

****Introduction to the One Click Lock Focus plugin.**

The "One Click Lock Focus" plugin is a Python script for Blender, a popular 3D modeling and animation software. This plugin enhances your workflow by providing a convenient way to set the focus point for the camera's Depth of Field effect in your scene.

With the "One Click Lock Focus" plugin, you can quickly select an object in your scene and designate it as the focus point for the camera. The Depth of Field effect adds a realistic touch to your renders by simulating a shallow depth of field, where objects outside the focused area appear blurred. By controlling the focus point, you can create visually appealing images with a strong emphasis on specific objects or areas of your scene.

The plugin offers a user-friendly interface accessible from the 3D View sidebar, allowing you to easily set the focus point with just a few clicks. If a camera doesn't exist in the scene, the plugin automatically creates one for you, ensuring a seamless experience.

Additionally, the "One Click Lock Focus" plugin provides the option to adjust the F-Stop value, controlling the size of the camera's aperture and, consequently, the intensity of the depth of field blur. This flexibility allows you to fine-tune the visual effect according to your artistic vision.

Whether you're creating still images or animations, the "Set Focus Point" plugin simplifies the process of achieving depth of field effects in your Blender projects. It empowers you to highlight specific objects or areas, add realism, and create visually captivating renders.

Note: The plugin can be customized and modified to suit your specific requirements by editing the provided Python script. Instructions for modifying the script are included in the plugin's documentation.

Enjoy using the "One Click Lock Focus" plugin to enhance your Blender projects and unlock new creative possibilities in your 3D scenes.

One Click Lock Focus - Instruction Manual

1. Installation:

- Open Blender and switch to the Scripting workspace.
- Create a new text file in the Text Editor.
- Copy the provided script and paste it into the Text Editor.
- Click the "Run Script" button or press Alt+P to execute the script.

2. User Interface:

- Switch back to the Layout workspace.
- In the 3D View, make sure the sidebar is visible. If it's not, press N to show the sidebar.

3. Setting the Focus Point:

- Select an object in the scene that you want to set as the focus point.
- In the 3D View sidebar, you'll find a tab called "Set Focus".
- Under the "Set Focus" tab, click the "Set Focus Point" button.
- If a camera already exists in the scene, it will use that camera. Otherwise, a new camera will be created.
- The camera's Depth of Field will be enabled, and the selected object will be set as the focus object.

4. Adjusting the F-Stop (Optional):

- If a camera exists in the scene, the "Set Focus" tab in the N panel will display additional options.
- Locate the "Use Depth of Field" checkbox to enable or disable the Depth of Field effect for the camera.
- Adjust the "F-Stop" slider to control the aperture size and depth of field blur. A lower value means a larger aperture and more blur.

5. Modifying the Script (Optional):

- If you want to customize the default F-Stop value or make other modifications to the script, switch back to the Scripting workspace.
- Open the text file containing the script in the Text Editor.
- Make the necessary changes to the script, save the file, and re-run the script using the "Run Script" button or Alt+P.

Note: The script creates or uses the active camera in the scene. If you want to switch to a different camera, make it active before clicking the "Set Focus Point" button.

That's it! You can now use the "One Click Lock Focus" script to set the focus object for the camera's Depth of Field in Blender. Have fun experimenting with different focus points and F-Stop values to achieve the desired visual effects.

If you have any further questions or need assistance, feel free to ask. Happy Blendering!