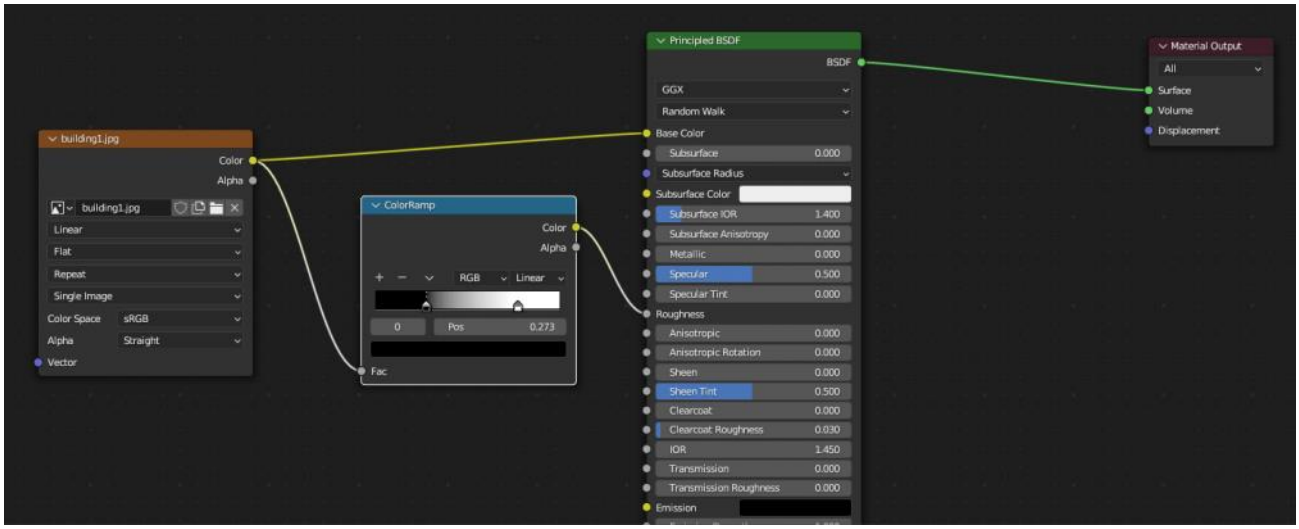
City - OSM

2 de julho de 2023 15:52

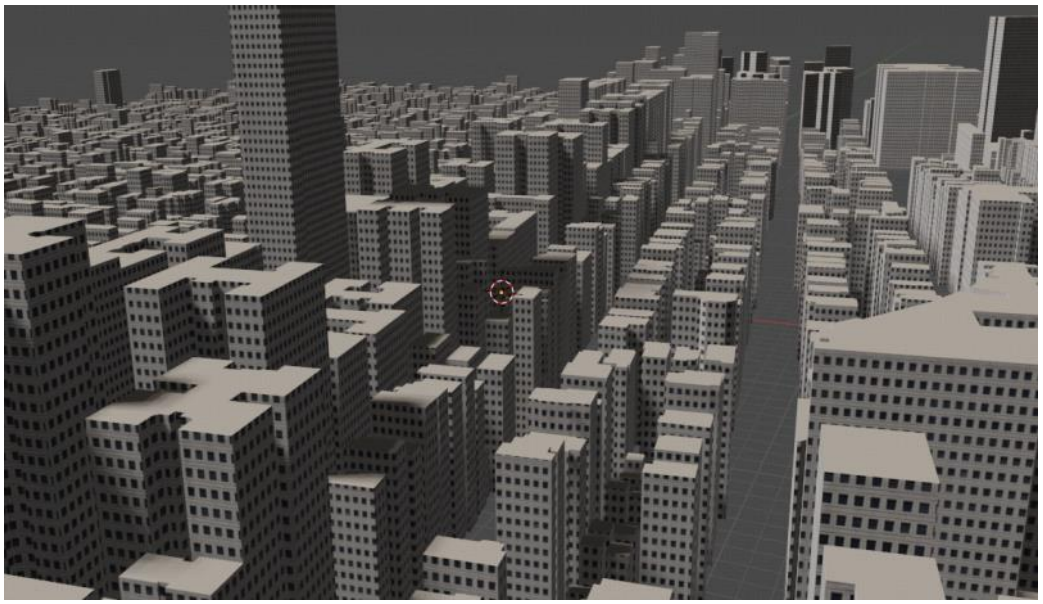
OSM Blender Plugin

Import some random place

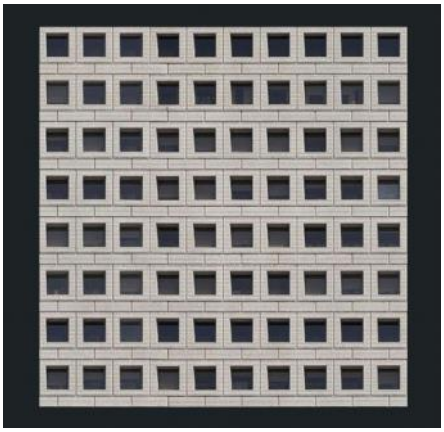
Affy textures



⇒



Texture scaled on the UV Editor



[Alt + A + U + C]

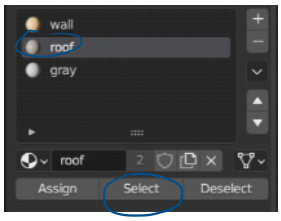
↓

Quick UV Wrappings

Create any City in Blender in 20 Minutes

2º Try

Map Bora Account



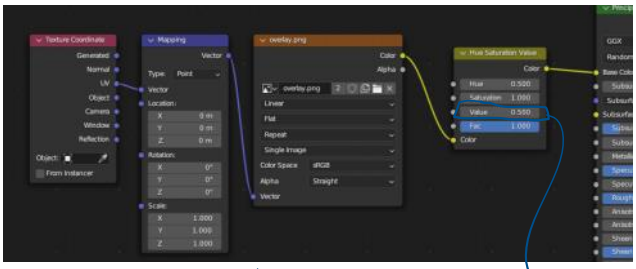
+ Y + P → Separate by selection

⇒

→ Buildings

→ Roofs

CTRL + T with BSDF to add the texture



↳ layered

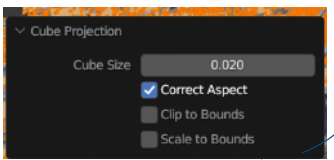
Delete the UV maps of both buildings and rooftops

Roofs ; Tab (edit mode) ; A (select All)

+ U + Project from view (Bounds)

UV unwrap (Buildings)

↳ Alt + A + U + C



Scale it in the UV Editor.

↳ actually, I did not do this

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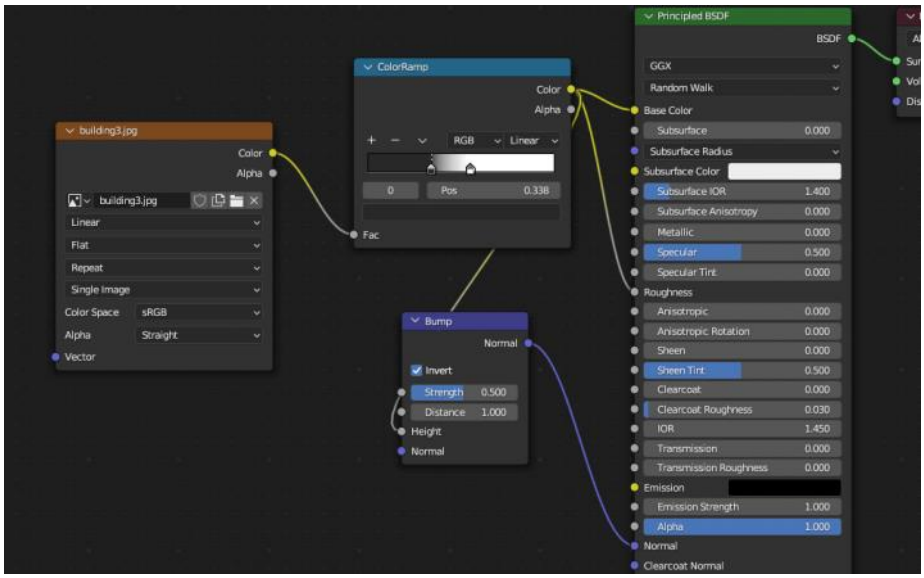
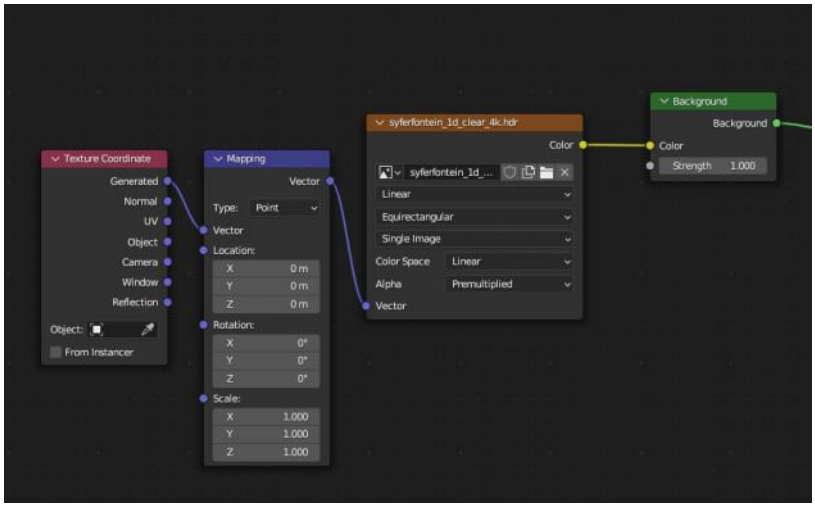
↳ actually, I did not do this

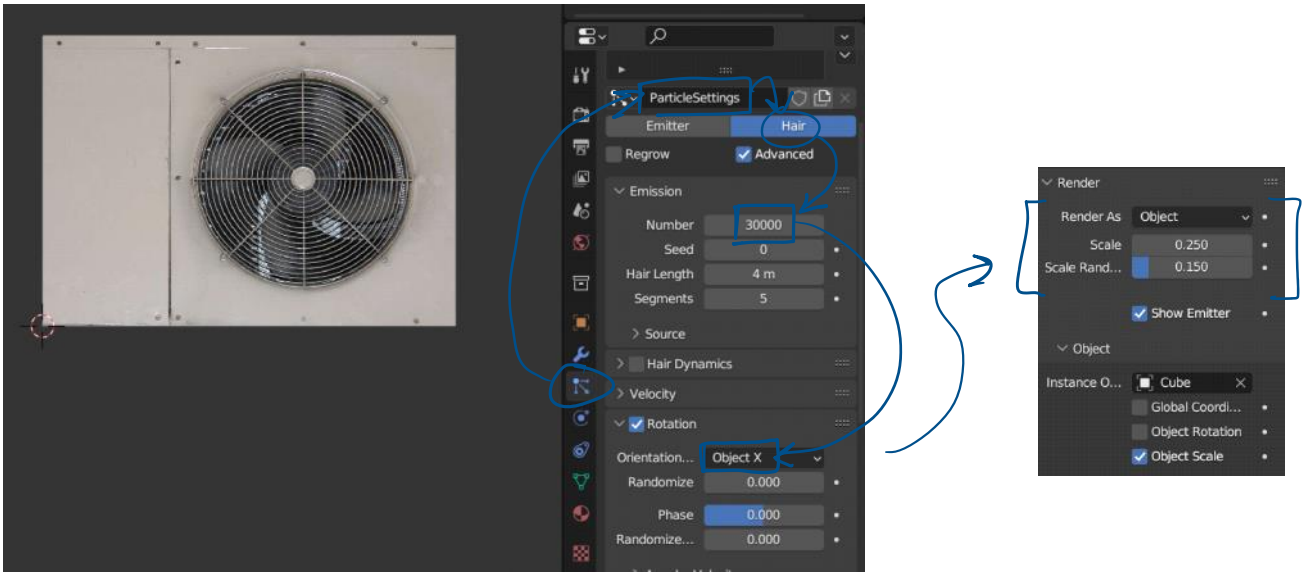
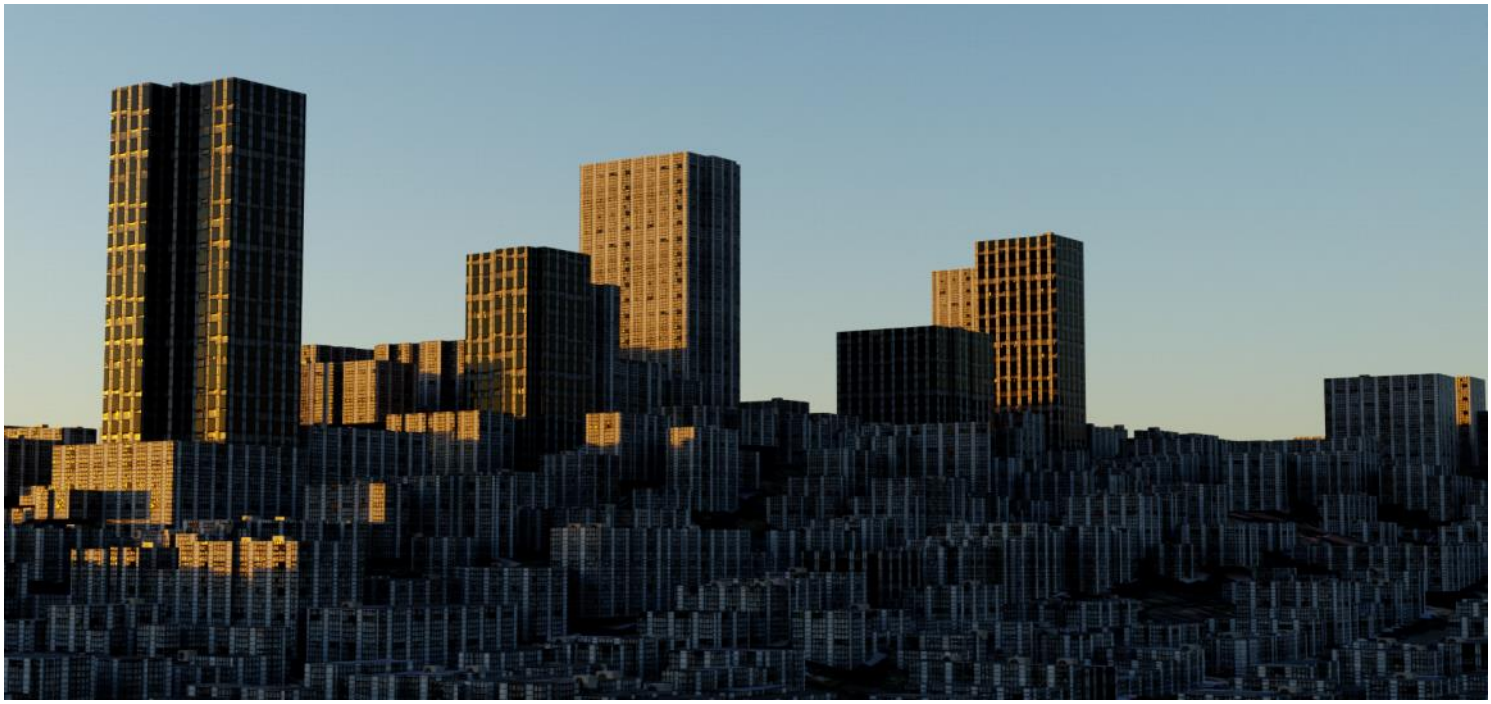
Texture / Shading (window):



HDR for background:



ACs (roof details):


ParticleSettings
Emitter
Hair
Regrow
Advanced
Emission
Number
30000
Seed
0
Hair Length
4 m
Segments
5
Source
Hair Dynamics
Velocity
Rotation
Orientation...
Object X
Randomize
0.000
Phase
0.000
Randomize...
0.000
Render
Render As
Object
Scale
0.250
Scale Rand...
0.150
Show Emitter
Object
Instance O...
Cube
Global Coordi...
Object Rotation
Object Scale