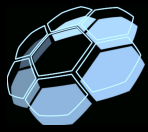


Blender Foundation – Community Meeting



Ton Roosendaal
Blender Foundation/Institute
Amsterdam, the Netherlands

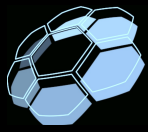


Today's presentation

- Introduction round
- What is Blender
- Who makes Blender
- Development, past year and roadmap
- Future projects

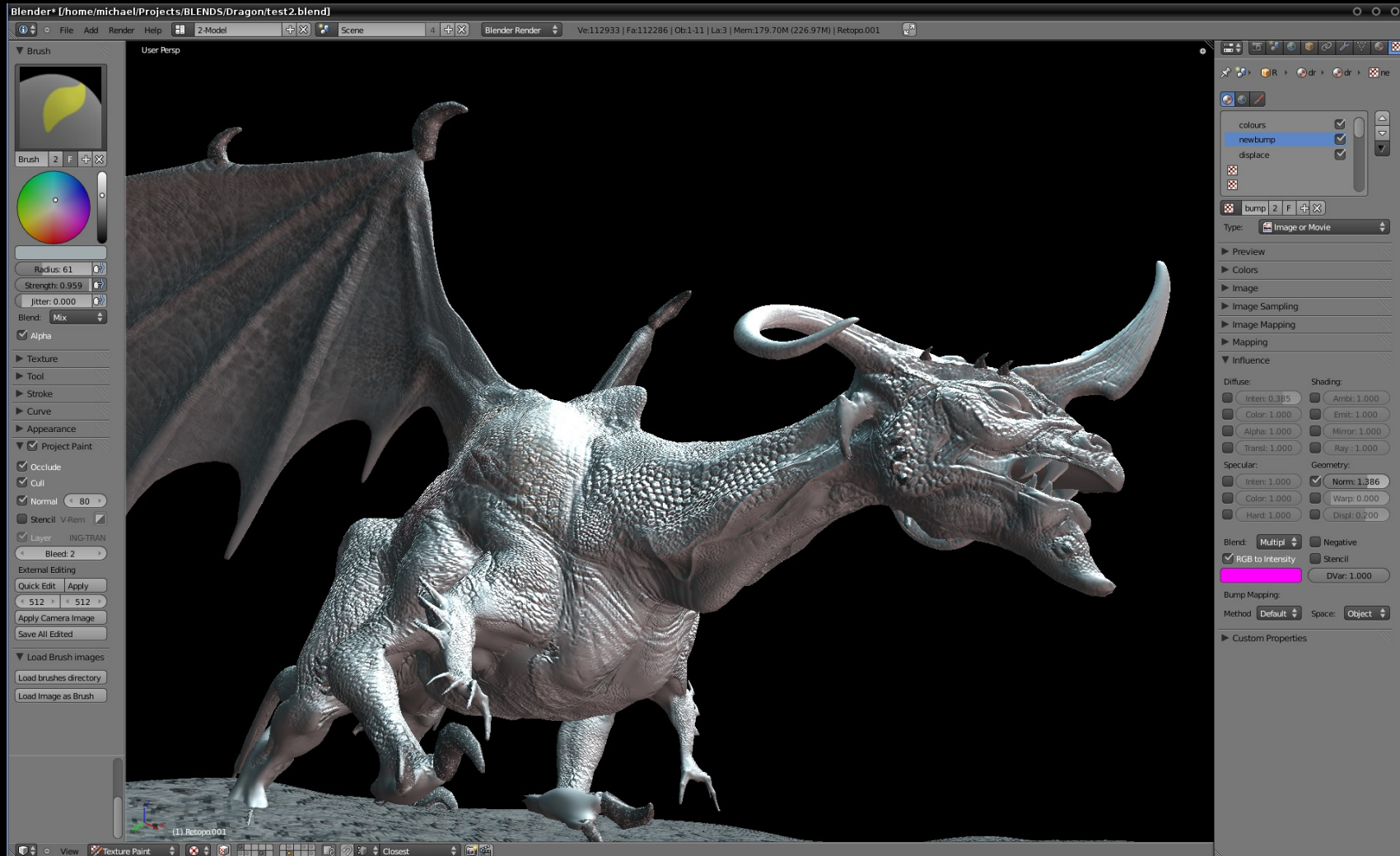
Introduction round

- Name
- Occupation
- Where you're from
- What you do with Blender



blenderfoundation

What is Blender



Blender

Free/Open source 3D creation suite

- Made by, and made for artists
- Cover the full pipeline for 3D creation

Modeling

Animation

Shading/Texture

Render

Composite

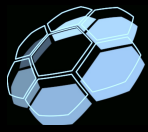
Camera/Motion track

Game creation and playback



What is Blender

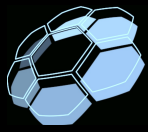
- Cross platform: releases for Windows, Mac OS X, Linux
- Highly portable, OpenGL UI (Android prototype)
- Development in C, C++.
- Strong Python scripting integration
- Small footprint (50-80 Mb) and installation-free
- Millions of downloads per year (3.4M, 2009)



blenderfoundation

What is Blender

A free and open source
complete 3D creation suite
for independent artists and
small teams



Who makes Blender (You!)

- Blender is a true community effort
- 90+ active developers and authors
- 150-200 more irregular contributors
- Hundreds of websites, including daily news
- 20-50,000 people participating online in dozens of communities.
- Professional users/developers mostly in small/medium enterprises and education

Who makes Blender

blender.org organization

- Module owner teams
Developers + Stakeholder Artists
- Mailing lists for wiki (docs), education (BFCT), development topics (vfx, cycles, animation).
- “Get Involved” at blender.org

Who makes Blender

Blender Foundation

- Founded in June 2002
- Facilitation of online development and documentation projects
- Income via donations and blender.org store
- Development Fund
- Hires 2 developers for support work



blenderinstitute
Studio for Open 3D Projects

Blender Institute

Studio for Open Projects

Started August 2007, Amsterdam docklands

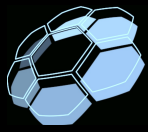
Produced 4 short Open Films

Main goal: realize creative projects to improve 3D Open Source software

Hires 2-3 developers

Handles e-store, DVD publishing, training





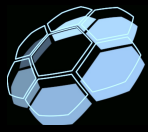
Blender Development History

- 1.0 First version, in-house tool (1995)
- 1.21 Freeware SGI release (1998)
- 1.3 FreeBSD/Linux (1998)
- 1.5 Windows, first manual, C-key (1999)
- 2.0 Game engine (2000)
- 2.25 Beginning of open source (2002)
- 2.3 UI & modeling refresh (2004)
- 2.4 Production pipeline, open projects (2006)
- 2.5 Recode of windows/event system (2009)
- 2.6 Cycles GPU render, VFX pipeline (2012)

Blender Development

Last year

- Blender 2.6x series: getting 2 years of new development in
- Finished 'Mango' targets: Motion tracking, Masking, Cycles production render, color pipeline, grading
- Open Shading Language
- Dynamic topology sculpting
- 3D printing toolbox
- Cartoon render (Freestyle)
- 1000s of bug fixes

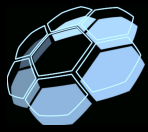


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Blender Development

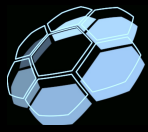
Right now

- Pixar OpenSubdiv + PTex in Cycles
- 15 GSoC student projects – mblur, ui, tracking, paint, video edit, character deform, viewport, depsgraph, threading, physics, etc etc
- Wrapping up the 2.6x series



Blender Development Roadmap

- 2.7x
Viewport & opengl upgrade
Dependency Graph
Libraries/Assets
- 2.8x
Unified Physics
Game Engine refocus
- 3.0x
(Anything that's not possible now ;)



Blender Development Challenges

- Scaling up
More full time devs needed
- Support / Services for teams/studios
Mixed pipelines (commercial + OS)

Other projects

Blender Network

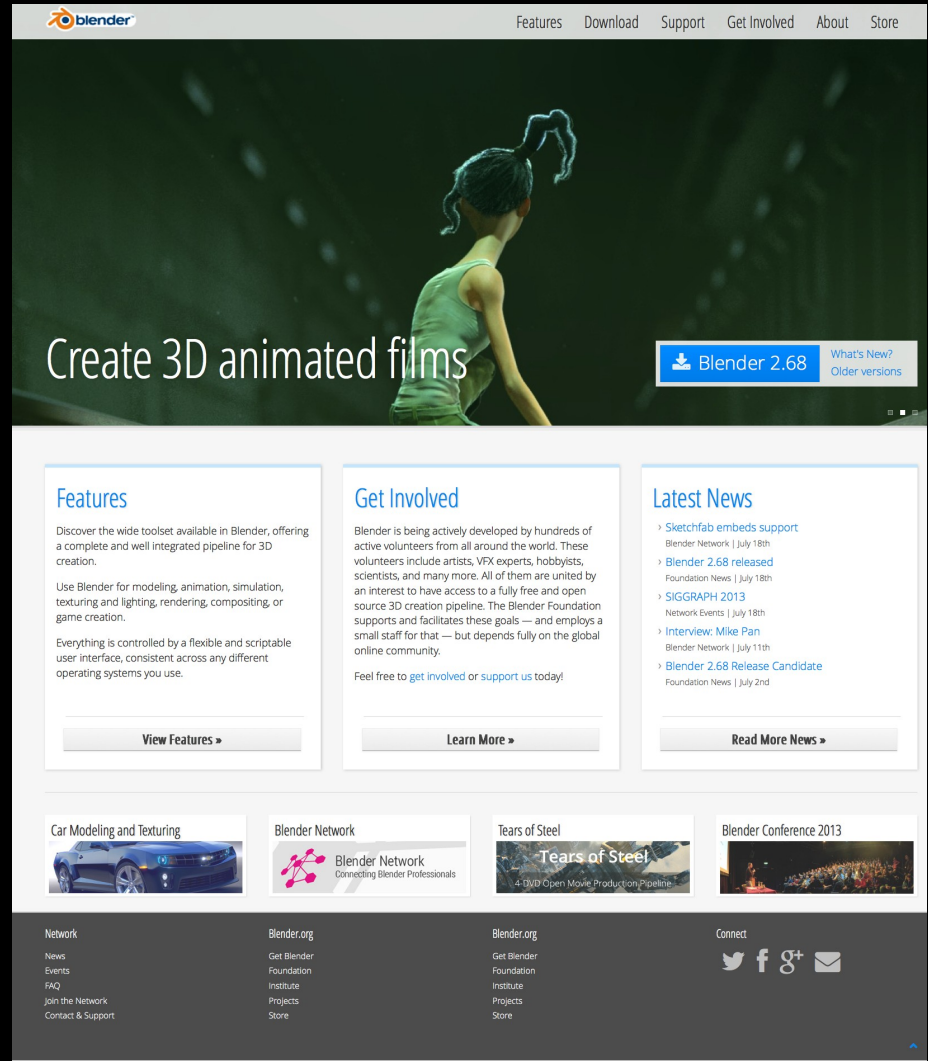
- blendernetwork.org
- Connecting professionals to help them get business
- Authorized membership
- Three membership types: Academic, Freelancer and Corporate
- Personal profile pages
- Social networking (linkage, messages)
- Open Business: all info visible for everyone

(2 PM: more about Network)

Other projects

Blender Website

- Work in Progress:
staging.blender.org



The screenshot shows the Blender website homepage. At the top, there is a navigation bar with links for Features, Download, Support, Get Involved, About, and Store. The main header features a large image of a 3D character with the text "Create 3D animated films" and a button for "Blender 2.68" with a download icon and links for "What's New?" and "Older versions".

The main content area is divided into three columns:

- Features:** Discover the wide toolset available in Blender, offering a complete and well integrated pipeline for 3D creation. Use Blender for modeling, animation, simulation, texturing and lighting, rendering, compositing, or game creation. Everything is controlled by a flexible and scriptable user interface, consistent across any different operating systems you use. [View Features >](#)
- Get Involved:** Blender is being actively developed by hundreds of active volunteers from all around the world. These volunteers include artists, VFX experts, hobbyists, scientists, and many more. All of them are united by an interest to have access to a fully free and open source 3D creation pipeline. The Blender Foundation supports and facilitates these goals — and employs a small staff for that — but depends fully on the global online community. Feel free to [get involved](#) or [support us today!](#) [Learn More >](#)
- Latest News:**
 - [Sketchfab embeds support](#) (Blender Network | July 18th)
 - [Blender 2.68 released](#) (Foundation News | July 18th)
 - [SIGGRAPH 2013](#) (Network Events | July 18th)
 - [Interview: Mike Pan](#) (Blender Network | July 11th)
 - [Blender 2.68 Release Candidate](#) (Foundation News | July 2nd)[Read More News >](#)

Below the main content area, there are four featured projects:

- Car Modeling and Texturing:** A blue sports car.
- Blender Network:** Connecting Blender Professionals.
- Tears of Steel:** 4-DVD Open Movie Production Pipeline.
- Blender Conference 2013:** A large crowd of people at a conference.

The footer contains four columns of links:

- Network:** News, Events, FAQ, Join the Network, Contact & Support.
- Blender.org:** Get Blender Foundation, Institute, Projects, Store.
- Blender.org:** Get Blender Foundation, Institute, Projects, Store.
- Connect:** Twitter, Facebook, Google+, Email.

Blender Feature Films

In production:

- **“Naughty 5” - India**
- **“Baldy” - Israel**
- **“Kiribati” - Argentina**



Project Gooseberry

- Feature 3D animation film
- By network of studios worldwide
(UK, France, Finland, Spain, USA, Argentina, Brazil, Indonesia, India, Australia, ...)
- Main coordination/development Blender Institute
- Made with Open Source, released as Open Movie
- Oct – April: concept/script/preproduction
- April 2014 – Oct 2015: realization
- Announcement at Blender Conference Amsterdam

More at Siggraph

- 2 PM: Blender Network
- 2.30 PM: Blender “Ask me anything”
- 3.30 PM: Artist/developer showcase
(show and tell)

- Tue-Wed-Thu: Blender booth at tradeshow