

2018/11/16 - Blender 2.8

I'm gonna geek out a bit here. Blender 2.8 is shaping up and I'm pretty excited about it. The coolest feature I'm looking forward to is EEVEE; the built-in real time renderer. I already tried it and it gives pretty good results... And did I mention... It's freakin' real time. What does that mean? It means that I can work on the animation and have the final result in EEVEE run in realtime. Of course cycles would probably provide higher quality results, but at the cost of compounded render time. So I'm planning to have all my effects, textures and materials in both EEVEE and Cycles.

Of course there are some disadvantages I have to be aware of. First off, Blender 2.8 is still Beta. So there are bugs. However the official release is coming out early next year, so good news there. Many of the add-ons are still not Blender 2.8 compatible. This is going to be a pain. There are a few add-ons I use, which probably won't work in blender 2.8.

My workflow will need to accommodate both Blender 2.79 and Blender 2.8. I'll have to use some of the add-ons in blender 2.79 and then import the result in 2.8. I'll also look at modifying the add-ons to work in Blender 2.8, which means I'll have to get down and dirty with Python programming. Should be interesting.