

ADD-ON INFORMATION

Name: Panzera Auto - Renderer Add-on for Blender

Description: Renders selected viewpoints of 3D models.

Version: 1.33

Copyright © 2025, Júlio Panzera-Gonçalves

[Visit Developer Page](#)

BEFORE RENDERING, MAKE SURE TO:

- center the 3D model at the origin (0, 0, 0).
- correctly orient the 3D model on the x, y and z axes (-Y axis corresponds to the front viewpoint).
- delete any lights or cameras present in the scene (so they don't conflict with the ones that will be automatically added by the add-on).
- delete all keyframes associated with changing the position, rotation or size of an object (the presence of keyframes may result in misplaced objects).
- adjust the camera distance (incorrect camera distances can result in renders with too small, too large or cropped 3D models).
- adjust the light settings (sun is the default type of light and intensities superior than 1.5 may result in high exposure).

OUTPUT FOLDER

Output Folder:

C:\Users\user\Desktop\Panzera Auto - Renderer Add-on for Blender

RENDERING RESOLUTION

Preset:

1920 x 1080 (Full HD)

Apply

Width

1920

Height

1080

TIP: set custom values and choose 'Custom' preset to keep them.

ATTENTION: Higher resolutions require a lot of memory to perform the rendering task.

LIGHT SETTINGS

Light Type:

Sun

Light Intensity

1.00

Light Color:

CAMERA DISTANCE

Front	5.00
Back	5.00
Left	5.00
Right	5.00
Top	5.00
Bottom	5.00
Oblique	3.00

VIEWPOINTS TO RENDER

 Front
 Back
 Left
 Right

 Top
 Bottom
 Oblique

BACKGROUND SETTINGS

 Transparent Background

Background Color:

ATTENTION: changing the background color may affect 3D model's color too.

RESET SETTINGS



RENDER SELECTED VIEWPOINTS