BlenderQ Documentation

Release 1.0.0

AO Labs

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CHAPTER 1

Overview

BlenderQ is a super-simple Python program that provides a UI for rendering multiple Blender files, one after another. It is absolutely barebones, so don't expect any bells and whistles. Just queue up Blender Renders and go get a beer.

Oh, Did we mention that it's free?

CHAPTER 2

Platform Support

BlenderQ is tested on Ubuntu 16.04, but the implementation should be compatible with any OS compatible with Blender.

Documentation

Documentation available at ReadTheDocs

Issues

Please report any problems on Github

CHAPTER 5

License

BlenderQ is licensed under the Apache2 license. For further details, please refer to the LICENSE file.

Contact

For any concerns, please reach out to aostreetart9@gmail.com

6.1 Installing BlenderQ

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6.1.1 Dependencies

Ensure that you have the dependencies installed with:

```
sudo apt-get install git python3 python3-tk
```

for Debian based systems (Ubuntu, Debian, etc), or

```
`sudo yum install git python3 python3-tk
```

for Redhat and CentOS.

Other operating systems will need to install Git, Python, and Tkinter per their individual instructions.

6.1.2 Getting BlenderQ

Using a terminal or git bash:

```
git clone https://github.com/AO-StreetArt/BlenderQ.git
```

And execute BlenderQ with:

```
python3 blenderq.py
```

6.1.3 Configuring BlenderQ

Before using BlenderQ, we have to tell it where to find the Blender executable.

Open the text file, 'config.ini'. Change the 'blender.location' value to the location of the executable on your computer.

6.1.4 Next

Now that you've got BlenderQ installed, go ahead and check out the *Use Page*
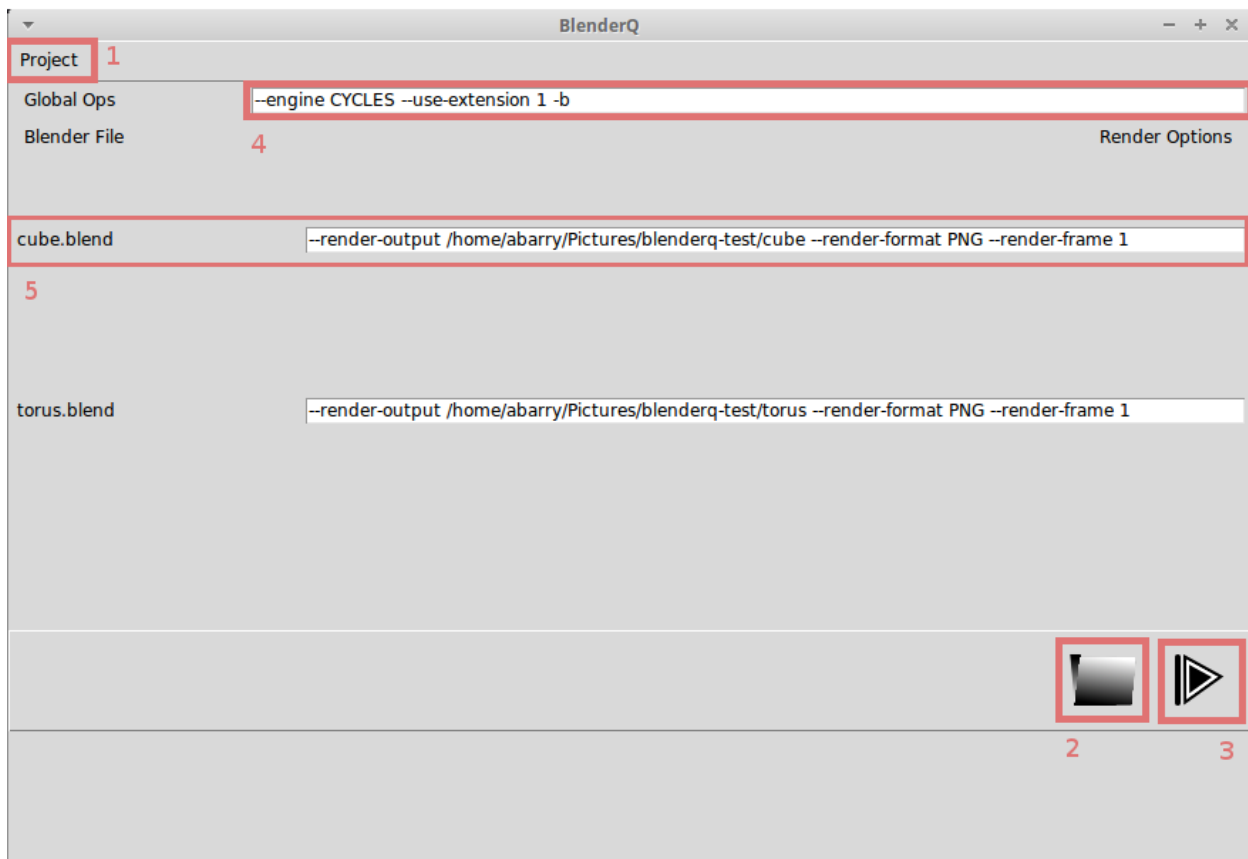
6.2 Using BlenderQ

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6.2.1 The UI

The BlenderQ UI centers around the File List, which displays all the files to be rendered.

For each file in the file list, BlenderQ will call blender and pass in the file specified. It will also pass command line arguments, which can be defined globally or per-file.

1. Project Menu - Contains options for managing your project. These include:

    a. New - Create a new Project (resets the UI and removes all files)

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    b. Load - Load a Project File (stored in JSON)

    c. Save - Save the current state of the application as a Project File

    d. Exit - Exit the application

2. Find Blender Files - Opens a file dialogue which lets the user choose the .blend files to render

3. Run Runders - Executes renders for all of the files currently in the list

4. Global Ops - Global command line arguments for Blender

5. File List Entry - Line in the File List, in which we can specify command line arguments specific to each file.

6.2.2 How to Use It

The basic workflow for BlenderQ is:

1. Use the 'Find Blender Files' button to pull as many files as desired into the file list. We can do this multiple times to load files from different folders into the same BlenderQ project.

2. If desired, update the command line arguments

3. Hit the 'Run Renders' button, and go get a coffee

4. Labels in the file list will turn green for successful renders, and red if any errors are reported

When you're done, you can save your BlenderQ project to a json file with the 'Save' option in the Project Menu. Then, if you want to re-run the renders, you've still got them ready to go.

6.2.3 Command Line Arguments

The config.ini file offers two different options to reduce time spent updating command line arguments:

1. blender.hidden_ops - The default global command line arguments

2. blender.default_ops - The default individual command line arguments

Either of these can be updated in the config.ini file. Then, restart BlenderQ and the new values will become the defaults.

For more information on Blender command line arguments, please see https://docs.blender.org/manual/en/dev/render/workflows/command_line.html

6.3 Developer Notes

- BlenderQ uses the subprocess module to start Blender in a shell on a separate process
- PRs, Bug Reports, Feature Requests, etc are always welcome
- Please see the CONTRIBUTING.md file in the repository prior to submitting any changes