Photon CLI

2.0.0-beta

1 Command-line Interface (CLI)   1

Chapter 1

Command-line Interface (CLI)

Photon-v2 comes with an application called `PhotonCLI`, which is a command-line interface of the render engine. Command-line interface can come in handy if you are batch rendering or using it on a remote server. It also, in theory, offers slightly better performance in terms of render time. This is a documentation of available options and some examples. Check out `PhotonStudio` if you are more interested in using a GUI.

1.1 Available Options

Options	Effects
`-s <path>`	Specify path to scene file. To render an image series, you can specify `"myScene*.p2"` as `<path>` where `*` is a wildcard for any string (`--series` is required in this case). (default path: `"./scene.p2"`)
`-o <path>`	Specify image output path. This should be a filename for single image and a directory for image series. (default path: `"./rendered_scene.png"`)
`-of <format>`	Specify the format of output image. Supported formats are: `png`, `jpg`, `bmp`, `tga`, `hdr`, `exr`. If this option is omitted, format is deduced from filename extension.
`-t <number>`	Set number of threads used for rendering. (default: `1`, single thread)
`-p <number>`	Output an intermediate image whenever the render has progressed `<number>`%. (default: never output intermediate image)
`--raw`	Do not perform any post-processing. (default: perform post-processing)
`--help`	Print help message then exit.
`--series`	Render an image series. The order for rendering will be lexicographical order of the wildcarded string. Currently only .png is supported.
`--start <*>`	Render image series starting from a specific wildcarded string.
`--finish <*>`	Render image series until a specific wildcarded string is matched. (inclusive)

1.2 Examples

Rendering a scene file named `./ocean.p2` using 4 threads and save the rendered image as `./my_↵ image.jpg`:
```
PhotonCLI -s "./ocean.p2" -o "./my_image.jpg" -t 4
```

For animations, assuming there is a folder `gif_animation` containing scene files for a 3-frame animation↵ : `pose1.p2`, `pose2.p2`, `pose3.p2`, to render and save the images (.png) to a folder `gif_images`, you can specify:

```
PhotonCLI -s "./gif_animation/pose*.p2" --series --start "1" --finish "3" -o "./gif_images/" -t 4
```

Note that in the above example, the rendered image will be named by the wildcarded string, namely they are stored as `./gif_images/1.png`, `./gif_images/2.png`, and `./gif_images/3.png`.

An important note is that by default, post effects including tone-mapping is performed. If saving the rendered image in high dynamic range is desired, `--raw` should be specified manually as `PhotonCLI` will *NOT* automatically turn off post-processing by detecting image format.

```
PhotonCLI -s "./gif_animation/pose*.p2" --series --start "1" --finish "3" -o "./gif_images/" -t 4
```

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