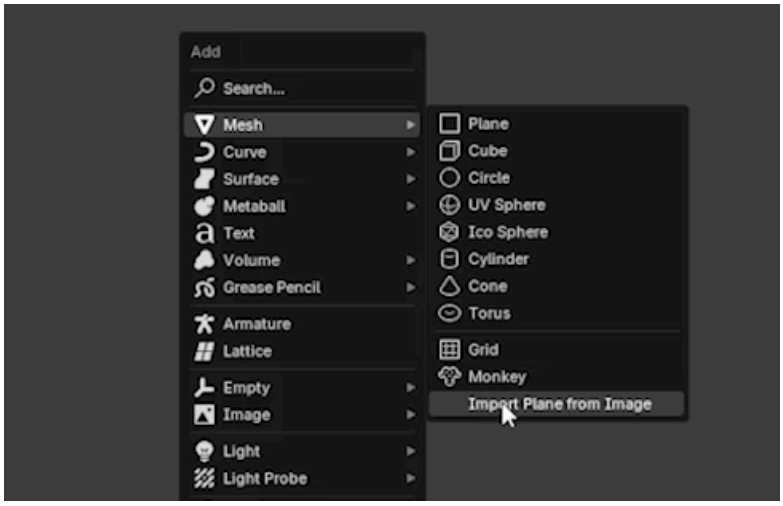
Step 10: Locate and Install the Add-on File

- Make sure the add-on is checked on in Blender.



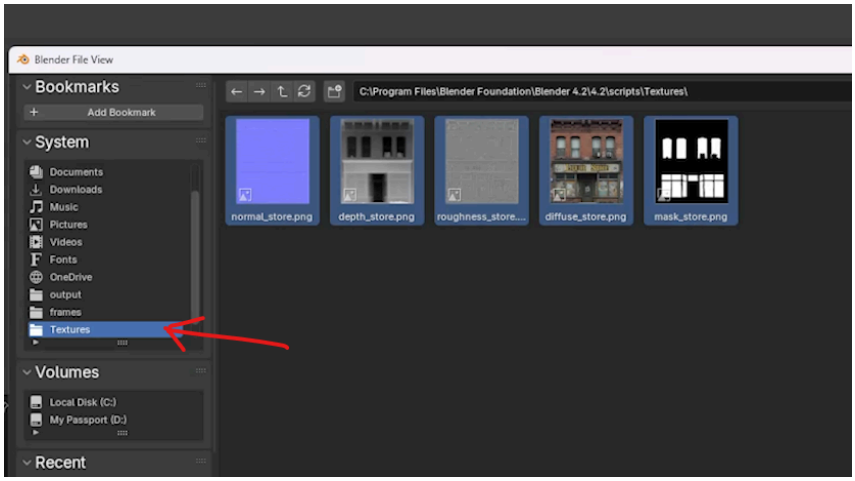
Step 11: Import Image as Plane

- With the add-on enabled, go to the 3D Viewport, press 'Shift+A' to add a new object, and select 'Image' then 'Import Plane from Image'.



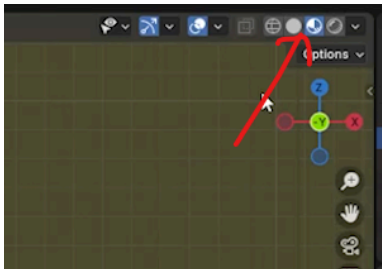
Step 12: Locate Image Files

- Navigate to the folder where your image textures are stored and select all the files.



Step 13: Position and View the Imported Plane

- Check that the textures are all there in the material view.



Step 14: Adjust modifiers

- In the Modifiers Editor make any adjustments to the subdivisions and the displacement scale.