
3D Pixels

Release 1.0.3

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Aug 17, 2023

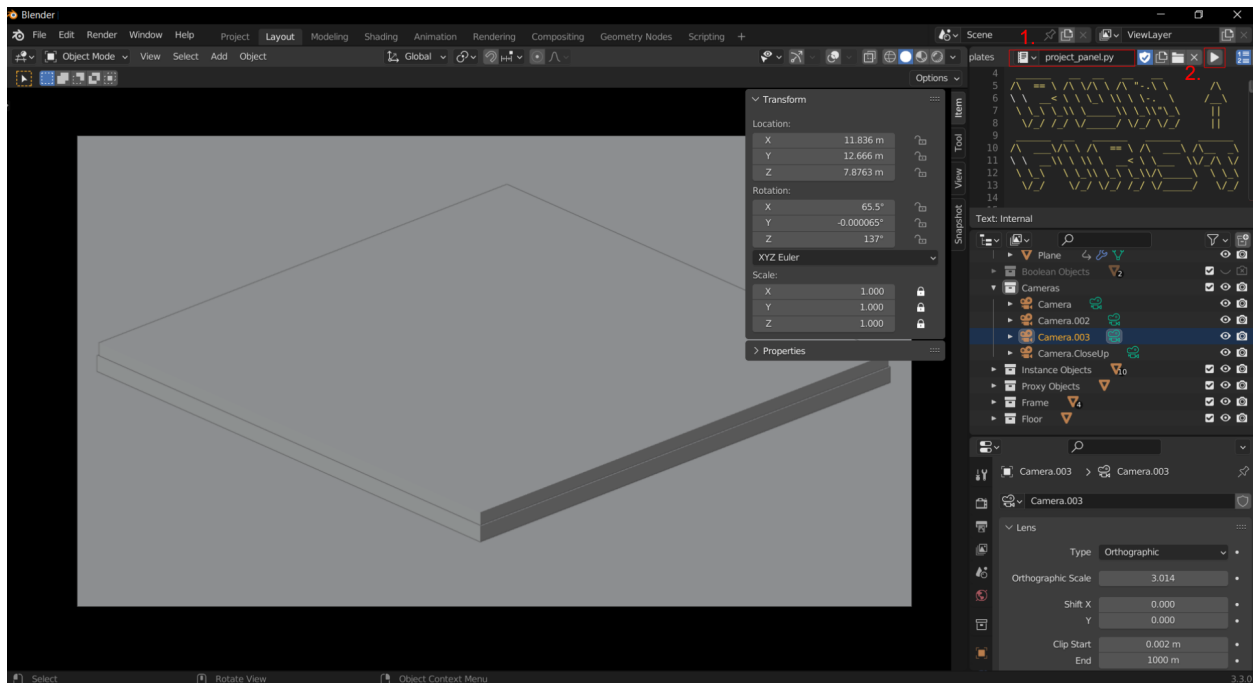
CONTENTS:

1	Quickstart	3
2	Settings	5
3	Custom Materials	17
4	Changelog	19
5	Contact	21

|| *Contact*

QUICKSTART

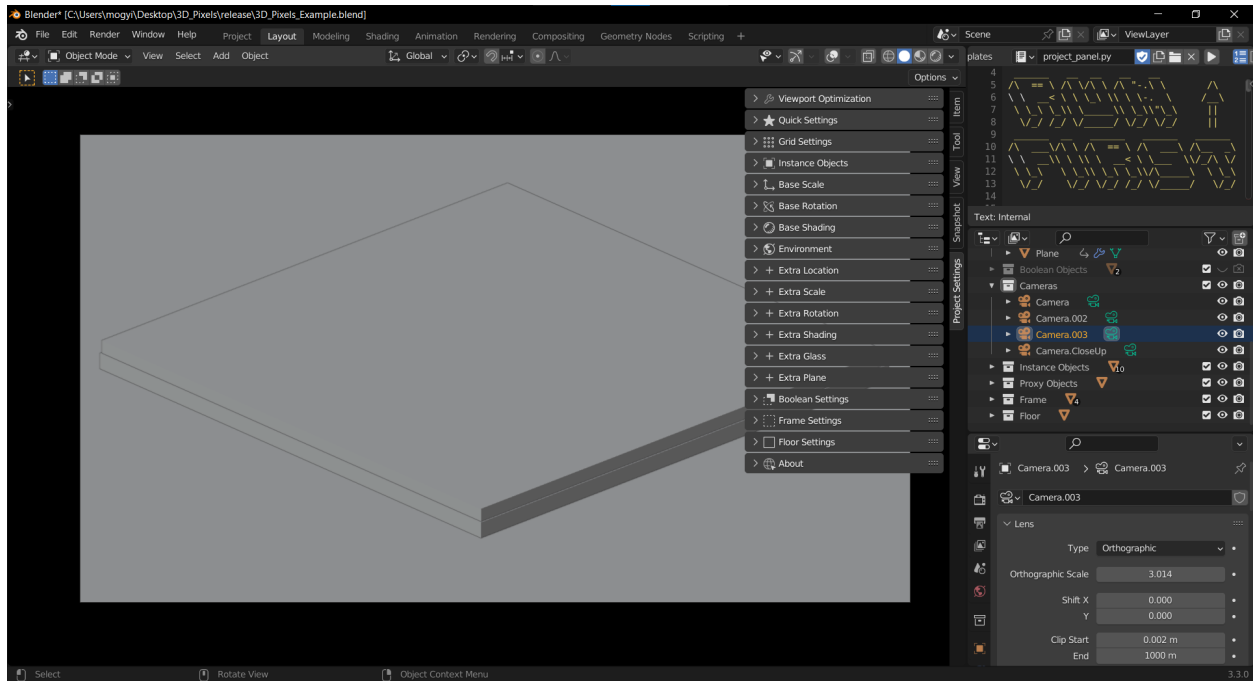
- Create a copy of the project file
- Open that file in
- You should see something like this:



- Make sure the text editor is open
- Make sure the “project_panel.py” script is selected in the text editor (1.)
- Run the script (2.)

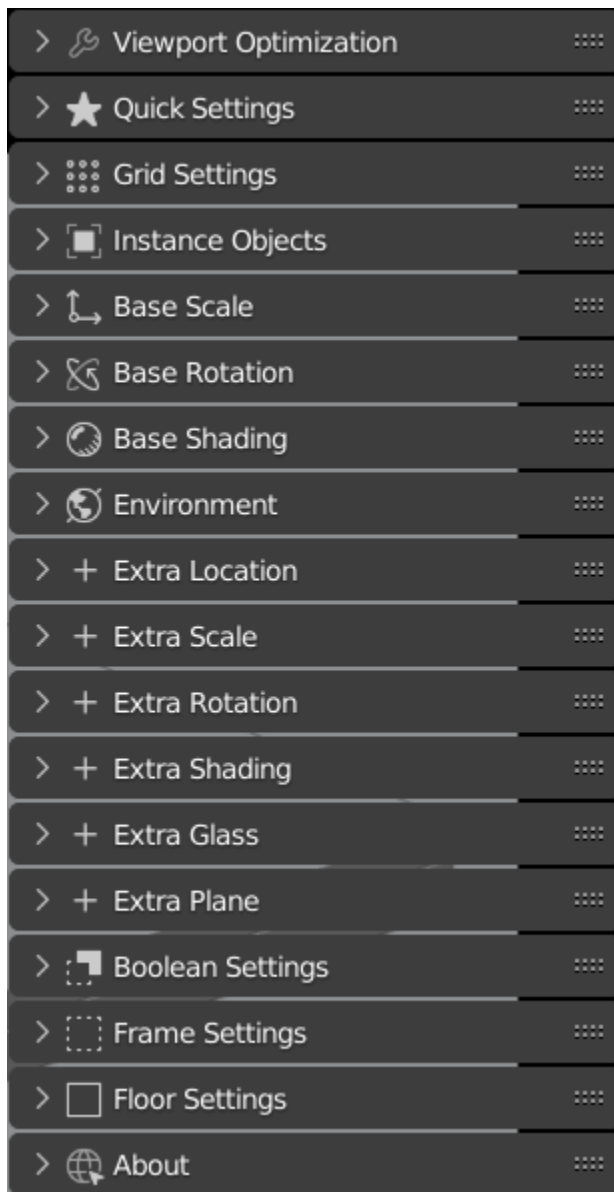
Note: Running the script is only needed if blender is closed.

- Press the ‘n’ key to open the editor’s sidebar if it’s not visible already.
- Switch to the “ProjectSettings” tab on the sidebar (3.)



- Make sure “Cycles” is the renderer
- Turn on shaded view
- Change the height and color textures in “Quick Settings”
- Change other settings to taste
- Render away

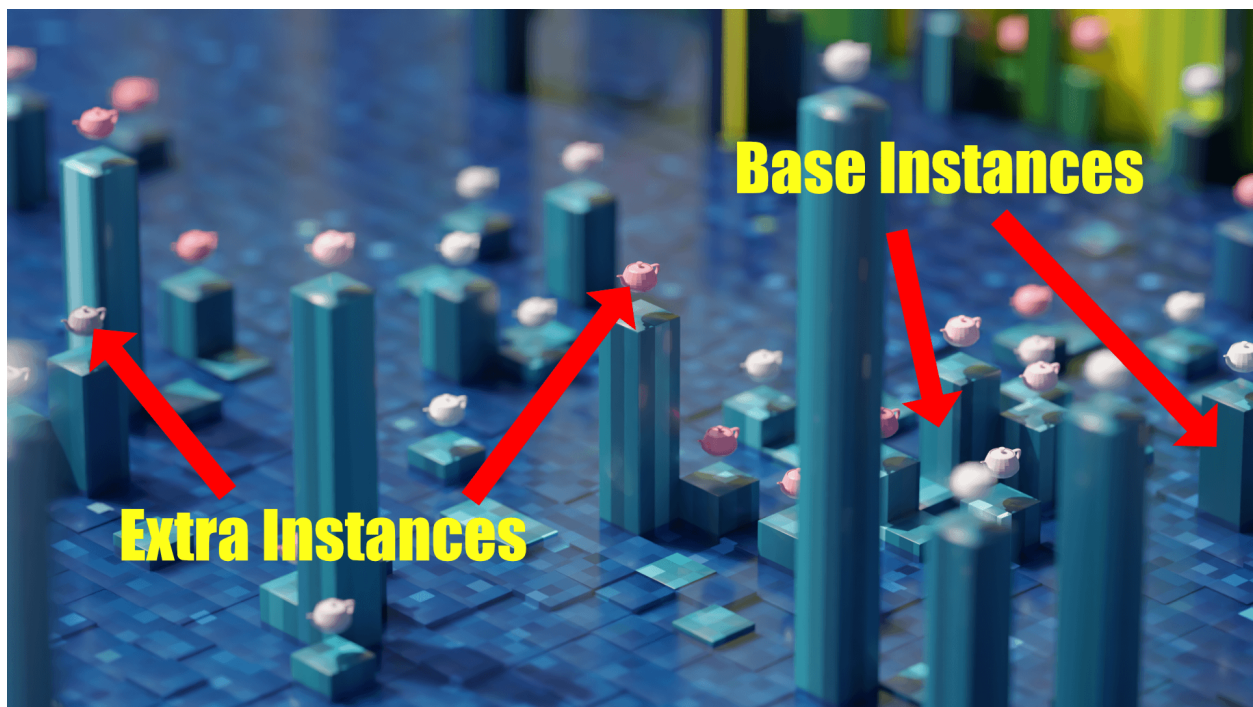
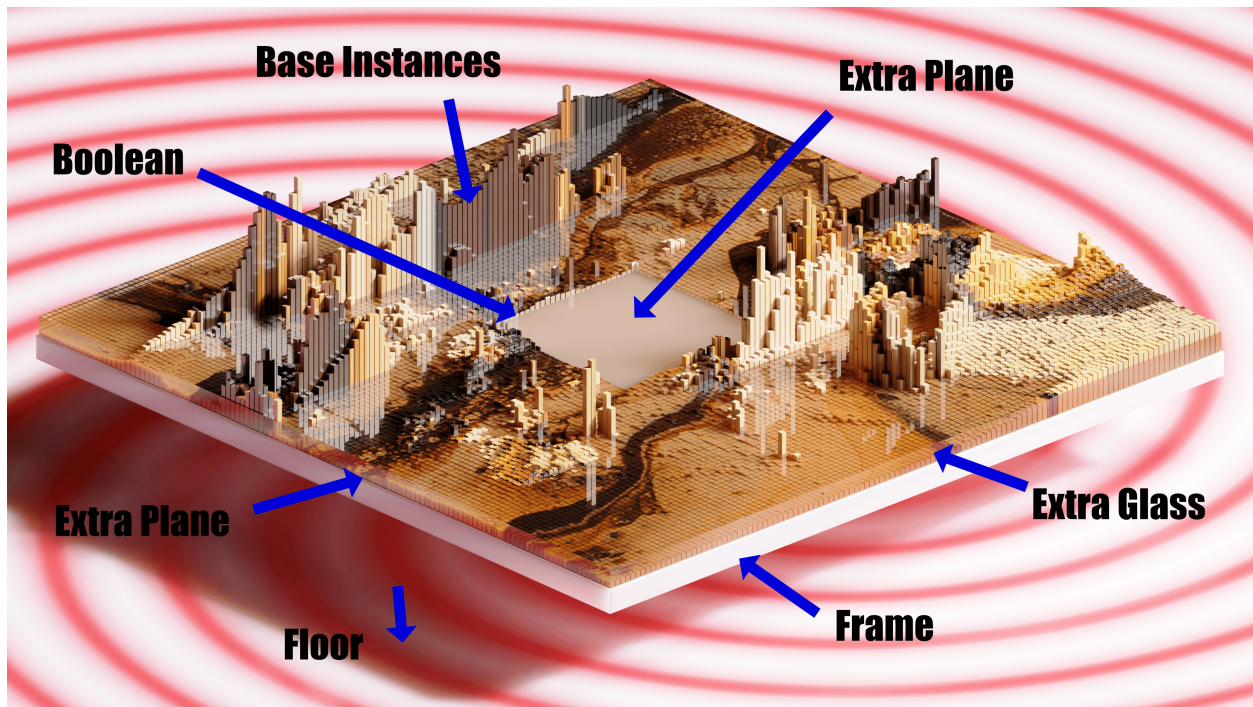
SETTINGS



Note: Some settings might not work with each other

Note: Type in the settings textboxes if the scene gets heavy

2.1 The Anatomy of the Scene

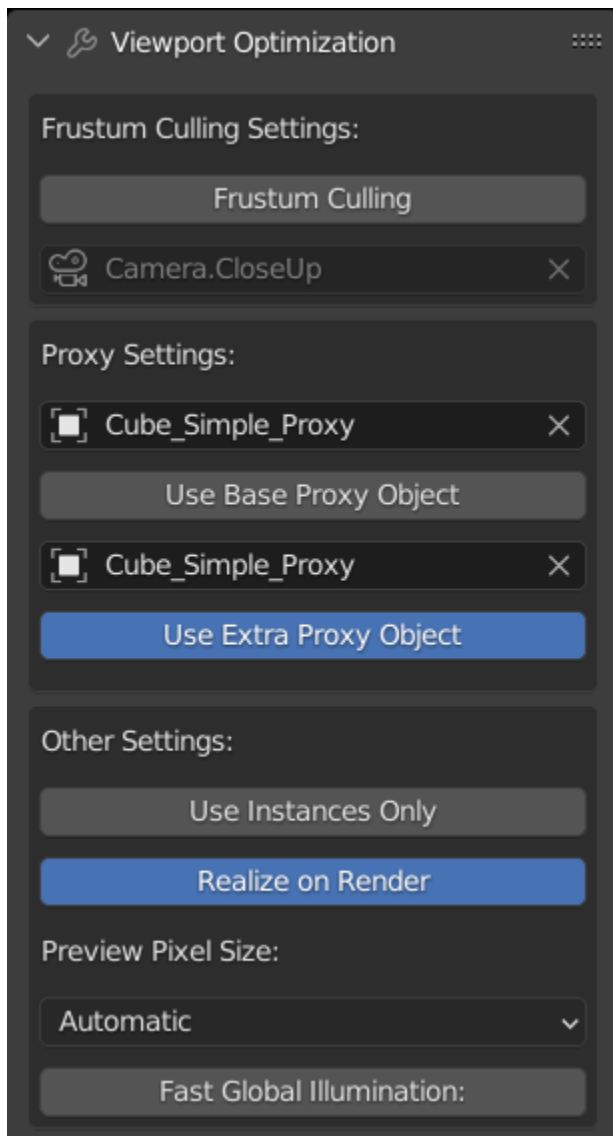


Note: The extra plane is between the “frame” and “extra glass”

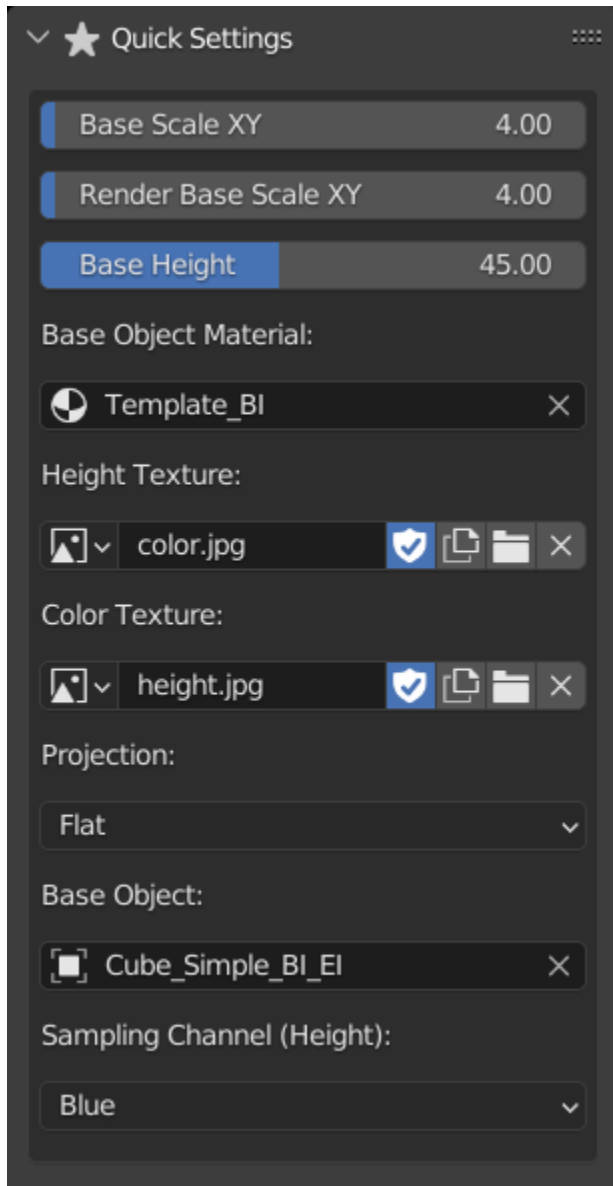
Note: The extra plane can be seen if using a boolean object or sparse grid

2.2 Viewport Optimization

Optimize things if the scene gets heavy.

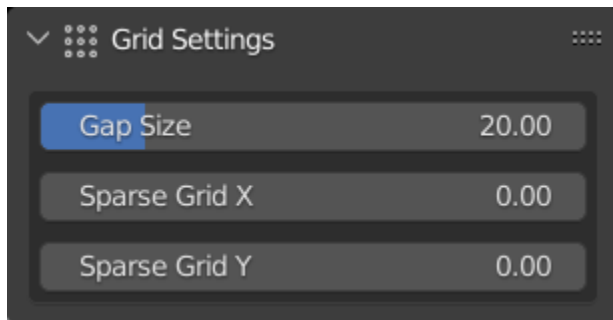


2.3 Quick Settings



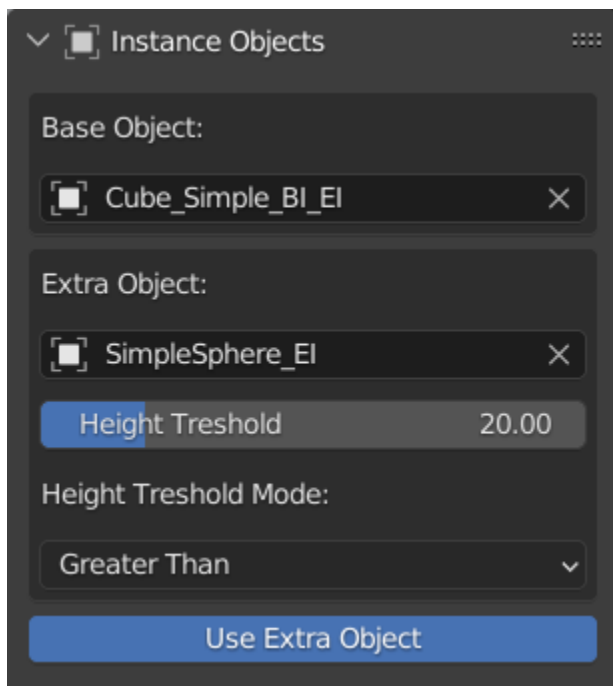
2.4 Grid Settings

Modify the grid on which the objects are placed.



2.5 Instance Objects

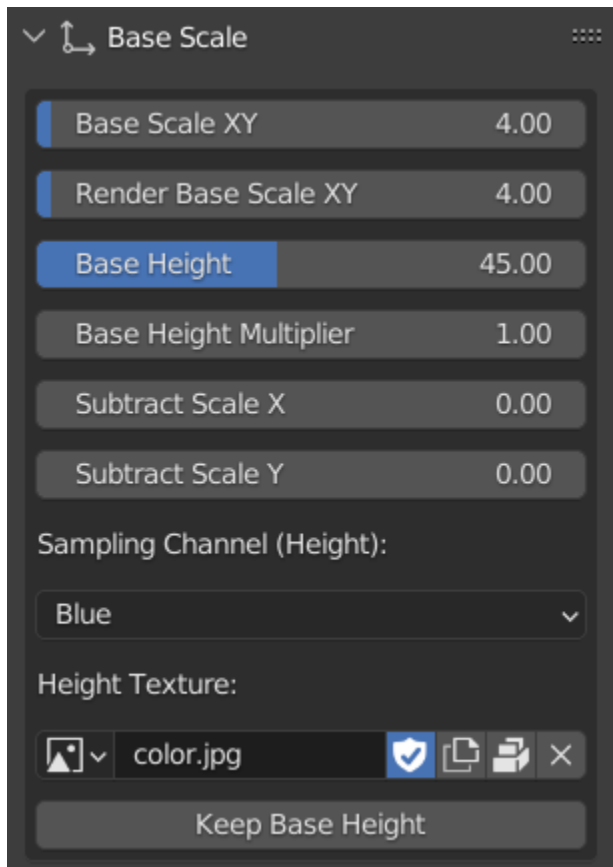
Change the objects to use as base and extra instances



Note: Extra objects are located on top of the base objects

2.6 Base Scale

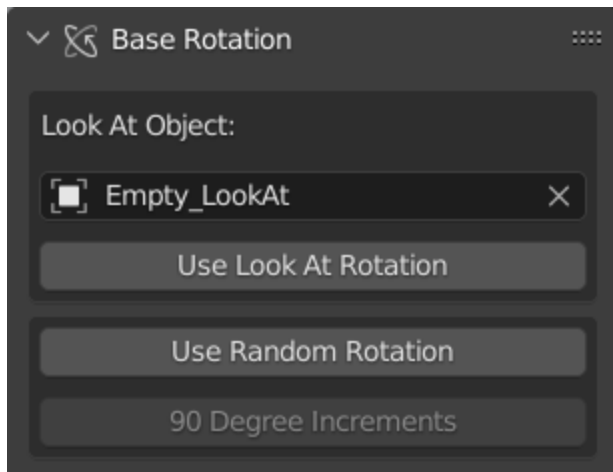
Change the scale of base instances



Note: Can type in a number up to 1000 for the “Base Height Multiplier”

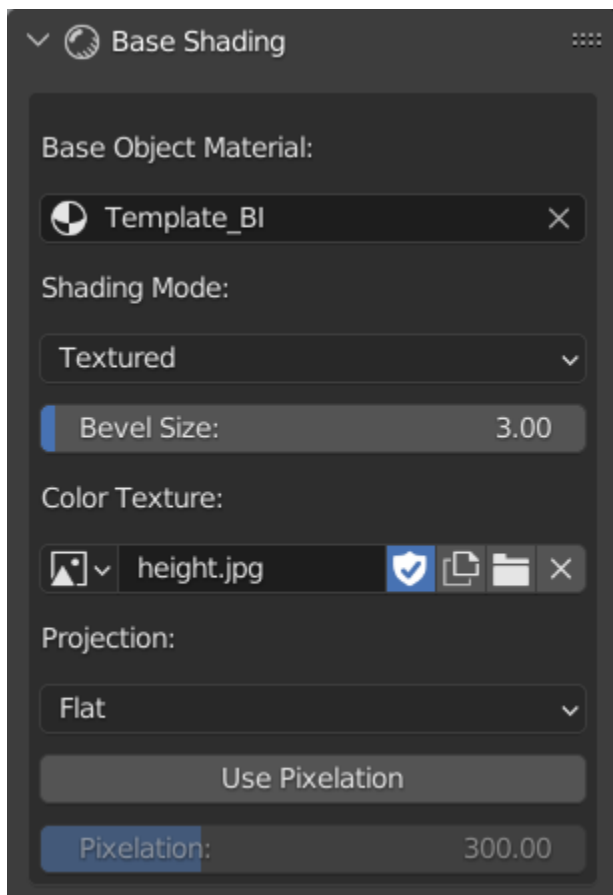
2.7 Base Rotation

Change the rotation of base instances



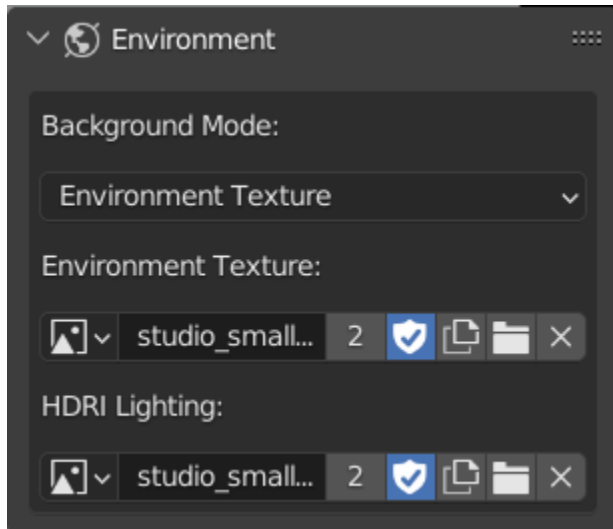
2.8 Base Shading

Shading settings for base instances



2.9 Environment

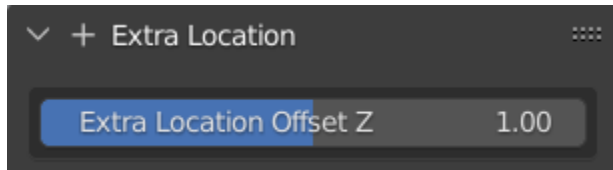
Environment Settings



Note: Option to use a different env. texture for lighting and background image

2.10 Extra Location

Offset the location of extra instances on the Z axis



2.11 Extra Scale

Change the scale of extra instances

✓ + Extra Scale

Keep Extra Scale Z

Extra Scale Offset:

X	2.00	Y	2.00	Z	2.00
---	------	---	------	---	------

Extra Random Scale Min:

X	0.00	Y	0.00	Z	0.00
---	------	---	------	---	------

Extra Random Scale Max:

X	0.00	Y	0.00	Z	0.00
---	------	---	------	---	------

Use Extra Random Scale

Offset Z0.00

2.12 Extra Rotation

Change the rotation of extra instances by setting an object to “look at”

✓ + Extra Rotation

Extra Look At Object:

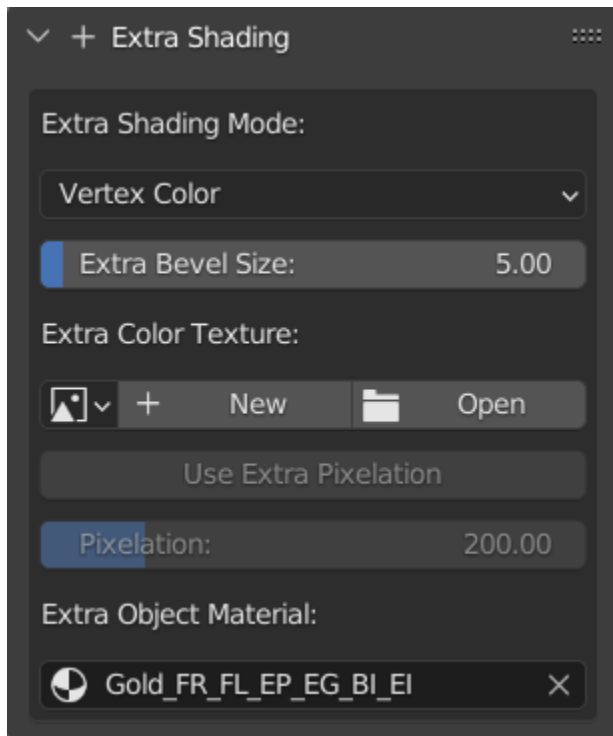
Empty_LookAt

×

Use Extra Look At Rotation

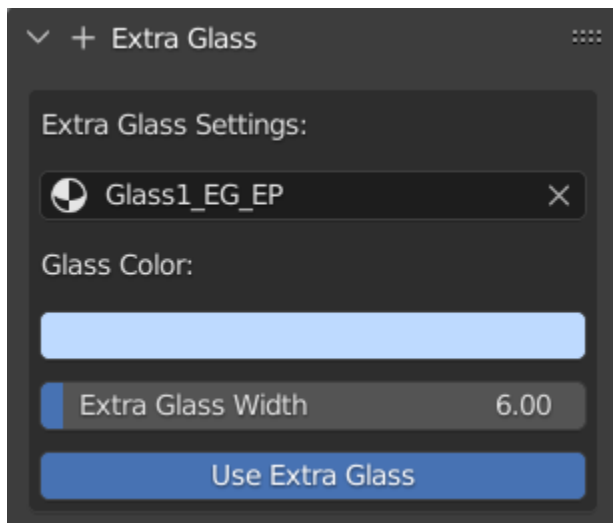
2.13 Extra Shading

Shading settings for extra instances



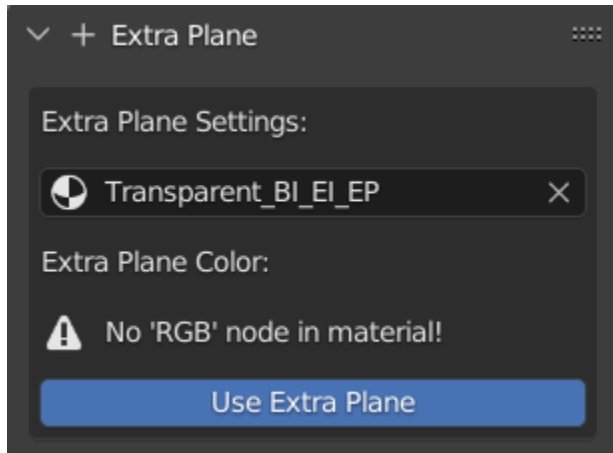
2.14 Extra Glass

Settings for the glass layer



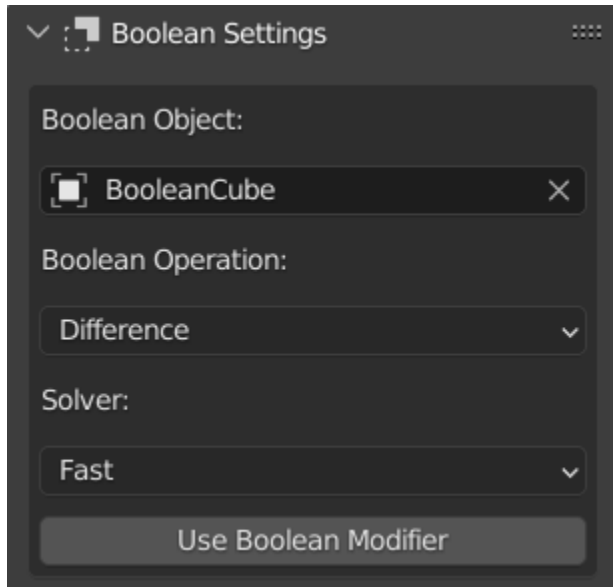
2.15 Extra Plane

Settings for the extra plane layer



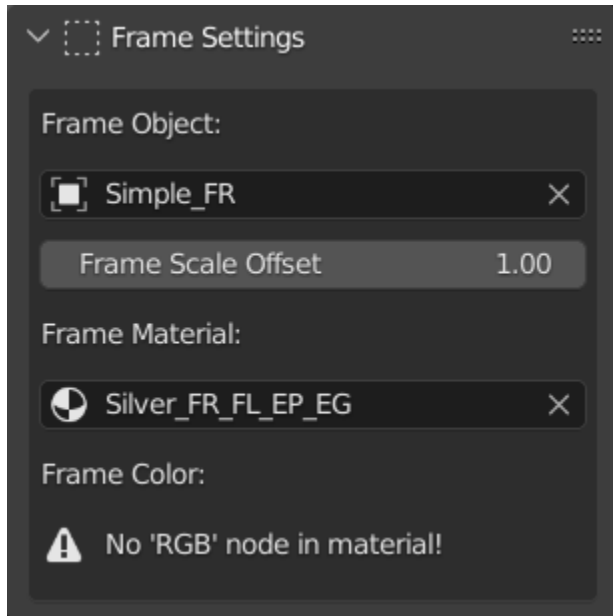
2.16 Boolean Settings

Use a mesh to cut into the whole scene



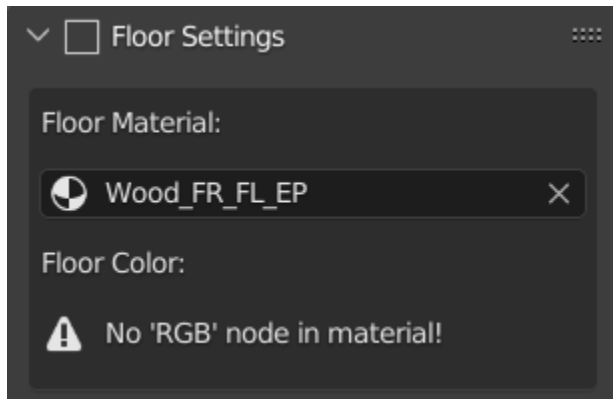
2.17 Frame Settings

Settings for the frame



2.18 Floor Settings

Settings for the floor



CUSTOM MATERIALS

Warning: Materials that include drivers require care (e.g. Base Instance and Extra Instance materials)

3.1 Make sure

- To copy an existing material and build upon it
- **or** copy the nodes with drivers to your material

3.2 Visibility Filtering

For a material to show up in the “Project Settings” panel:

- Include one or more *Keywords* at the end of it’s name

3.3 Keywords

The Anatomy of the Scene

- “_BI” (as in **Base Instance**)
- “_EI” (as in **Extra Instance**)
- “_EG” (as in **Extra Glass**)
- “_EP” (as in **Extra Plane**)
- “_FR” (as in **Frame**)
- “_FL” (as in **Floor**)

CHANGELOG

4.1 1.0.3

February 12, 2023

- Fix: check if material node doesn't exist
- Fix: boolean operation enum set function
- Fix: modifiers have no update tag option, removed
- Fix: typos
- Change: set default render resolution to 100% from 300%
- Tested on **Blender** versions: **3.4.1, 3.5.1, and 3.6.1** for compatibility

4.2 1.0.2

December 07, 2022

- Fix: frame update breaks the link to the selected texture in panel settings
- Tested on **Blender** versions: **3.3.1** for compatibility

4.3 1.0.1

December 05, 2022

- Fix: settings can be animated
- Fix: max. detail height isn't enough, add multiplier
- Fix: documentation link in the panel
- Tested on **Blender** versions: **3.3.1** for compatibility

4.4 1.0.0

November 04, 2022

- Initial release
- Tested on **Blender** versions: **3.3.0** for compatibility

CONTACT

- > Need to contact one of the creators?
- > You've come to the right place.

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