The **Stamp** script is an attempt at simplifying the process of marking image sequences with useful information such as frame, date, timecode, author, version, name of file, sequence, shot, etc. ====== Usage ====== At the moment, the Blender binary has to be downloaded from the [[https://builder.blender.org/|Blender Buildbot]], or compiled from the latest git version, as it includes the Text Sequence used in the script. Right now, the path to the **blender binary** has to be specified in the stamp.py file, in the ''blender_bin'' variable. The script is written in Python, and uses Blender for image marking and rendering. The script is command-line only at the moment. To get usage help, type: <code>python stamp.py --help</code> ===== Metadata mode ===== pass :) ===== Template mode ===== A .json template file can be written to speed up the marking process, once a specification has been decided upon. In //template mode//, you have to call the script thus: <code>python stamp.py --template PATH/TO/TEMPLATE.json PATH/TO/IMAGE.ext [--options...]</code> Type ''%%--help%%'' to get a list of options you can type. These options are specified in the template.json file, in the following form: <code>[{ "field": "Plan", "value": "P01", "position": "BOTTOM-LEFT", "size": 15, "color": [0.0, 0.0, 0.0], "inline": false }]</code> You then have to pass arguments to the program according to the template, such as: ''%%--plan P12%%''. Alternatively, you can use the ''%%--default%%'' option to use //all// fields defined in the template, with their default values. ====== External Links ====== [[https://github.com/LesFeesSpeciales/tools/tree/master/various_scripts/stamp/|Script on GitHub]]