



Batch Render

USER MANUAL

Batch Render renders every camera you tick in one click, one image per camera, named after the camera, with a contact sheet for your client.

It works on its own. With OmniViz CamStage also installed, each camera is rendered with its own CamStage setup.

Version 2.2.2 · Blender 4.2 or newer · Windows, macOS, Linux

1. What it does

- Renders the cameras you tick, one after the other.
- Saves one file per camera, named after the camera, in the folder you choose.
- Resolution, scale and samples for all cameras, or different ones for a given camera, with presets from 720p to 8K.
- Saves a contact sheet of every render, labelled with the camera names.
- A Stop button, and your scene settings are put back afterwards.

On its own, or with CamStage

Batch Render does not need CamStage. On its own, it renders each camera of your scene as it is, with the resolution, scale and samples you set in Batch Render.

When OmniViz CamStage is installed too:

- Batch Render makes each camera active before rendering it, so CamStage applies that camera's setup first: visibility, world / HDRI, lights and colour grading.
- The Batch Render panel sits below the CamStage panel, in the same sidebar tab.

CamStage is sold with Batch Render as OmniViz CamStage Pro + Batch Render.

2. Requirements

Item	Requirement
Blender	4.2 or newer
System	Windows, macOS or Linux
Render engine	Cycles (Batch Render switches to Cycles while it renders, then puts your engine back)
Internet	Once per computer, to activate the licence
Licence	One key, activated on up to 2 computers

3. Installing

You download one zip: [batch_render_v2.2.2_licensed.zip](#). Do not unzip it.

1. In Blender, open **Edit > Preferences > Add-ons**.
2. Click the small arrow at the top right of the window and choose **Install from Disk**.
3. Pick the zip as it is and confirm.
4. In the add-on list, type **OmniViz** in the search field and find **OmniViz - Batch Render**.
5. Make sure it is ticked (enabled).
6. Close Preferences.

If your computer unzipped the download automatically, do not install the folder. Download the zip again, or zip the folder back, and install the zip.

4. Activating the licence

Your licence key is in your order email.

1. In the 3D Viewport, press **N** to open the sidebar and click the **CamStage** tab. (The tab has this name even when CamStage is not installed.)
2. The **Batch Render** panel shows a box: **Batch Render: activation required**.
3. Paste your key into the **Key** field.
4. Click **Activate License**. Blender shows "Batch Render activated successfully!" and the Batch Render controls appear.

You can also activate from the **Batch Render** panel in **Properties > Output**, or from **Edit > Preferences > Add-ons**: unfold **OmniViz - Batch Render**, paste the key into **License Key** and click **Activate License**. When it is active, its preferences show **✓ Licensed**.

Internet and offline use

An internet connection is needed when you click **Activate License**. The activation is then saved on your computer, and Batch Render starts without contacting the server, so you can work offline.

Computers

One key can be activated on up to 2 computers that you use. For a new computer, or a third one, write to support@omniviz.studio.

The activation is saved in Blender's own settings folder. If you move to a new Blender version, you may be asked to activate again: paste the same key.

5. Where to find it

What	Where
Batch Render panel	3D Viewport > press N > CamStage tab
Second copy of the panel	Properties > Output tab > Batch Render (closed by default, click to unfold)
Licence key field	The panels above, or Edit > Preferences > Add-ons > unfold the add-on

Both panels show the same controls. Use whichever is closer. If CamStage is installed, the sidebar panel is below the CamStage panel.

6. Your first batch

1. Save your .blend file.
2. Under **Output Folder**, choose where the images go. The default, `//renders/`, is a folder named renders next to your .blend file. It is created if it does not exist.
3. Next to **Cameras**, click the refresh icon (**Refresh Camera List**). Every camera in the scene is listed.
4. Tick the cameras to render. **All** and **None** tick or untick them all.
5. Under **Render Settings**, check the resolution, scale, samples and **Format** (see section 7).
6. Click the big button **Render 6 Cameras** (it shows how many are ticked).

Batch Render makes each ticked camera active in turn, renders it and saves it.

The camera list

- The list is filled by the refresh icon. Click it again after adding or deleting cameras: new cameras are added, deleted ones are dropped.
- Cameras found by a refresh are added in alphabetical order. The batch renders them in list order.

The files

- Each image is named after its camera: a camera named `Kitchen` gives `Kitchen.png` (with PNG as the format). Characters that file names cannot hold are replaced by `_`.
- A file of the same name in the folder is replaced.
- The current frame is rendered.
- At the end, Blender's status bar says how many cameras were saved and where. Cameras that are ticked but no longer in the scene are named as missing.

Stopping

- While it renders, the big button becomes **Stop (camera 2 of 6)**. Click it to stop after the camera that is rendering now.
- You can also press Escape to cancel.
- Images already saved are kept.

When the batch ends or stops, your active camera, render engine, output path and the other render settings Batch Render changed are put back.

7. Render settings for all cameras, or per camera

At the top of **Render Settings**, choose **All Cameras** or **Selected Camera**.

All Cameras

These are the batch settings, used by every camera that does not have its own:

- The resolution preset menu: SD 1280 × 720, HD 1920 × 1080, 2K 2560 × 1440, 4K 3840 × 2160, 5K 5120 × 2880, 8K 7680 × 4320.
- **X** and **Y**: any resolution, for example a square or portrait shot.
- **Scale %**, with quick buttons 25%, 40%, 50% and 100%.
- **Samples** (Cycles samples), with quick buttons 100, 200, 300 and 500.

The first time you use Batch Render in a file, the batch settings start from the file's current resolution, scale and samples.

Selected Camera

1. Choose **Selected Camera**.
2. Click a camera in the camera list. It becomes the active camera, so the viewport shows its framing.
3. The panel says "batch settings (edit to change)" after the camera's name.
4. Change its resolution, scale or samples. The camera now has its own settings, and the panel says "own settings".
5. In the camera list, that camera now shows its resolution and samples, for example 1080 × 1350 · 256.

To give a camera the batch settings back, select it and click **Use Batch Settings**.

Settings shared by every camera

- **Format:** the image format (PNG, JPEG, OpenEXR and the others Blender offers). It is Blender's own output format setting.
- **Restrict to Camera Border:** renders only the camera frame and crops to it. Speeds up previews with a lower **Scale %**.
- **Contact Sheet:** see section 8.
- **Persistent Data:** keeps scene data in memory between cameras. Batches are faster but use more memory (GPU memory when you render on the GPU). Turn it off if Blender crashes on large scenes. Off by default.

Batch Render keeps Blender's own resolution and samples in step with the active camera. The camera frame in the viewport shows the right shape, and F12 renders it as the batch would. Change resolution and samples in the Batch Render panel: values typed in Blender's Output properties are replaced when you switch camera.

8. Contact sheet

With **Contact Sheet** ticked (the default), a finished batch also saves `_contact_sheet.png` in the output folder:

- Every render in a grid, in render order, each labelled with its camera name.
- A title line with the .blend file name, the number of cameras and the date.

It is made only when the batch runs to the end, not after Stop or Escape. Video formats are left out of it. EXR renders are converted so their thumbnails are not too dark.

9. Typical workflows

A product in 6 views

1. Name the cameras in the order you want them, for example `01_Front`, `02_Side`, up to `06_Detail`. The names become the file names, and the list is in alphabetical order.
2. In Batch Render, set the output folder and click the refresh icon next to **Cameras**.
3. Choose **All Cameras**, HD and 128 samples. Tick **Contact Sheet**.
4. Make a quick test: click **25%** under **Scale %** and render. Check the contact sheet.
5. Click **100%**, set the final samples and render again.

One camera in a different shape

1. Choose **Selected Camera** and click the camera in the list, for example `06_Detail`.
2. Set **X** 1080 and **Y** 1350 for a portrait shot.
3. Switch back to **All Cameras**. The other cameras keep the batch settings; `06_Detail` keeps its own.

Client delivery

1. Choose PNG or JPEG in **Format**.
2. Give the hero shot its own settings: **Selected Camera**, pick it, choose 4K and more samples.
3. Render all cameras into a dated folder, for example `//renders/2026-10-22/`.

4. Send the images with `_contact_sheet.png`: the client sees every view on one page, with the camera names to refer to.

10. Tips

- **Check before a long batch:** a 25% scale render with low samples shows mistakes in minutes.
- **Batch Render renders with Cycles**, even if your scene is set to Eevee. Set your Cycles options (device, denoising) in Blender's Render properties before the batch.
- **Render into a new folder** when you want to keep earlier renders: files with the same name are replaced.
- **Quit Blender completely after an update** (see section 12). Blender keeps the old code in memory until it restarts.

11. Troubleshooting

The panel is missing

- Check that **OmniViz - Batch Render** is ticked in **Edit > Preferences > Add-ons**.
- Press **N** in the 3D Viewport and look for the **CamStage** tab. The tab list may need scrolling.
- In **Properties > Output**, the **Batch Render** panel is folded: click its title.
- Quit and restart Blender.

The key is not accepted

The message tells you why:

- "Cannot reach the license server: check your internet connection": check that you are online and that a firewall does not block Blender.
- "This license key is not for Batch Render": the key belongs to another product.
- "Paste your license key first": the **Key** field is empty.
- Any other message comes from the licence server, for example when the key is already active on 2 computers. Write to support with your order email address.

Copy the key again from your order email if in doubt.

The panel says "License expired: please re-enter your key"

Paste your key and click **Activate License** again, with internet on.

The big button says "No Cameras Selected"

No camera is ticked, or the list is empty. Click the refresh icon next to **Cameras**, then tick cameras.

A camera is reported as missing

It was renamed or deleted after the last refresh. Click the refresh icon next to **Cameras** and tick it again.

The resolution changes when I switch camera

That camera has its own Batch Render settings, or you typed the resolution in Blender's Output properties. Set resolution in the Batch Render panel.

The render does not look like my EEVEE viewport

Batch Render renders with Cycles. Check your scene in the viewport with Cycles in Rendered shading.

No contact sheet

Check **Contact Sheet** is ticked and that the batch ran to the end. If the status bar says the contact sheet failed, open Blender's System Console to see why, and send it to support.

12. Updating

Updates within the same major version are free. Your Batch Render settings are saved in your .blend files and stay there.

1. In **Edit > Preferences > Add-ons**, remove the old **OmniViz - Batch Render**.
2. Quit Blender completely.
3. Open Blender again and install the new zip as in section 3.
4. Check the version in the add-on list in Preferences: 2.2.2 or newer.

If it asks for activation after the update, paste the same key.

13. Licence and support

Licence

- One licence key per purchase.
- Up to 2 computers that you use.
- Personal and commercial work, including client work.
- Not transferable. You may not share, resell or publish the add-on or the key.
- Free updates within the same major version (2.x).

Support

- Email: support@omniviz.studio
- Questions and answers: <https://omniviz.studio/#faq>

When you write, please give your Blender version, your system, the add-on version and, for licence questions, your order email address.