Reviser: Akin C. Start:27.05.2025

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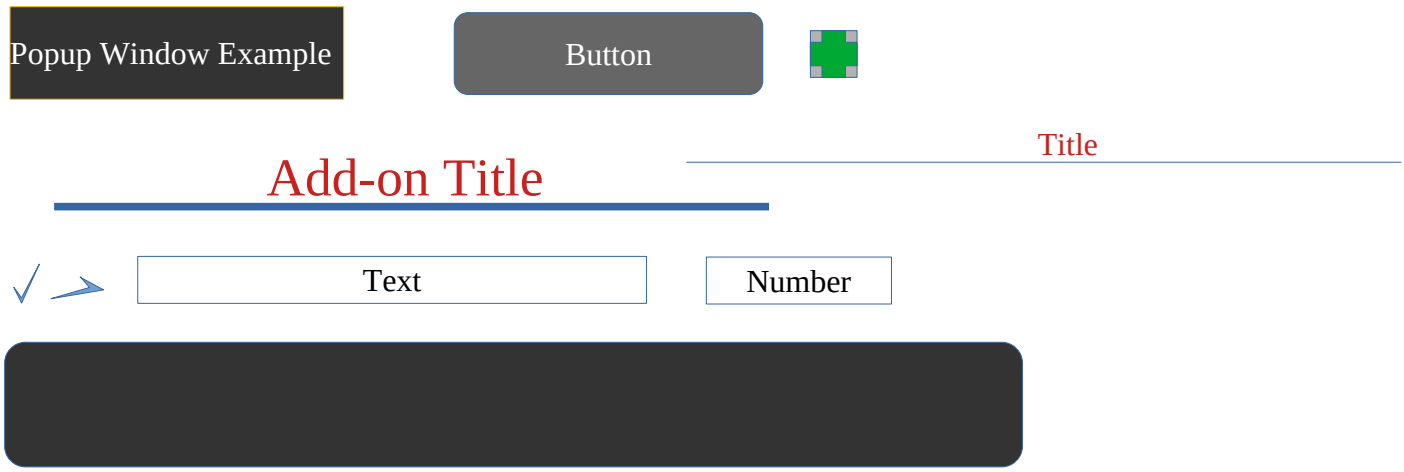
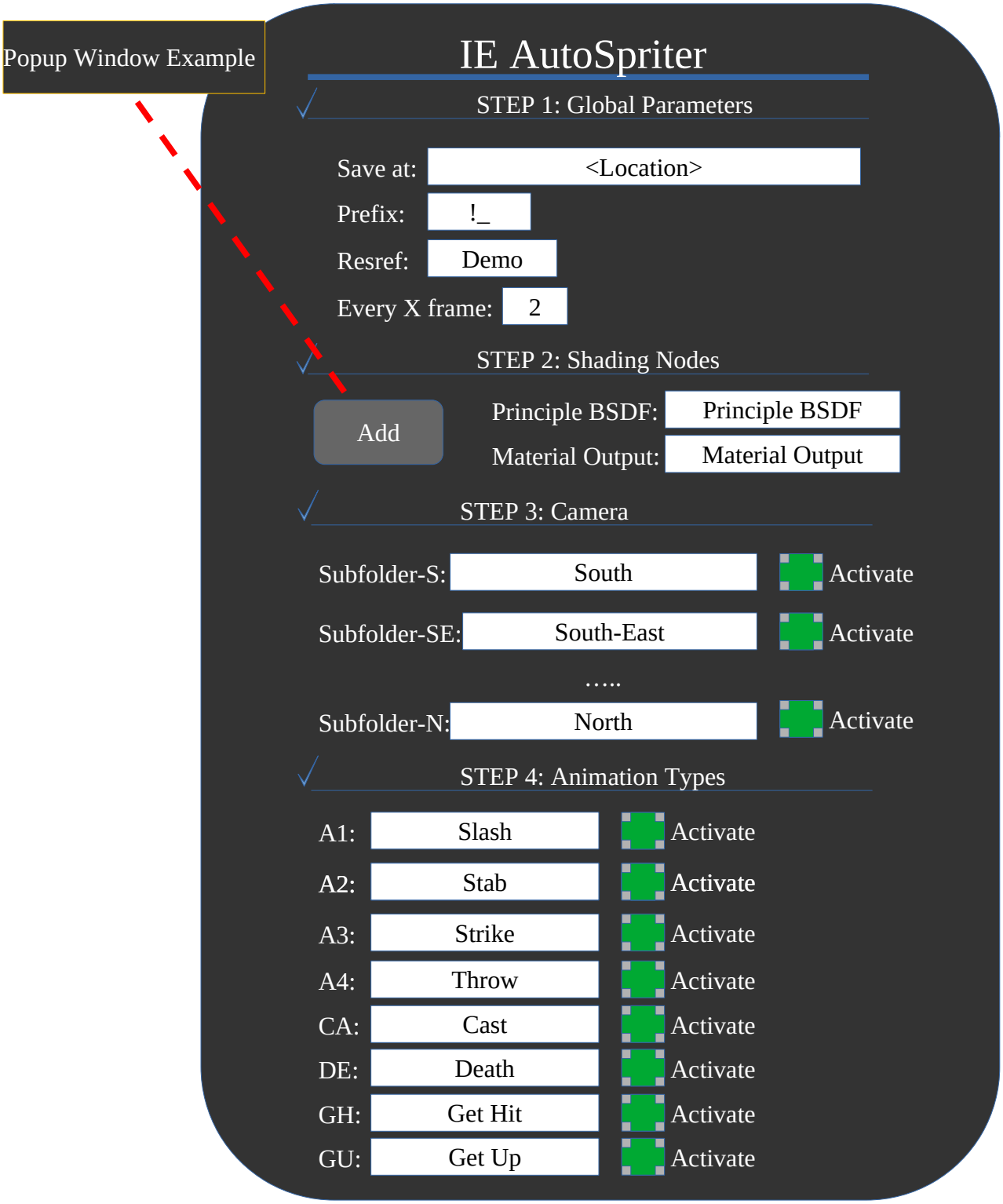
Wirfeframe General Components

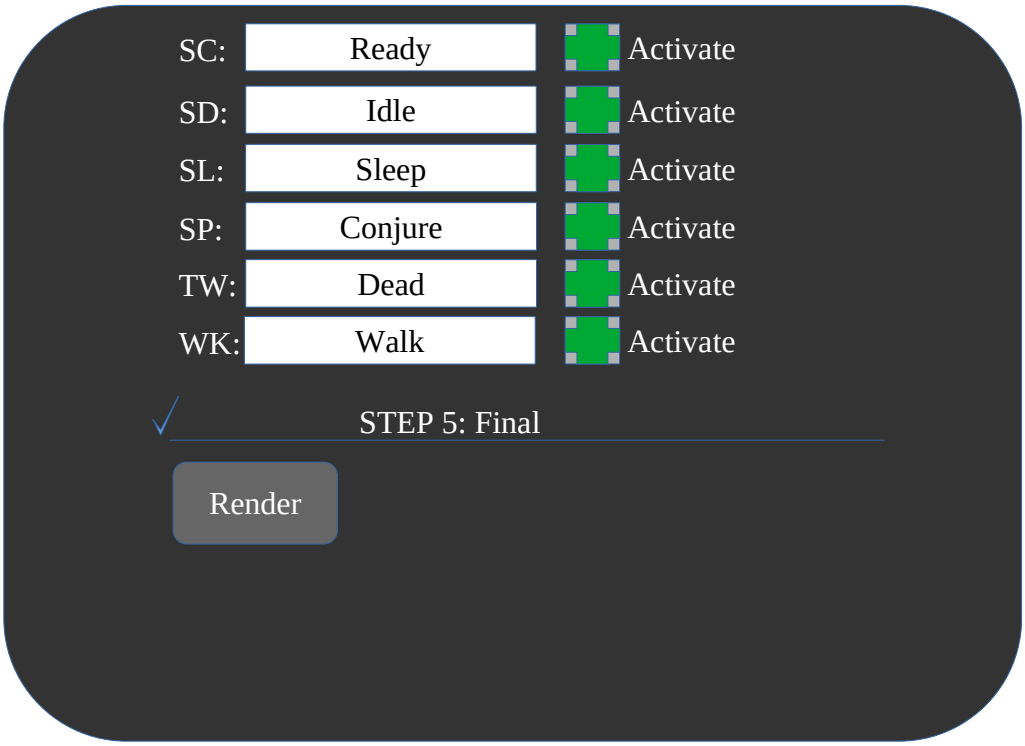


Wireframe

Part 1



Part 2



Rudimentary explanation

This Blender add-on automates the process of rendering sprites specifically for Infinity Engine animations. The workflow is divided into logical steps to guide the user, though the sequence of the first four steps is flexible. Step 5 initiates the rendering process.

STEP 1: Global Parameters

This step defines general settings that apply across the entire sprite rendering process.

- **Sprites Location:** Defines the directory where the generated sprite files will be saved.
- **Modder Prefix:** A user-definable prefix that will be added to the beginning of the sprite file names.
- **ResRef (Resource Reference):** This is the freely definable part of the sprite file name. Other parts of the file names are fixed and automatically generated by the add-on.
- **Resolution X:** This refers to the image width resolution
- **Resolution Y:** This refers to the image height resolution
- **Every X frame:** Saves every xth frame as a sprite. This can be useful, for example, when there are too many frames to save as sprites.

STEP 2: Shading Nodes

This optional step allows for the addition of specific shaders to the material shading setup. This is crucial for Infinity Engine sprites, which require indexed color palettes.

Shader Node String Inputs: These input fields are used to specify the names of existing shader nodes within the material. The new, automatically added shader nodes will be placed and connected between these specified nodes.

STEP 3: Camera & Orientations

This step manages the output folders and defines which camera orientations will be rendered.

- **Orientation Folders:** These checkboxes determine whether sprites for a specific orientation will be rendered and saved into their corresponding designated folders. If a checkbox is not activated, sprites for that particular orientation will be ignored and not rendered.

STEP 4: Animation Types

This step defines which animations (Blender Actions) should be rendered and how they are named in the output.

- **Animation Type (Blender Action):** This refers to the type of animation, corresponding to an "Action" in Blender (e.g., "A1" for Attack Animation 1).
- **Activation Checkbox:** If activated, the specified animation type (e.g., "A1") will be appended to the sprite file name.
- **String Input Field:** The name entered in this input field must precisely match the name of the corresponding Action in Blender.

STEP 5: Final

This is the concluding step that triggers the rendering process.

- **Render & Save:** Upon activation, this step initiates the rendering and saving of all sprites according to the settings configured in the preceding steps.