

Script made by Damien For scenes with huge textures, the first part will make a smaller version of the image and save it as proxy (updating textures paths); the second part of the script will re-assign the original paths to the textures to load the big images.

```
import bpy #PROXY for obj in
bpy.context.selected_objects: img = obj.active_material.active_texture.image img.reload() img_copy
= img.copy() img_copy.name = img.name + "_orig" img.scale(img.size[0]*0.2, img.size[1]*0.2) path
= bpy.path.abspath('//'+img.name.split(".")[0]+"_proxy.png") img.save_render(path) img.filepath =
img.filepath.split(".")[0] + "_proxy.png" img.reload() ##DEPROXY for obj in
bpy.context.selected_objects: tex = obj.active_material.active_texture img = tex.image.name
print(img) orig_img = bpy.data.images[img+"_orig"] tex.image = orig_img
```

From:

<https://les-fees-speciales.coop/wiki/> - **Les Fées Spéciales**

Permanent link:

[https://les-fees-speciales.coop/wiki/images\\_proxies\\_blender\\_script?rev=1438937346](https://les-fees-speciales.coop/wiki/images_proxies_blender_script?rev=1438937346)

Last update: **2015/08/07 09:49**

