**1. Place Lanterns in a Circle**

**Purpose:**  
Duplicates a collection of lanterns and arranges them evenly in a circular formation.

**How to Use:**

* Ensure that the source collection is named "Lantern".
* Adjust number\_of\_lanterns and radius as needed.
* Run the script in the Scripting tab.

**Key Variables:**

* collection\_name: Name of the original collection.
* number\_of\_lanterns: Total copies to arrange.
* radius: Distance from center.

**2. Switch Between Day and Night Lighting  
  
Purpose:**Toggles between a bright daylight setup and a cool night scene, using both light objects and the world background color for full environment change.

**How to Use:**• Run the script once to set up Day lighting (a warm Sun lamp and a bright sky background).  
• Run it again to toggle to Night lighting (a cool blue Point light and a dark night sky).  
• The script automatically removes old light sources before adding new ones.  
• It also switches the World background color to match the current time of day.  
• The lighting state is stored in a custom scene property and remembered on next run.

To see the lighting effect clearly, enable Scene Lights and Scene World in the viewport shading settings.

**3. Bulk Rename Selected Objects**

**Purpose:**  
Renames all selected objects using a common prefix and sequential numbering.

**How to Use:**

* Select the objects you want to rename in the 3D Viewport.
* Paste the script into the Scripting tab.
* Adjust the new\_name\_prefix variable.
* Run the script.

**Result:**  
Objects are renamed like Lantern\_001, Lantern\_002, etc.

**4. Import a Collection from Another .blend File**

**Purpose:**  
Appends a collection (e.g., "Lantern") from another .blend file into the current scene.

**How to Use:**

* Ensure the .blend file is in the same folder as the current project.
* Verify that the collection exists in that file.
* Run the script to append it.

**Note:**  
You may need to manually place or rename the imported collection after appending.