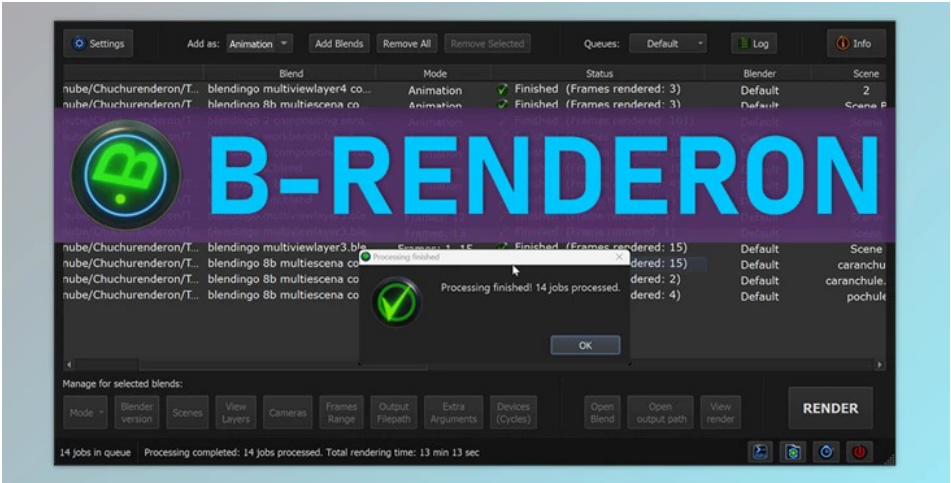


Blender Market – B-Renderon v3.1 [Standalone Render Manager] (WIN)

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BM – B-Renderon v3.1 [Standalone Render Manager]: B-Renderon, currently available for Windows and Ubuntu (64-bit), is a standalone program designed to streamline and enhance the rendering workflow for Blender users. Developed to simplify the rendering process, it caters to animators and professionals who rely on command-line scripts for efficient rendering, providing a graphical interface for rendering multiple blend files seamlessly.

Why I created it?

Working in a small animation studio, I noticed an increasing reliance on command-line scripts for rendering in Blender due to performance improvements and the need for overnight or weekend rendering. Writing command line scripts, however, can be tedious and error-prone. B-Renderon addresses this by offering a user-friendly interface for rendering multiple blend files from the command line, making the process more efficient and less error-prone.

Who can benefit from it?

Ideal for anyone using Blender on supported platforms, B-Renderon is beneficial for rendering projects from personal to professional. Its flexibility in batch rendering scenes, cameras, view layers, and different blends with various Blender versions, along with the ability to set up different frame ranges quickly, makes it an indispensable tool for various projects.

How does it work?

B-Renderon manages the settings and parameters through its interface without opening the blend files. It starts background Blender instances with the specified settings as command line arguments, waiting for each to finish before proceeding to the next. During rendering, it extracts valuable information from Blender's live log, stores it in B-Renderon's log, and tracks the number of frames rendered.

Supported Platforms and Languages:

Available for Windows and Ubuntu (64-bit), B-Renderon supports English, Spanish, and Chinese interface languages. If you want to use it on a different distribution, reach out via private message.

- Supports Drag and drop for adding blend files to the queue
- Allows setting different Blender versions for rendering different files
- Choose specific scenes, view layers, and cameras for each job
- Set frame range with an option to split the range into different jobs
- Supports interrupting rendering and resuming later
- Multiple named queues for different rendering scenarios
- Log file for each queue with essential information
- Live log/console display during rendering
- Open blends with the appropriate Blender version, open the blend path and open the output path easily
- Add extra command-line arguments for additional customization
- Choose external Blender rendering scripts for managing rendering
- Option to shut the PC after all renders are completed
- Context menu options for stopping rendering after the current item or frame
- Device assignment for Cycles rendering with the ability to distribute devices among selected jobs
- Simple image viewer for quick render previews
- Scheduler for automatic render start and end times
- Option to render multiple items of the queue in parallel
- Read the blend's camera and view and choose which ones to use for rendering



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- Set output paths and filenames with tokens/wildcards, including presets
- Ability to choose folders as "watch folders" for automatic blend file detection and rendering
- Auto-detection of failed renders and attempt to resume them
- Status bar with relevant information for the selected job



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