

# Blender at school

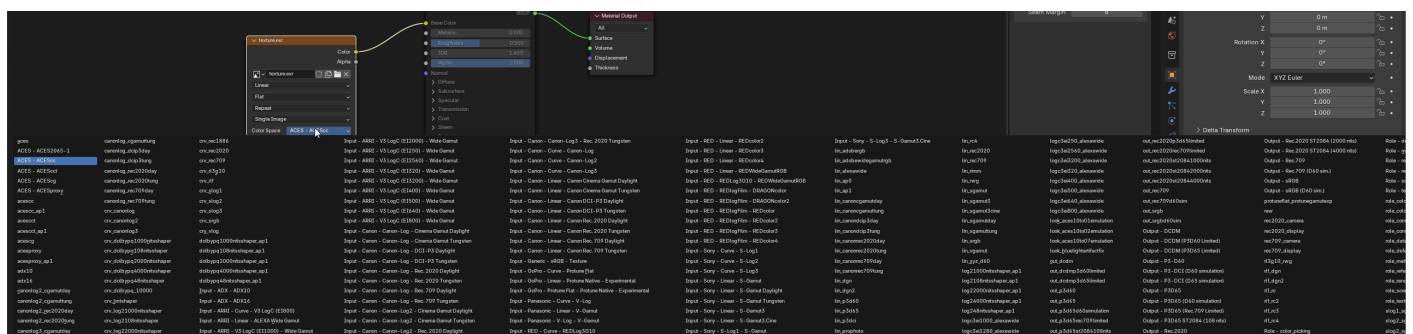
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# Blender - What's different at school?

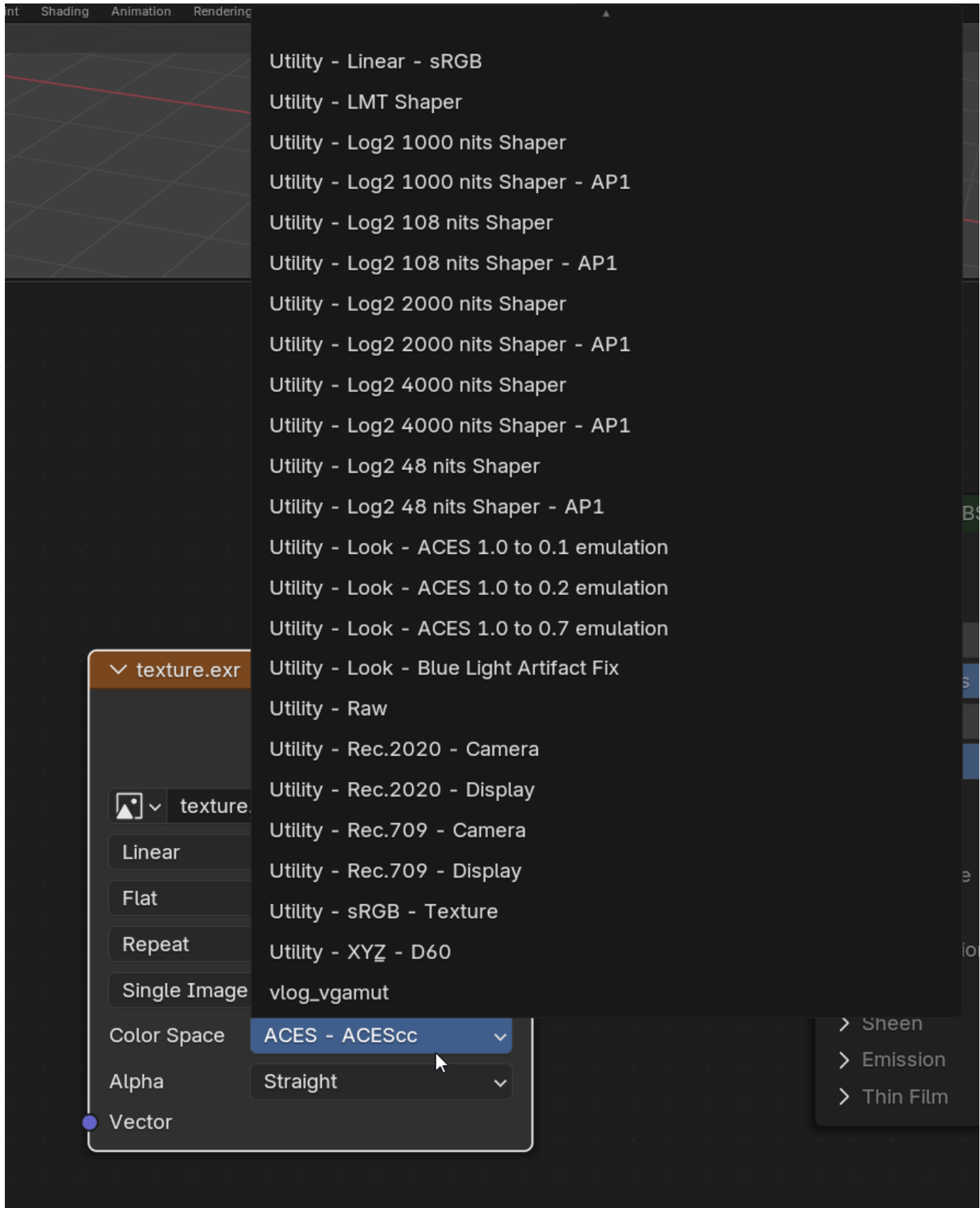
We haven't modified Blender all that much as it's not commonly used, still there are some things to keep in mind.

# Color management

So we've globally configured color management for all our applications, but Blender is kinda weird about it. When trying to select an input transform it will show the entire list of available colorspace without categorization, which is super annoying.

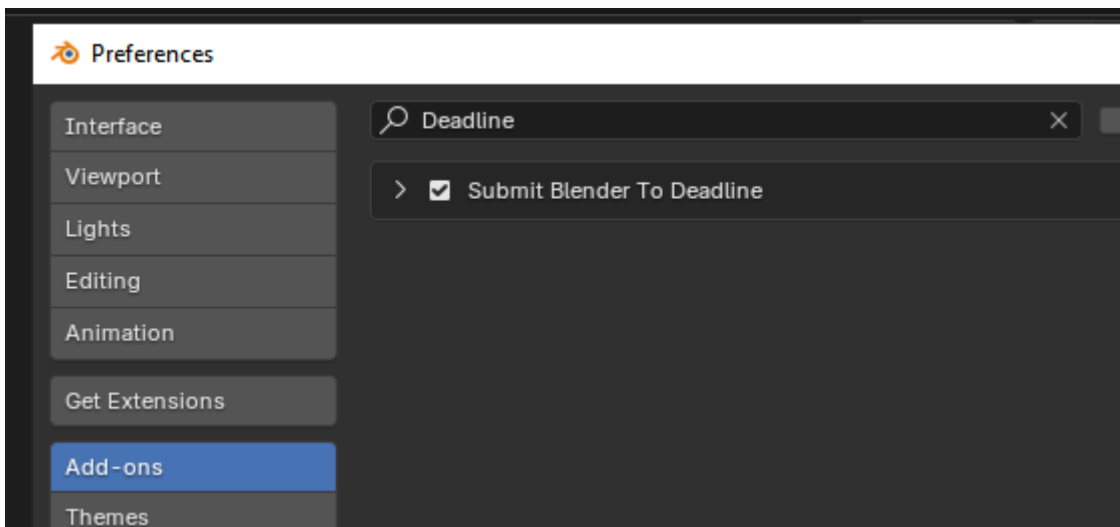


We haven't figured out yet how to fix this, so for now it's easiest to just zoom in a bit, which makes the list go vertical and allows you to scroll up to find the right colorspace.



# Blender - Rendering on the farm

Blender is also supported on our Deadline farm. First make sure all your files, including your Blender file, are stored on our storage server. The Deadline plugin is already installed for you, but you do have to enable it in your preferences.



Once you've done that you can use the Submit to Deadline button in the Render tab.

