



Forum: Questions & Réponses

Topic: csv>python>blender

Subject: Re: csv>python>blender

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Bonjour

J'aurais encore besoin d'aide

Après avoir essayé beaucoup de combines et eu quelques résultats mais peu probants

Quelle est la meilleure méthode, dans mon cas, pour enregistrer ma séquence en .avi ?

En vous remerciant d'avance

```
import bpy import csv from math import pi #useful for text and camera rotation_euler 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) #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) #extract datas from csv file : file =
essai.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) #creer les blocs textes event_text(event) #render
```