Blender Timelapse Addon Design Doc

1. Problem

Currently to create a timelapse of your project, you must manually record and cut the footage together using external software. This isn’t a big deal, however if a project lasts across multiple sessions, the user may forget to begin recording. Plus, it’s just better to have everything integrated, instead of having to use an external software.

1. Goals

Create a plugin that will easily allow users to start timelapse sessions. The addon will maintain user’s setting across sessions, and automatically resume timelapse without prompt, unless the user disables it or enables a prompt to remind them that the timelapse is on. There will also be a small indicator to show that the timelapse addon is enabled. The addon can also automatically create a clip from the folder’s screenshots in Blender’s video editor.

1. Design

Use Modals because blender’s python code runs between draw calls **OR** use bpy.app.timers to run a function every x seconds

Use screenshot api to take pictures

Use file browser to allow user to select where to store images

Allow user to specify seconds per picture

Persistent settings between sessions, store it in Scenes

Automatically start taking screenshots across sessions if not manually turned off

Indicator icon for timelapse being on

Allow user to specify name format for each screenshot

Button to automatically import all screenshots into the video editor as a clip

Avoid external modules that aren’t packed in for now because blender is weird about it

1. Milestones

Milestone 1:

Basic timelapse – specify time between screenshots, take screenshots according to the time, and store them in the specified folder

Milestone 2:

Cross session – automatically resume timelapse taking even after closing the program. Persistent settings.

Milestone 3:

Finalize UI panel in Properties -> Output

Indicator icon in status bar

Allow name format specification

Milestone 4:

Automatically create video clip from screenshots