



## Gumroad – Architectural Design for Film

2025-02-10 17:04:27

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**Gumroad – Architectural Design for Film:** In this video, I'll demonstrate how I developed the Architectural Environment for a film using 3D and 2D techniques.

### How to turn the architectural environment into a movie using 3D and 2D techniques?

You can learn 3D conversion techniques through the Tutorial "Gumroad - Architectural Design for Film".

### Where can I download the product?

After subscription, You can download it for free from here.

We'll first create an initial 2D sectional sketch in response to a request and then convert it into a 3D program to construct the foundation of our ultimate Concept Sketches.

### Subjects discussed

- Translating ideas into 2-dimensional cross-section (Procreate)
- 2D Cross-sections to the an initial 3D model (Blender)
- Final 3D model overview (Blender)
- Timelapse: Painting in 3D (Procreate)
- Close thoughts

### What can you expect to get?

- More than 45 minutes of video content narrated by me detailing my process for creating an architectural environment for film
- Additional 3D painting over timelapse
- Final Concept Sketches are available in JPG format

### Who does this code serve?

- Creatives who are interested in the design of architectural spaces and environments
- Creatives and Designers seeking to increase their expertise in digital image-making workflows

### Tools Used

- iPad Pro + Procreate + Apple Pencil
- Blender
- (This tutorial could also be used in 3D software like Rhino, Sketchup, 3ds Max, etc. Alternate digital paint programs, such as Adobe Photoshop and Infinite Painter, may be utilized.)

### What should I know before I can begin?

- Some experiences with digital image-making workflows
- A basic understanding of digital painting programs, like Procreate, Photoshop, etc.
- Basic knowledge of using an equivalent drawing tablet or device (Wacom tablet, iPad Pro, etc.)
- Basic understanding of 3D modeling software

### What is Architectural Design for Film?

Architectural design for film refers to the process of creating and designing physical or digital environments that serve as



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settings for scenes in movies, television shows, or other visual productions. This field involves a collaboration between architects, production designers, and filmmakers to bring the visual aspects of a story to life. The goal is to design spaces that not only fulfill the practical needs of the narrative but also contribute to the overall aesthetic and atmosphere of the film.



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