Blender Foundation – Community Meeting

blenderinstitute
Studio for Open 3D Projects

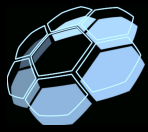**blenderfoundation**

Ton Roosendaal
Blender Foundation/Institute
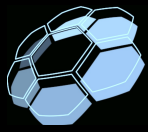Amsterdam, the Netherlands

Today's presentation

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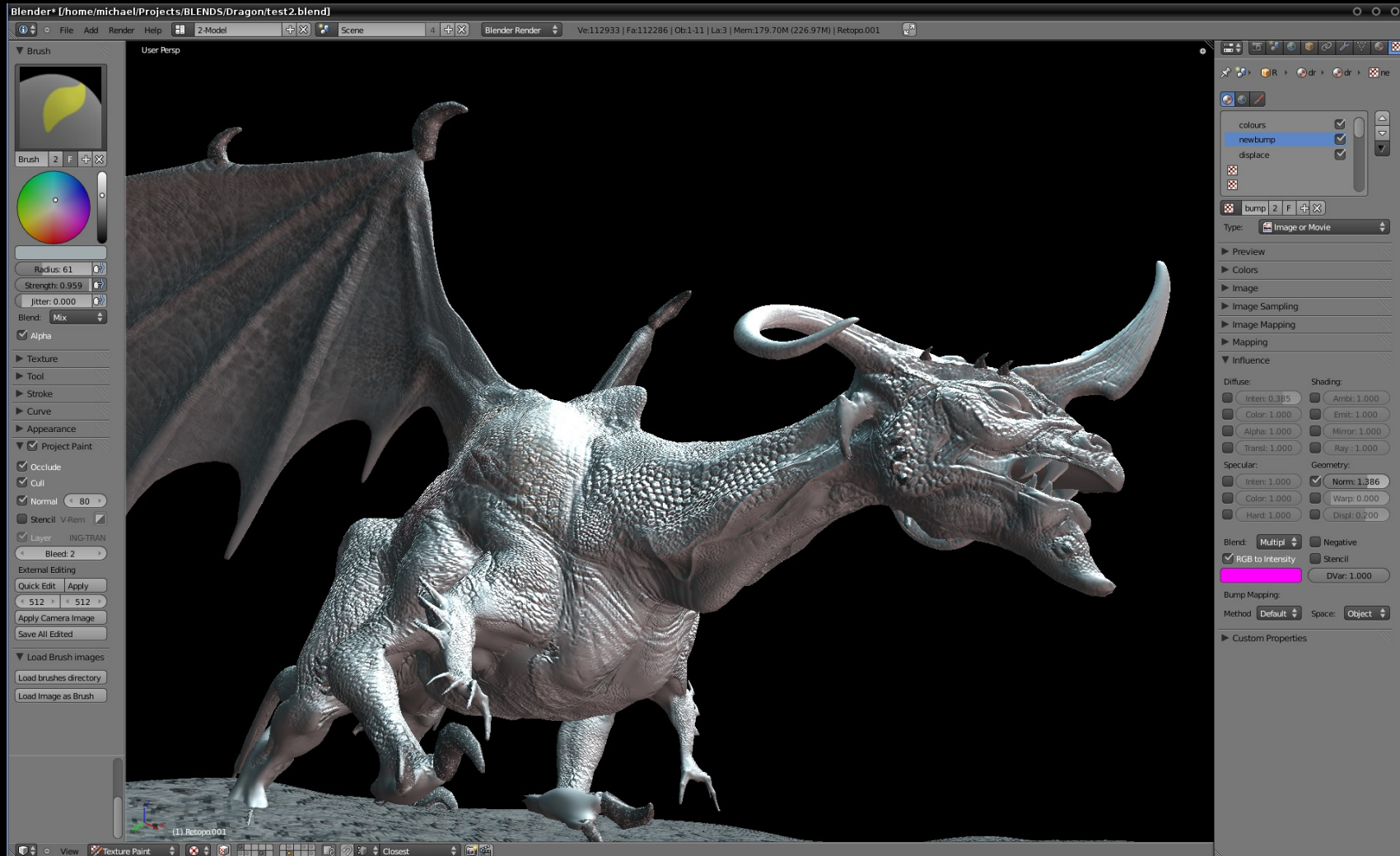- Development, past year and roadmap
- Future projects

Introduction round

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

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
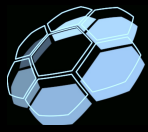
Shading/Texture

Render

Composite

Camera/Motion track
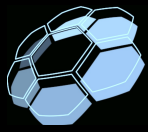
Game creation and playback

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)

What is Blender

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

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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

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Blender Institute

Studio for Open Projects
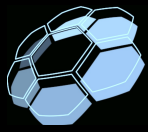Started August 2007, Amsterdam docklands
Produced 4 short Open Films

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

Hires 2-3 developers
Handles e-store, DVD publishing, training

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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)
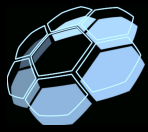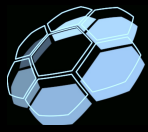• 1000s of bug fixes
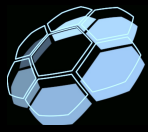
Blender Development
Right now

- 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

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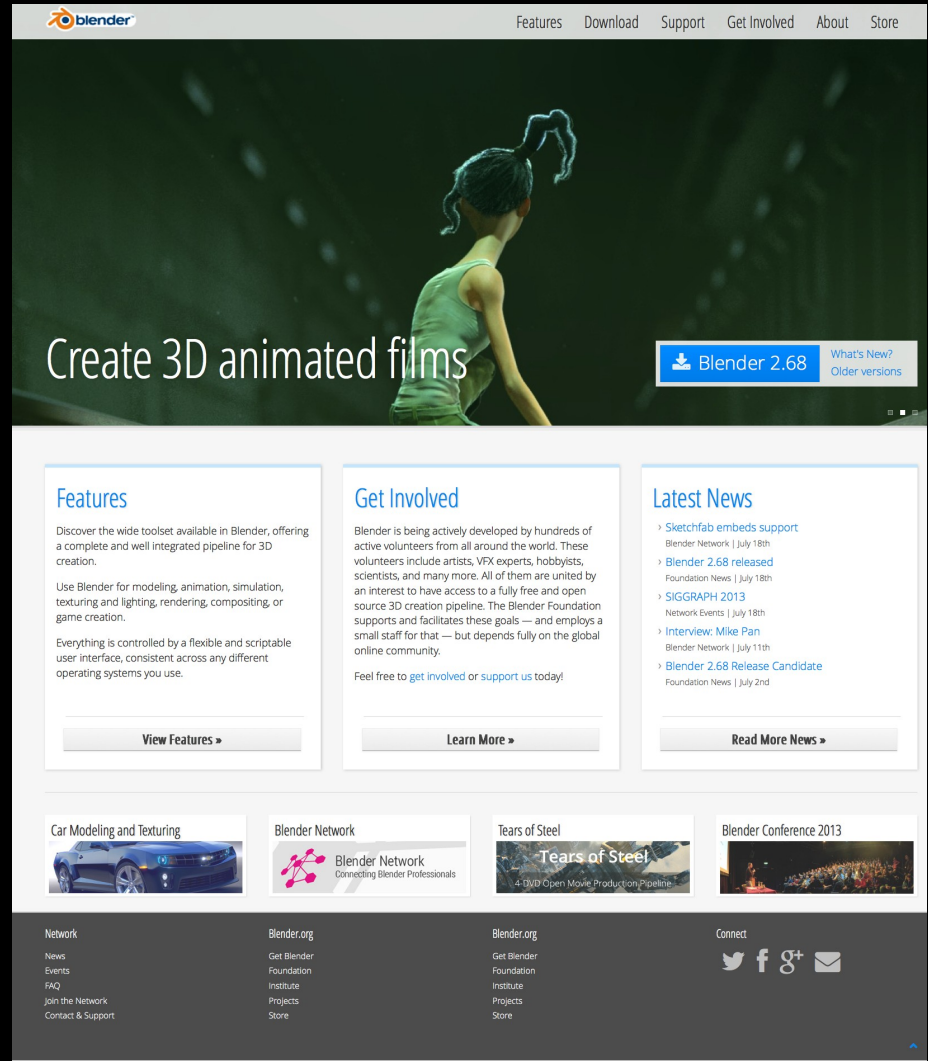
- blendernetwork.org
- Connecting professionals to help them get business
- Authorized membership
- Three membership types: Academic, Freelancer and Corporate
- Personal profile pages
- Social networking (linkage, messages)
- Open Business: all info visible for everyone

 (2 PM: more about Network)

Other projects
Blender Website

- Work in Progress: staging.blender.org

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