

# Blueprint

by Peter Dornbach

Blueprint is a standalone desktop software. It is not open source, but it is a free download (see links below). It is written in Java so it easily runs on a Mac. Along with its rendering companion (Bluerender) it was written by a single person named "Bulbible". As far as I can tell he ceased active development, but the latest versions are still available and usable.

## THE BLUEPRINT FLOW

One needs an LDD model. It helps if the bricks within the model are assigned to "Groups" in LDD as they will be imported as sub-steps into the Step Editor.

## STEP EDITOR

One needs to manually assign each brick in the model to a step in the building instructions. It supports sub-models. Manual editing can be cumbersome for larger models that were not grouped in LDD as one will need a lot of re-arrangements.

## PAGE EDITOR

From the steps above, it generates a set of pages. Then these pages can be changed manually.  
It exports the instructions as PDF.

## PROS

Professional look and feel, similar to LEGO's own instructions. (Caveat: the instructions are exported as bitmap - one has to tune the resolution to avoid a blocky look.)  
Blueprint gets the geometry from LDD. Setup is as easy as installing an app - there is no LDraw or other wizardry needed.

## CONS

Limited customization. Lack of background, front page, etc.  
A few rough edges: some features on the Mac are only available with an external mouse (I could not find a way to do them with the touchpad).  
The editing flow is very linear. Editing the steps and regenerating the pages loses all the previous edits to the pages. (Changes in the LDD model can be re-imported.)

## BLUEPRINT LINKS

[http://blueimaging.wikia.com/wiki/Bluerender\\_and\\_Blueprint\\_LEGO\\_Imaging\\_Wikia](http://blueimaging.wikia.com/wiki/Bluerender_and_Blueprint_LEGO_Imaging_Wikia)  
<http://www.eurobricks.com/forum/index.php?showtopic=109972>  
<http://www.eurobricks.com/forum/index.php?showtopic=108346>