User guide

Doc_scenes

Developed by Antonio Vazquez

Addon to generate documentation in html format for .blend files, including storyboards, images and linked files.

Blender addon

Contents

1. Introduction

This document describes the use and installation of the *doc_scenes addon* for Blender.

This addon is designed to generate documentation***** of blend files in html format, allowing to share the information with users without access to Blender, export the information to web servers or review from mobiles or tables.

The documentation includes the following sections.

- **Blend information:** Information about blender name, scene , render engine, defined render size, start frame, end frame and frames per second.

- **Render examples:** Image for all slots renders generated. If the documentation is generated without rending anything, the addon will try to render a OpenGL in slot 8 and include it in the documentation.

- **Stroryboard:** Include a opengl image thumbnail of each keyframe defined in the blend file for the scene. There are several format options.

- **Images:** List of images used in the blend file. This table include all images used (packed, unpacked or linked).

- **Links:** List of all link files in the blend file.

These sections can be enable or disabled by the user.

*The documentation has been tested in mobile phones and Ipad.

1.1. License

This addon has been developed by Antonio Vazquez (antoinioya) with the following license:

```
***** BEGIN GPL LICENSE BLOCK *****
#
#
# This program is free software; you can redistribute it and/or
# modify it under the terms of the GNU General Public License
# as published by the Free Software Foundation; either version 2
# of the License, or (at your option) any later version.
#
# This program is distributed in the hope that it will be useful,
# but WITHOUT ANY WARRANTY; without even the implied warranty of
# MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
# GNU General Public License for more details.
#
# You should have received a copy of the GNU General Public License
# along with this program; if not, write to the Free Software Foundation,
# Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.
#
# ***** END GPL LICENCE BLOCK *****
```
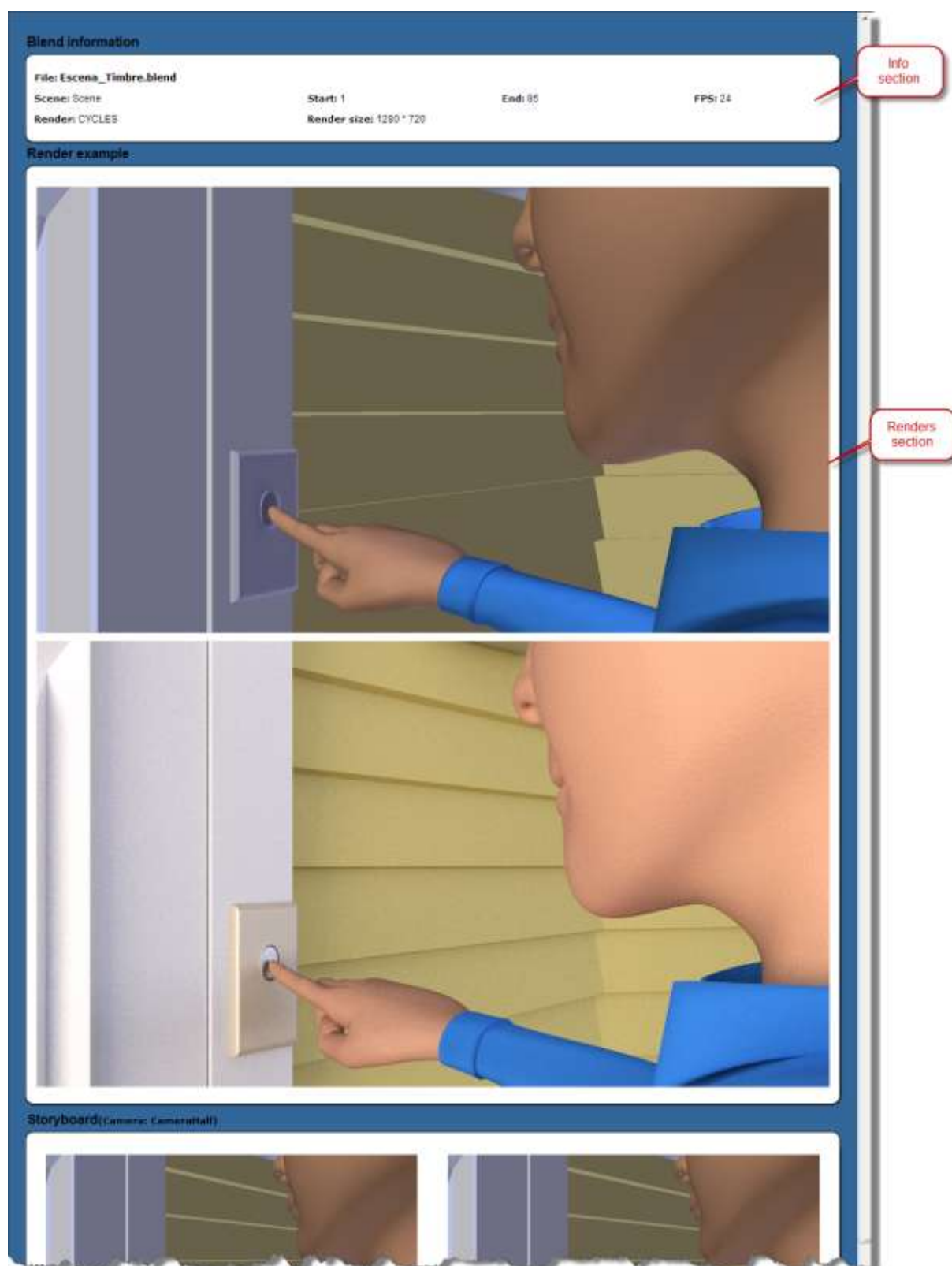
1.2. Example html output page
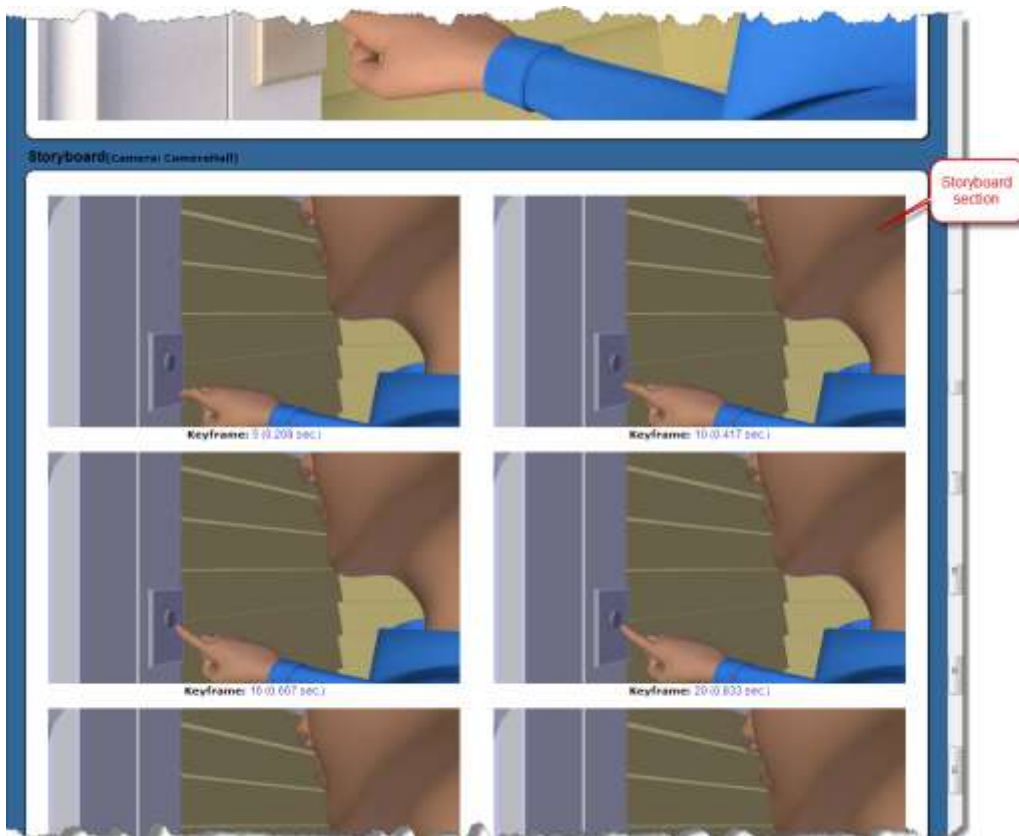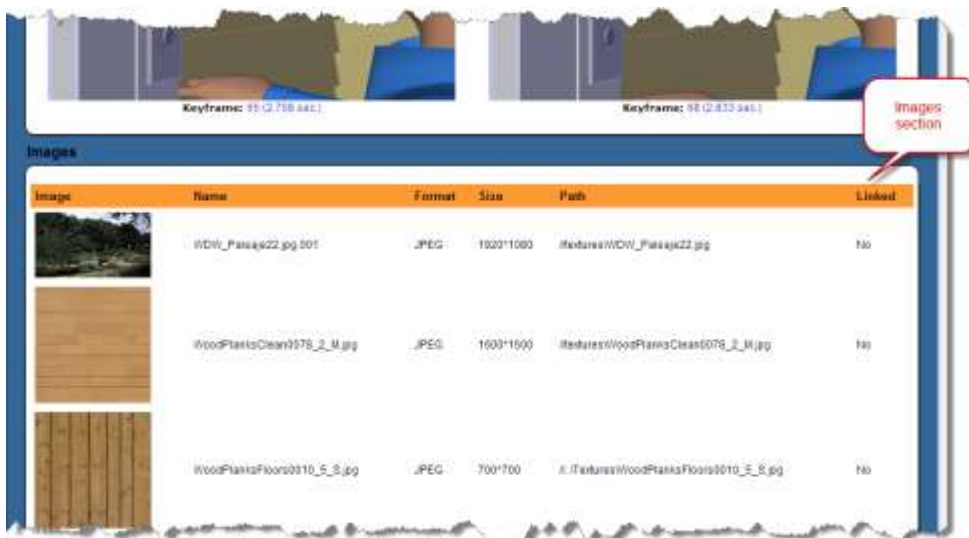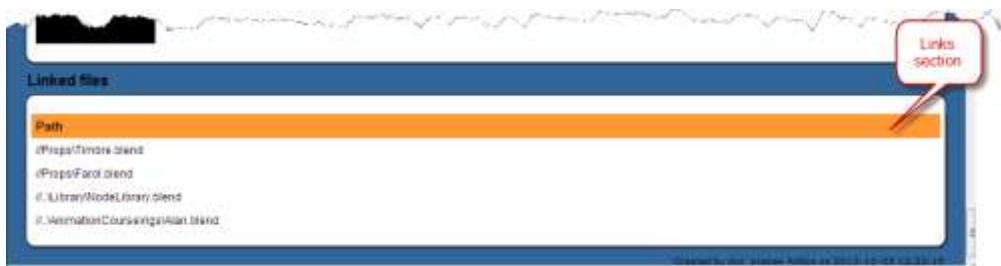

Image 1

Image 2

Image 3

Image 4

1.3. Installation

To install addon, download the zip file and follow the next steps:

Start Blender and select **File>User Preferences option.**

Image 5

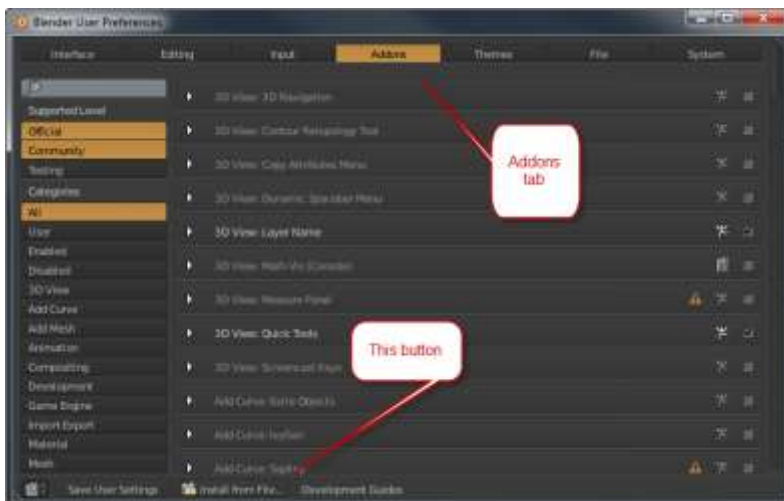In the user preferences screen, select Addons tab and press **install from file** button.

Image 6

Locate and select the **doc_scenes zip** file and press **install from file** button.
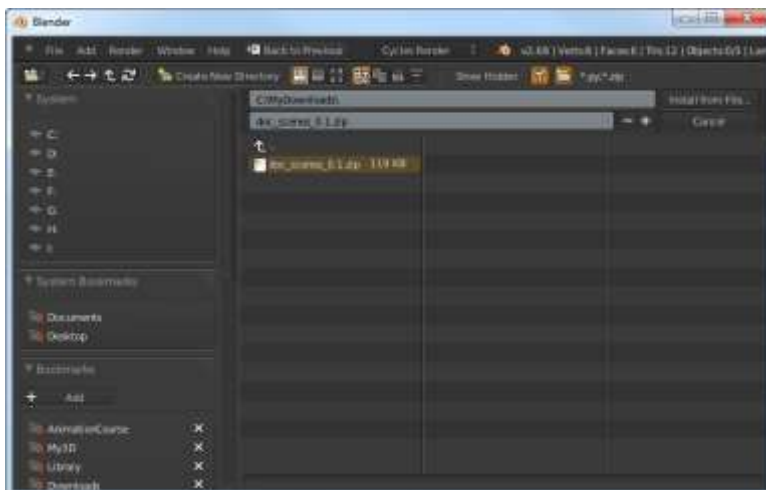
Image 7

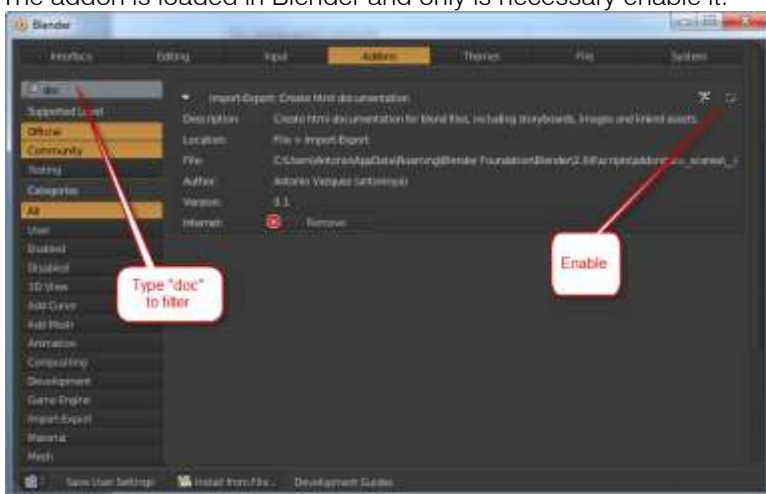The addon is loaded in Blender and only is necessary enable it.

Image 8

Now, if you select the export menu, you will see a new option.

Image 9

2. Using addon

The use of the addon is very simple.

Open a blend file and select one scene.

Image 10

Now select, **File>Export>Create html documentation**.

(if you can't see the option in export menu, review image 8 in installation section of this guide.)
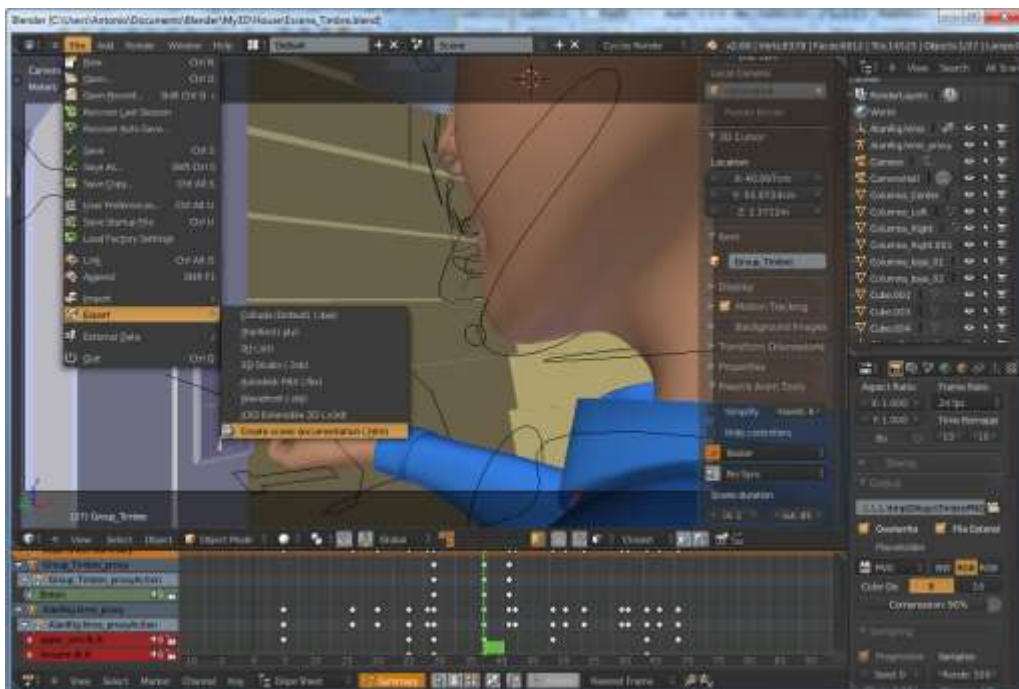

Image 11

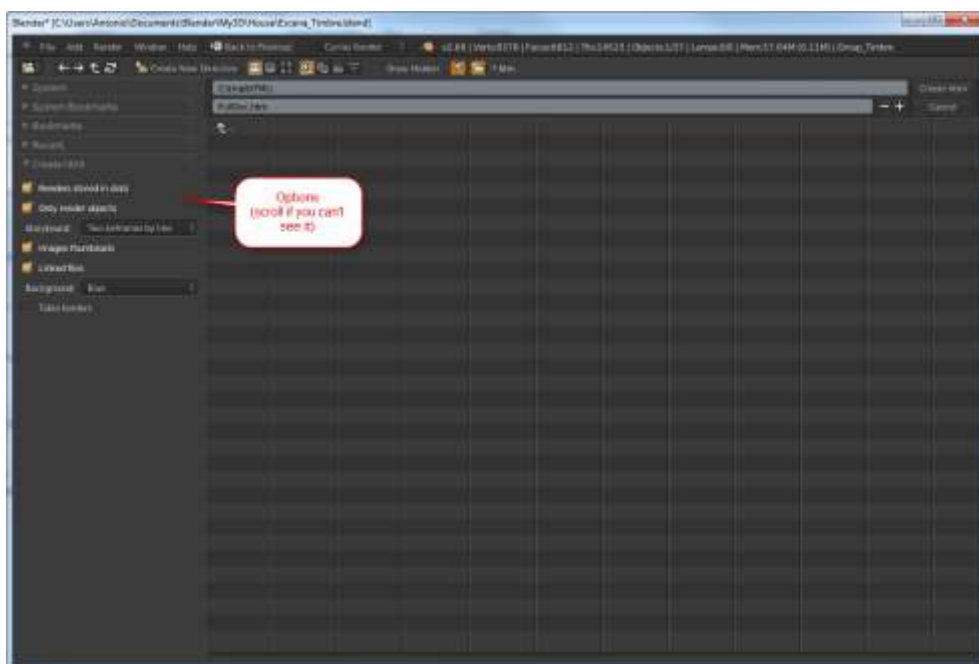You will get the export screen. In the bottom left area, you will see the export options.

Image 12

Warning: The exportation process always replaces existing files, so make a backup before generating if you want to keep old versions of your documentation.

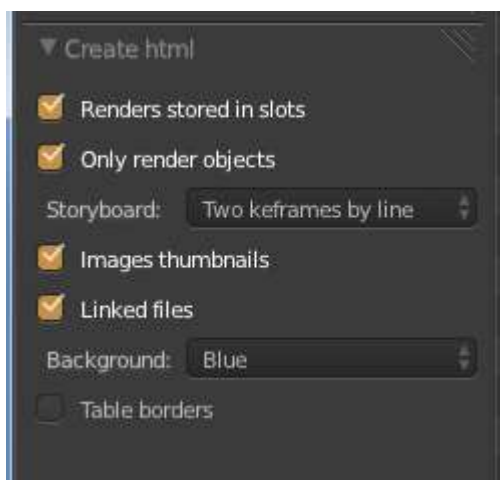Now, we describe each of the parameters.

Image 13

2.1. Render stored in slots

Define if the documentation must include a image of each render that actually is stored in the slots.

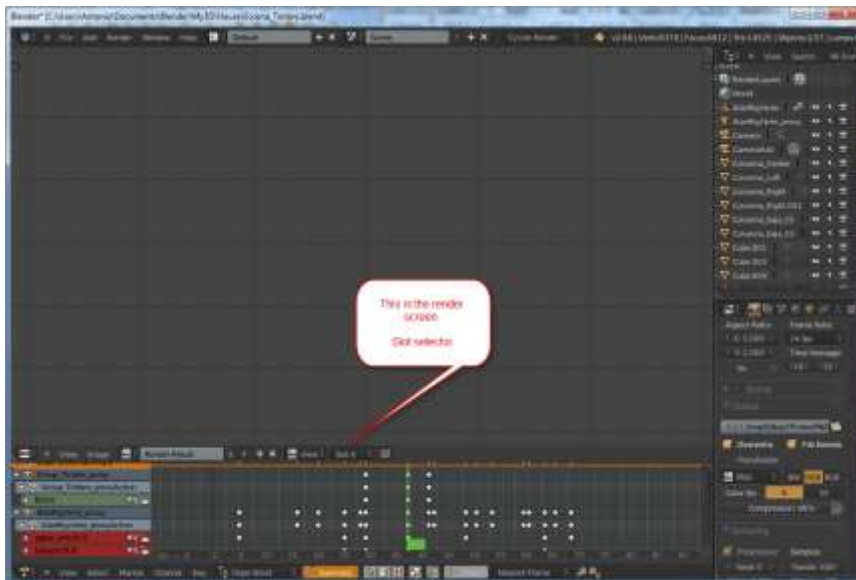You can see if you have any slot with render pressing F11 in the 3D view.

Image 14

If you have any render, the documentation will include them in the html documentation. You can, for example, render in slot 1 a OpenGL, in slot 2 a final render with full light, and in slot 3 a final render with medium light. The options are infinite.

If you have all render slots empty, the addon will try to create a OpenGL render in slot 8.

In some situations, the addon will be unable to create a default render, so the documentation will include a message for warning about the problem.
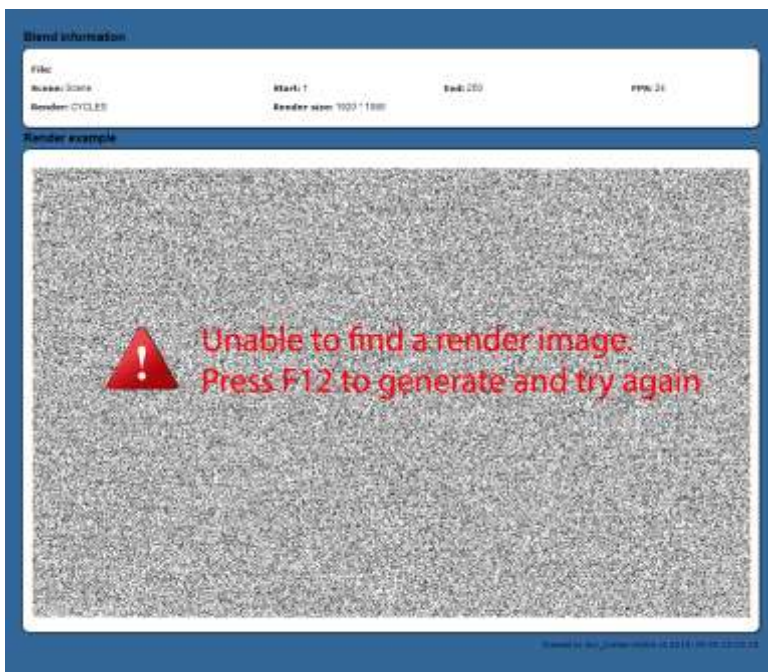

Image 15

To solve the problem, back to 3d view, press F12 to generate a render and regenerate the documentation..

2.2. Only render objects

Allows to disable de non render objects. This option is the same that appears in the properties panel (N key).
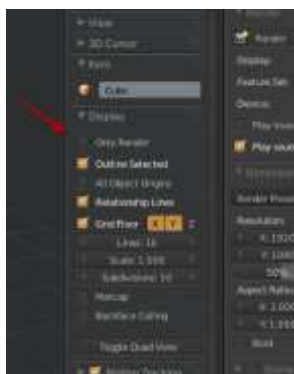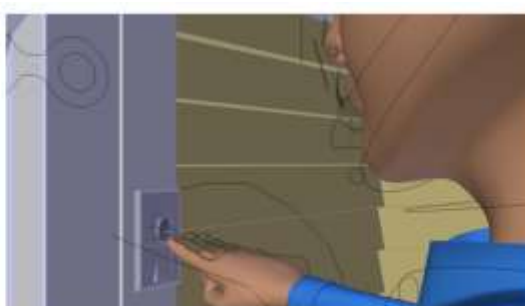
Image 16

Image 17

2.3. Storyboard

This option allows to generate a storyboard in OpenGL format of any keyframe defined. Of course, you need an animation to get this. If no animation is present, the section will be omitted in the documentation.

The storyboard can be generated in three formats.
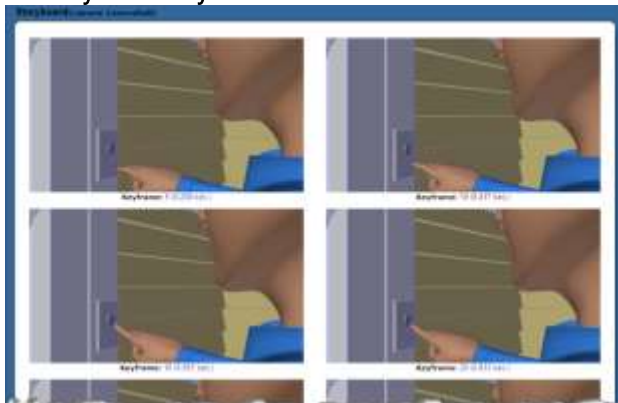
- **Two keyframes by line:**

Image 18
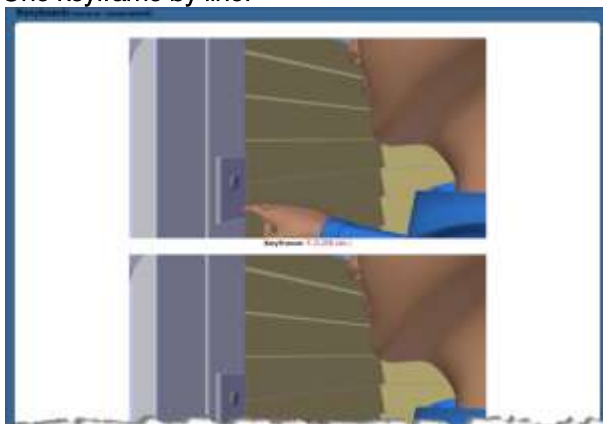
- **One keyframe by line:**

Image 19

- **Keyframe and Notes:**

Image 20

Or you can disable the storyboard with **None** option.

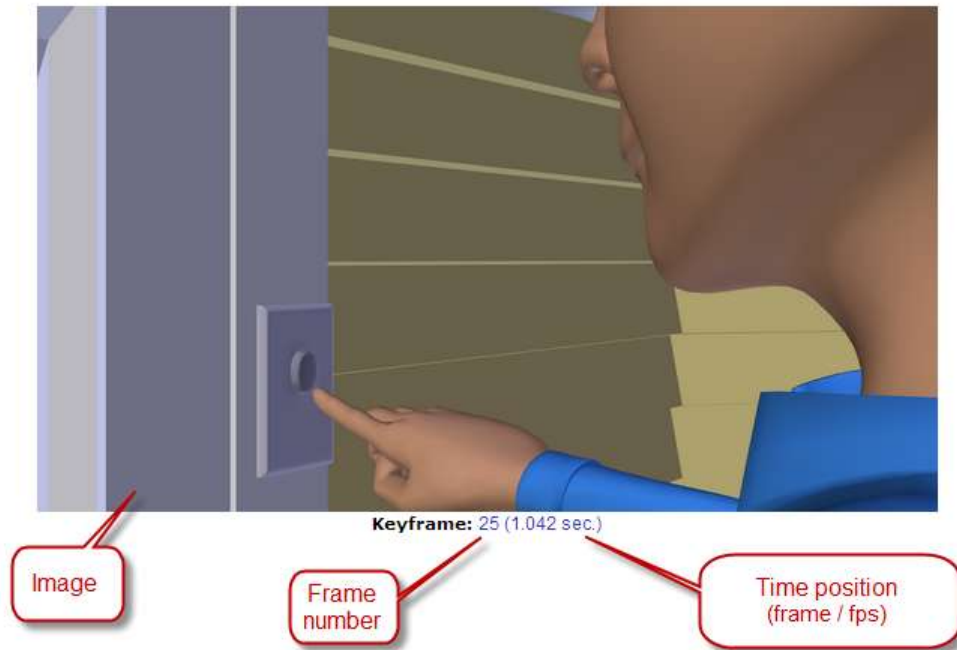For each keyframe, the system generates the following information.

Image 21

You can click to expand the image to native render size in a new window.

2.4. Images thumbnails

This option generates a table with all the images used in the blend file. This includes any linked image from linked files.
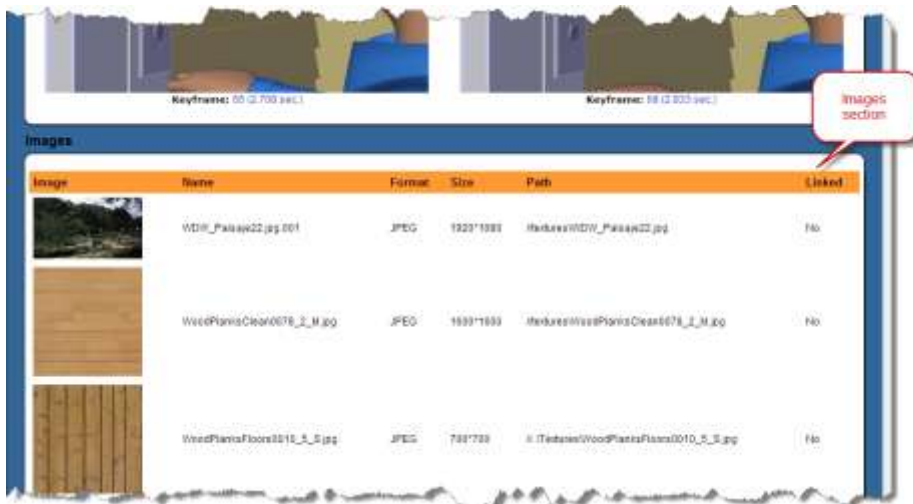

Image 22

The addon will export all images in PNG format to a image folder in the final documentation folder. The size will be equal to original file, but not the format.

2.5. Linked files

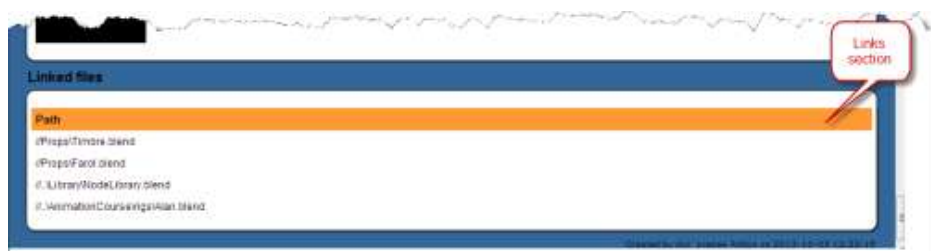This option generate a list will all linked files.

Image 23

2.6. Background color

Defines the background for html documentation. By default a blue color is used.

For example, a green background

Image 24

2.7. Table borders

Defines if the table of images and links must include a border or not.

Table without borders

Image 25

Table with borders

Image 26

3. Technical details

This section describes several topics about output folders, monitoring process and customization.

3.1. Monitoring exporting process

In some cases, the export process can take a while, especially for .blend files with big images or **.hdr** files.

To monitor the process of exporting, the addon displays a series of messages in the blender console, so if you want to see the details follow these steps.

Select **Window>Toggle system console** if the console is not visible.

Image 27

Now, start export process as defined in previous sections of this guide. The console shows all the details.
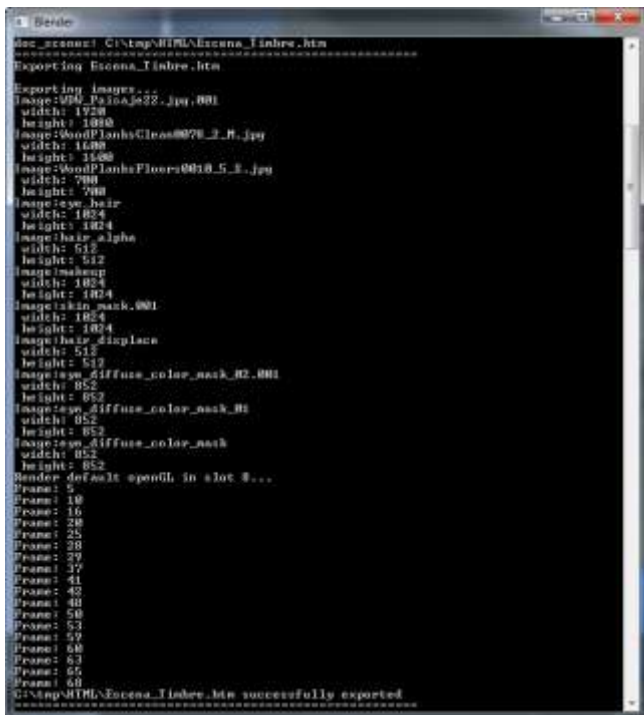

Image 28

3.2. Documentation structure

For each documentation, the addon will create the following files and subfolders.
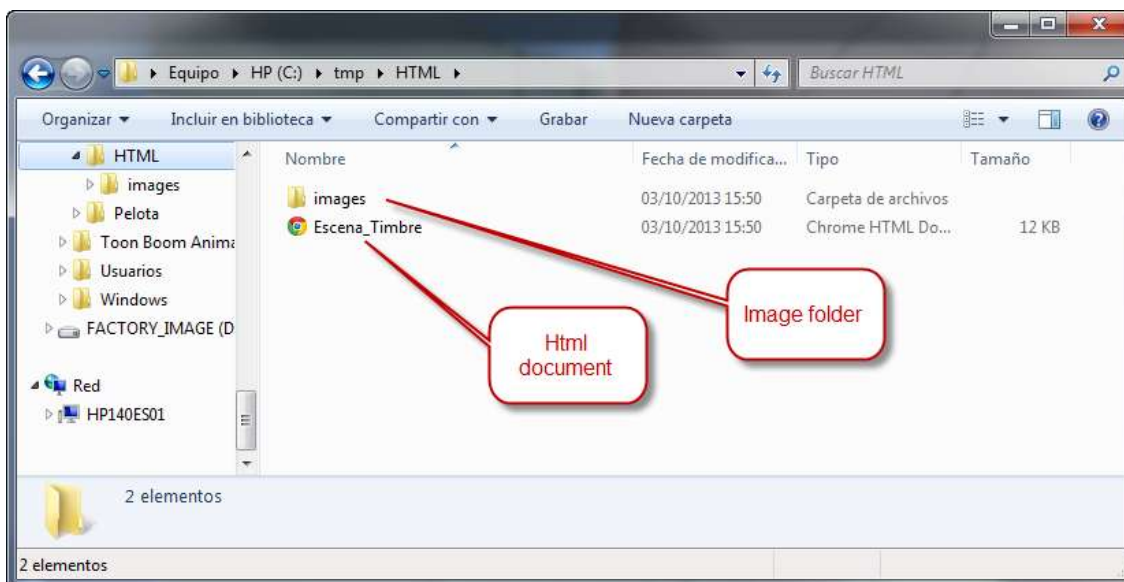
Image 29

The image folder contains all renders and images used by the blend file. All images are exported in PNG format.
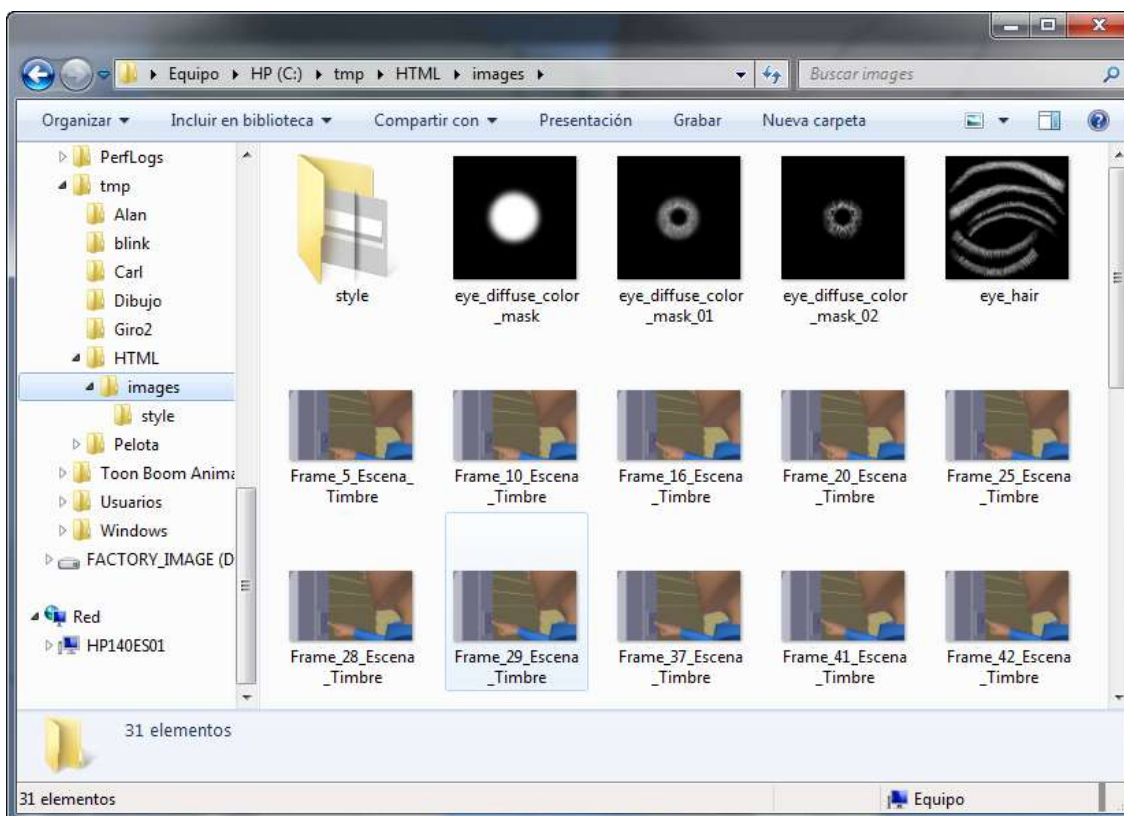
Image 30

The style folder contains **css** style document and support images for html document.
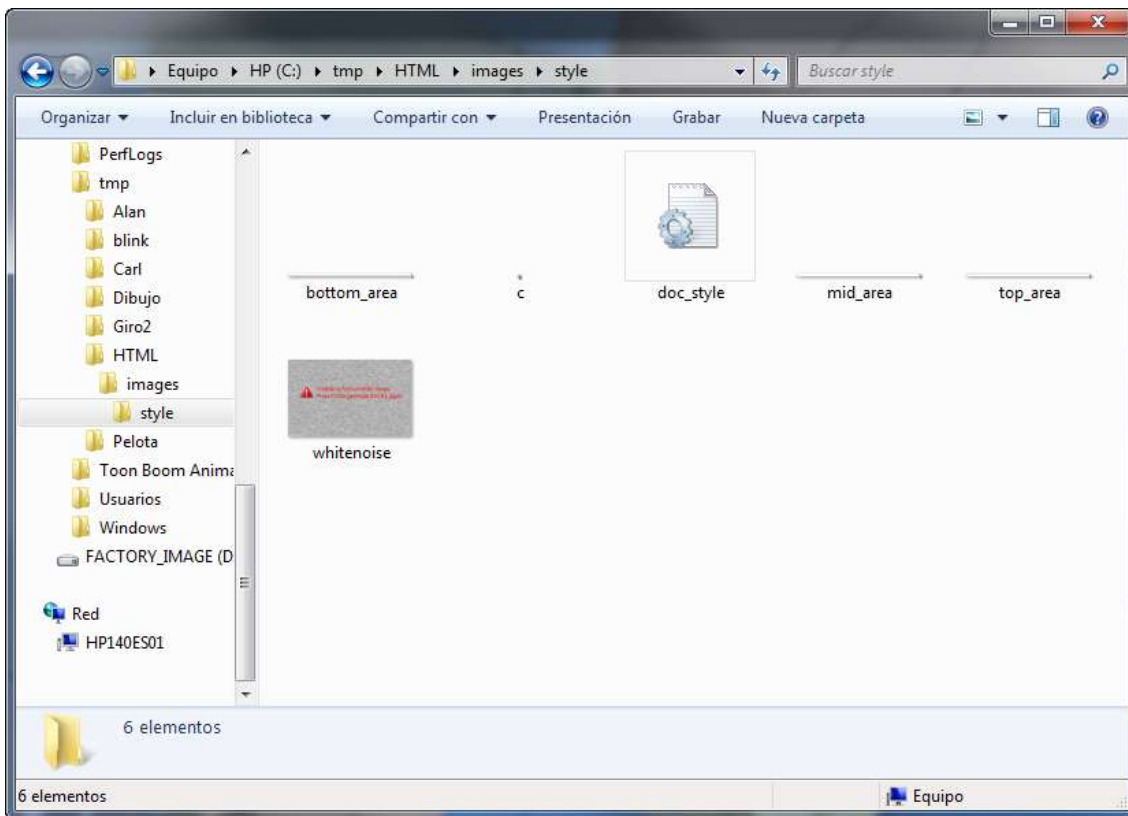
Image 31

3.3. How customize the result

The output of the addon can be customized in order to include a company logo, modify font size, color, etc.

There are two places for customize:

3.3.1. Customize the .css document

This document contains the font size, ,background images, etc. Usually, this file can be found in the addons folder. To get the location uses the User preferences screen.
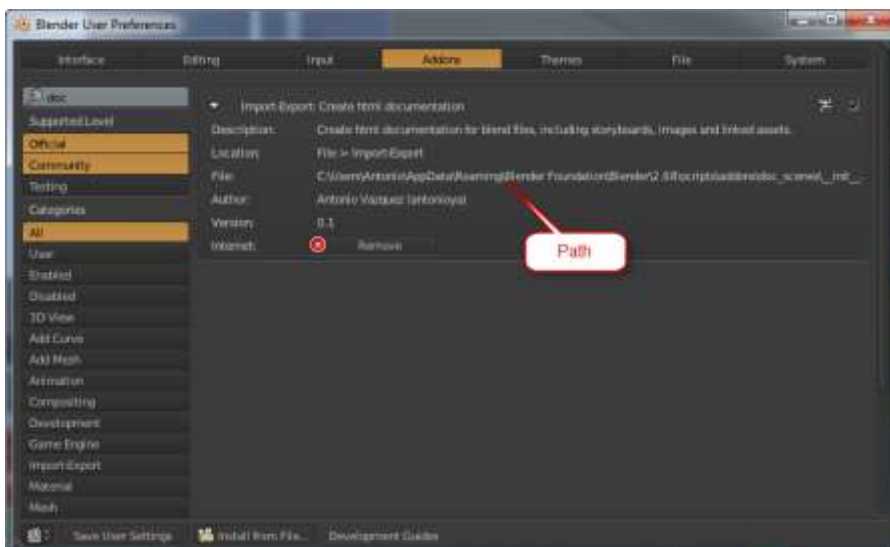
Image 32

The .css has this information.

```
BODY {          FONT: 11px arial, verdana, sans-serif;
                scrollbar-base-color: #909099;
                scrollbar-track-color: #909099;
                scrollbar-face-color: #909099;
                scrollbar-highlight-color: #FFFFFF;
                scrollbar-3dlight-color: #4E172A;
                scrollbar-darkshadow-color: #4E172A;
                scrollbar-shadow-color: #FFFFFF;
                scrollbar-arrow-color: #FFFFFF; }


a:link          {
        color: #3333CC;
        text-decoration: none;
        border: 0;
}

a:visited       { color: #3333CC; text-decoration: none }

a:active        { color: #3333CC; text-decoration: none }

a:hover         {
        color: #990000;
        text-decoration: none;
}
TD {            FONT: 12px arial, verdana, sans-serif;}

.copyright      { COLOR: #000000; FONT: 9px geneva, verdana, arial, sans-serif }

.smalltitle     { COLOR: #000000; FONT: 11px verdana, arial, sans-serif; font-weight:
bold }
.header {
        text-align: left;
        font-size: medium;
        font-family: Arial, Helvetica, sans-serif;
        font-weight: bold;
}
.top_area {
        font-family: Arial;
        font-size: medium;
        text-align: right;
        background-image: url('top_area.png');
        vertical-align: bottom;
}
.mid_area {
        background-image: url('mid_area.png');
}
.bottom_area {
        background-image: url('bottom_area.png');
}
.header_table {

        text-align: left;
        font-size: small;
        font-family: Arial, Helvetica, sans-serif;
        font-weight: bold;
}
.medtitle {
         COLOR: #000000;
         FONT: bold 12px verdana, arial, sans-serif
}
.box {
        border: thin solid #000000;
        vertical-align: top;
}
```

3.3.2. Customize the html template

All the documentation is base on a template of html called **doc_template.htm** located in the addon folder (see previous section to find location of the addon).
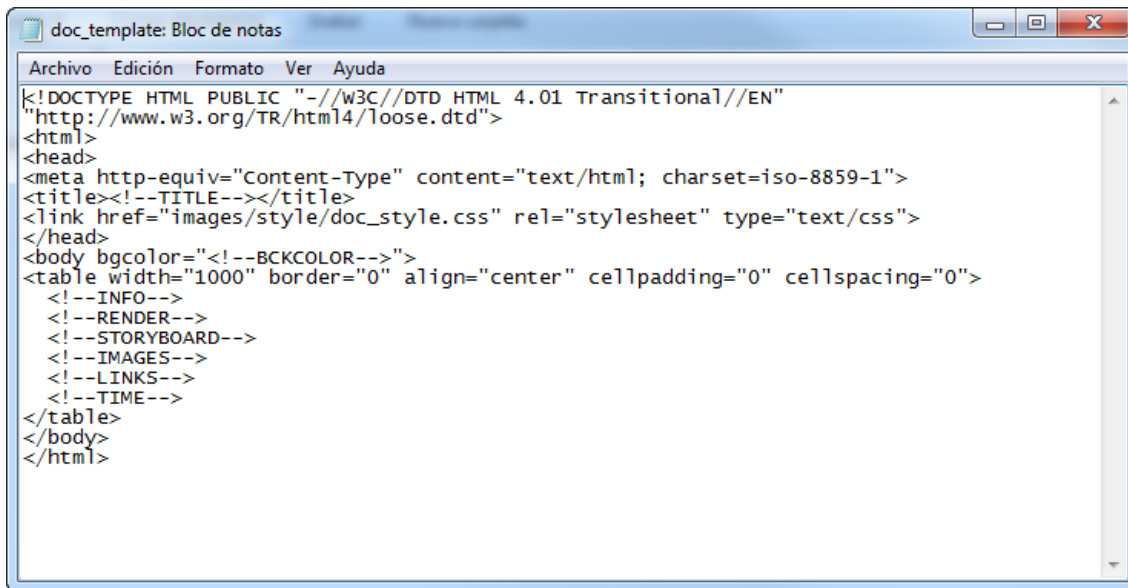
This is the content of the template.

Image 33

The addon uses special markers to replace with the corresponding information. For example, the tag <!--STORYBOARD--> is replaced with the storyboard information in the final output.

If you want customize the output, keep these tags in order to get the documentation. If you remove these tags, the documentation will not work.

For example, to add a company logo, you could change the template as following:
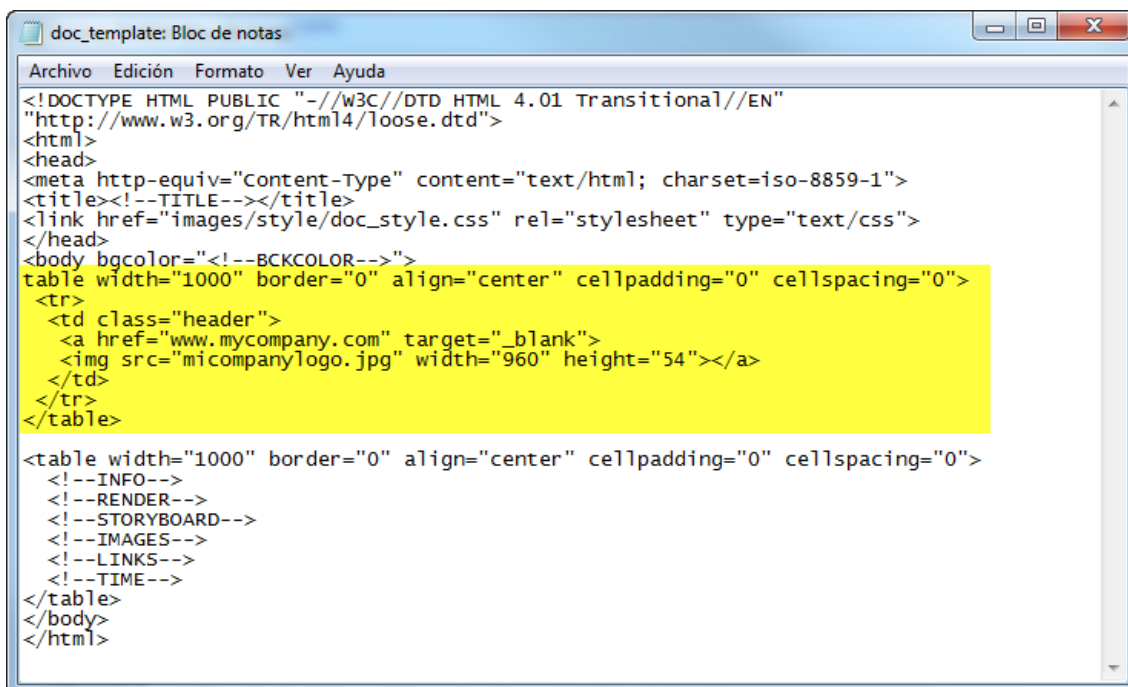

Image 34

It's a good idea make a backup of the template before doing any change.