

blender

Command-line interface to the Blender 3D computer graphics application.
Arguments are executed in the order they are given.

- Render all frames of an animation in the background, without loading the UI (output is saved to /tmp):

```
blender -b {{filename}}.blend -a
```

- Render an animation using a specific image naming pattern, in a path relative (//) to the .blend file:

```
blender -b {{filename}}.blend -o //{{render/frame_###.png}} -a
```

- Render the 10th frame of an animation as a single image, saved to an existing folder (absolute path):

```
blender -b {{filename}}.blend -o {{/path/to/output_folder}} -f {{10}}
```

- Render the second last frame in an animation as a JPEG image, saved to an existing folder (relative path):

```
blender -b {{filename}}.blend -o //{{output_folder}} -F {{JPEG}} -f {{-2}}
```

- Render the animation of a specific scene, starting at frame 10 and ending at frame 500:

```
blender -b {{filename}}.blend -S {{scene_name}} -s {{10}} -e {{500}} -a
```

- Render an animation at a specific resolution, by passing a Python expression:

```
blender -b {{filename}}.blend --python-expr '{{import bpy;
bpy.data.scenes[0].render.resolution_percentage = 25}}' -a
```

- Start an interactive Blender session in the terminal with a python console (do import bpy after starting):

```
blender -b --python-console
```