Software Evaluation Guide for Blender* 2.5.3 beta

“Character Model Rendering”

http://www.intel.com/content/www/us/en/benchmarks/resources-performance-documents.html

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 Intel® Processors. If there are questions that are not answered here on software application performance evaluation of the Intel® Processors, please contact your Intel representative.

Each software application test measures different aspects of processor and/or system performance. While no single numerical measurement can completely describe the performance of a complex device like a microprocessor or a personal computer, application tests can be useful tools for comparing different components and systems. The following results and procedures give a glimpse of the performance of certain software applications, however your own usage of each application may vary from what is shown here. The only totally accurate way to measure the performance of your system, is to test the actual software applications you use, in the way you use them, on your computer system. Test results published by Intel are measured on specific systems or components using specific hardware and software configurations, and any differences between those configurations (including software) and your configuration may make those results inapplicable to your component or system.

Software application tests are, at most, only one kind of information that you may use during the purchasing process. To get a true picture of the performance of a component or system you are considering purchasing, you must consult other sources of information (such as performance information on the exact system you are considering purchasing). If you have any questions about the performance of any Intel microprocessor, please view the detailed performance briefs and reports published by Intel or call Intel at (US) 1-800-628-8686 or 916-356-3104.

Chapter 1
Blender* 2.5.3 beta

1.0 Software Description

Blender* 2.5.3 beta 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 Workflow/Workload Description

Jim used to love listening to stories of superheroes when he was little, and always thought of creating an imaginary world with the characters in the stories. Now, Jim is an independent game maker, and gets inspirations from his favorite stories. For one of his games, Jim is creating a 3D model of a flying squirrel character using Blender* 2.5.3 beta, and decides to test the rendering performance of the application running on his new computer. To test the performance, Jim renders the character 5 times, and calculates the average rendering time for the 6.9MB file.

Chapter 2
Procedure for Evaluating Performance

The following is a procedure for evaluating performance while running Blender* 2.5.3 beta.

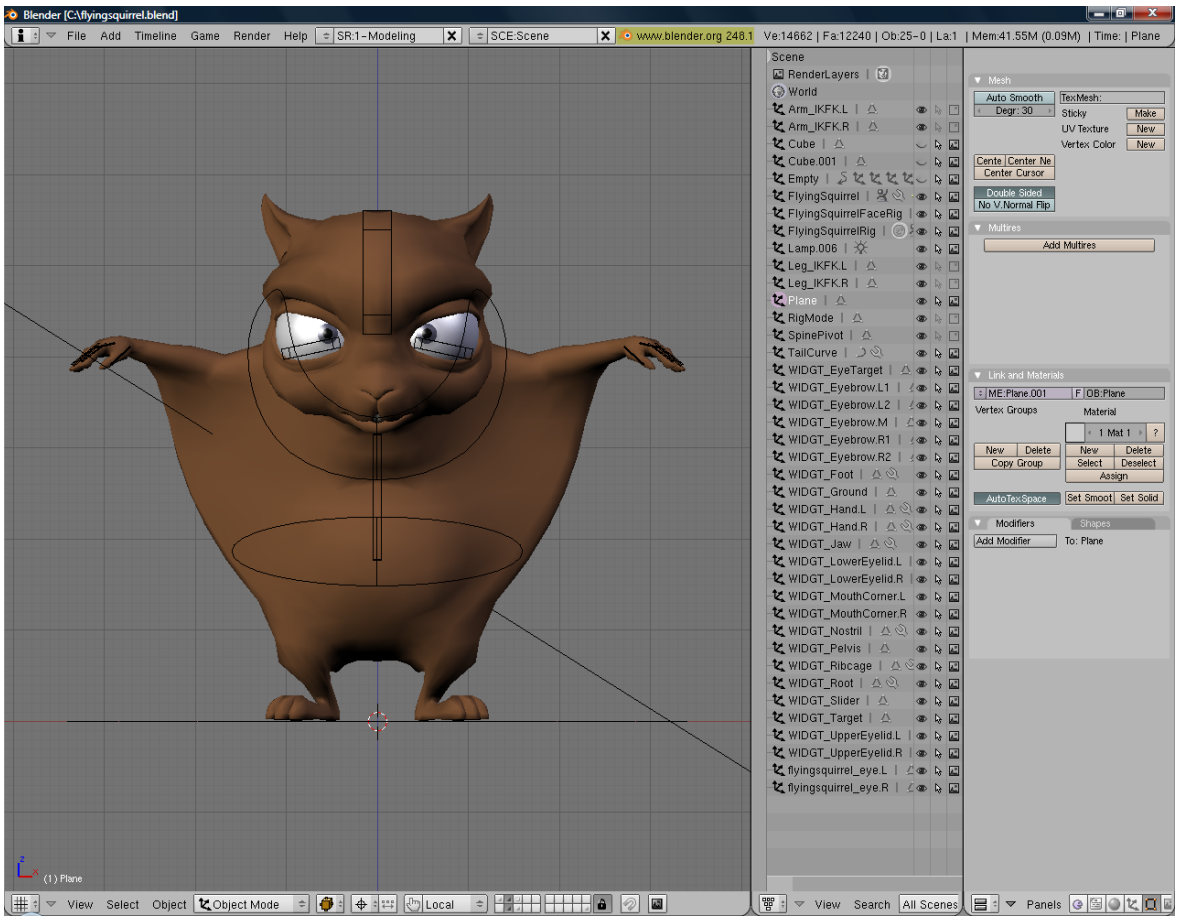
1. Obtain and install Blender* 2.5.3 beta with default options.

2. Download the workload file from (http://graphicall.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 4-6 four more times and take the median of the 5 measured rendering times.