



Forum: Questions & Réponses

Topic: csv>python>blender

Subject: Re: csv>python>blender

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Bon, voici où j'en suis...

mais dans les frames rendues, je n'observe pas le déplacement et blender fige

je suppose que je dois définir une frame de début et une frame de fin

```
import bpy, csv
```

```
from math import pi #useful for text and camera rotation_euler
```

```
mat= Material.New(newMat)
```

```
    mat.rgbCol = [t1,t2,t3]
```

```
def event_text(event):
```

```
    bpy.ops.object.text_add()
```

```
    ob = bpy.context.object
```

```
    curve = ob.data
```

```
    curve.body = "%s"%event
```

```
    bpy.ops.material.new()
```

```
    bpy.context.active_object.location=(float(x),float(y),float(z))
```

```
    bpy.context.active_object.rotation_euler=(pi*90/180,0,0)
```

```
    ob.setMaterials([mat])
```

```
    ob.activeMaterial
```

```
    bpy.context.scene.render.filepath = '\Usersessai.avi'
```

```
    bpy.ops.render.render(animation=True)
```

```
#define scene
```

```
scn = bpy.context.scene
```

```
#extraire les donnees du fichier csv :
```

```
file = '\Usersessai.csv'
```

```
# 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)
```

```
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))
        print (row)
        print (reader.line_num)
        #creer les blocs textes
        event_text(event)
```