



Forum: Questions & Réponses

Topic: csv>python>blender

Subject: Re: csv>python>blender

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j'y suis finalement parvenu
apparemment, le type de fichier devait être "AVI_RAW"
ce qui donne :

```
import bpy import csv from math import pi #useful for text and camera rotation_euler #create material
material_basic = bpy.data.materials.new(name= "Basic") material_basic.use_nodes = True
principled_node = material_basic.node_tree.nodes.get('Principled BSDF')
principled_node.inputs[17].default_value = (1,1,1,1) def event_text(event):
bpy.ops.object.text_add() ob = bpy.context.object curve = ob.data curve.body =
"%s"%event bpy.context.active_object.location=(float(x),float(y),float(z))
bpy.context.active_object.rotation_euler=(pi*90/180,0,0)
bpy.context.active_object.data.materials.append(material_basic) #define scene scn =
bpy.context.scene # create the first camera cam1 = bpy.data.cameras.new("Camera 1") cam1.lens =
18 # create the first camera object cam_obj1 = bpy.data.objects.new("Camera 1", cam1)
cam_obj1.rotation_euler = (pi*90/180, 0, 0) scn.collection.objects.link(cam_obj1) scn.camera =
cam_obj1 #extract datas from csv file : file = 'Userssessai.csv'; #make the loop with
open( file, 'r' ) as f: reader = csv.reader(f, delimiter=',') for row in
reader: x, y, z, event = row[0], row[1], row[2], row[3] cam_obj1.location =
(float(x),float(y)-3,float(z)) cam_obj1.keyframe_insert(data_path="location",
frame=((reader.line_num)-1)*120) cam_obj1.keyframe_insert(data_path="location",
frame=((reader.line_num)-1)*120+120) print (reader.line_num) #créer les blocs textes
event_text(event) #render bpy.context.scene.render.filepath = 'Userssessai';
bpy.context.scene.render.image_settings.file_format = "AVI_RAW" bpy.ops.render.render(animation
= True)
```