

Onboarding

Applications

- Blender 5.0.x <https://download.blender.org/release/Blender5.0/>
- Godot 4.6.x <https://godotengine.org/download/archive/4.6.1-stable/>
- Git (latest) <https://git-scm.com/install/>
 - (Optional) SourceGit (latest) <https://github.com/sourcegit-scm/sourcegit/releases/latest>
- PureRef (latest) <https://www.pureref.com/download.php>

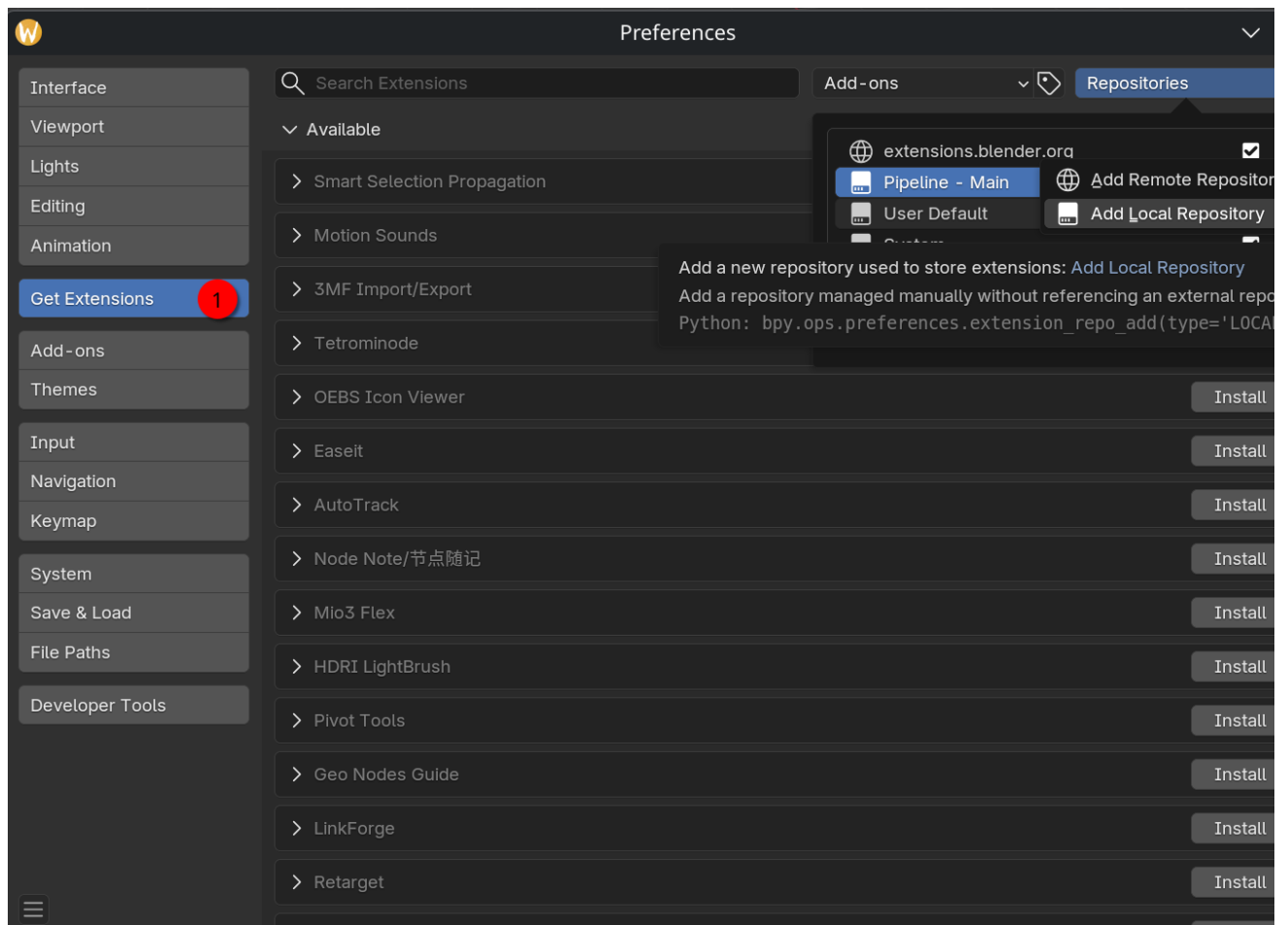
Setup

Project

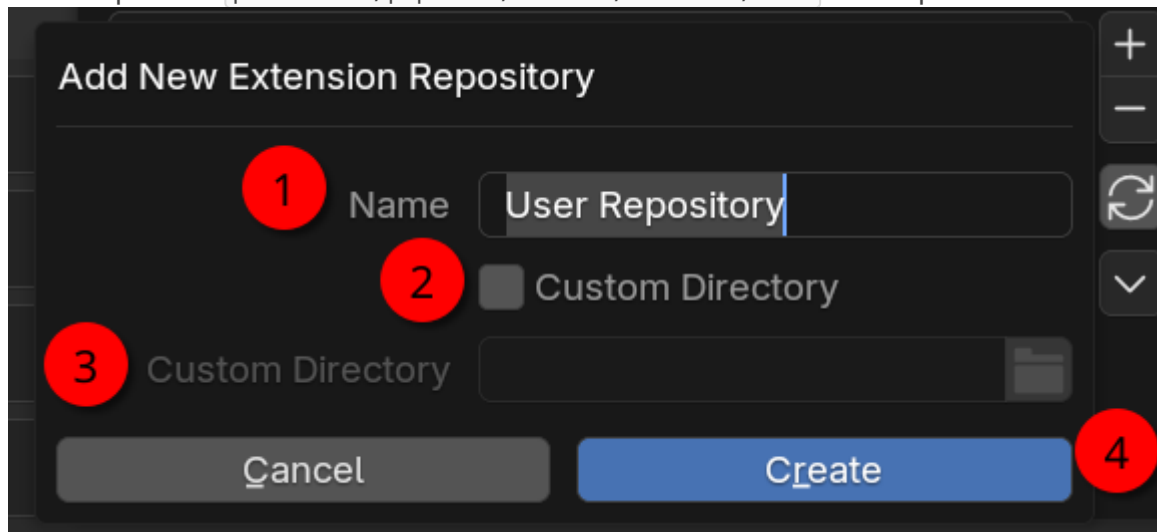
1. Clone the art and game repository. See <https://docs.bugjam.dev/books/bugjam/page/tutorials> for more information.
2. Checkout the `dev` branch in the art repository.

Blender

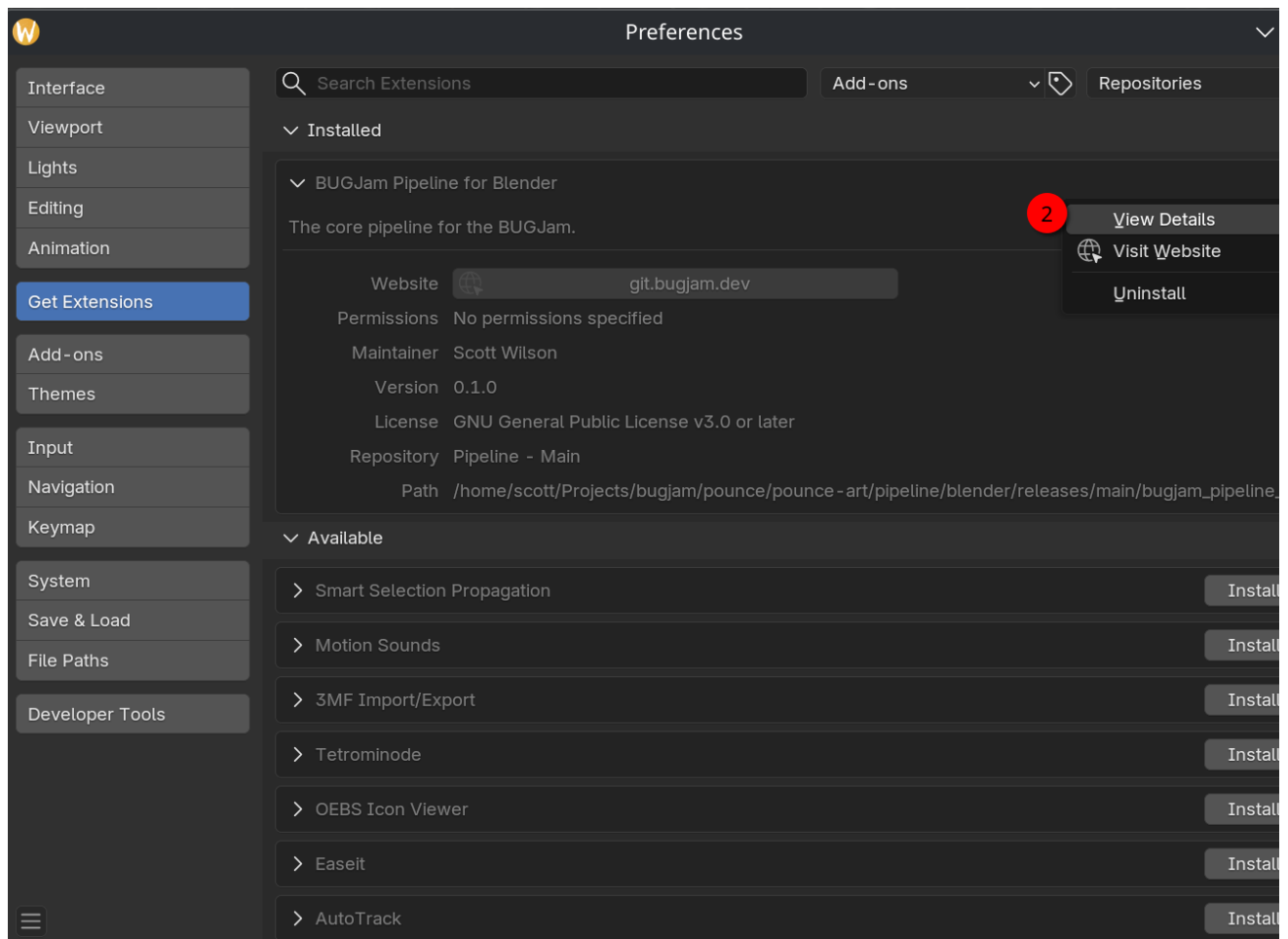
1. Pull down the latest updates from the `main` or `dev` branch in the art repository.
2. Update the extension repository to point to the `pounce-art/pipeline/blender/releases/main` folder.
 1. Go to preferences
 2. Go to **Get Extensions**
 3. Go to Repositories, press the + button, and **Add Local Repository**



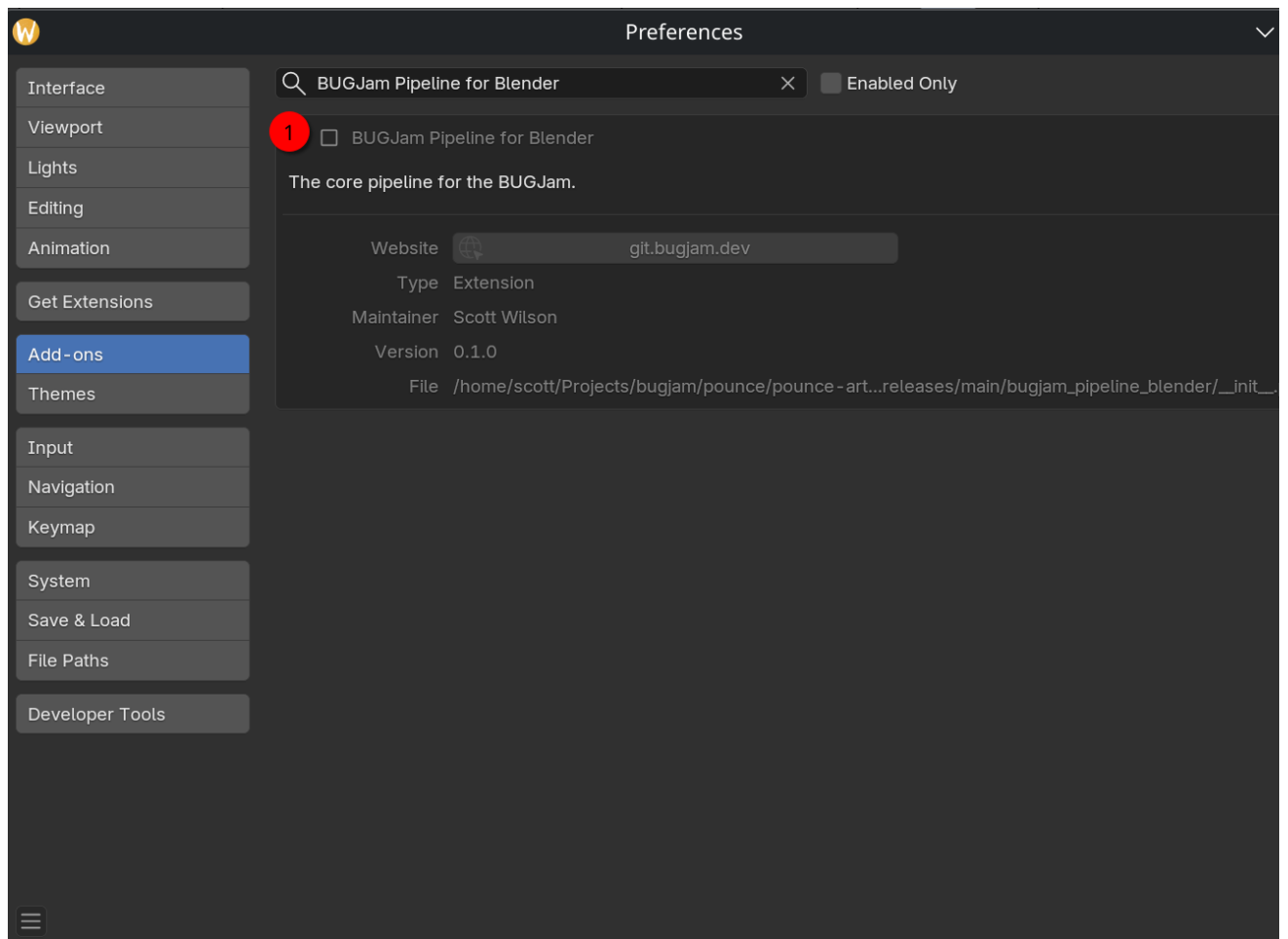
4. Set the name to something such as **Pipeline - Main**, check **Custom Directory**, and set the path to `pounce-art/pipeline/blender/releases/main`. Then press **Create**.



5. The BUGJam Pipeline for Blender should be listed under installed, but greyed out. Press the down arrow on the right, and select **View Details**.



6. This will open the Add-ons view of the extension. Click on the box to the left to enable the pipeline.



Godot

TODO

Revision #1

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