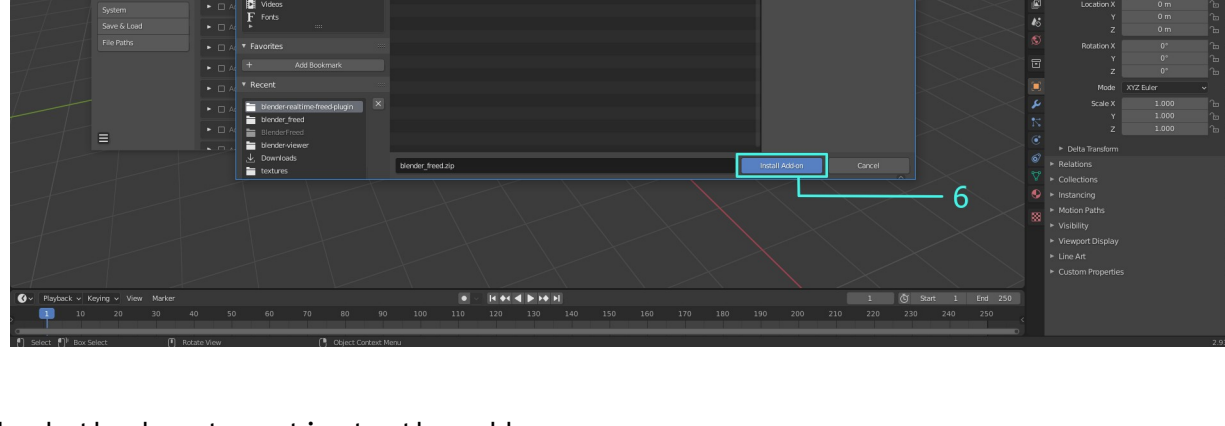
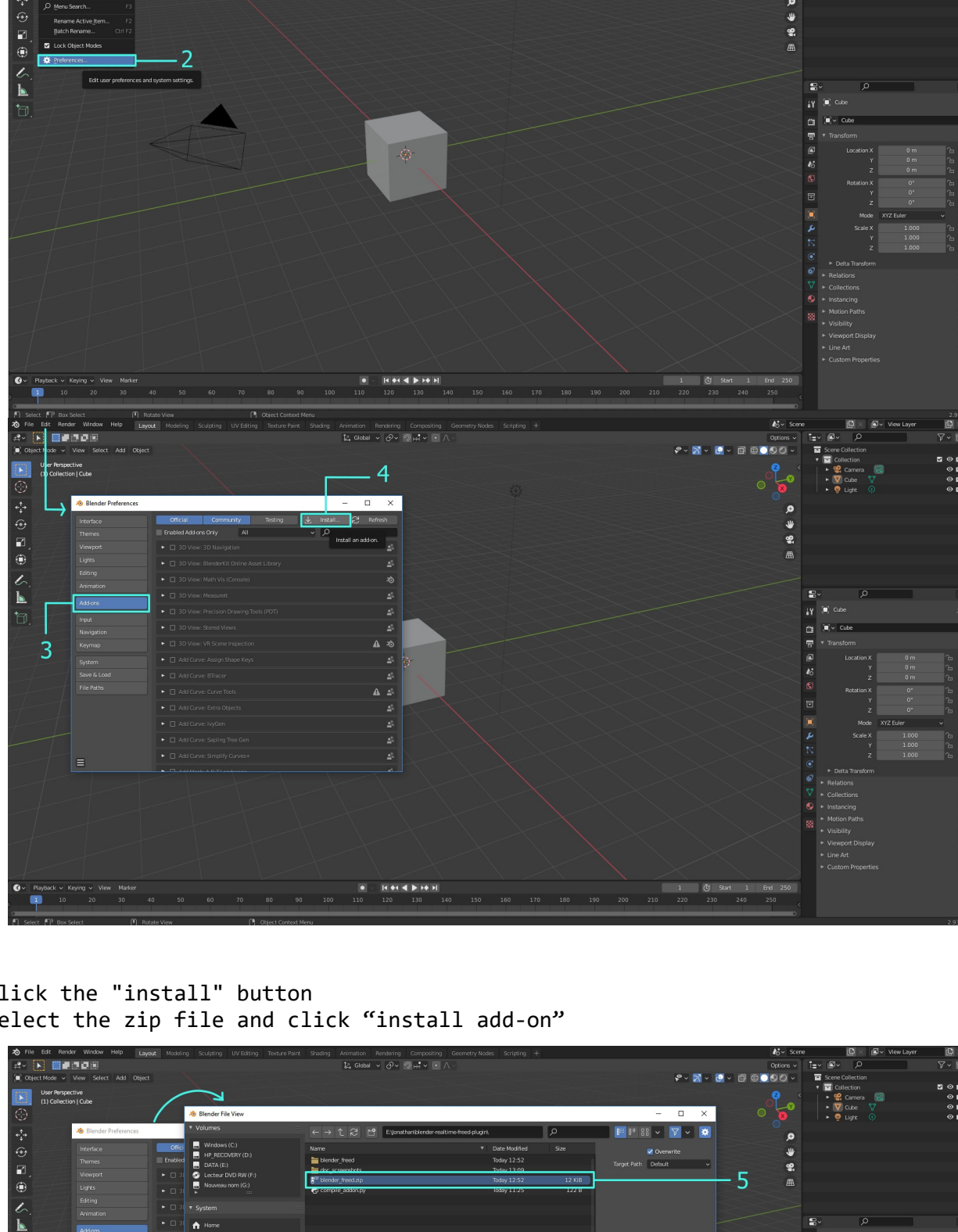
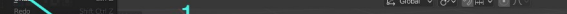
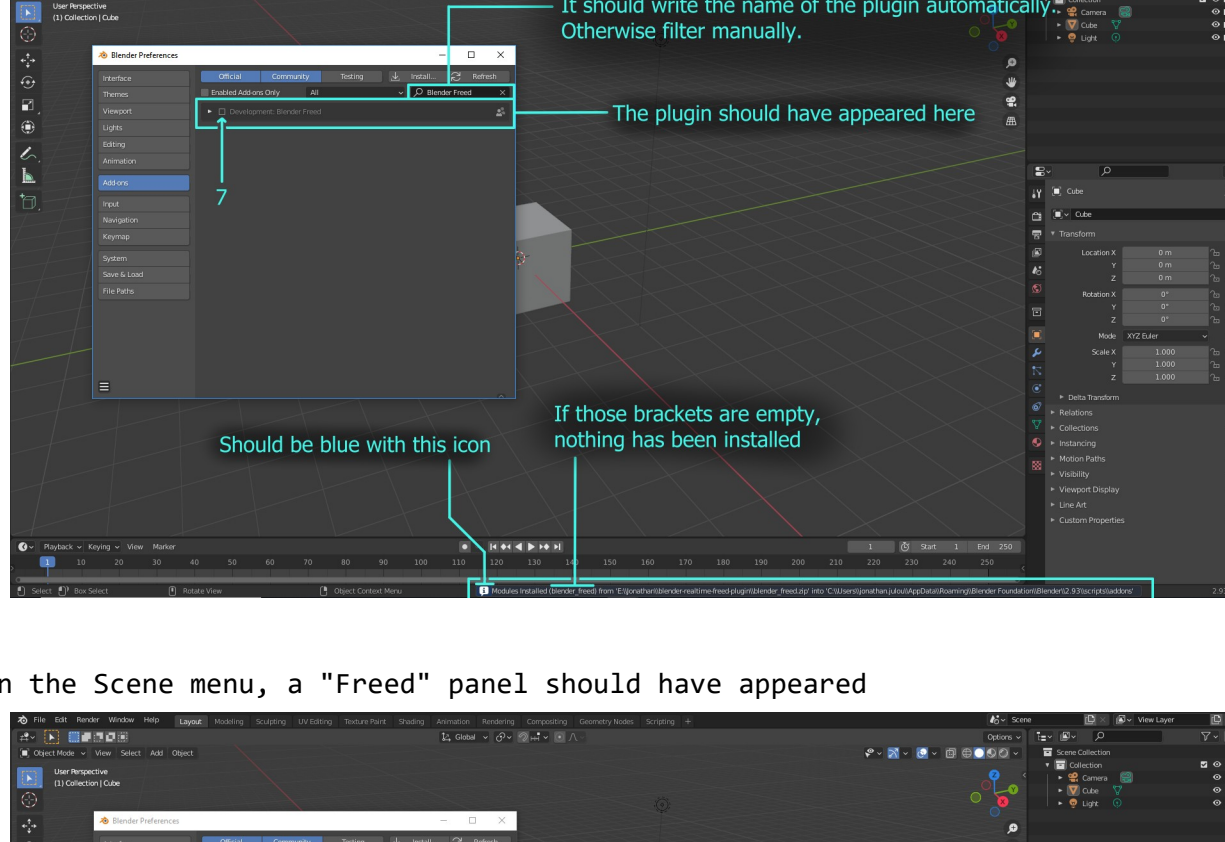


Blender Freed Add-On

in Blender, go to edit



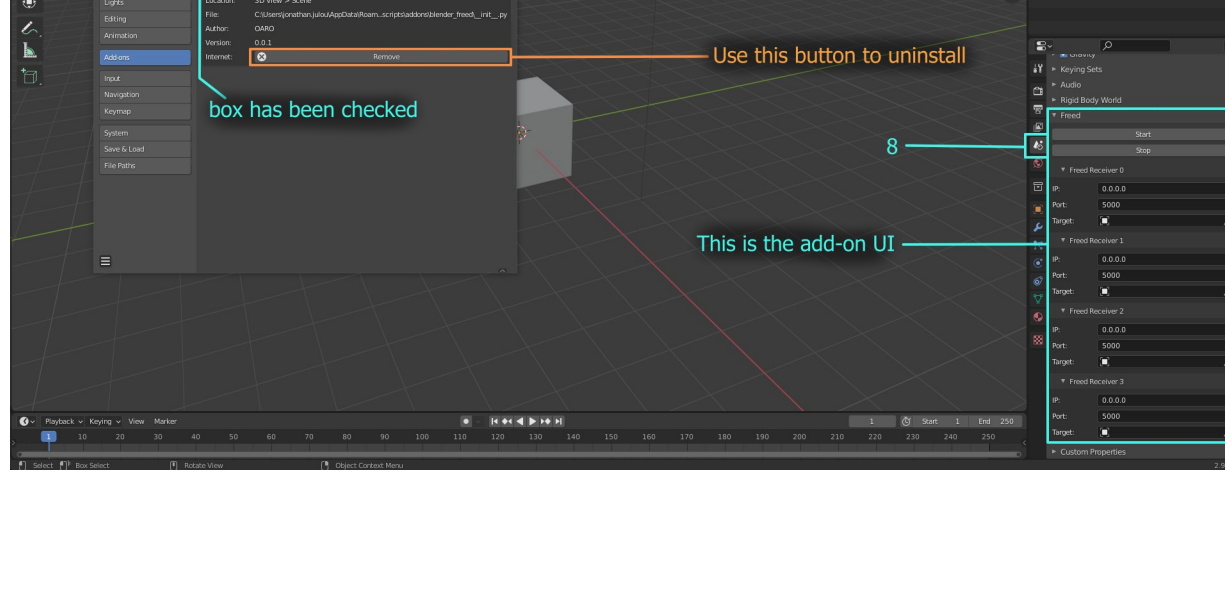
The screenshot shows the top bar of the Blender 2.80 interface. The 'Object Mode' dropdown menu is open, displaying options: 'View', 'Select', 'Add', and 'Object'. A red arrow points to the 'Object' option.



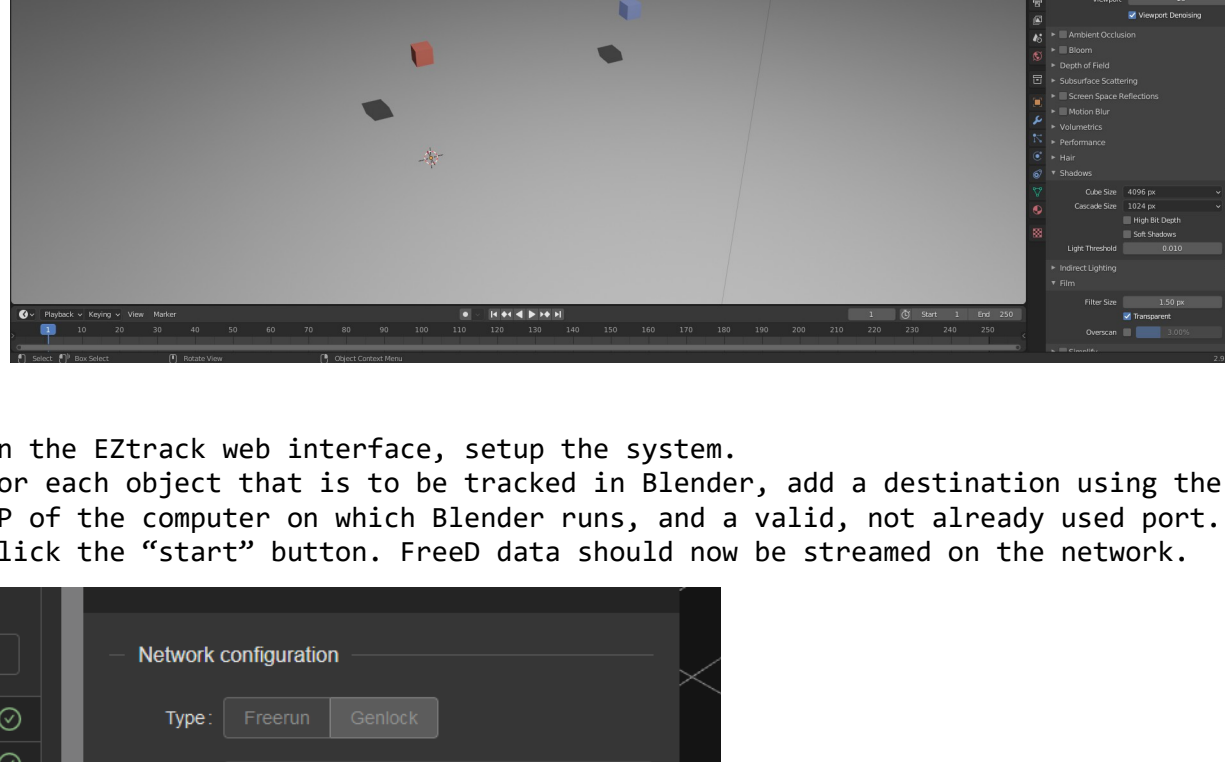
The screenshot shows the Blender Outliner panel. The hierarchy is as follows:

- World
 - Environment
 - Background
 - Development - Blender Freedom


A red box highlights the "Development - Blender Freedom" object.



Let there be a
on other object




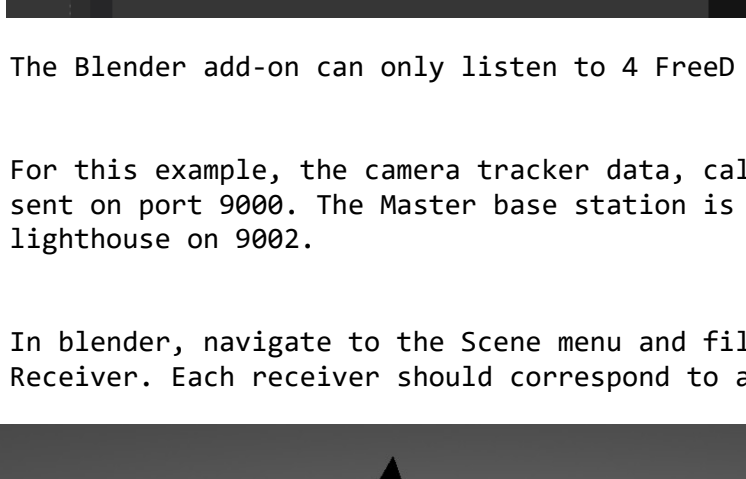
Destinations:	192.168.37.57	9000	
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Destinations:

192.168.37.57	9000	
192.168.37.163	5000	
192.168.37.33	5000	+





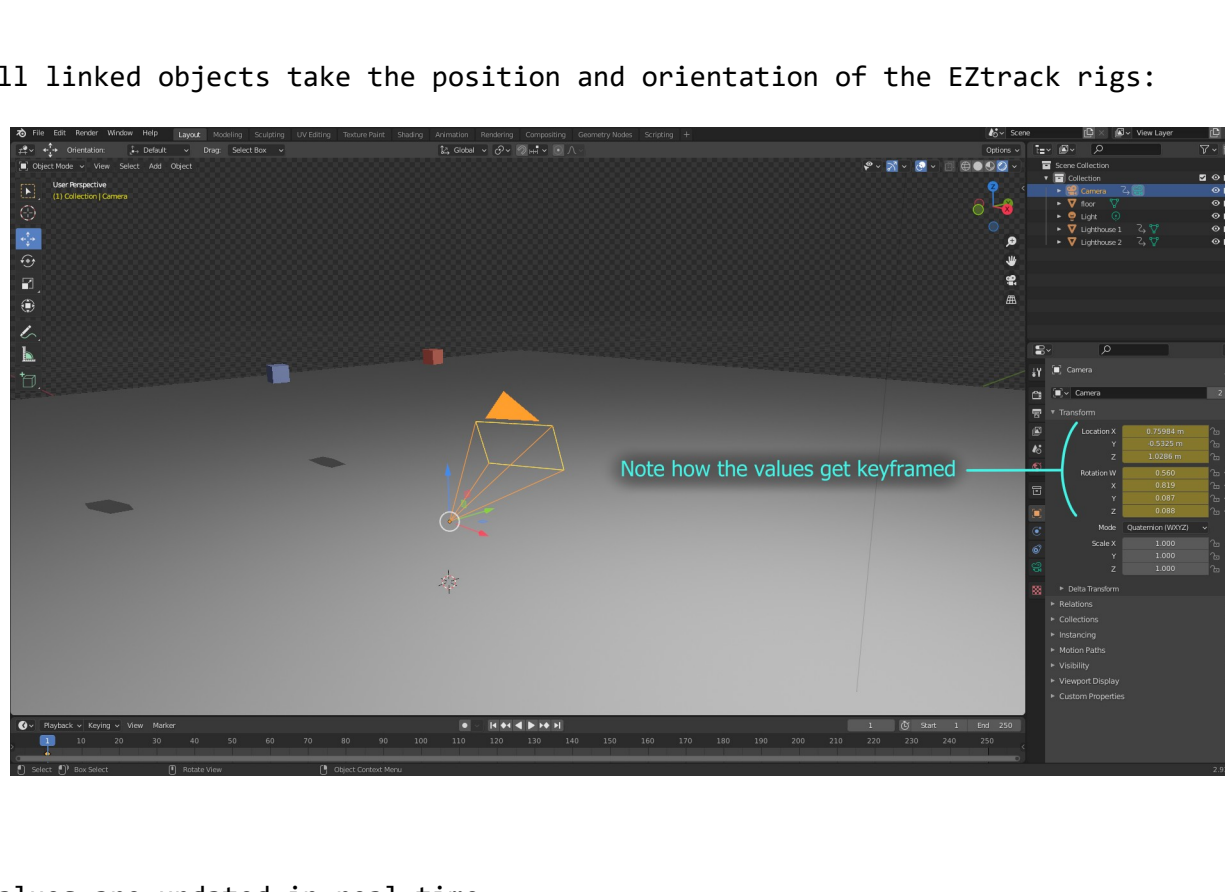
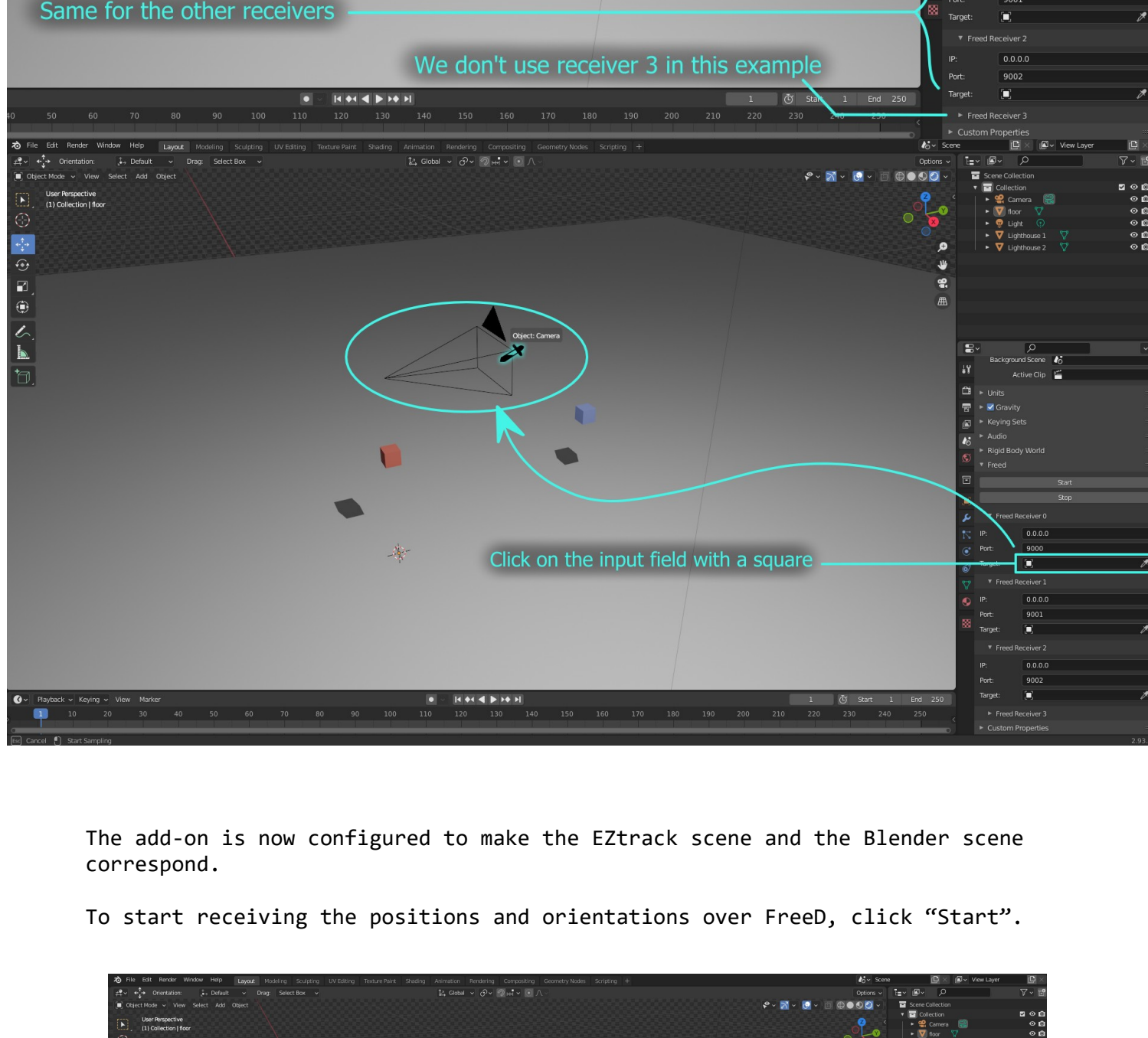
Country	1980	1985	1990	1995	2000
Japan	18.5	19.5	20.5	21.5	22.5
France	15.5	16.5	17.5	18.5	19.5
Germany	14.5	15.5	16.5	17.5	18.5
Italy	13.5	14.5	15.5	16.5	17.5
Spain	12.5	13.5	14.5	15.5	16.5
United Kingdom	11.5	12.5	13.5	14.5	15.5
Sweden	10.5	11.5	12.5	13.5	14.5
United States	9.5	10.5	11.5	12.5	13.5

Go to the Scene menu

Can stay 0.0.0.0 in most cases. Points to localhost

Put the same port as in EZtrack

one for the other receivers



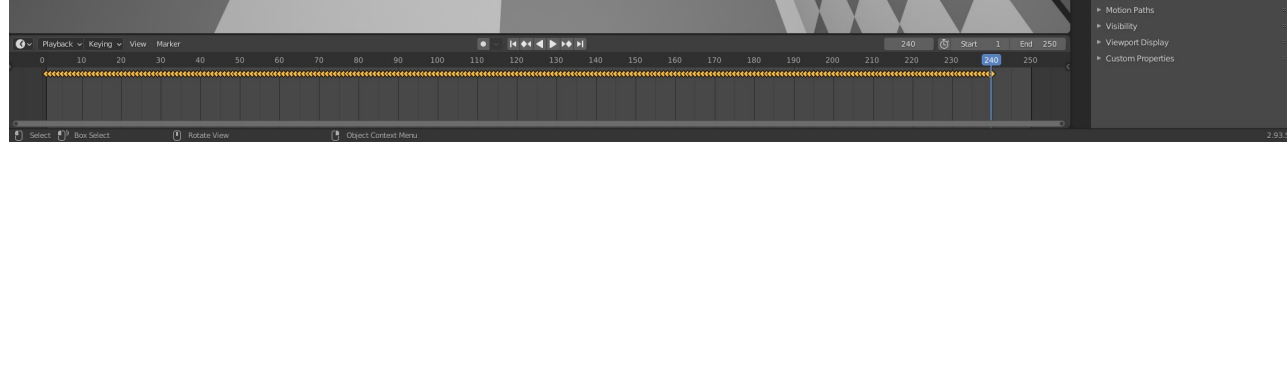
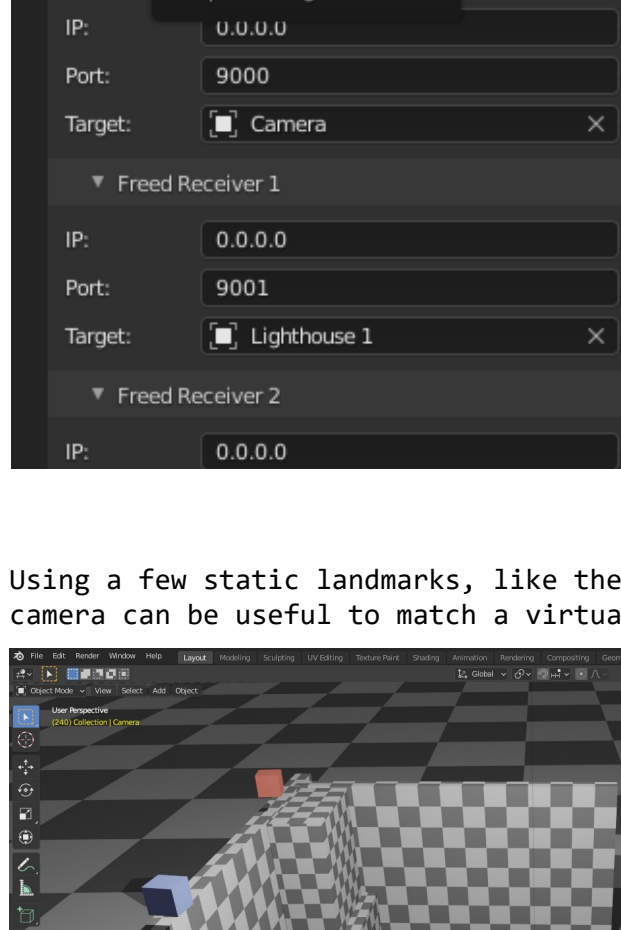
- put all elements non-essential

- which essential elements are not. Deactivate those collections (not just hide, check the box next to the eye on the right)
 - have low-poly geometry. Use a multi-res modifier on minimal subdivision setting. If this is not enough, use a low-poly proxy object from which you can later transfer the animation onto the real object.
- Note that the position and rotation are keyframed automatically at each update. This means that it is possible to record the tracking by clicking the play button. The tracking will thus be synchronised with the animations happening the scene.

Beware however, for animation can greatly reduce performance. If the viewport runs below an average of 24fps, it might be necessary to disable some of the animations during tracking, especially on dense meshes. Shape keys have a particularly strong impact. Unbaked physics simulations would be foolish.

To stop tracking, hit the “Escape” key, or click the “Stop” button in the UI.

A screenshot of the 'Stop' button in the FreeD application interface. The button is highlighted with a red rectangle. Below it, a dropdown menu is visible, showing the option 'Stop receiving FreeD data.'.



Run `compile_addon.py` fr