



Tyler Gubala <gubalatyler@gmail.com>

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## Blender as a Python Module (official support)

3 messages

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**Campbell Barton** <campbell@blender.org>  
To: gubalatyler@gmail.com

Thu, Sep 8, 2022 at 10:05 AM

Hi Tyler, I'm writing to you because you have worked on Blender as a Python module (PIP package) [0], and wrote patch [1].

Recently we decided it would be worth making the "bpy" (standalone) module officially supported.  
Are you interested to be involved in this project in some capacity?

This task [2] outlines some possible changes & improvements, to be made - if you're still involved in this area, I'd be interested in your feedback.  
Feel free to reply in the task (T100913).

Regards,  
- Campbell

[0]: <https://pypi.org/project/bpy/>  
[1]: <https://developer.blender.org/D9230>  
[2]: <https://developer.blender.org/T100913>

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**Tyler Gubala** <gubalatyler@gmail.com>  
To: Campbell Barton <campbell@blender.org>

Fri, Sep 9, 2022 at 3:57 PM

Hi Campbell.

Unfortunately, I'm not too familiar with Blender's build system. Looks like in the new issue you linked, everyone is talking about Integration with the existing build system.

My package builds from a Docker environment using either Centos or Windows. I think getting me up to speed would slow you guys down more than anything.

If you have questions about my repo at all feel free to reach out, and for sure Blender Foundation should take control of bpy as a pypi package, I just don't know how to "give" that over. Let me know if there is a procedure you want me to follow.

Lots of workflows, especially with regards to Python package management are broken due to Blender's code when last I checked.

Let me know if you need anything specific.  
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**Campbell Barton** <campbell@blender.org>  
To: Tyler Gubala <gubalatyler@gmail.com>

Wed, Sep 14, 2022 at 8:32 AM

Thanks for getting back to me, I'm also not clear on exactly how packaging & build automation should be handled.  
It looks like making a wheel `*.whl` from the compiled result is fairly straightforward so maybe that's what users prefer these days.

For now I'm focusing on resolving any issues with Blender and its build-system, which is now working well on all platforms from what I can tell.

If you aren't interested to keep maintaining the "bpy" package, perhaps it could be transferred to the Blender foundation? This would be preemptive as I don't think we would update it immediately, so I'm only suggesting this as a way to make it so we can update this in the future.

If you wanted to transfer ownership, from what I can tell this involves opening an issue in:

<https://github.com/pypa/pypi-support>

Regards

- Campbell

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