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## SceneCity Pro V1.5.0 For Blender 2.8 Free

Description: SceneCity Pro Blender 2.8 / v1.5.0 [scenecitypro.blender.org](http://scenecitypro.blender.org) Feature list: Automatic generation of a city. discover the different types of layouts. Import a PSD file and use the settings of it. It is the first scene maker for creating an entire city on the scene and instantly exporting a finished city. Full manual on how to use SceneCity Pro. How to use SceneCity Pro: SceneCity Pro has a lengthy help system to guide you through each step from how to load settings to how to render a city. Official help on GITHUB: [Spent](https://github.com/SceneCityPro/SceneCityPro):

[scenecitypro.blender.org/en/dev/user\\_manual.html](http://scenecitypro.blender.org/en/dev/user_manual.html) Scenecity:

[scenecitypro.blender.org/en/dev/project\\_scenecity.html](http://scenecitypro.blender.org/en/dev/project_scenecity.html) For more information, visit Screenshots: SceneCity Pro Blender 2.8 settings etc...

Tutorial: For more details visit: [Feb 17, 2020](https://www.youtube.com/watch?v=17Feb2020) While its very easy to make a standalone scene you can also do the same thing within Blender, it all depends on the size of your project. If its not too big then you can do it all in Blender its is very powerful as well as its free. If you are looking for a Blender add-on that lets you make your own place then you should definitely try SceneCity. Here is what I did: I created a scene with just a grass area and a play a building. Make sure that the make building uses the right path. This is how

I added the scene to the scene. At this point you could scale it up or down by clicking on the rotation/scale option in the properties tab. If you want to change the size of the city its really easy. All you have to do is move the city to the place you want in the scene. In the example below its very easy. So just move it to the location that you want. And you can change the location of the building, scale it and rotate it. SceneCity comes

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# Download



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