

# Blender at school

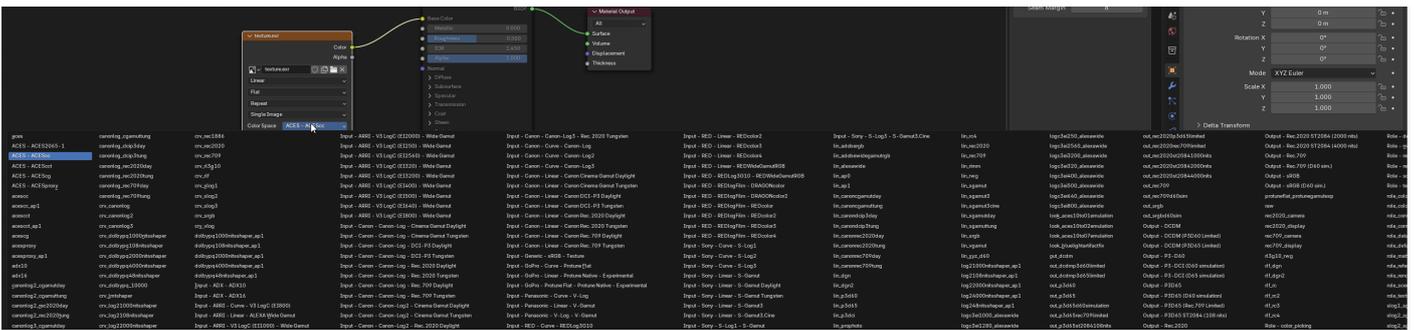
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# Blender - What's different at school?

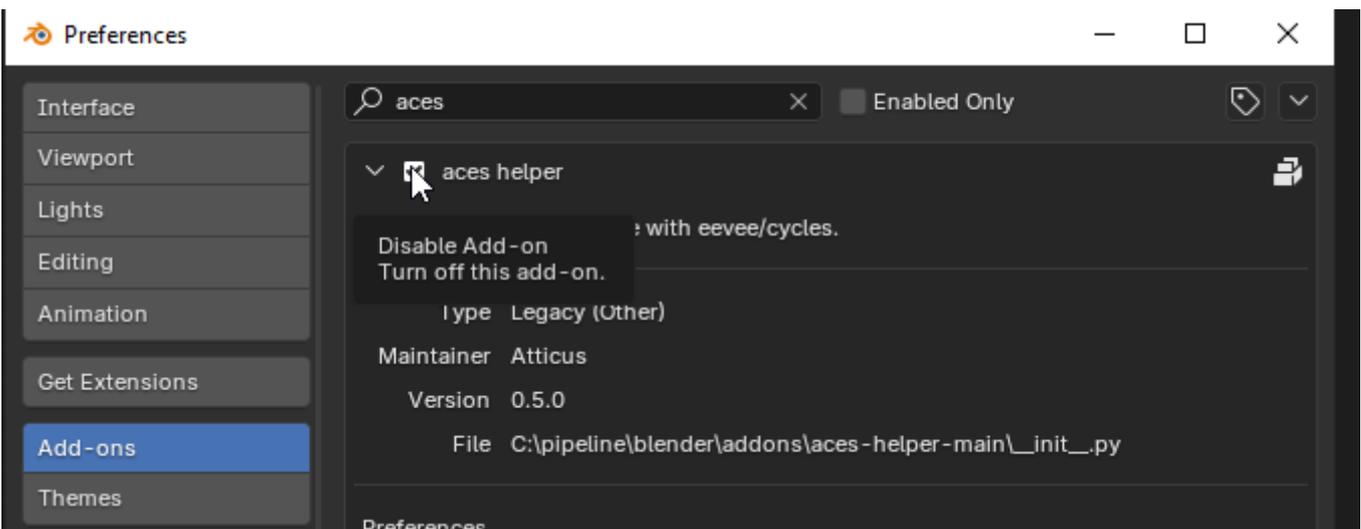
We haven't modified Blender all that much as it's not commonly used, still there are some things to keep in mind.

## Color management

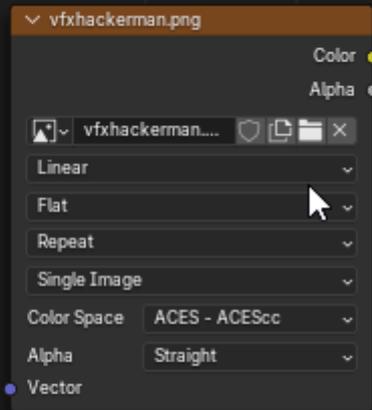
So we have globally configured color management for all our applications, but normally Blender is kinda weird about it. When trying to select an input transform it will show the entire list of available colorspace without categorization:



We have an addon called *aces helper* installed that helps with this, but you'll have to enable it in your settings:

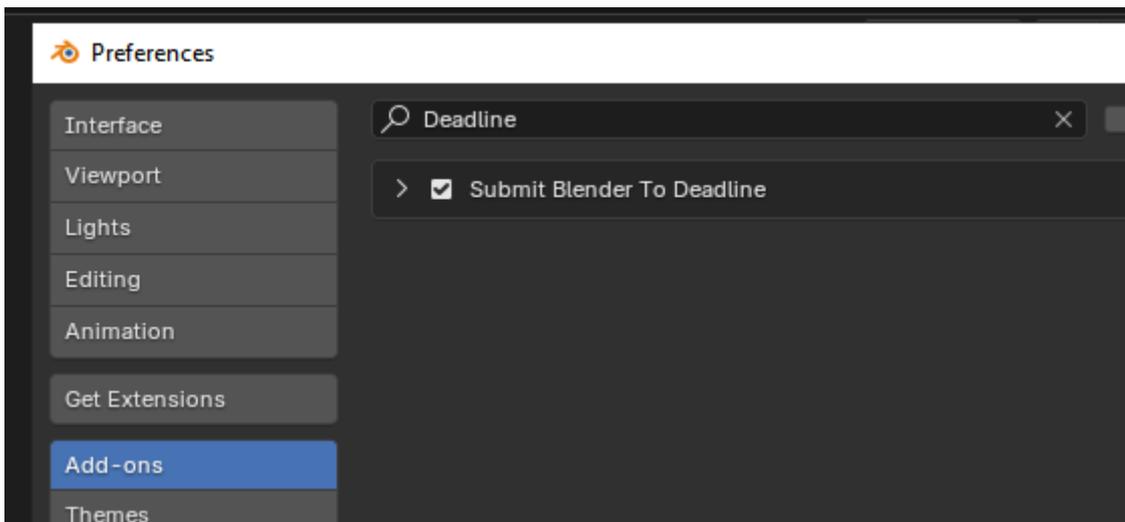


With the plugin enabled you can right click on a texture node and select the correct colorspace by simply searching for it!



# 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.

