System Specifications

Operating system: Microsoft Windows 11 Home
Version:10.0.26100 Build 26100
Processor: 12th Generation Intel(R) Core(TM) i7-12700F, 2100 MHz, 12 cores, 20 logical processors
Installed physical memory: (RAM) 80.0 GB
GPU: NVIDIA GeForce RTX 3060

IE Autospriter version 0.9.6 alpha

For testing, the file "!_Demo_Blender_4.0.blend" is used as a basis.
The following relevant parameters are set:

    Step 3: Camera -> only "Use North" is checked
    Step 4: ANimation -> only "Use A1" is checked

See issue ticket: https://github.com/Incrementis/IE-AutoSpriter-/issues/18
Use GPU: ~93.1 seconds
Decimate Modifier: ~79.4 seconds
Sampling parameters: ~17.1 seconds
Change Render Engine: ~1.4 seconds

IE Autospriter version 0.11.9 alpha

The file "!_Demo_EEVEE_Blender_4.0.blend" was used for testing.
All camera orientations, all animation types, and all weapon animation types were enabled.

Größe:	1,13 GB (1.217.029.971 Bytes)
Größe auf Datenträger:	1,19 GB (1.286.152.192 Bytes)
Inhalt:	33.088 Dateien, 1.396 Ordner

Elapsed time: ~1522.118 seconds
Size: 1.13 GB
Files: 33,088
Folders: 1,396

IE Autospriter version 0.9.6 alpha
No Changes
Render Engine: Cycles

Frame	Time in seconds
1	00:03.87 (Saving: 00:00.00)
2	00:04.05 (Saving: 00:00.00)
3	00:03.58 (Saving: 00:00.00)
4	00:03.33 (Saving: 00:00.00)
5	00:04.28 (Saving: 00:00.00)
6	00:05.02 (Saving: 00:00.00)
7	00:05.09 (Saving: 00:00.00)
8	00:05.13 (Saving: 00:00.00)
9	00:05.18 (Saving: 00:00.00)
10	00:05.15 (Saving: 00:00.00)
11	00:05.16 (Saving: 00:00.00)
12	00:05.10 (Saving: 00:00.00)
13	00:05.05 (Saving: 00:00.00)
14	00:04.97 (Saving: 00:00.00)
15	00:04.89 (Saving: 00:00.00)
16	00:04.71 (Saving: 00:00.00)
17	00:03.98 (Saving: 00:00.00)
18	00:04.87 (Saving: 00:00.00)
19	00:05.34 (Saving: 00:00.00)
20	00:05.00 (Saving: 00:00.00)

Elapsed: 93.91055154800415

IE Autospriter version 0.9.6 alpha
Use GPU
Render Engine: Cycles

Frame	Time in seconds
1	00:03.80 (Saving: 00:00.00)
2	00:04.06 (Saving: 00:00.00)
3	00:03.56 (Saving: 00:00.00)
4	00:03.31 (Saving: 00:00.00)
5	00:03.79 (Saving: 00:00.00)
6	00:04.43 (Saving: 00:00.00)
7	00:05.24 (Saving: 00:00.00)
8	00:05.19 (Saving: 00:00.00)
9	00:05.22 (Saving: 00:00.00)
10	00:05.14 (Saving: 00:00.00)
11	00:05.21 (Saving: 00:00.00)
12	00:05.09 (Saving: 00:00.00)
13	00:05.06 (Saving: 00:00.00)
14	00:05.02 (Saving: 00:00.00)
15	00:04.91 (Saving: 00:00.00)
16	00:04.70 (Saving: 00:00.00)
17	00:03.96 (Saving: 00:00.00)
18	00:04.88 (Saving: 00:00.00)
19	00:05.34 (Saving: 00:00.00)
20	00:05.04 (Saving: 00:00.00)

Elapsed: 93.09982585906982

Decimate Modifier
Render Engine: Cycles

Frame	Time in seconds
1	00:03.14 (Saving: 00:00.00)
2	00:03.44 (Saving: 00:00.00)
3	00:02.73 (Saving: 00:00.00)
4	00:02.83 (Saving: 00:00.00)
5	00:02.91 (Saving: 00:00.00)
6	00:03.00 (Saving: 00:00.00)
7	00:04.03 (Saving: 00:00.00)
8	00:04.77 (Saving: 00:00.00)
9	00:04.84 (Saving: 00:00.00)
10	00:04.93 (Saving: 00:00.00)
11	00:04.73 (Saving: 00:00.00)
12	00:04.82 (Saving: 00:00.00)
13	00:04.84 (Saving: 00:00.00)
14	00:04.27 (Saving: 00:00.00)
15	00:03.99 (Saving: 00:00.00)
16	00:03.90 (Saving: 00:00.00)
17	00:03.66 (Saving: 00:00.00)
18	00:03.68 (Saving: 00:00.00)
19	00:04.55 (Saving: 00:00.00)
20	00:04.16 (Saving: 00:00.00)

Elapsed: 79.3756833076477

IE Autospriter version 0.9.6 alpha
Sampling parameters
Render Engine: Cycles
Changed parameters are "Noise Threshold" and "Max Samples".

Frame	Time in seconds
1	00:00.87 (Saving: 00:00.00)
2	00:00.82 (Saving: 00:00.00)
3	00:00.85 (Saving: 00:00.00)
4	00:00.82 (Saving: 00:00.00)
5	00:00.85 (Saving: 00:00.00)
6	00:00.83 (Saving: 00:00.00)
7	00:00.85 (Saving: 00:00.00)
8	00:00.85 (Saving: 00:00.00)
9	00:00.84 (Saving: 00:00.00)
10	00:00.86 (Saving: 00:00.00)
11	00:00.83 (Saving: 00:00.00)
12	00:00.86 (Saving: 00:00.00)
13	00:00.84 (Saving: 00:00.00)
14	00:00.86 (Saving: 00:00.00)
15	00:00.86 (Saving: 00:00.00)
16	00:00.84 (Saving: 00:00.00)
17	00:00.85 (Saving: 00:00.00)
18	00:00.86 (Saving: 00:00.00)
19	00:00.87 (Saving: 00:00.00)
20	00:00.86 (Saving: 00:00.00)

Elapsed: 17.103451013565063

IE Autospriter version 0.9.6 alpha
Change Render Engine
Render Engine: EEVEE

Frame	Time in seconds
1	00:00.26 (Saving: 00:00.00)
2	00:00.05 (Saving: 00:00.00)
3	00:00.05 (Saving: 00:00.00)
4	00:00.05 (Saving: 00:00.00)
5	00:00.05 (Saving: 00:00.00)
6	00:00.05 (Saving: 00:00.00)
7	00:00.05 (Saving: 00:00.00)
8	00:00.05 (Saving: 00:00.00)
9	00:00.05 (Saving: 00:00.00)
10	00:00.05 (Saving: 00:00.00)
11	00:00.05 (Saving: 00:00.00)
12	00:00.05 (Saving: 00:00.00)
13	00:00.05 (Saving: 00:00.00)
14	00:00.06 (Saving: 00:00.00)
15	00:00.05 (Saving: 00:00.00)
16	00:00.05 (Saving: 00:00.00)
17	00:00.05 (Saving: 00:00.00)
18	00:00.05 (Saving: 00:00.00)
19	00:00.05 (Saving: 00:00.00)
20	00:00.05 (Saving: 00:00.00)

Elapsed: 1.4128963947296143