

Blender Virtual Prod Addon Documentation

11/02/2026

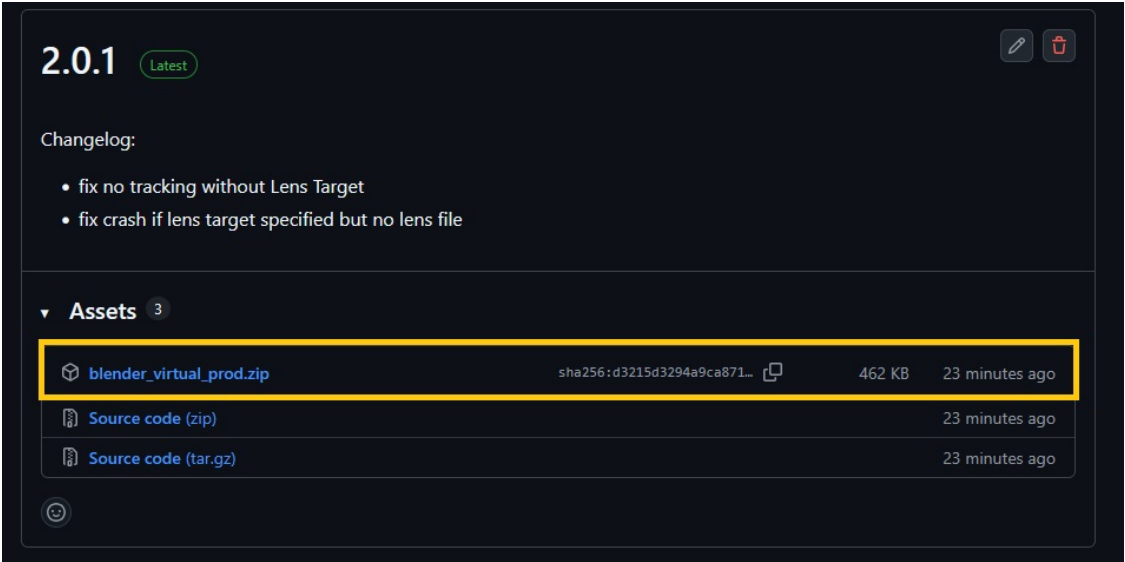
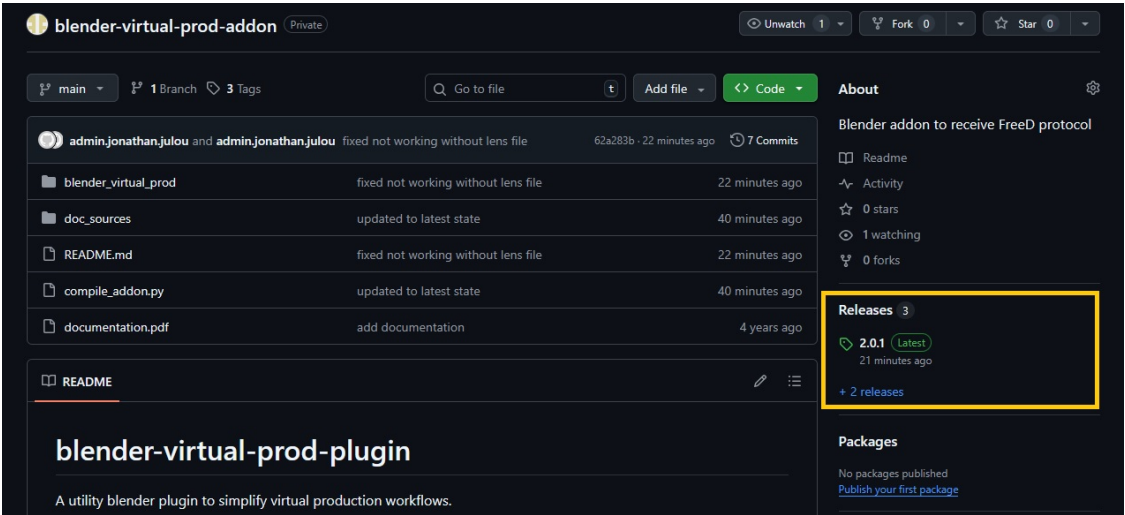
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I. INSTALLATION

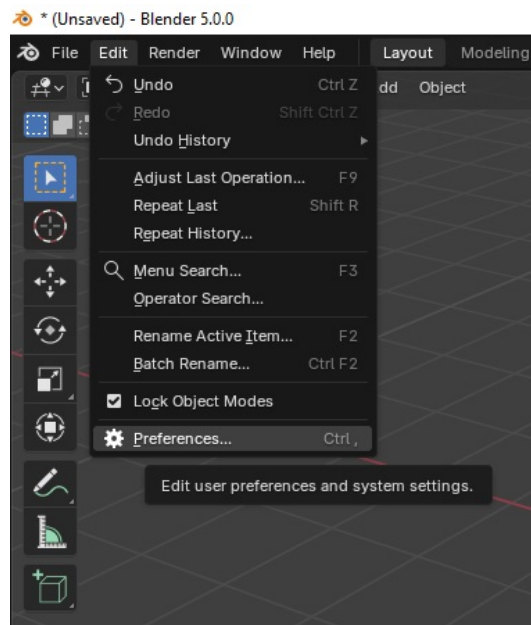
I.1. Github page

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

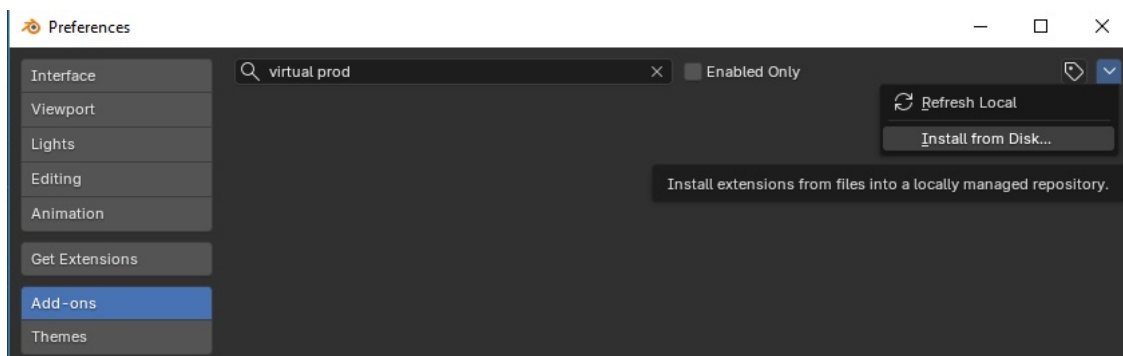


I.2. Install package in Blender

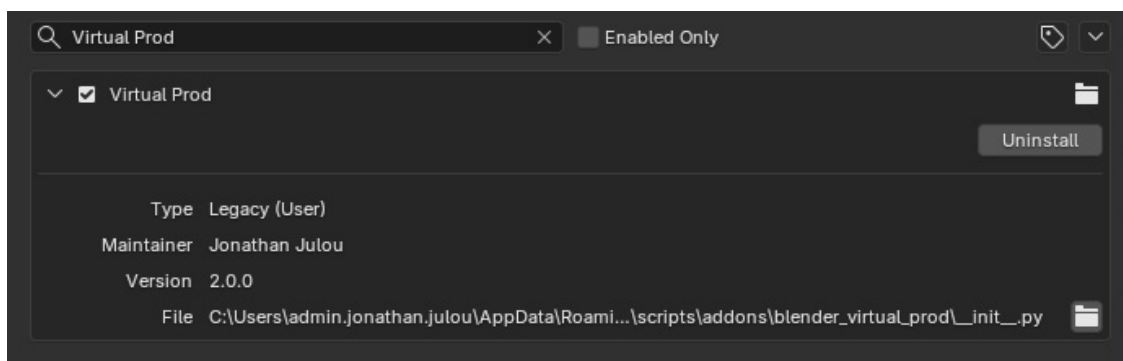
Open Blender and navigate to **Edit** → **Preferences**:



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



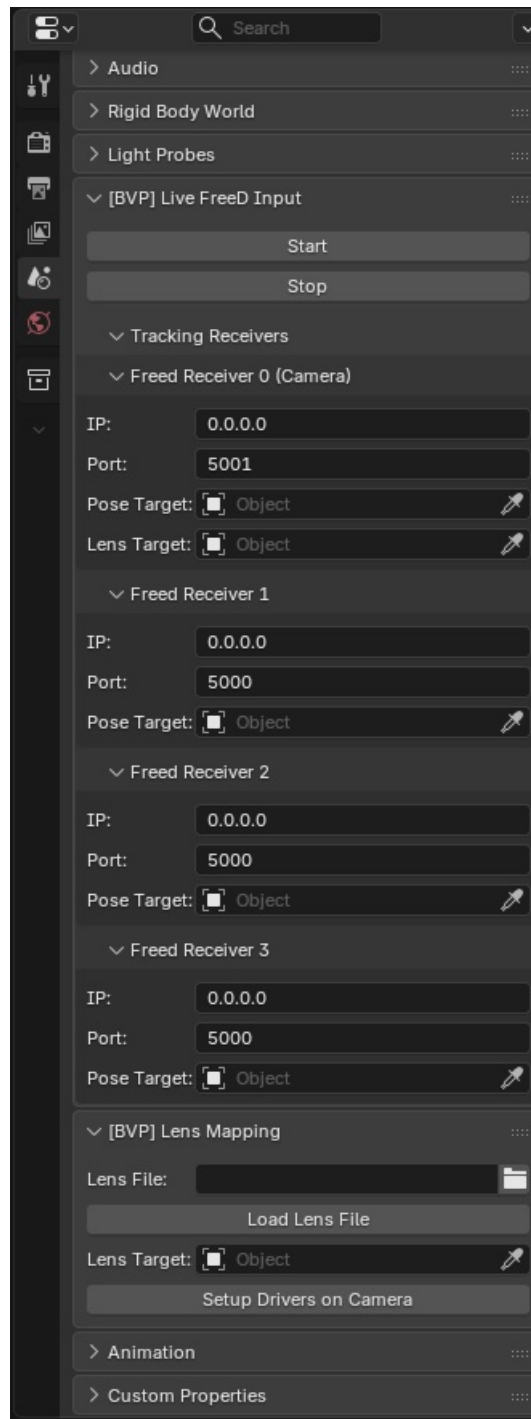
Select the .zip file downloaded from the Github release. This should appear:



The plugin is now correctly installed in Blender.

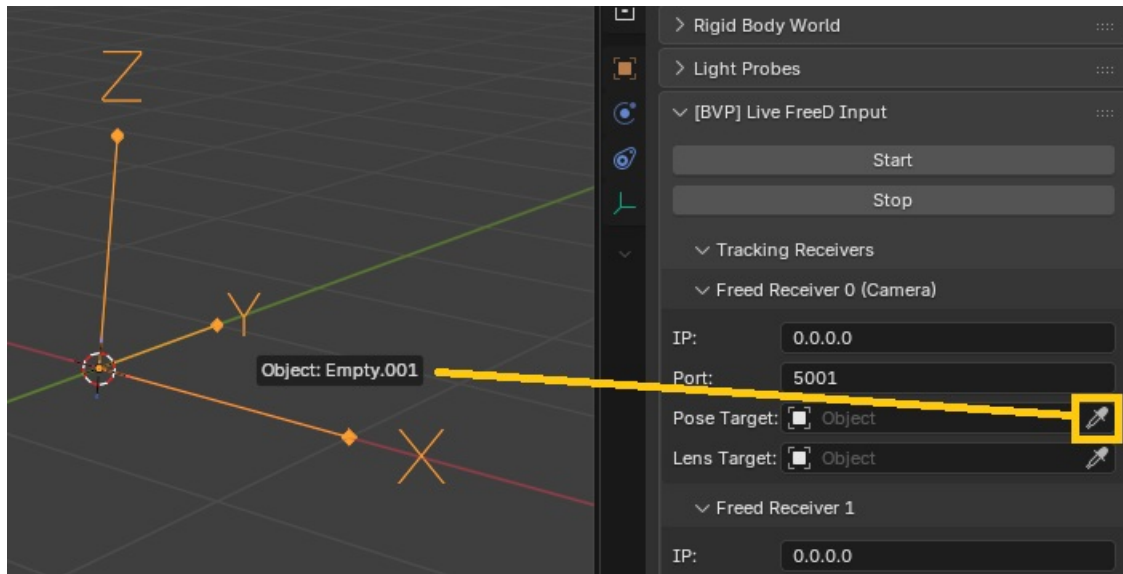
II. LIVE FREED INPUT

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:

