

blender 2.8



Tudo que você sempre quis saber e nunca teve
coragem de perguntar sobre o *Blender 2.8*

Dalai Felinto



Março, 2019

Introdução

14

Sep 2005

QUARTO

by dfelinto · 2 Comments



Graças à greve retomei meus estudos de Blender e agora é pra valer. Estou fazendo a iluminação e aplicação de material em um quarto que ajudei minha namorada a projetar.

Eu fiz a planta em AutoCAD, o Modelo em SKETCHUP e exportei pro AutoCAD, e do CAD exportei pra .3ds. Não sei porque, mas não consigo importar .dxf vindo do AutoCAD.

E tive problemas também em importar o .3ds com o Blender 2.37a. mas como Blender 2.37 foi tranquilo.

Por enquanto só comecei a trabalhar a iluminação e a escolha das cenas, mas já apliquei o piso (usando BUMP MAP).

Se tudo der certo eu posto mais coisas,
Abraços,
Dalai

22

Dec 2005

CRISTALEIRA

by dfelinto · Leave a Comment



É fim de greve, mas talvez agora o Blender não pare mais.

Este semestre pretendo apresentar meu Projeto na faculdade com o Blender.

Enfim, cá está o meu primeiro trabalho no Blender para um cliente.

Neste caso o projeto em si é de autoria minha com a minha namorada – Juliana Pitta, e se trata de uma cristaleira revestida com dois tipos de folhas – marfim sbiancato e radica madrona tinto. Eu escaneei as folhas de um mostruário que eu tinha, e no GIMP criei texturas contínuas.

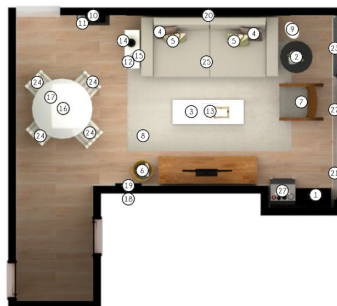
Eu acho que ficou legal, fiz no Blender 2.40RC1 e tratei no GIMP (ajustes de tonalidade principalmente). Só falta saber se o cliente vai gostar.

Abraços.





1. Planta Baixa
esc. 1:50



Móveis e Objetos

estante	01	luminária de piso	09	mesa de jantar	17	sofá existente	25
mesa lateral	02	estante	10	quadros	18	sofá existente	26
mesa de centro	03	obrigata	11	quadros	19	colcha existente	27
alofabada	04	mesa lateral	12	espelho	20		
alofabada	05	luminária de teto	13	colcha	21		
café	06	obrigata	14	colcha	22		
softrona	07	obrigata	15	colcha	23		
tapete	08	luminária pendente	16	cadeira existente	24		

TEIJO

- teto com rebaixo em gesso para colocação de luminárias embudadas. Rebaixar 10 cm caso ainda não haja rebaixo.

BLINDEX

- blindex com uma porta fixa e uma de correr para vão de L190 x A200 cm

MARCEMARIA

- armário em marcenaria Tok&Stok linha Project

OBS.: conferir medidas no local

pintura branca espelho ilhargo para acabamento



marcenaria bancada tecto do box piso Ceth Bianco

Flavio Markiewicz
Maria Amélia Gonçalves
Filipe Dilly

CONFECÇÃO DE BONECOS E CONTROLES

Daniel Pinheiro Lima

PROGRAMAÇÃO

Dalai Felinto

ANIMAÇÃO

Daniel Pinheiro Lima

ANIMAÇÃO ADICIONAL

Maria Amélia Gonçalves

Paulo Are

Paulo Are









Siggraph Asia 2012
#throwbackwednesday

Augmented Reality Using Full Panoramic Captured Scene Light-Depth Maps posters 0134

Aldo René Zang¹, Dalai Felinto² and Luiz Velho³

¹ VISGRAF Lab - IMPA, zang@impa.br, ² Fisheries Centre, UBC



Figure 1: Left: Captured scene radiance; Center: Depth image from modeled environment; Right: augmented scene rendering.

1 Introduction

Ask for a programmer and an artist what is the Holy Grail of computer graphics and you may hear completely different answers. It is part of the competence of computers to strive for reproducing reality, to mimic it bit by bit, photon by photon. It is in the core of graphics to go beyond and expand our experience of the reality with the creative input of the artist.

In this project we are trying to combine both views of the field of computer graphics expanding the possibilities of photo-realistic rendering of synthetic elements combined with a captured environment. Our work is focused on (but not exclusive to) full panorama renders. The novelty of our method is the use of *light-depth maps* to increase the accuracy in the rendering process, as presented in our previous work [Felinto et al. 2012].

Panorama images have been extensively used in the past. As a final representation of a set, a background plate, as reflection maps, as environment light maps or even to support the modeling of the environment geometry. However, panoramas with the light field representation when combined with the scene geometry can achieve rendering calculations not yet explored. Those particular sets of panoramas are here called *light-depth maps*. The intent of this project is to show how they can produce more accurate photo-realistic rendering of shadows, light and reflections for synthetic elements inserted in a captured scene than its current alternatives.

The relevance of this project is reinforced by the growing demand for panorama content production. This is in part due to the modernization of old planetariums into digital full-dome projection systems, the existence of panorama capturing devices such as Gigapan and LadyBug and new gyroscope friendly consumer devices and applications such as Google Street View, and the soon to be released Nintendo Wii U Panorama View.

Additionally, panoramas can be used for traditional film-making aimed at conventional displays. *light-depth maps* can be built in affordable ways and increase the quality of the augmented reality rendering productions.

2 Light-Depth Map

Debevec's pioneer work on Image Based Lighting (IBL) proved that the lighting of an environment can be captured and reconstructed to support the rendering of synthetic elements into an original captured plate, [Debevec 1998].

The motivation of our work comes from the limitations of traditional IBL methods which represent the environment lighting as a directional map of light intensities. For outdoor scenes, where the main light source is distant (i.e., the Sun) this produces consistent results for lighting. For reflections the light-maps produce an amount of accuracy that fades with the distance to the capture source position (originally obtained by photographing a mirrorball in the position where most reflective objects are).

For internal scenes, the light bouncing between the elements of the scene are very important to the calculation of the light field for the rendering. With the *light-depth map* of the scene the light is calculated as point lights, allowing for a free positioning of the synthetic elements in the scene.

The environment depth serves for multiple purposes in our pipeline: (a) In the rendering stage, it is used to compute the light position in world space for the reflection rays; (b) The scene depth needs to be calculated and stored with the *HDR* required by the renderer to resolve visibility tests and shadows; (c) Part of the modeled environment acts as support surfaces for rendering shadows and reflections coming from the synthetic elements; (d) Modeled elements can be transformed while keeping their reference to how they map to the original environment to produce effects such environment deformation and conformation to the synthetic elements.

A *light-depth map* can be constructed from an *HDR* environment map by adding the depth channel. The depth channel can be obtained by a special render from the reconstructed environment meshes, by 3d scanning the environment or other techniques. The production framework proposed in [Felinto et al. 2012] allows us to construct the *light-depth map* from the captured *HDR* light map using the modeled reconstruction of the scene (fig. 1). The production and rendering frameworks were both developed on top of open source tools freely available in the Internet.

References

- DEBEVEC, P. E. 1998. Rendering synthetic objects into real scenes: Bridging traditional and image-based graphics with global illumination and high dynamic range photography. SIGGRAPH, pp. 189-198.
- FELINTO, D. Q., ZANG, A. R., AND VELHO, L. 2012. Production framework for full panoramic scenes with photo-realistic augmented reality. In XXXVIII Latin American Conference of Informatics (CLEI).

Game Development with **blender**



Dalai Felinto

Mike Pan



←
57 B

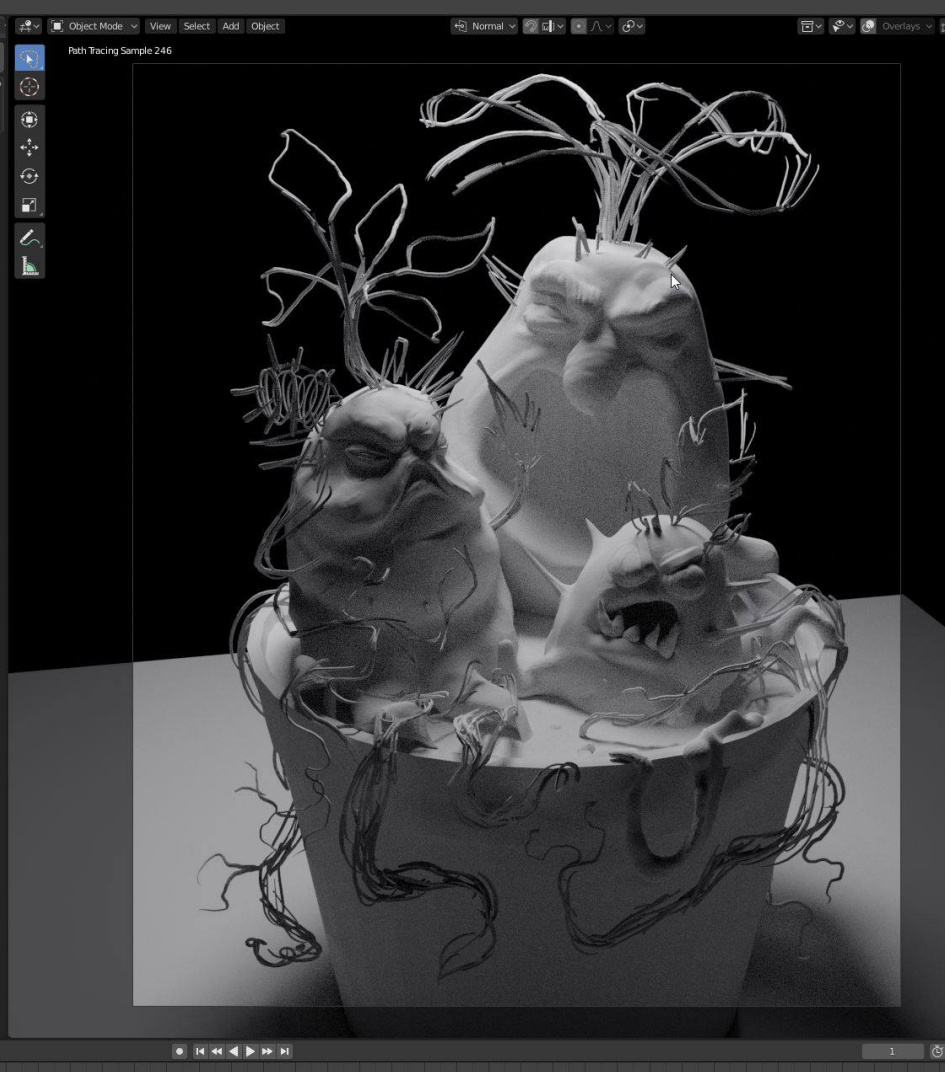
57A

 **blenderinstitute**
Studio for Open 3D Projects

Blender 2.8

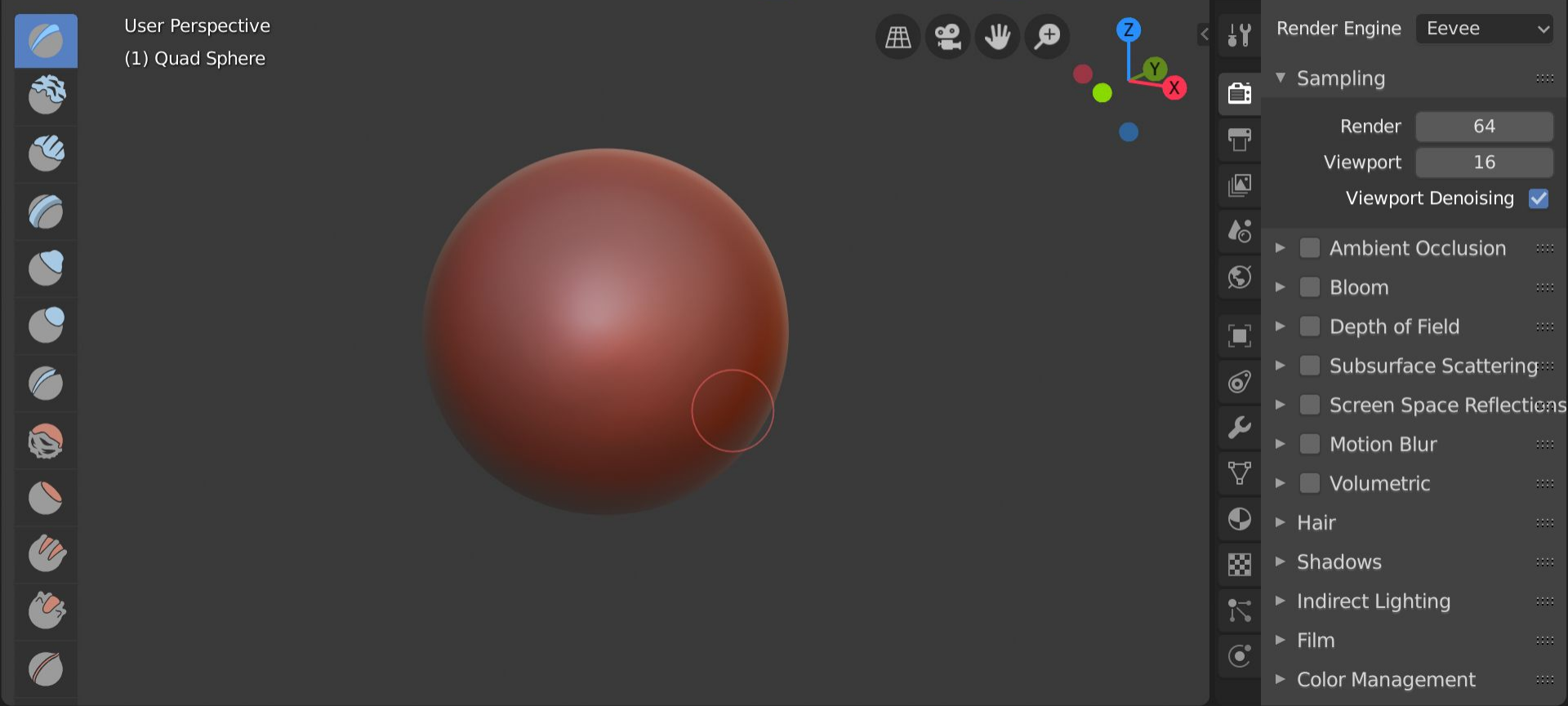


Lucas Falcão
conceito por Alfred Achiampong



Rafael Vallaperde
conceito por Giselle Almeida

Work Spaces



Collections

Blender Developers Blog

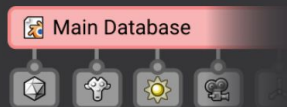
View Layers and Collections

SEPTEMBER 19TH, 2017 GENERAL DEVELOPMENT DALAI FELINTO

At popular confusion request we are shedding some light in the new View Layers and Collections in [Blender 2.8](#).

Where are the Objects?

In Blender, objects are not directly part of the scenes. Instead, they all get stored in a main database (basically the .blend file). And from there they are referenced into as many Scenes you like to use.



In 2.7 the Scene simply referenced its objects directly, as a single list. In 2.8, however, all the Scene objects are part of a new concept: the "master collection".

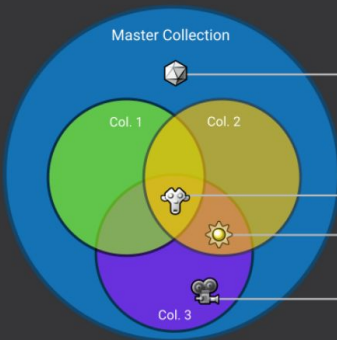
Blender 2.7



Blender 2.8

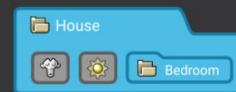


Collections

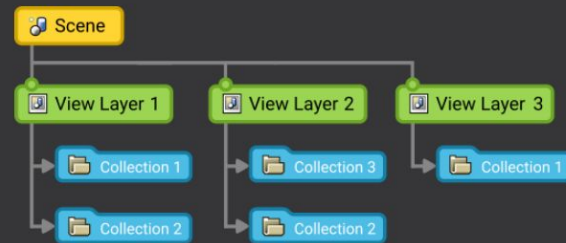
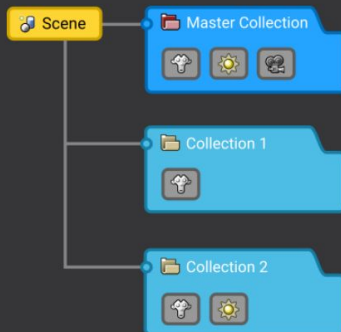


Object belongs to:

- Master Collection
- Master Collection
Collection 1
Collection 2
Collection 3
- Master Collection
Collection 2
Collection 3
- Master Collection
Collection 3



The result is a clear and flexible way to arrange objects together on the Scene level.



Collections

While the master collection contains all the Scene's objects, the user can also make their own collections to better organize these objects. It works like a [Venn diagram](#), where all the objects are

New Add Subtract Difference Intersect

Normals Options

Camera Perspective
(1) Body_armour_15



Scene Collection

- Lighting
 - Mesh Lights
 - Mesh_light |
 - Lamps
 - Back_light |
 - Fill-Ref |
 - Key_light |
 - Probes
 - Irradiance_Cache |
 - Ref_Probe |
- Background
 - Back |
- Camera
 - Camera |
 - focus
- Character
 - Helmet | 18
 - Head |
 - Body Armour | 17

D: 0.2004 (0.2004) normal

2D Animation / Grease Pencil





Stroke Black

- Black
- shirt
- shorts
- body
- FACE
- shoes
- SHOE2

Black 11

Preview

Surface

Stroke

Mode Type Line

Style Solid

Color

Fill

Style Solid

Color

Dope Sheet Summary

Stroke

0 20 40 60 80 89 100 120 140 160

Playback Keying View Marker 89 Start: 1 End: 160

Workbench

- Cursor
- Select Border
- Transform
- Move
- Rotate
- Scale
- Annotate
- Measure



User Persp (85) base

- Cursor
- Select Border
- Transform
- Move
- Rotate
- Scale
- Annotate
- Measure



Transform

Location:

- X: 0.00000
- Y: 0.00000
- Z: 0.00000

Rotation:

- X: 0°
- Y: -0°
- Z: -42°

XYZ Euler

Scale:

- X: 1.000
- Y: 1.000
- Z: 1.000

Dimensions:

- X: 3.59507
- Y: 3.59507
- Z: 0.19068

Annotations

New

View

Focal Length: 35.000

Clip Start: 0.001

End: 1000.000

Local Camera: Came... X

Render Border:

Camera Lock

Lock to Object:

Lock to 3D Cursor:

Lock Camera to View:

3D Cursor

Location X: 0.03195

Y: 0.01085

Z: -0.00161

Properties

Cursor User Persp (85) base

Select Border

Transform

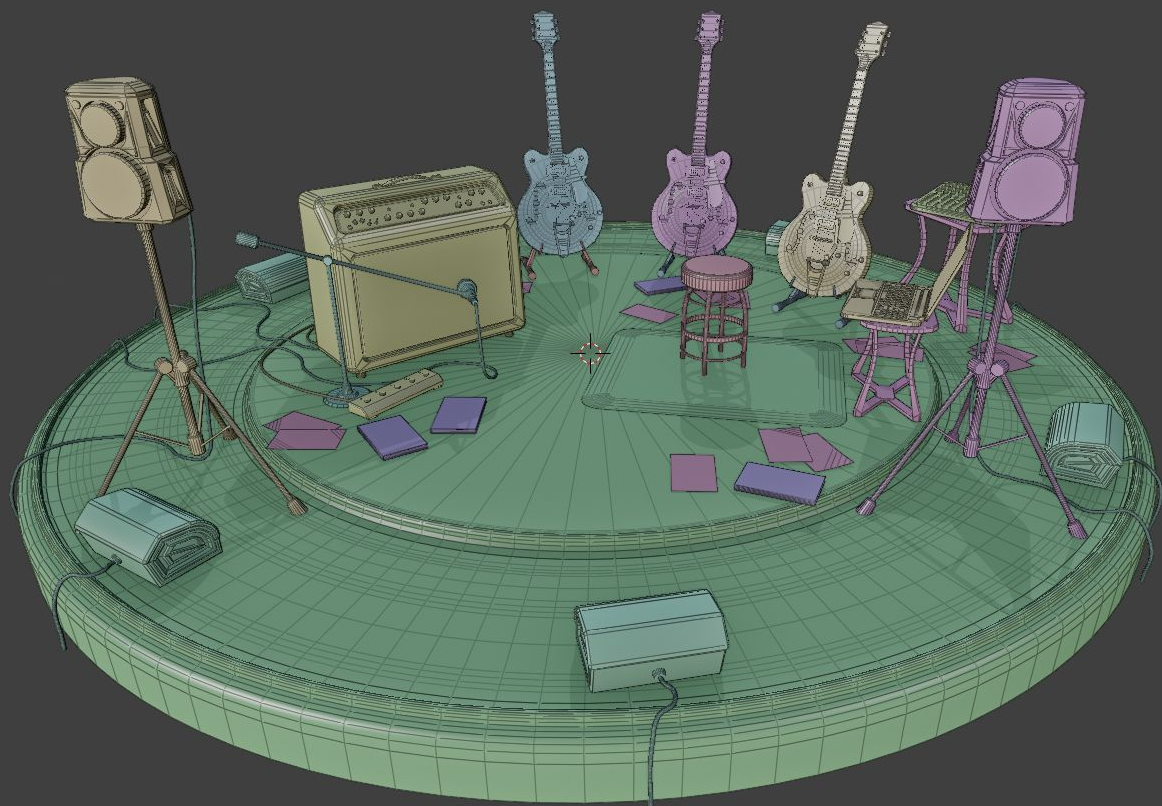
Move

Rotate

Scale

Annotate

Measure



XYZ coordinate system icon

Transform

Location:

X:	0.00000
Y:	0.00000
Z:	0.00000

Rotation:

X:	0°
Y:	-0°
Z:	-42°

XYZ Euler

Scale:

X:	1.000
Y:	1.000
Z:	1.000

Dimensions:

X:	3.59507
Y:	3.59507
Z:	0.19068

Annotations

New

View

Focal Length: 35.000

Clip Start: 0.001

End: 1000.000

Local Camera: Came... X

Render Border:

Camera Lock

Lock to Object:

Lock to 3D Cursor:

Lock Camera to View:

3D Cursor

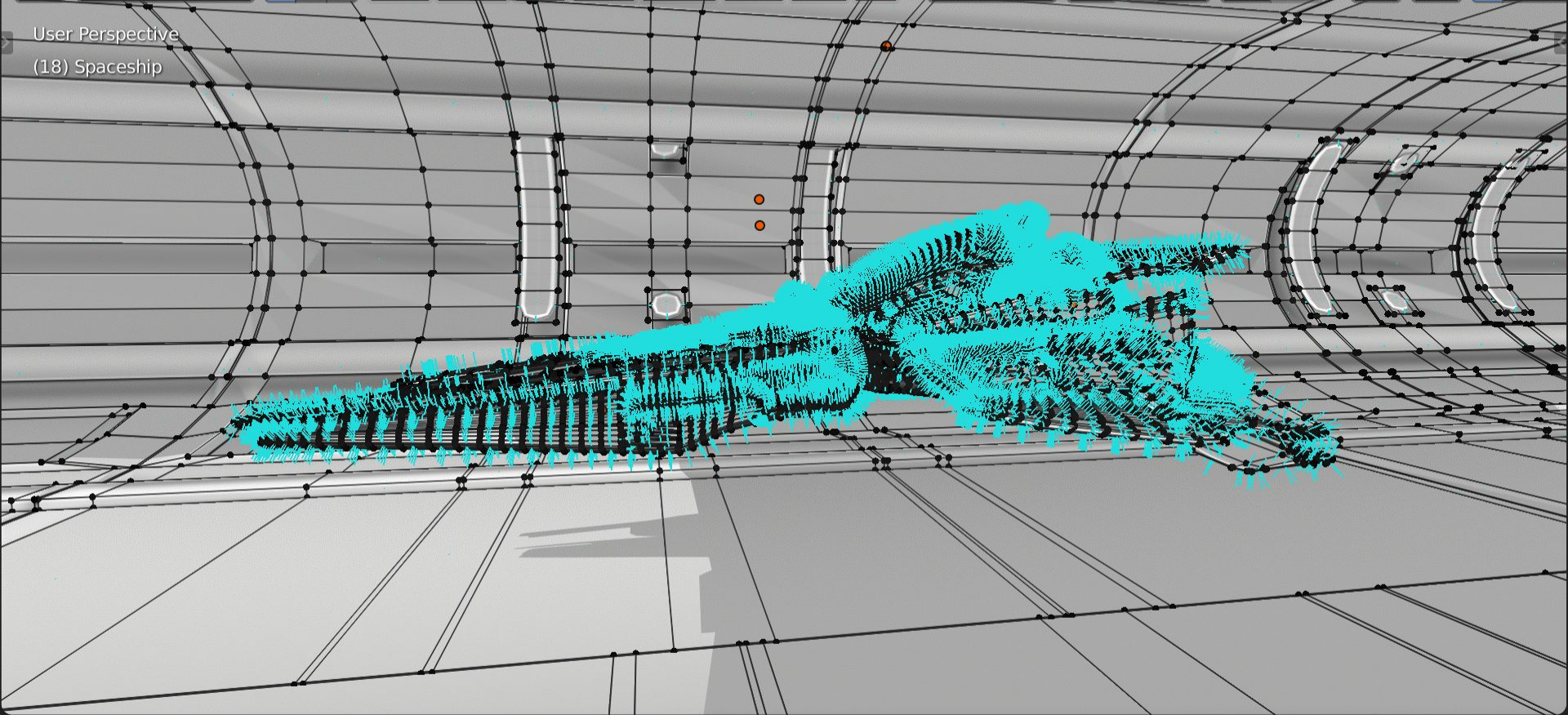
Location X: 0.03195

Y: 0.01085

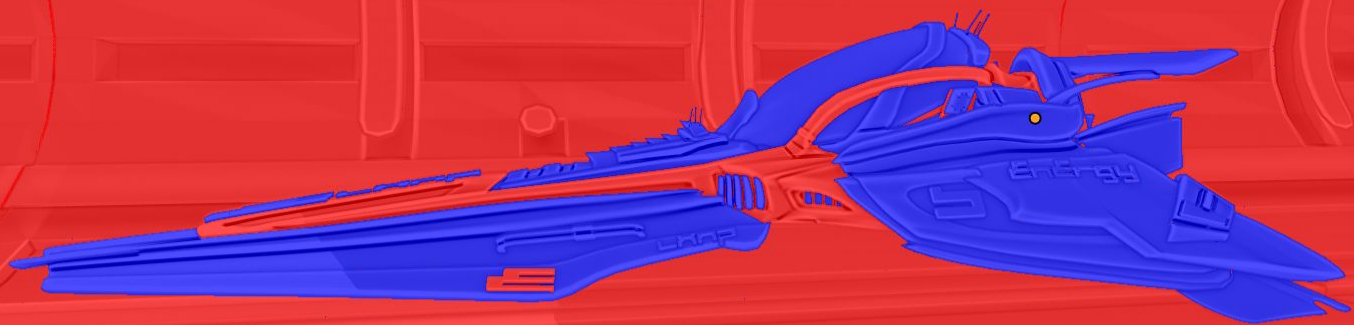
Z: -0.00161

Properties

User Perspective
(18) Spaceship



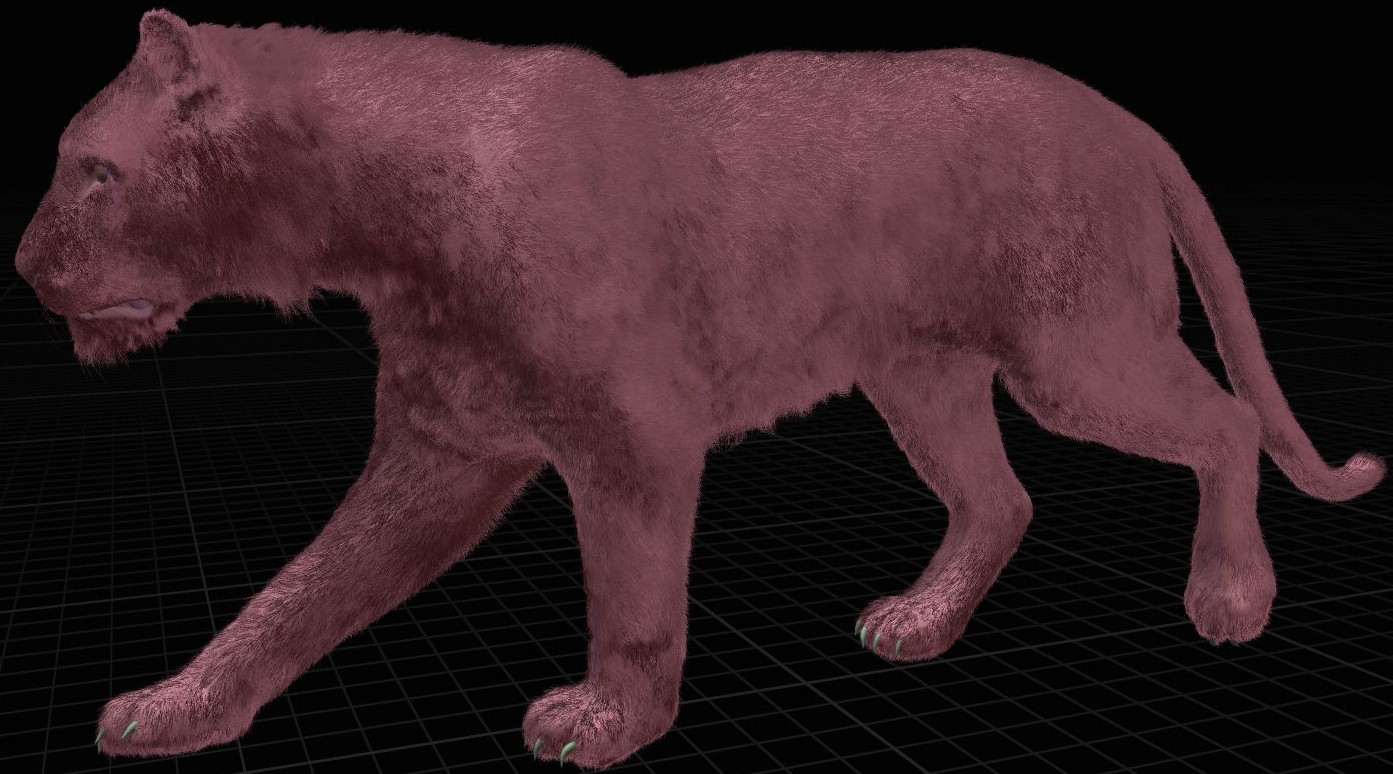
User Perspective
(18) Ship Main Mesh | Spaceship



User Perspective
(1) Scene Collection | hair



User Perspective
(72) Scene Collection | Tiger.Fur

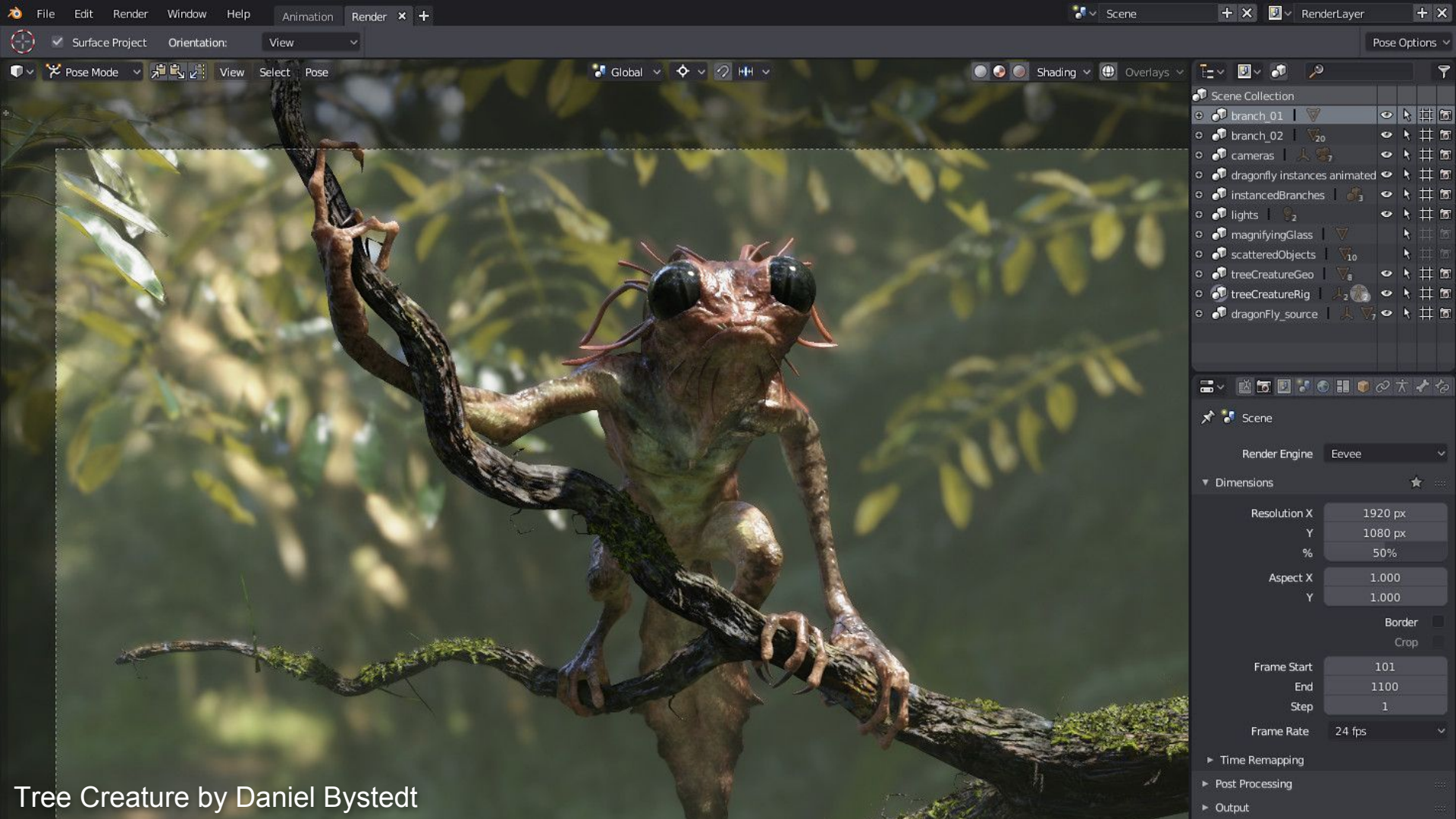


User Perspective
(72) Scene Collection | Tiger.Fur

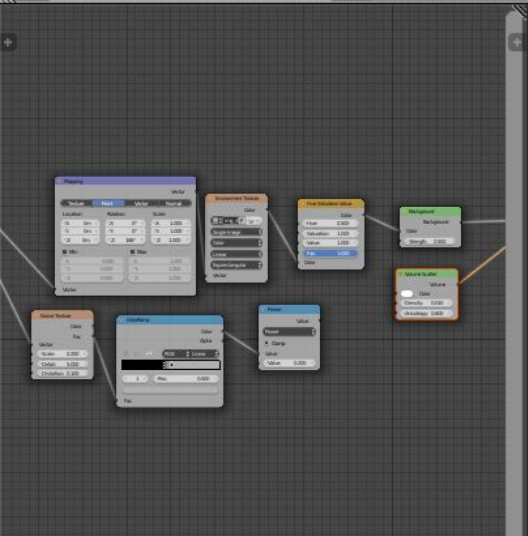


Tiger by Daniel Bystedt

Realtime Rendering / EEVEE



Tree Creature by Daniel Bystedt



World

Node

World

Temple

Demo of volumetrics lighting and irradiance probes.

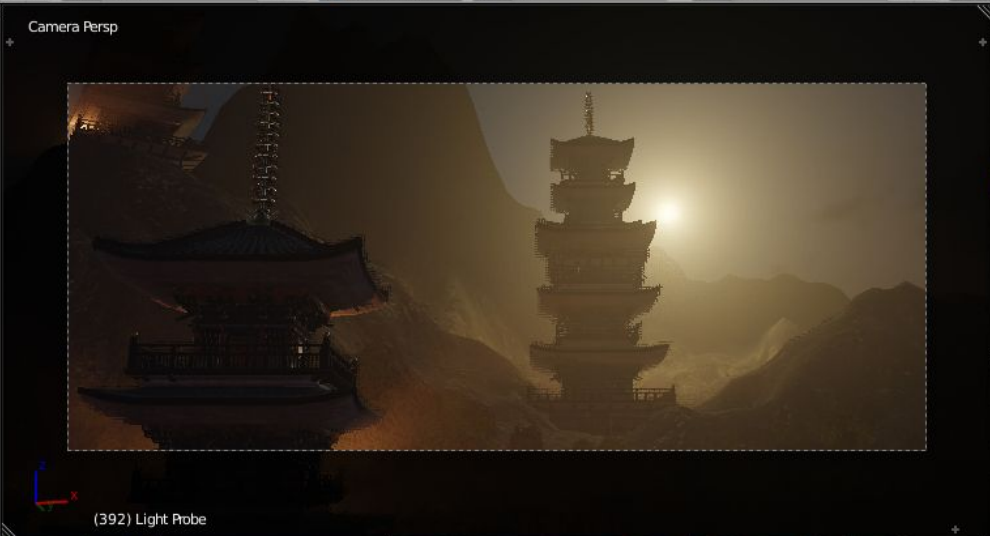
Be ware that the (selected) 8x8x8 irradiance volume is slow to calculate. Reduce its resolution if you want faster results.

Go outside camera view to see the full volume effect. Playback for animated camera.

CC-BY-SA

By: Dominik Graf
<http://www.artstation.com/artist/dommigraf>

Temple by Dominik Graf



Search Active Render Layer

- Force Fields
- Lighting
 - Probes
 - Lamps
- Camera Rig
- Models
 - Grass
 - Landscape
 - Buildings

Scene

Dimensions

Render Presets

Resolution: X: 2538 px Y: 1080 px 100%

Frame Range: Start Frame: 0 End Frame: 800 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 25 fps

Time Remapping: O: 100 N: 100

Border Crop

Metadata

Output

J:/Blender/EEVEE/Japanese Mountains/Mountains

Overwrite File Extensions

Placeholders Cache Result

PNG BW RGB RGBA

Color Depth: 8 16

Compression: 15%

Post Process Stack



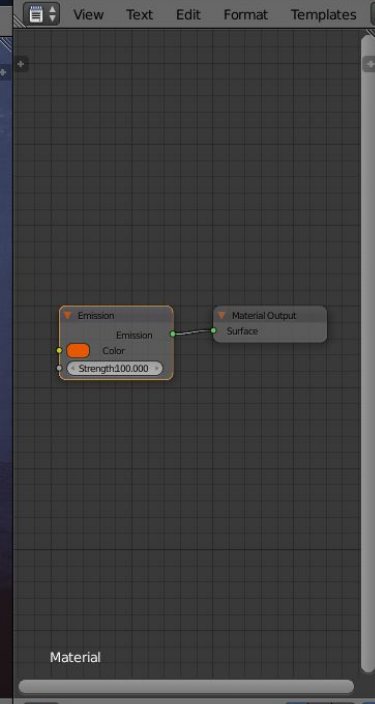
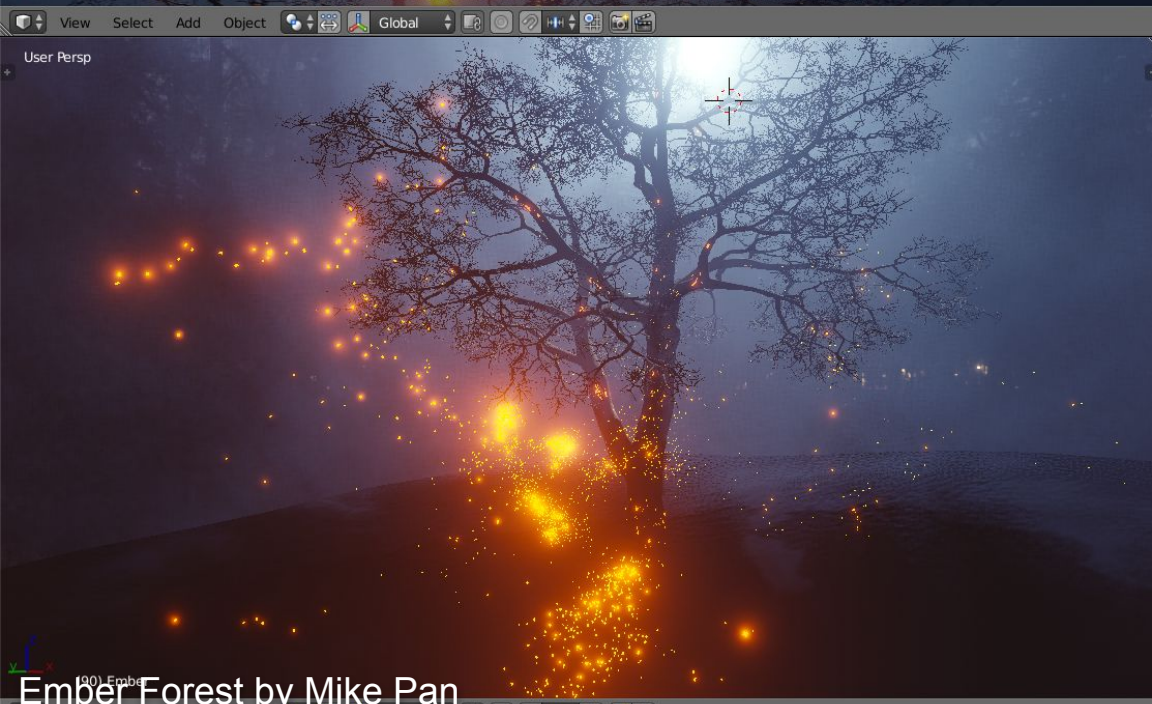
Ember Forest

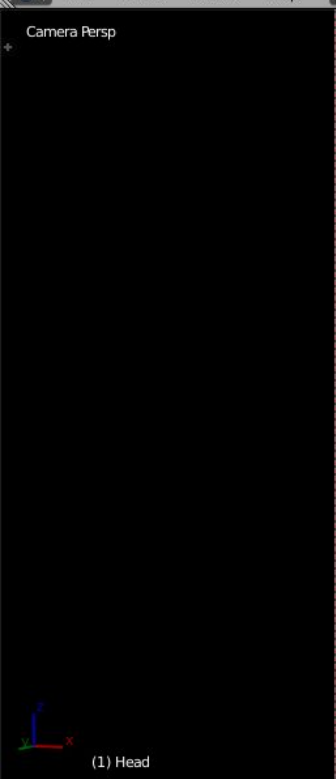
Animated file with particles, animated materials, bloom effect.

You can change the intensity of the bloom effect by changing the bloom settings or by changing the emission strength for the Ember objects materials.

Credits:
CC-BY | Scene by Mike Pan, Tree by 3dxy

- Camera |
- Light
 - Lamp |
- Particles
 - Force Fields |
 - Emitter |
 - Ember
 - Ember |
- Models
 - Tree |
 - Ground |





Active Render Layer

- Background | ▾
- Lighting
 - Mesh Lights | ▾
 - Lamps | 📖 📖 📖
 - Probes |
- Camera | 📷 📷
- Character
 - Helmet | 📷 ▾ ▾ ▾ ▾ ▾ ▾ ▾ ▾ ▾ ▾
 - Head | ▾
 - Body Armour | 📷 ▾ ▾ ▾ ▾ ▾ ▾ ▾ ▾

Ambient Occlusion:

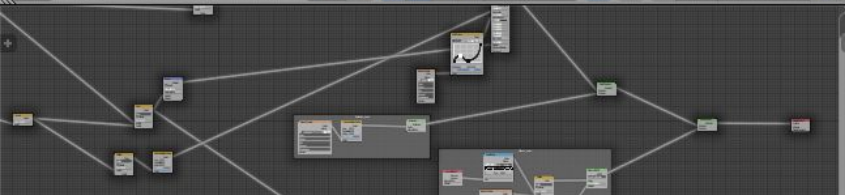
- Bent Normals
- Denoise
- Bounces Approximation

Samples: 8

Distance: 1.370

Factor: 5.00

Trace Quality: 0.250



Wasp Bot
=====

The model is using "Only Render" in the viewport. Toggle it if you want to see the support objects (lights, camera, ...).

There is a single Layer in this file, but with multiple collections to organize the assets.

Creative Commons 4.0 Attribution
By: Emiliano Colantoni

Wasp Bot by Emiliano Colantoni

Camera Persp



Mr. Elephant

Turn Volumetrics on if you can afford slower drawing times. Right now it has 150 samples. Lowering it down to 10 helps as well.

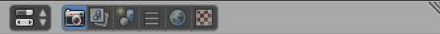
Going in and out of edit mode is slow for some models because all the modifiers are applied.

Disable "Only Render" if you want to select objects.

License: CC-BY-ND (only for sharing as a demo)

Attribute to: Glenn Melenhorst
<http://www.glennmelenhorst.com>

View Text Edit Format Templates



Scene

- ▶ Dimensions
- ▶ Metadata
- ▶ Output
- ▶ Post Process Stack
- ▶ Post Process Settings
- ▼ Volumetric
- Start: 1mm
- End: 1m
- Samples: 150
- Exponential Sampling: 0.478
- Volumetric Lighting
- Clamp: 0.000
- Volumetric Shadows
- Volumetric Shadow Samples: 84
- Colored Transmittance

Mr. Elephant by Glenn Melenhorst

Material Output

- Surface
- Volume
- Displacement

Principled BSDF

- Base Color
- Subsurface: 0.000
- Subsurface Radius
- Subsurface ...
- Metallic: 0.613
- Specular: 0.500
- Specular TD: 0.000
- Roughness: 0.232
- Anisotrop: 0.000
- Anisotrop: 0.000
- Sheen: 0.000
- Sheen Tr: 0.500
- Clearcoat: 0.000
- Clearcoat: 0.030

Multiscatter GGX

red

Race Spaceship

=====
 If you change the active layer you can see diferent collections visible at a time.

Toggle "Only Render" if you want to see the best looking version of the spaceship.

Animate the "Area" light color, or change some of the ship materials. For example the "red" material, which is pinned to the nodetree.

Credits:
 CC-BY Alessandro Chiffi / ONdata Studio

View Search Active Render Layer

- Probes
- Light Probe
- Set
 - Set Lights
 - Set Geometry
- Ship
 - Ship Geometry
 - Ship Lights
 - Ship Geometry
- Camera

View Select Add Node

View Text Edit Format Templates



Scene

- All
- Ship
- Set

Views

Post Process Stack

Post Process Settings

Screen Space Reflections

- Half Res Trace
- Screen Space Refractions
- Samples: 1
- Trace Quality: 0.250
- Max Roughness: 0.500
- Intensity: 1.260
- Clamp: 1.000

Volumetric

- Start: 0.100
- End: 100.000

Race Spaceship by Alessandro Chiffi



View Search Active Render Layer

- Scene
 - Lighting
 - Walls
 - Doors
 - Windows
 - WC
 - Bathroom
 - Hall
 - Livingroom
 - Exterior
 - Bedroom
 - Cameras
 - Unsorted

Walk around (Shift + F). There is a bathroom outside the room on the left, where you can see mirrors.

The world is using a mix shader to only show the texture when not looking at it directly. You can change its color just as you would with Cycles.

The scene is using "Irradiance Volume" lightprobes, as well as reflection probes. You can see them directly by turning off "Only Render". They are recalculated when you re-open the .blendfile.

The carpet on the floor is using hair particles.

License: CC0 1.0 Universal (Public Domain)

Scene

- Dimensions
- Metadata
- Output
- Post Process Stack
- Post Process Settings
 - Ambient Occlusion:
 - Bent Normals
 - Denoise
 - Bounces Approximation
 - Samples: 16
 - Distance: 1.000
 - Factor: 1.00

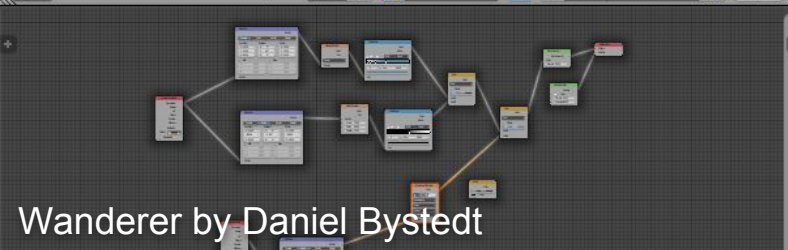


View Search Active Render Layer

- character | [visibility icons]
- ground | [visibility icon]
- sun charger | [visibility icons]
- sun charger redLight | [visibility icon]
- cameras | [visibility icons]
- lights | [visibility icons]
- bigRocks | [visibility icons]

Scene

- ▶ Dimensions
- ▶ Metadata
- ▶ Output
- ▶ Volumetric
- ▼ Screen Space Reflections
- Screen Space Refractions
- Half Res Trace
- Samples: 1
- Trace Quality: 0.250
- Max Roughness: 0.500
- Thickness: 0.200
- Edge Fading: 0.075
- Clamp: 0.500
- ▶ Post Process Stack



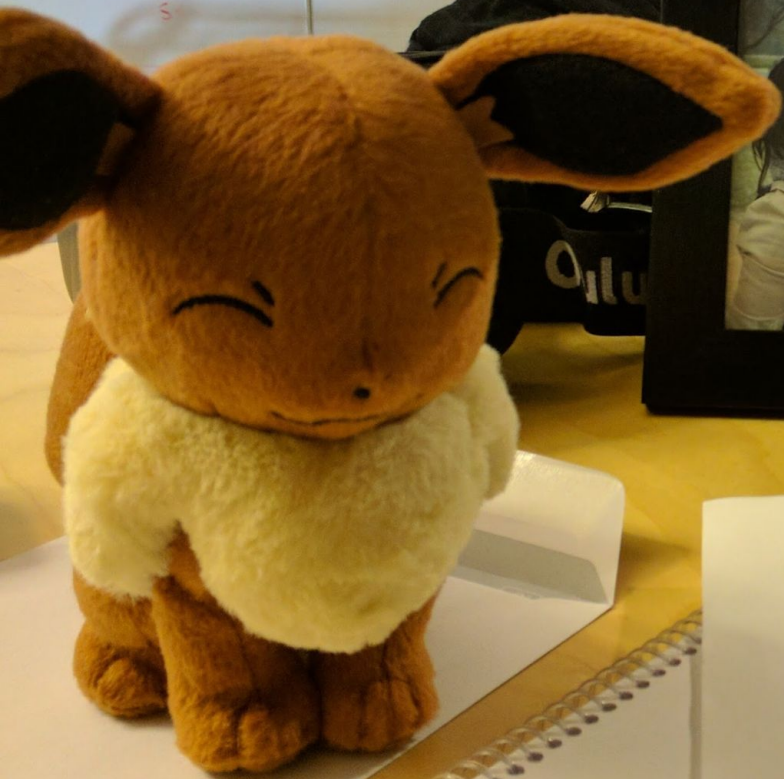
Wanderer

Look around, Camera is locked to the view, so you always get depth of field.
Playback animation for a turn table.

There are a few different layers showing different collections. Enabled the "All - Slow" if your computer can handle it.

Credits:
Wanderer, designed and created by Daniel Bystedt. CC BY-SA license

Wanderer by Daniel Bystedt



```
format object collection
  string collection_name next prev
  object flag
  object refcount
  string pad 2
  string object
  } ObjectBase

format string collection_name
  string collection_name next prev
  string name 64, 24 Max Name
  } CollectionBase

format string layer_collection
  string layer_collection next prev
  object flag
  string pad 3
  ListBase object_bases
  ListBase overrides
  ListBase layer_collections
  } LayerCollection
```



Desenvolvimento

patch [#15865] BGE API call to delete objects from Dalai Felinto (dfelinto)...

f0a3cbcdac4c

Author: Campbell Barton (campbellbarton)

Description

patch [#15865] BGE API call to delete objects from Dalai Felinto (dfelinto) renamed deleteObject to endObject() to match the user interface.

Details

Committed Campbell Barton (campbellbarton) Jun 27 2008, 8:35 AM

Parents rB48f0024646a4c: Fix for bug #13651! Converter->Math->Divide broken Changed the if statement to...

Branches BendyBones, GPU_data_request, GPencil_EditStrokes, GPencil_Editing_Stage3, GPencil_FillStrokes, HMD_viewport, KTX_support, PSketch, UI-experiments, UI-graphical-redesign, More Branches...

Tags v2.79b, v2.79a, v2.79, v2.79-rc2, v2.79-rc1, v2.78c, v2.78b, v2.78a, v2.78, v2.78-rc2, More Tags...

- Edit Commit
 - Download Raw Diff
 - Edit Related Objects...
 - Subscribe
 - Award Token
- Tags
- None
- Subscribers
- None

Changes (3)

- | Path |
|--|
| source/gameengine/Ketsji/KX_GameObject.cpp |
| source/gameengine/Ketsji/KX_GameObject.h |
| source/gameengine/PyDoc/KX_GameObject.py |

rBf0a3cbcdac4c

source/gameengine/Ketsji/KX_GameObject.cpp

Show First 20 Lines • Show All 819 Lines • Show 20 Lines()

```

820 {"enableRigidBody", (PyFunction)KX_GameObject::sPyEnableRigidBody, METH_VARARGS},
821 {"disableRigidBody", (PyFunction)KX_GameObject::sPyDisableRigidBody, METH_VARARGS},
822 {"getParent", (PyFunction)KX_GameObject::sPyGetParent, METH_VARARGS},
823 {"setParent", (PyFunction)KX_GameObject::sPySetParent, METH_VARARGS},
824 {"removeParent", (PyFunction)KX_GameObject::sPyRemoveParent, METH_VARARGS},
825 {"getMesh", (PyFunction)KX_GameObject::sPyGetMesh, METH_VARARGS},
826 {"getPhysicsId", (PyFunction)KX_GameObject::sPyGetPhysicsId, METH_VARARGS},
827 {"getPropertyNames", (PyFunction)KX_GameObject::sPyGetPropertyNames, METH_VARARGS},
828
829 KX_PYMETHOTABLE(KX_GameObject, getDistanceTo),
830 KX_PYMETHOTABLE(KX_GameObject, rayCast),
831 KX_PYMETHOTABLE(KX_GameObject, rayCast),
832 {NULL, NULL} // Sentinel
833
834
835

```

Show All 17 Lines

```

853 PyObject* KX_GameObject::sPySetPosition(PyObject* self,
854                                           PyObject* args,
855                                           PyObject* kws)
856 {
857     return ((KX_GameObject*) self)->PySetPosition(self, args, kws);
858 }
859
860

```

PyMethodDef KX_GameObject::Methods[] = {

```

820 {"enableRigidBody", (PyFunction)KX_GameObject::sPyEnableRigidBody, METH_VARARGS},
821 {"disableRigidBody", (PyFunction)KX_GameObject::sPyDisableRigidBody, METH_VARARGS},
822 {"getParent", (PyFunction)KX_GameObject::sPyGetParent, METH_VARARGS},
823 {"setParent", (PyFunction)KX_GameObject::sPySetParent, METH_VARARGS},
824 {"removeParent", (PyFunction)KX_GameObject::sPyRemoveParent, METH_VARARGS},
825 {"getMesh", (PyFunction)KX_GameObject::sPyGetMesh, METH_VARARGS},
826 {"getPhysicsId", (PyFunction)KX_GameObject::sPyGetPhysicsId, METH_VARARGS},
827 {"getPropertyNames", (PyFunction)KX_GameObject::sPyGetPropertyNames, METH_VARARGS},
828 {"endObject", (PyFunction)KX_GameObject::sPyEndObject, METH_VARARGS},
829 KX_PYMETHOTABLE(KX_GameObject, getDistanceTo),
830 KX_PYMETHOTABLE(KX_GameObject, rayCast),
831 KX_PYMETHOTABLE(KX_GameObject, rayCast),
832 {NULL, NULL} // Sentinel
833 };

```

```

854 PyObject* KX_GameObject::sPySetPosition(PyObject* self,
855                                           PyObject* args,
856                                           PyObject* kws)
857 {
858     return ((KX_GameObject*) self)->PySetPosition(self, args, kws);
859 }
860
861
862 PyObject* KX_GameObject::sPyEndObject(PyObject* self,
863                                       PyObject* args,
864                                       PyObject* kws)
865 {
866     KX_Scene *scene = PHY_GetActiveScene();
867     scene->DelayRemoveObject(this);
868 }

```

```

870 return Py_None;
871 }
872 }
873
874
875 PyObject* KX_GameObject::PyGetPosition(PyObject* self,
876                                         PyObject* args,
877                                         PyObject* kws)
878 {
879     return PyObject_From(NodeGetWorldPosition());
880 }
881 }

```

public:

```

785 static
786 PyObject*
787 sPySetPosition(
788     PyObject* self,
789     PyObject* args,
790     PyObject* kws)
791 {
792 }

```

```

714 KX_Pymethod(KX_GameObject, GetPosition);
715 KX_Pymethod(KX_GameObject, GetLinearVelocity);
716 KX_Pymethod(KX_GameObject, GetVelocity);
717 KX_Pymethod(KX_GameObject, GetMass);
718 KX_Pymethod(KX_GameObject, GetReactionForce);
719 KX_Pymethod(KX_GameObject, GetOrientation);
720 KX_Pymethod(KX_GameObject, SetOrientation);
721 KX_Pymethod(KX_GameObject, GetVisible);
722 KX_Pymethod(KX_GameObject, SetVisible);
723 KX_Pymethod(KX_GameObject, AlignAxisToVect);
724 KX_Pymethod(KX_GameObject, SuspendDynamics);
725 KX_Pymethod(KX_GameObject, RestoreDynamics);
726 KX_Pymethod(KX_GameObject, EnableRigidBody);
727 KX_Pymethod(KX_GameObject, DisableRigidBody);
728 KX_Pymethod(KX_GameObject, ApplyImpulse);
729 KX_Pymethod(KX_GameObject, SetCollisionMargin);
730 KX_Pymethod(KX_GameObject, GetMesh);
731 KX_Pymethod(KX_GameObject, GetParent);
732 KX_Pymethod(KX_GameObject, SetParent);
733 KX_Pymethod(KX_GameObject, RemoveParent);
734 KX_Pymethod(KX_GameObject, GetPropertyNames);
735 KX_Pymethod(KX_GameObject, GetPropertyNames);
736 KX_Pymethod(KX_GameObject, EndObject);

```

```

737 KX_Pymethod_DOC(KX_GameObject, rayCastTo);
738 KX_Pymethod_DOC(KX_GameObject, rayCast);
739 KX_Pymethod_DOC(KX_GameObject, getDistanceTo);
740

```

private:

```

741
742
743 /**
744  * Random internal function to convert python function arguments

```

class KX_GameObject:

```

20 @ivar orientation: The object's orientation. 3x3 Matrix.
21                 You can also write a Quaternion or Euler vector.
22 @type orientation: 3x3 Matrix [[float]]
23 @ivar scaling: The object's scaling factor. list [sx, sy, sz]
24 @type scaling: list [sx, sy, sz]
25 @ivar timeOffset: adjust the slowparent delay at runtime.
26 @type timeOffset: float
27
28 def endObject(visible):
29     """
30     Delete this object, can be used in place of the EndObject Actuator.
31     The actual removal of the object from the scene is delayed.
32     """
33     def getVisible(visible):
34         """
35         Gets the game object's visible flag.
36         @type visible: boolean
37         """
38     def setVisible(visible):
39         """
40

```

patch [#15865] BGE API call to delete objects from Dalai Felinto (dfelinto)...

f0a3cbcdac4c

Authored by Campbell Barton (campbellbarton)

Description

patch [#15865] BGE API call to delete objects from Dalai Felinto (dfelinto) renamed deleteObject to endObject() to match the user interface.

Details

Committed Campbell Barton (campbellbarton) Jun 27 2008, 8:35 AM

Parents f8a8f00246b6d6: Fix for bug [#13851] Converter->Math->Divide broken Changed the if statement to...

Branches BendyBones, CPU_data_request, GPencil_EditStrokes, GPencil_Editing_Stage3, GPencil_FillStrokes, HMD_viewport, KTX_support, PSketch, UI-experiments, UI-graphical-redesign, More Branches...

Tags v2.78r v2.78a v2.79 v2.79rc2 v2.79rc1 v2.79c v2.78b v2.78a v2.78 v2.78rc2 v2.78rc1 v2.78rc

- Edit Commit
- Download Raw Diff
- Edit Related Objects...
- Subscribe
- Award Token

Tags
None

Subscribers

Changes (3)

- M source
- M source
- M source

rBf0a3cbcdac4c

source/gameengine

```

820 {"enableRigi
821 {"disableRigi
822 {"getParent"
823 {"setParent"
824 {"removeParent
825 {"getMesh",
826 {"getPhysicsId", (PyObject)XX_GameObject::sPyGetPhysicsId,METH_VARARGS),
827 {"getPropertyNames", (PyObject)XX_GameObject::sPyGetPropertyNames,METH_VARARGS),

```

Show All 17 Lines

```

853 PyObject* KX_GameObject::sPySetPosition(PyObject* self,
854 PyObject* args,
855 PyObject* kwds)
856 {
857     return ((KX_GameObject*) self)->PySetPosition(self, args, kwds);
858 }
859
860

```

```

826 {"getPhysicsId", (PyObject)XX_GameObject::sPyGetPhysicsId,METH_VARARGS),
827 {"getPropertyNames", (PyObject)XX_GameObject::sPyGetPropertyNames,METH_VARARGS),
828 {"endObject", (PyObject)XX_GameObject::sPyEndObject,METH_VARARGS),
829 KX_PYMETHODTABLE(KX_GameObject, getDistanceTo),
830 KX_PYMETHODTABLE(KX_GameObject, getDistanceTo),
831 KX_PYMETHODTABLE(KX_GameObject, rayCastTo),
832 KX_PYMETHODTABLE(KX_GameObject, rayCast),
833 (NULL,NULL) //sentinel
};

```

```

854 PyObject* KX_GameObject::sPySetPosition(PyObject* self,
855 PyObject* args,
856 PyObject* kwds)
857 {
858     return ((KX_GameObject*) self)->PySetPosition(self, args, kwds);
859 }
860
861
862 PyObject* KX_GameObject::sPyEndObject(PyObject* self,
863 PyObject* args,
864 PyObject* kwds)
865 {
866     KX_Scene *scene = PHY_GetActiveScene();
867     scene->DelayedRemoveObject(this);
868 }
869

```

Description

patch [#15865] BGE API call to delete objects from Dalai Felinto (dfelinto) renamed deleteObject to endObject() to match the user interface.

Details

Committed Campbell Barton (campbellbarton) Jun 27 2008, 8:35 AM

```

570 return Py_None;
571
572 }
573
574
575 PyObject* KX_GameObject::PyGetPosition(PyObject* self,
576 PyObject* args,
577 PyObject* kwds)
578 {
579     return PyObjectFrom(NodeGetWorldPosition());
580 }
581

```

95 public:

```

705
706 static
707 PyObject*
708 sPySetPosition(
709 PyObject* self,
710 PyObject* args,
711 PyObject* kwds
712 );
713
714 KX_PYMETHOD(KX_GameObject,GetPosition);

```

View Options

View Options

```

4 class KX_GameObject:
5
6     @ivar orientation: The object's orientation. 3x3 Matrix.
7     You can also write a Quaternion or Euler vector.
8     @type orientation: 3x3 Matrix [[float]]
9     @ivar scaling: The object's scaling factor. list [sx, sy, sz]
10    @type scaling: list [sx, sy, sz]
11    @ivar timeOffset: adjust the slowparent delay at runtime.
12    @type timeOffset: float
13    """
14
15    def endObject(visible):
16        """
17        Delete this object, can be used inplace of the EndObject Actuator.
18        The actual removal of the object from the scene is delayed.
19        """
20
21    def getVisible(visible):
22        """
23        Gets the game object's visible flag.
24        """
25        @type visible: boolean
26
27    def setVisible(visible):
28        """

```

View Options



AGENT 327

OPERATION BARBERSHOP



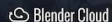
BASED ON THE ORIGINAL COMIC SERIES BY MARTIN LODEMLAK - A BLENDER ANIMATION STUDIO PRODUCTION

DIRECTED BY HJALTI HJALMARSSON & COLIN LEVY. PRODUCED BY TOM ROOSENBADAL. STARRING THOM HOFFMAN. MUSIC: VILJAN BEEREPOTT. PRODUCTION DESIGN: ANDY GERALCZYK.

ANIMATION: HJALTI HJALMARSSON, NATHAN DILLON, IGNACIO CONESA, PEER LEMMERS. LIGHTING, MODELING AND RENDERING: PABLO VAZQUEZ, KJARTAN TYSDAL, BEAU DREIER GLIGOR. STORY ARTIST: MATIAS MENDIOLA.

RIGGING: JUAN PABLO BOUZA. SOUND DESIGN: SANDER HOUTMAN. FEELY: RONNIE VAN DER VEER. COLORIST: SEAN WELLS. PIPELINE AND SOFTWARE: SERGEY SHARYBIN, SYBREN STÜVEL, DALAI FELINTO, LUCA ROOD.

PRODUCTION COORDINATOR: FRANCESCO SIDDI. RENDERING: IT4 INNOVATIONS NATIONAL SUPERCOMPUTING CENTRE.



WWW.AGENT327.COM

PIPELINE AND SOFTWARE: SERGEY SHARYBIN, SYBREN STÜVEL, DALAI FELINTO, LUCA ROOD

Story development HjalTI Hjalmarsson
Matias Mendiola

Layout HjalTI Hjalmarsson
Colin Levy

Production coordinator Francesco Siddi

Modeling, shading & lighting Andreas Goralczyk
Pablo Vazquez
Kjartan Tysdal
Beau Dreier Gligoor

Colorist Sean Wells

Rendering IT4 Innovations

Lead character animation HjalTI Hjalmarsson
Nathan Dillow

Animation Ignacio Conesa

Additional animation Peer Lemmers

Rigging Juan Pablo Bouza

Pipeline & software Sybren Stüvel
Sergey Sharybin
Dalai Felinto
Luca Rood

Finance Anja Vugts-Verstappen









Entrepotdok 57A

Blender 2.8 Code Quest



2.8
CODEQUEST

2.8 CODEQUEST



Meet the Team

The main part of the Blender 2.8 core development currently works distributed worldwide, and has the chance to meet in person for a few days over the year during events such as Blender Conference or Blender Development Workshops.



Clément Foucault
EEVEE Viewport Lead Developer



Dalai Felinto
Blender 2.8 Project Coordinator



Joshua Leung
Animation Systems Developer,
Grease Pencil



Campbell Barton
Core Developer, 101 Project, Python
API



Brecht Van Lommel
Blender contributor,
Cycles developer



Bastien Montagne
Core developer, Asset Management
tools

Team additions thanks to the stretch goal!



Jeroen Bakker
Developer, Compositing



Julian Eisel
Developer, Usability & User Interface



Lukas Stockner
Developer, UDIM, Cycles



William Reynish
UI/UX designer



Jacques Lucke
Animation Nodes Developer

The Blender Institute team based in Amsterdam has been running pivotal Blender projects for over a decade, such as the blender.org online infrastructure and the Blender Open Movie projects. Blender Institute will be taking care of the logistics of the Code Quest.



Ton Roosendaal
Blender Foundation, general
coordinator



Pablo Vazquez
UI/UX designer, communications



Sergey Sharybin
Blender and Cycles main developer



Francesco Siddi
Facilities and project coordinator



Sybren Stüvel
Core developer, Alembic,
Python extensions



161, Buikslotermeerplein







Code Quest

Comunicação

Blender Developers Blog

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[Blog](#)
[Wiki](#)
[Developer Portal](#)
[This Week in Blender](#)


Beyond the Code Quest

The Blender 2.8 code quest is coming to a conclusion and there is so much to celebrate.

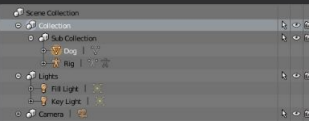
JUNE 29TH... DALAI FEL... GENERAL DEVELOPMENT, GENE... 38



Cycles Mini Code Quest

This week Lukas Stockner visited the code quest to finish some of the Cycles improvements he's been working on, particularly UDIM texture support.

JUNE 15TH 2018 BRECHT GENERAL DEVELOPMENT 14



Collections and Groups

To make the collection system more powerful for animation pipelines, we are making a further design change: collections will be data-blocks that can be linked and instanced across scenes and files.

MAY 10TH 2018 BRECHT GENERAL DEVELOPMENT 67



Be part of the Task Force

Some of the projects in Blender 2.8 require tweaks to the hundreds of operators. Good news is that it's surprisingly accessible for anyone to help.

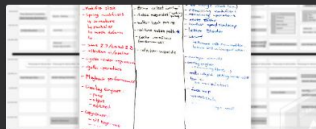
MAY 8TH 2018 PABLO VAZQUEZ GENERAL UPDATES 11



Tools, Toolbar and Tool Widgets

As many of you might already have seen in the daily builds of Blender 2.8, we have been working on [...]

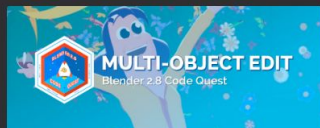
APRIL 25TH 2018 WILLIAM REYN... GENERAL DEVELOPM... 254



Code Quest: Planning

After the initial design discussions, we now have an initial plan for the Code Quest.

APRIL 25TH... DALAI FEL... CODE DESIGN, GENERAL DEVEL... 21



Multiple Object Editing

The ability to edit multiple objects at once has landed in the Blender 2.8 branch!

APRIL 18TH 2018 PABLO VAZQUEZ BRANCHES 10



Code Quest Kick-off

Monday was the official kick-off, but setting up and moving already happened the week before.

APRIL 12TH 2018 PABLO VAZQUEZ GENERAL UPDATES 8



Code Quest Status Update

In less than 2 weeks the Blender 2.8 Code Quest will start! The organization team at Blender has been quiet, but very busy. Check out the latest updates.

MARCH 27TH 2018 FRANCESCO SIL... GENERAL DEVELOPM... 5



Blender Developers

28,392 subscribers

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Code Quest Logs [PLAY ALL](#)



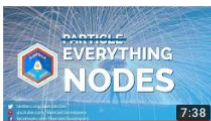
Status of Blender 2.8 ALPHA
Blender Developers
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Blender Developers
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Collection Visibility - Blender 2.8 Code Quest
Blender Developers
11K views · 2 months ago

Blender 2.8x Demos [PLAY ALL](#)

Follow the development on <https://code.blender.org>



WE WANT YOUR HDRIs!
Blender Developers
11K views · 3 weeks ago



Learn Grease Pencil 2D Animation in Blender 2.8...
Blender Developers
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Subtitles



Blender 2.8 ALPHA 2
Blender Developers
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NEW GREASE PENCIL - Blender 2.8 Alpha
Blender Developers
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NEW MATCAPS! - Blender 2.8 Alpha
Blender Developers
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Past live streams [PLAY ALL](#)



LIVE Q&A May 4th - Blender 2.8 Code Quest
6.3K views · Streamed 4 months ago



LIVE Q&A - Blender 2.8 Code Quest
5.6K views · Streamed 4 months ago



Blender 2.8 Code Quest Live Q&A with Ton Roosendaal
13K views · Streamed 7 months ago

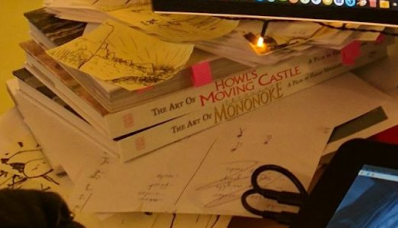


Eevee Q&A! - Blender Developers Live Stream
28K views · Streamed 1 year ago



Code Quest

Planejamento



SPRING



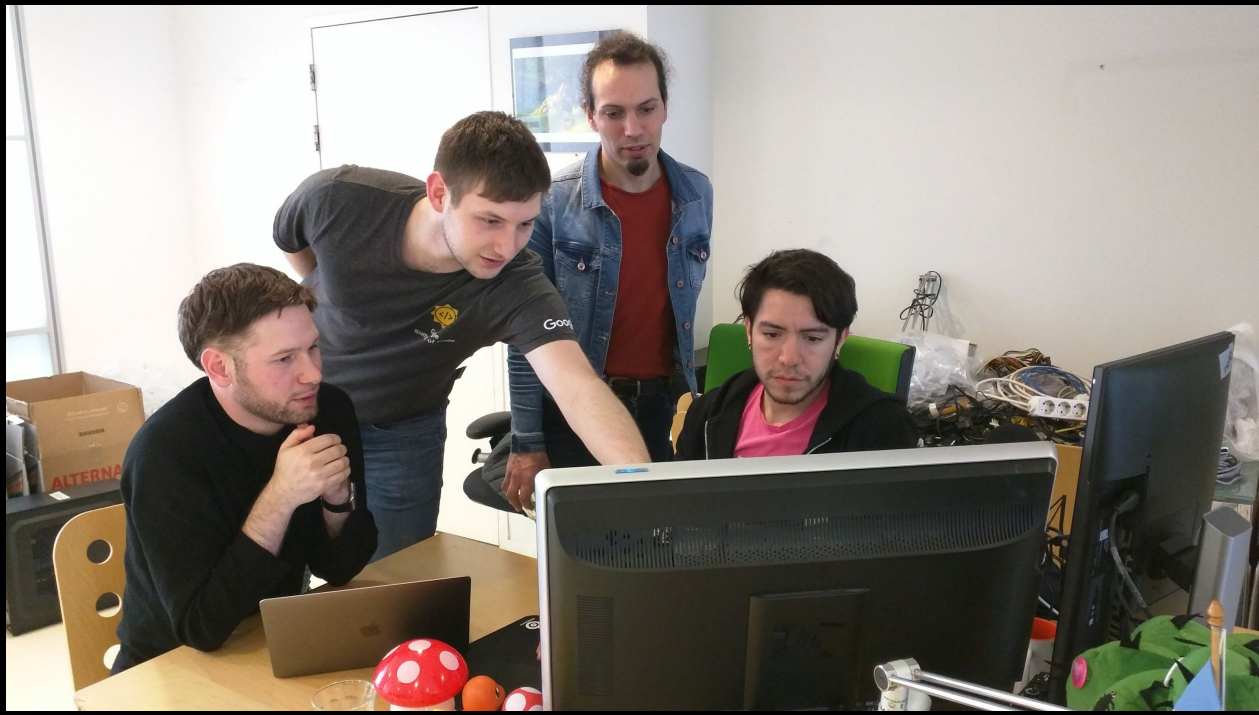
Date 2018/07/31 13:15:22

Frame 0612

WORK IN PROGRESS

2018-07-31 - Spring Open Movie Project
cloud.blender.org/spring

- Blender Internal
 - free style ✓
 - Textures
 - Baking
 → Use Cycles IMPL ^{PRE-CT}
 → Nodes (Remove) ^{PRE-CT}
 Displace remove (script?)
 Vertex color ^{script}
 Z-BUF composition ^{330 or script}
 - BGE
 - Player - Stubs → DNA-Remove! ^{script}
 - Interactive mode
 - Communication (2) ^{2.8 → 2.9}
 - Gpanel (Review...)
 (Campbell + script + track on)
 - Code Style (report Bug → LLVM)
 - Auto format
 - Other Style Conventions (Campbell + track on)
 - 2.8 - other changes
 - Sorted Libs.
 54 items
 B4 GSoC!





JUNE

JULY

AUGUST

11	18	25	2	9	16	23	30	6	13	20	27
----	----	----	---	---	----	----	----	---	----	----	----

you are here

*
END OF WEEK
→ Python API
→ Python UX
→ Python structure

ALPHA

- new theme
- address "disable"
- crapi

BUGTRACKER OPEN

BETA

+ merge

MERGE BRANCH WHEN FEATURE COMPLETE

release notes (not names)

SIGGRAPH

Completed

- o Unified Brush . . . 1w
- o Navigation Manipulator . 1d
- o Multi-object . . . 1w
- o Mesh Cage . . . 2d
- o Minimal Keymap . . . 4d
- o New theme . . . 2d

x Python Draw API . . . 3w

3d
↓
↑

4w + 2d

SEPTEMBER

October

3	10	17	24	1	8	15	22
---	----	----	----	---	---	----	----

fin API python
at least before
month

* Blender Conference

release notes + minor
+ feature page

Incomplete Projects

(things we need to address before)

- Annotation System · Johna
- Unified Brush Tool system · Campbell 1w
- Navigation Manipulator · Campbell 1d
- Dynamic Override · Johna 3d
- "Presets" Asset Manager · Johna 1w
- Full proxy Replacement · Johna 2w
- Multi-object Editing · Campbell 1w
- Playblast Rendering · Brecht 2d
- "Look dev" settings · Brecht →
- Facemaps · Campbell (on hold)
- Blender Internal Texture ~~Brecht~~ 1w sergey
- Mesh Cage · Campbell 2d
- Physics and copy-on-write · Johna 3w
- Python API (drawing) · Campbell 3w ???
- Multi-Resolution Modifier · Sergey 1w
- Subcut Modifier · Sergey (free)
- Workflows Volumetrics · Clement 4d
- OpenGL issues · Clement 1w
- Dynamic Paint · Sergey 3d
- Documentation

- Minimal keymap · Campbell 4d
- New theme · Johna + Campbell 2d
- (Multi)window time locking · Sergey 2d
- Atlantic board to collection · Johna 1w

- Mini-depgraph · Sergey 2d
- Full fledge Asset Manager · Johna ?
- Single-column (templates, search, decorators) · Brecht 1w
- Topbar "final" Wi design · Brecht 2w
- Statusbar

- Manipulator · Campbell (Ankur)
- workspaces
- polishing

$$\begin{aligned} \text{Campbell} &= 1w + 1d + 1w + 2d + 3w + 4d + 2d = 4w + 2d \\ \text{Bastien} &= 3d + 1w + 2w = 3w + 3d \\ \text{Brecht} &= 2d + 1w + 1w + 2w = 4w + 2d \\ \text{Sergey} &= 1w + 3d + 2d + 2d + 1 = 3w + 2d \end{aligned}$$

- collections are datablocks
- groups are gone (replaced by collections)
- 80% good plan:
 - ↳ show flat collection list in some cases (linking, instancing, ...)
 - ↳ show collection tree whenever possible
- 100% good plan:
 - ↳ always show collection tree (view layer, or non-parented root collections)
- scene can create or link collections
- view layers can only disable collections
- name "clash" tree display: 80% 100%
 - ↳ link/append ✓
 - ↳ property collection tab ✓
 - ↳ collection "picker" ✓
 - ↳ outliner ✓
 - ↳ viewport ✓
 - ↳ local viewlayer objects ✓
 - ↳ all possible objects ✓
 - ↳ bread crumbs.
- name "clash" solution
 - ↳ ui name vs ID name.
 - ↳ ID name = name + 1 + counter separator

- Collections are datablocks
- Groups are gone (replaced by collections)
- 80% good plan:
 - Show flat collection list in some cases (linking, instancing)
 - Show collection tree whenever possible
- 100% good plan:
 - Always show collection tree (view layer, or non-parented root-collections)
- Scene can create or link collections
- View layers can only disable collections
- Name "clash" tree display: 80% (100% - bread crumbs)
 - Link / append
 - Property collection tab
 - Collection "picker" (local view layer objects, all objects)
 - Outliner
 - Viewport
- Name "clash" solution
 - UI name vs ID name
 - ID name = name + 1 + counter separator

2.8

- aka 3.0
- aka 2.79c
- aka codequest
- aka 2.80% good

MOND
 #1
 #2
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 #5
 #6
 #7
 #8
 #9
 #10
 #11
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- Army
- Cadet
- Para
- Yenge

240
 ↓
 Permanent
 Referral

Time / frame

↓
 rolling
 integrative

↓
 similar
 conditions!



Code Quest

Verão









Questões e bate-papo

@dfelinto
www.dalaifelinto.com