

1 Developer Documentation For The Python Api Blender

Sphinx (documentation generator)

— *Python v2.7.1 documentation*; *Python documentation*. Python Software Foundation. Retrieved 2011-04-03. *"Blender User Manual"*; *Blender Wiki*. Blender Foundation

Sphinx is a documentation generator written and used by the Python community. It is written in Python, and also used in other environments.

Python (programming language)

special Python mentoring programs, such as PyLadies. Tools that can generate documentation for Python API include pydoc (available as part of the standard

Python is a high-level, general-purpose programming language. Its design philosophy emphasizes code readability with the use of significant indentation.

Python is dynamically type-checked and garbage-collected. It supports multiple programming paradigms, including structured (particularly procedural), object-oriented and functional programming.

Guido van Rossum began working on Python in the late 1980s as a successor to the ABC programming language. Python 3.0, released in 2008, was a major revision not completely backward-compatible with earlier versions. Recent versions, such as Python 3.12, have added capabilities and keywords for typing (and more; e.g. increasing speed); helping with (optional) static typing. Currently only versions in the 3.x series are supported.

Python consistently ranks...

Blender (software)

co-owner and software developer Ton Roosendaal. The name Blender was inspired by a song by the Swiss electronic band Yello, from the album Baby, which NeoGeo

Blender is a free and open-source 3D computer graphics software tool set that runs on Windows, macOS, BSD, Haiku, IRIX and Linux. It is used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, and virtual reality. It is also used in creating video games.

Blender was used to produce the Academy Award-winning film Flow (2024).

Panda3D

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Panda3D is a game engine that includes graphics, audio, I/O, collision detection, and other abilities relevant to the creation of 3D games. Panda3D is free, open-source software under the revised BSD license.

Panda3D's intended game-development language is Python. The engine itself is written in C++ and utilizes an automatic wrapper-generator to expose the complete functionality of the engine in a Python interface. This approach gives a developer the advantages of Python development, such as rapid development and advanced memory management, but keeps the performance of a compiled language in the engine core. For instance, the engine is integrated with Python's garbage collector, and engine structures are automatically managed.

The manual and the sample programs use Python by default, with...

Benevolent dictator for life

rest of the community is subscribed to and submits changes to. CTO of TerminusDB Lead Developer at the WordPress Foundation Chairman of the Blender Foundation

Benevolent dictator for life (BDFL) is a title given to a small number of open-source software development leaders, typically project founders who retain the final say in disputes or arguments within the community. The phrase originated in 1995 with reference to Guido van Rossum, creator of the Python programming language.

Wing IDE

assistance for working with third-party frameworks and tools (such as Django, Flask, Matplotlib, Pandas, Blender, Maya, Unreal Engine, PyQt, wxPython, and others)

The Wing Python IDE is a family of integrated development environments (IDEs) from Wingware created specifically for the Python programming language with support for editing, testing, debugging, inspecting/browsing, and error-checking Python code.

There are three versions of the IDE, each one focused on different types of users:

Wing Pro – a full-featured commercial version, for professional programmers;

Wing Personal – a free version that omits many of these features, for students and hobbyists; and

Wing 101 – a very simplified free version for teaching beginner programmers.

Wing Pro provides AI-assisted development, local and remote debugging, editing (with multiple key bindings, auto-completion, auto-editing, and multi-selection), source browser and code navigation, code refactoring, import...

ROCm

Progress On RISC-V, LTO+PGO Python Phoronix.com. Retrieved January 18, 2022. *“Fedora & Debian Developers Look At Packaging ROCm For Easier Radeon GPU Computing*

ROCm is an Advanced Micro Devices (AMD) software stack for graphics processing unit (GPU) programming. ROCm spans several domains, including general-purpose computing on graphics processing units (GPGPU), high performance computing (HPC), and heterogeneous computing. It offers several programming models: HIP (GPU-kernel-based programming), OpenMP (directive-based programming), and OpenCL.

ROCm is free, libre and open-source software (except the GPU firmware blobs), and it is distributed under various licenses. ROCm initially stood for Radeon Open Compute platform; however, due to Open Compute being a registered trademark, ROCm is no longer an acronym — it is simply AMD's open-source stack designed for GPU compute.

List of OpenCL applications

OpenCL.jl: Julia bindings PyOpenCL, Python interface to OpenCL API Project Coriander: Conversion CUDA to OpenCL 1.2 with CUDA-on-CL Lightweight Java Game

The following list contains a list of computer programs that are built to take advantage of the OpenCL or WebCL heterogeneous compute framework.

Godot (game engine)

to Python. Unlike Python, GDScript is optimized for Godot's scene-based architecture and can specify strict typing of variables. Godot's developers have

Godot (GOD-oh) is a cross-platform, free and open-source game engine released under the permissive MIT license. It was initially developed in Buenos Aires by Argentine software developers Juan Linietsky and Ariel Manzur for several companies in Latin America prior to its public release in 2014. The development environment runs on many platforms, and can export to several more. It is designed to create both 2D and 3D games targeting PC, mobile, web, and virtual, augmented, and mixed reality platforms and can also be used to develop non-game software, including editors.

GIMP

repository. Archived from the original on 23 December 2014. Retrieved 26 May 2014. “GIMP Python Documentation” Gimp.org. Archived from the original on 15 June

The GNU Image Manipulation Program, commonly known by its acronym GIMP (GHIMP), is a free and open-source raster graphics editor.

It is commonly used for photo retouching, image editing, free-hand drawing, and converting between different image file formats.

GIMP is freely available on Windows, Linux and macOS. It is licensed under the GNU General Public License (GPL 3.0 or later). The project is supported by a community of volunteers. Users are encouraged to contribute.

GIMP supports plugins and scripting, allowing users to extend its features and automate tasks. While it is not primarily designed for drawing, some artists and creators still use it for that purpose.

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