

Blender Virtual Prod Addon Documentation

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I. INSTALLATION

I.1. Github page

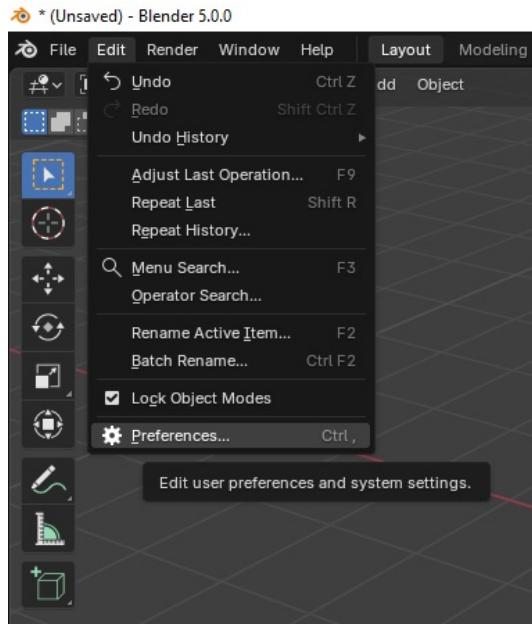
Go to <https://github.com/jonathanjulou/blender-virtual-prod-addon>. Go to the **Releases** page and download the latest stable release:

The screenshot shows the GitHub repository page for 'blender-virtual-prod-addon'. At the top, there are navigation links for 'main', 'Branch', 'Tags', 'Go to file', 'Add file', and 'Code'. On the right, there's an 'About' section with a description: 'Blender addon to receive FreeD protocol'. Below the repository info, there's a list of commits. The 'Releases' section is highlighted with a yellow box, showing one release: '2.0.1 (Latest)' uploaded 21 minutes ago. There are also sections for 'Packages' and 'README'.

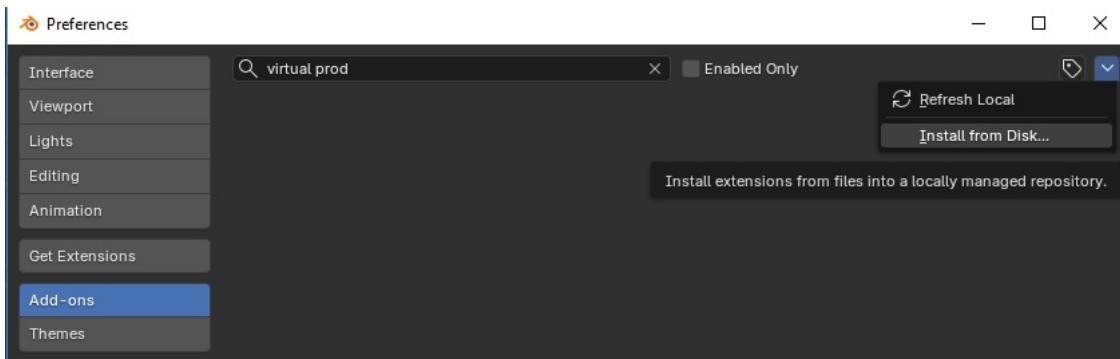
The screenshot shows the GitHub release page for version 2.0.1. At the top, it says '2.0.1 (Latest)'. Below that is a 'Changelog' section with two bullet points: 'fix no tracking without Lens Target' and 'fix crash if lens target specified but no lens file'. Underneath is a 'Assets' section with three items: 'blender_virtual_prod.zip', 'Source code (zip)', and 'Source code (tar.gz)'. The 'blender_virtual_prod.zip' file is highlighted with a yellow box.

I.2. Install package in Blender

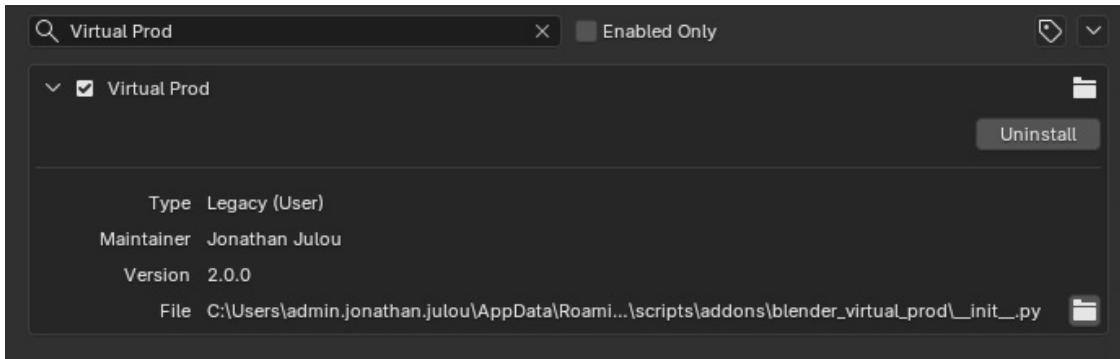
Open Blender and navigate to **Edit → Preferences**:



Open the **Add-Ons** tab, and click the little down arrow at the top-right. Select **Install from Disk...**



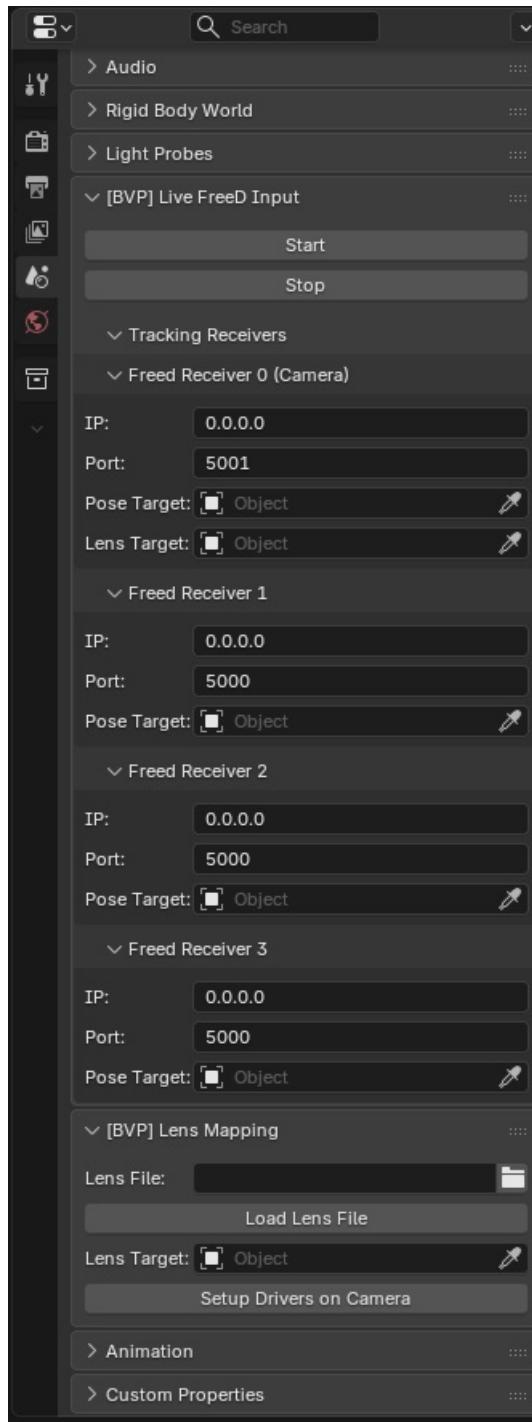
Select the .zip file downloaded from the Github release. This should appear:



The plugin is now correctly installed in Blender.

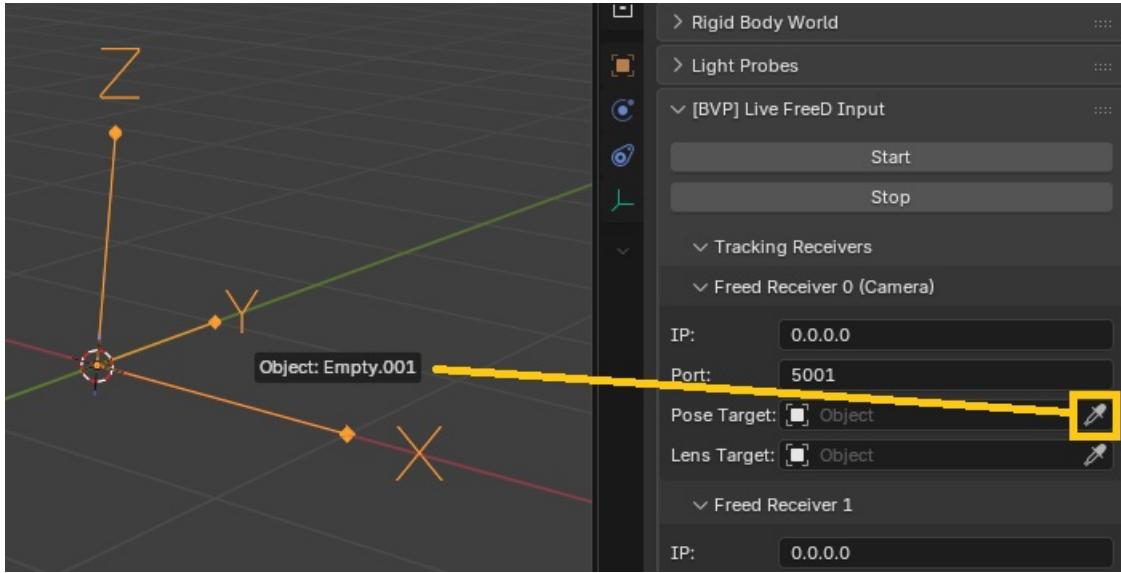
II. LIVE FREED INPUT

The Live FreeD Input part of the addon is found in the **Scene** tab:



II.1. Basic pose tracking

You can apply the tracking data to any Blender object. Here we use an Empty. Select it in one of the 4 receivers (the main receiver, dedicated for camera, is Receiver 0):



Press **Start**. The object will start moving according to the FreeD data. For each packet received a keyframe is written:

