

Software Evaluation Guide for Blender*

“Character Model Rendering”



<http://www.intel.com/performance/resources>

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About this Document

This document is a guide measuring performance of the Intel® Processors on application software. The primary audience for this document includes individuals, publications, OEMs and technical analysts whose goal is to test or evaluate the performance benefits and features of the Pentium Processor. If there are questions that are not answered here on software application performance evaluation of the Pentium Processor, please contact your Intel representative.

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Chapter 1

Processor Performance with Blender* character model rendering

1.0 Software Description

Blender is a free open source 3D content creation suite that is available for various operating systems. The application is popular among many independent animation studios and game makers. For more information, please visit <http://www.blender.org/>.

1.1 Test Workload Description

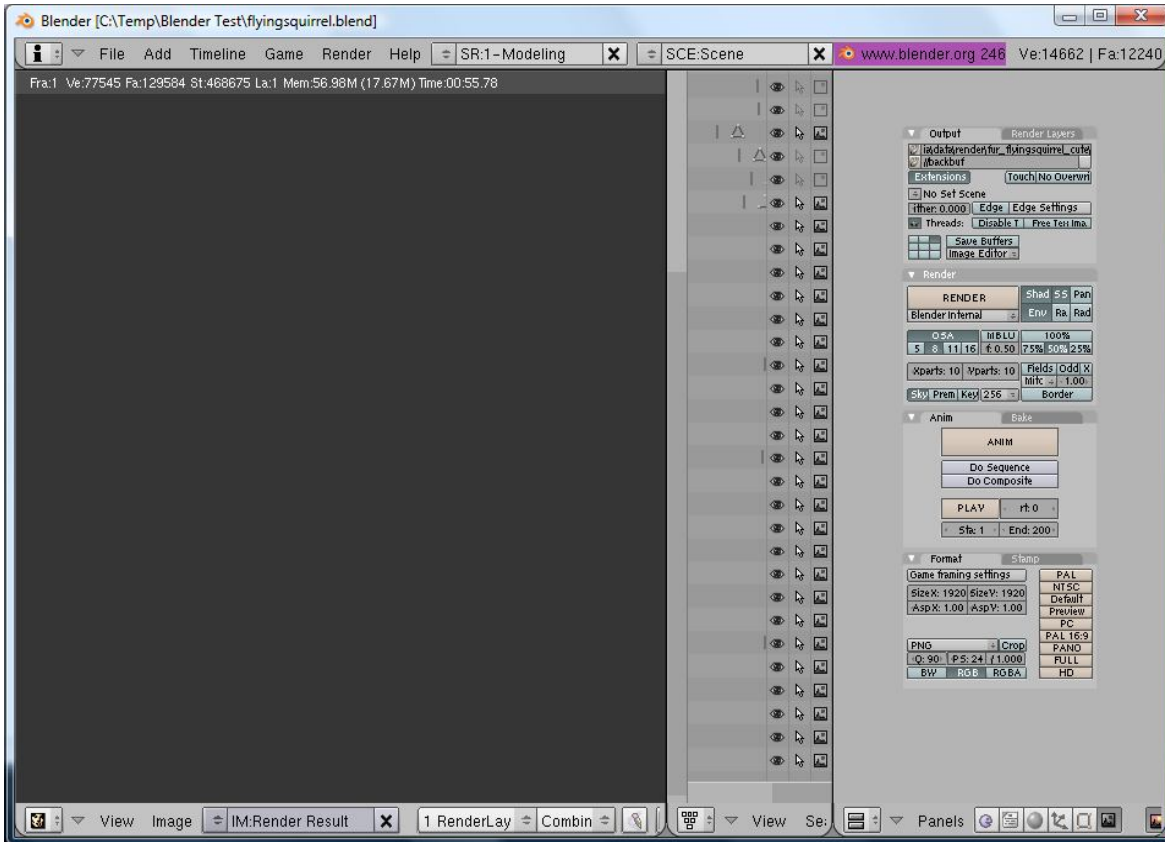
This document describes how to render a character model using blender. The workload consists of a ~6.9 MB character model of a flying squirrel.

Chapter 2

Procedure for Evaluating Performance

The following is a procedure for evaluating performance while running Blender 2.47.

1. Obtain and install Blender 2.47 with default options.
2. Download the workload file from (<http://graphical.org/bbb/chars/flyingsquirrel.blend>) and save it to local folder C:\Blender_WL. Reboot the system.
3. Navigate to the flyingsquirrel.blend workload file and double-click it to launch Blender*.
4. In the blender UI, press F12 to render the character.
5. Once the rendering is finished, record the time on the rendering preview window. This is how long it took the system to finish rendering.



6. Exit Blender*.
7. Repeat steps 3-6 four more times and take the median of the 5 measured rendering times.