


▼ ADD-ON INFORMATION


Name: Panzera Auto-Renderer Add-on for Blender
Description: Renders selected standardized viewpoints of 3D models.
Version: 1.33
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▼ 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
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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

- | | |
|---|---|
| <input checked="" type="checkbox"/> Front | <input checked="" type="checkbox"/> Top |
| <input checked="" type="checkbox"/> Back | <input checked="" type="checkbox"/> Bottom |
| <input checked="" type="checkbox"/> Left | <input checked="" type="checkbox"/> Oblique |
| <input checked="" type="checkbox"/> Right | |

▼ BACKGROUND SETTINGS

☐ Transparent Background

Background Color: 

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

 RESET SETTINGS

 RENDER SELECTED VIEWPOINTS