

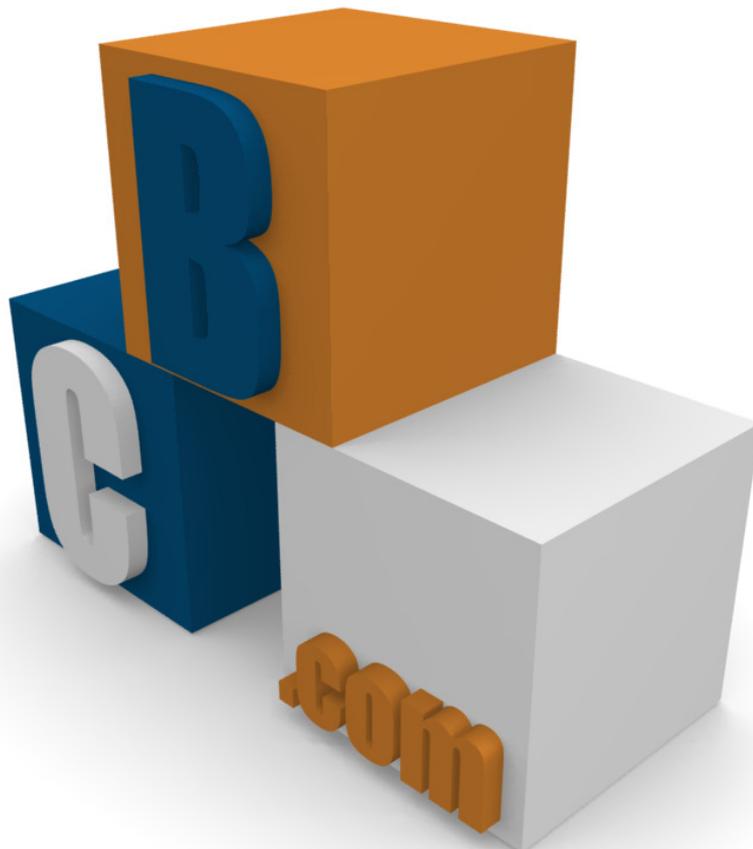
# BlenderCourse

for Blender v2.42a

## Console rendering

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## Preface

BlenderCourse teaches you about 3D modelling and provides you short tutorials about a specific subject. The main thought is: Just do it!

You do not need any 3D-modelling knowledge; the terms used will be explained during the different courses.

If you see an error or something is not clear, I want to ask you to contact me through [feedback@blendercourse.com](mailto:feedback@blendercourse.com). More Blender Course material can be found at <http://www.blendercourse.com>.

Have fun with Blender Course!

Bas van Dijk

Wijdewormer, the Netherlands, November 2006



# Introduction

This document is using several symbols. Below is the explanation of these symbols:

- An arrow (→) means instruction. This means you have to follow the step after it.

*Example:* → Click with the right mouse button on the object.

- A text between < and > means a key on the keyboard.

*Example:* Press <Enter> to confirm the operation.

- A combination of more than one key will be written with the plus sign (+).

*Example:* Press <Alt> + <F4> to exit the program.

- A button on the screen will be written between [ and ].

*Example:* Click at [OK] to close the window.

- If there is an arrow (→) between two words, this means a click sequence in a menu.

*Example:* Choose File → Save

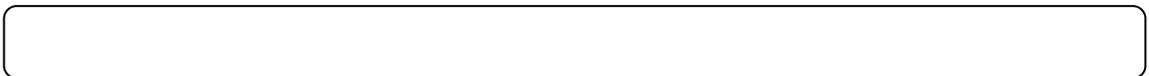
- A new technique or additional information will be written inside a grey box.

*Example:*

This is how this technique works.

- Console output will be shown inside a rounded box.

*Example:*





## Parameters

Before we start rendering we will take a look at the parameters of the Blender executable.

- b render in background; renders without starting Blender
- f the frame you want to render
- S scene name
- s starting frame number
- e end frame number
- a render animation

## Rendering using Blender internal render system

### *Rendering a single frame*

*Linux:*

```
$ blender -b untitled.blend -f 1
```

*Windows:*

```
c:\program files\blender\blender.exe -b untitled.blend -f 1
```

When executing the command you see something like:

```
Render 99%  
Saved: /tmp/0001.jpg Time 00:00:14  
  
Blender quit
```

### *Rendering an animation*

The commands below show how to render an animation using the Blender internal renderer.

*Linux:*

```
$ blender -b untitled.blend -s 1 -e 5 -a
```

*Windows:*

```
c:\program files\blender\blender.exe -b untitled.blend -s 1 -e 5 -a
```



This means Blender we render an animation from frame one till frame five. In this example we have used a scene which renders to a jpg-avi file. The console output will be like:

```
Created avi: /tmp/0001_0010.avi
Render 99%
Added frame 1 (frame 0 in avi): 00:00:09
Render 99%
Added frame 2 (frame 1 in avi): 00:00:09
Render 99%
Added frame 3 (frame 2 in avi): 00:00:09
Render 99%
Added frame 4 (frame 3 in avi): 00:00:09
Render 99%
Added frame 5 (frame 4 in avi): 00:00:09

Blender quit
```

## Rendering using YafRay

### ***Rendering a single frame or animation***

In order to render a frame or animation in YafRay, set the renderer to YafRay (figure 1).



figure 1

Make sure the XML button is unchecked (figure 2) otherwise you'll get a segmentation fault when rendering. After saving your scene, you can use the same commands as we used for the internal render system (the console output may differ).



figure 2