



**Spring** è un cortometraggio fantasy animato del 2019 diretto e scritto da Andreas Goralczyk e prodotto da Ton Roosendaal e Francesco Siddi. È il dodicesimo "film aperto" del Blender Institute ed è stato realizzato utilizzando il software open source Blender.

<https://www.youtube.com/watch?v=R7TLwKwixZA&list=RDCMUCz75RVbH8q2jdBJ4SnwuZZQ&index=2>

[https://www.youtube.com/watch?v=cMxraX\\_5RE&list=RDCMUCz75RVbH8q2jdBJ4SnwuZZQ&index=3](https://www.youtube.com/watch?v=cMxraX_5RE&list=RDCMUCz75RVbH8q2jdBJ4SnwuZZQ&index=3)

### **Sprite Fright - Open Movie prodotto da Blender Studio**

Cortometraggio animato realizzato in Blender nel 2021

[https://www.youtube.com/watch?v=cMxraX\\_5RE&list=RDCMUCz75RVbH8q2jdBJ4SnwuZZQ&index=3](https://www.youtube.com/watch?v=cMxraX_5RE&list=RDCMUCz75RVbH8q2jdBJ4SnwuZZQ&index=3)

Trailer lavoro di Tesi

<https://www.youtube.com/channel/UCJZEbqCJjpzT0DzNmdF3EMg>

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# The Freedom to Create

[Download Blender 3.3.1 LTS](#)[Windows · Installer · 231MB · ⓘ](#)[macOS, Linux, and other versions ⓘ](#)[See the changelog](#)

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Free & Open Source

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## What's New

A new hair grooming system, procedural UV unwrapping, Library Overrides improvements and so much more.

Discover the freedom to create with the first long-term support of the Blender 3.x series.

[New in Blender 3.3](#)[See all Blender features >](#)



## Blender 2.7

Blender took a big step in version 2.80, bringing amazing features but also breaking compatibility with certain hardware and features. It's always recommended to use the latest stable release (3.0), but if you still need Blender 2.7 you can always get the official Blender 2.79b release.

You can also download the [experimental nightly build from July 2019](#) which basically looks like 2.7 plus additional bug fixes and some new features that later became part of 2.80.

You will always be able to [download every version of Blender](#) at any time. It's yours to keep, forever!

## All Previous Versions

Every release is available for [download](#). Your old files are safe.

Among the releases you will also find these gems:

- The first 1.0 Irix Blender version
- Blender 1.60, 1.73, 1.80, 2.04, 2.25
- The 2.04 iPaq port.
- The last BeOS port, Blender 2.11
- Old web plugin players

## Source Code

The source for all versions is available through [repositories](#), where you can browse source code files or specific commits. See [this page](#) for all past versions tags. Check also [this page](#) for interesting source code from the past. Containing old Blender versions as well as interesting in-house software from the company that developed Blender; dutch studio NeoGeo.

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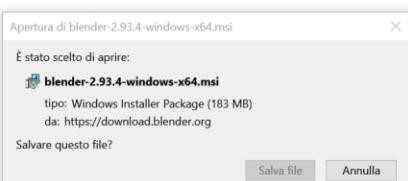
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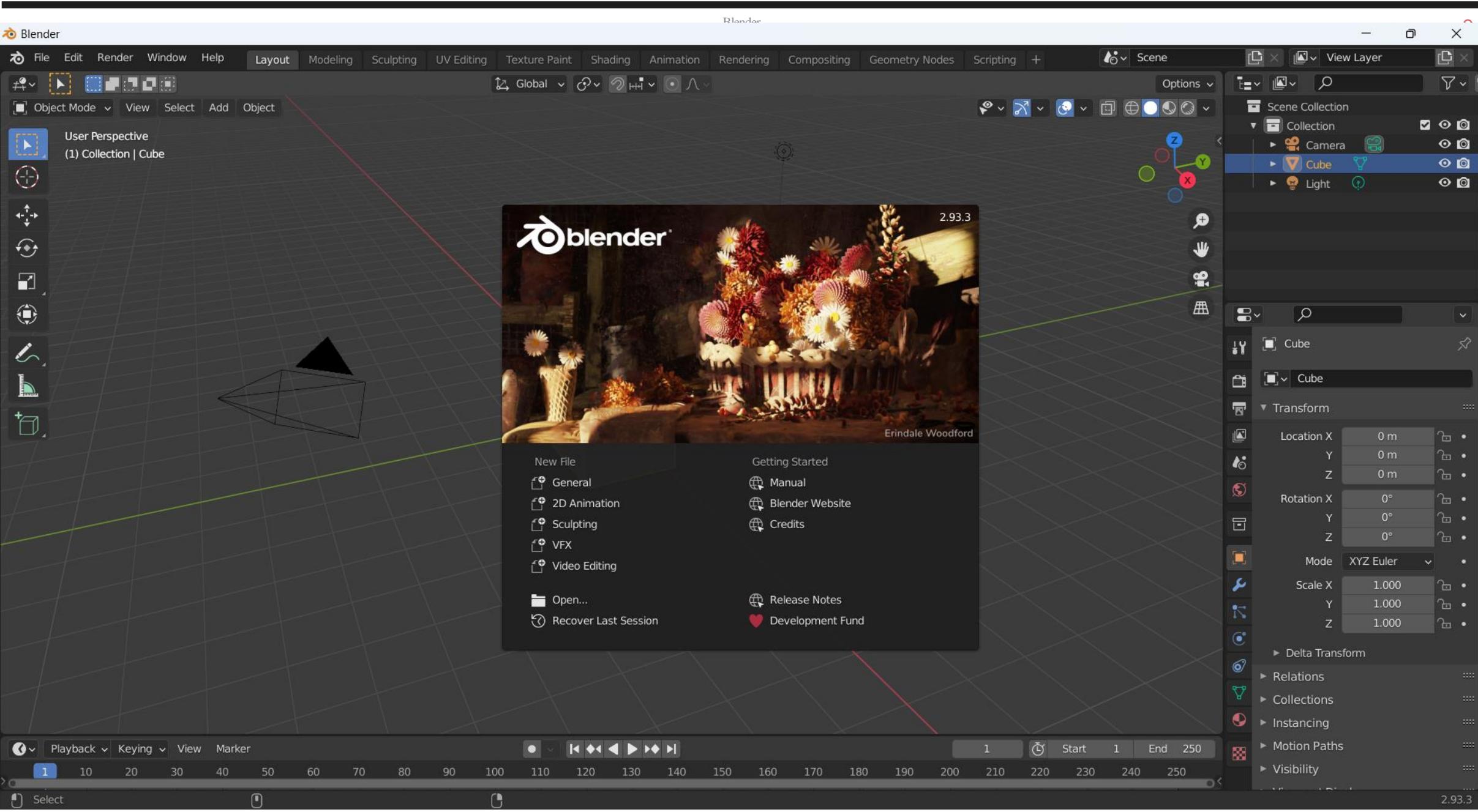
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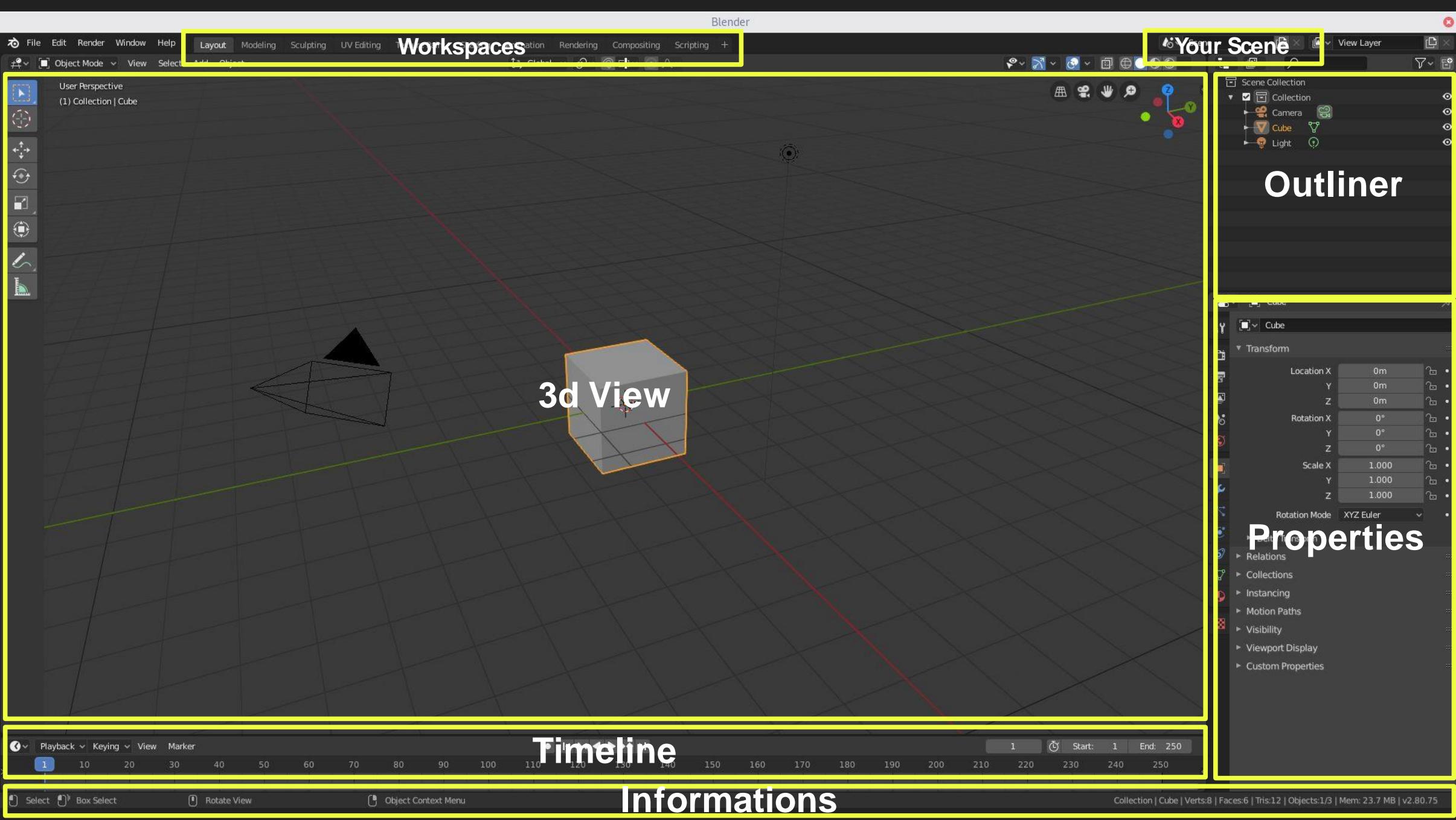
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User Perspective  
(1) Collection | Cube

Camera

Cube

Lamp

Scene Collection  
Collection  
Cube  
Light

Transform

Location X	0m
Y	0m
Z	0m
Rotation X	0°
Y	0°
Z	0°
Scale X	1.000
Y	1.000
Z	1.000

Rotation Mode XYZ Euler

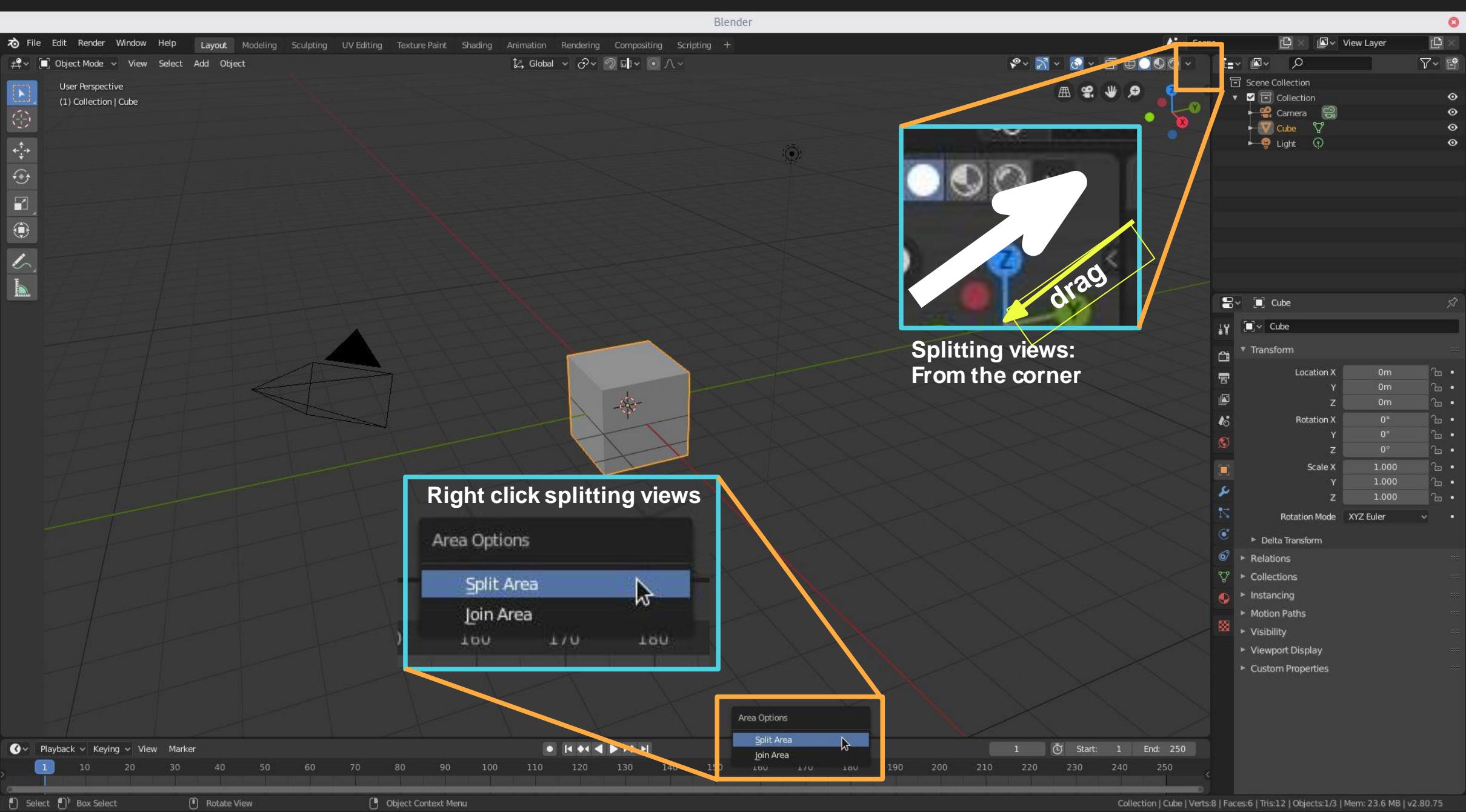
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► Custom Properties

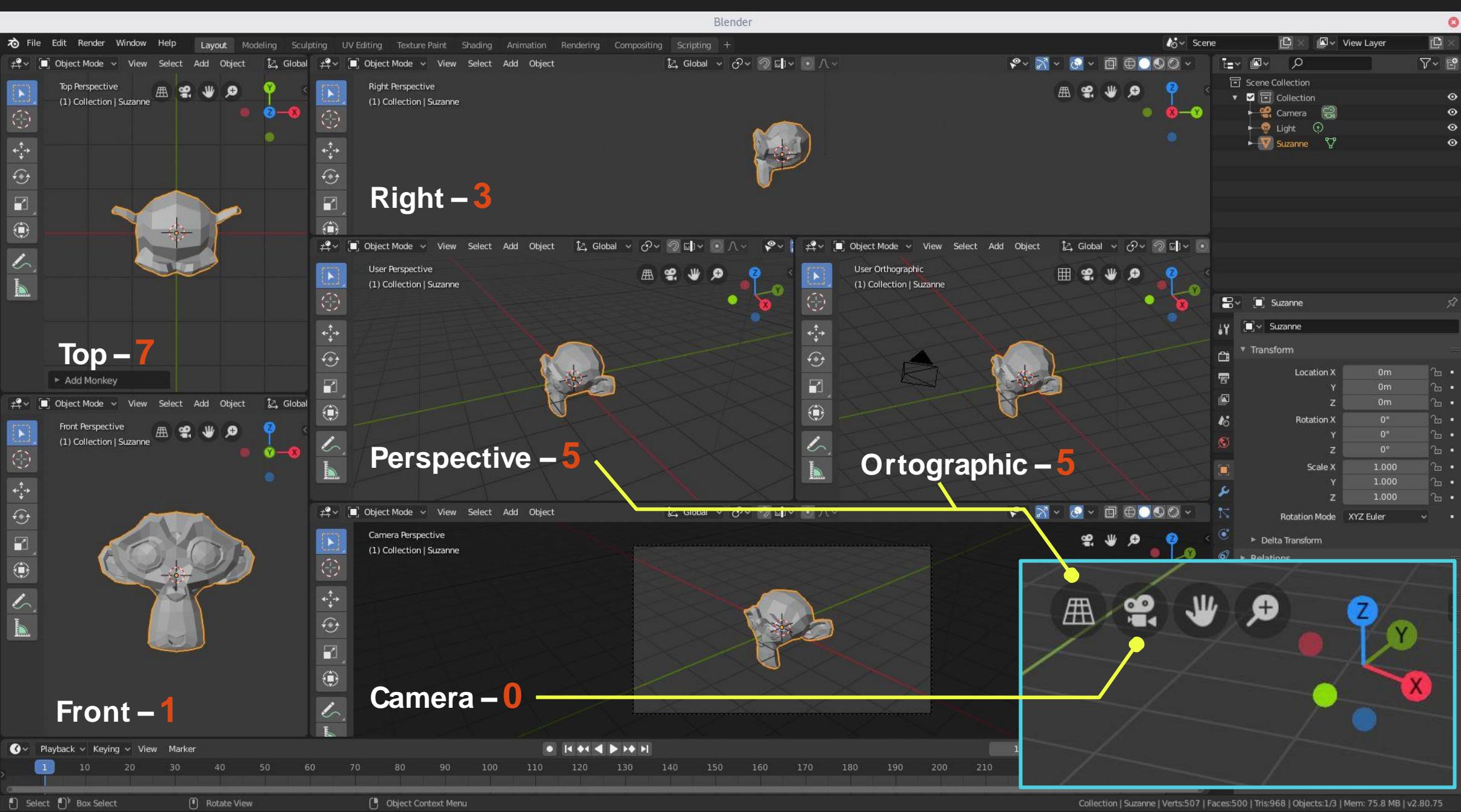
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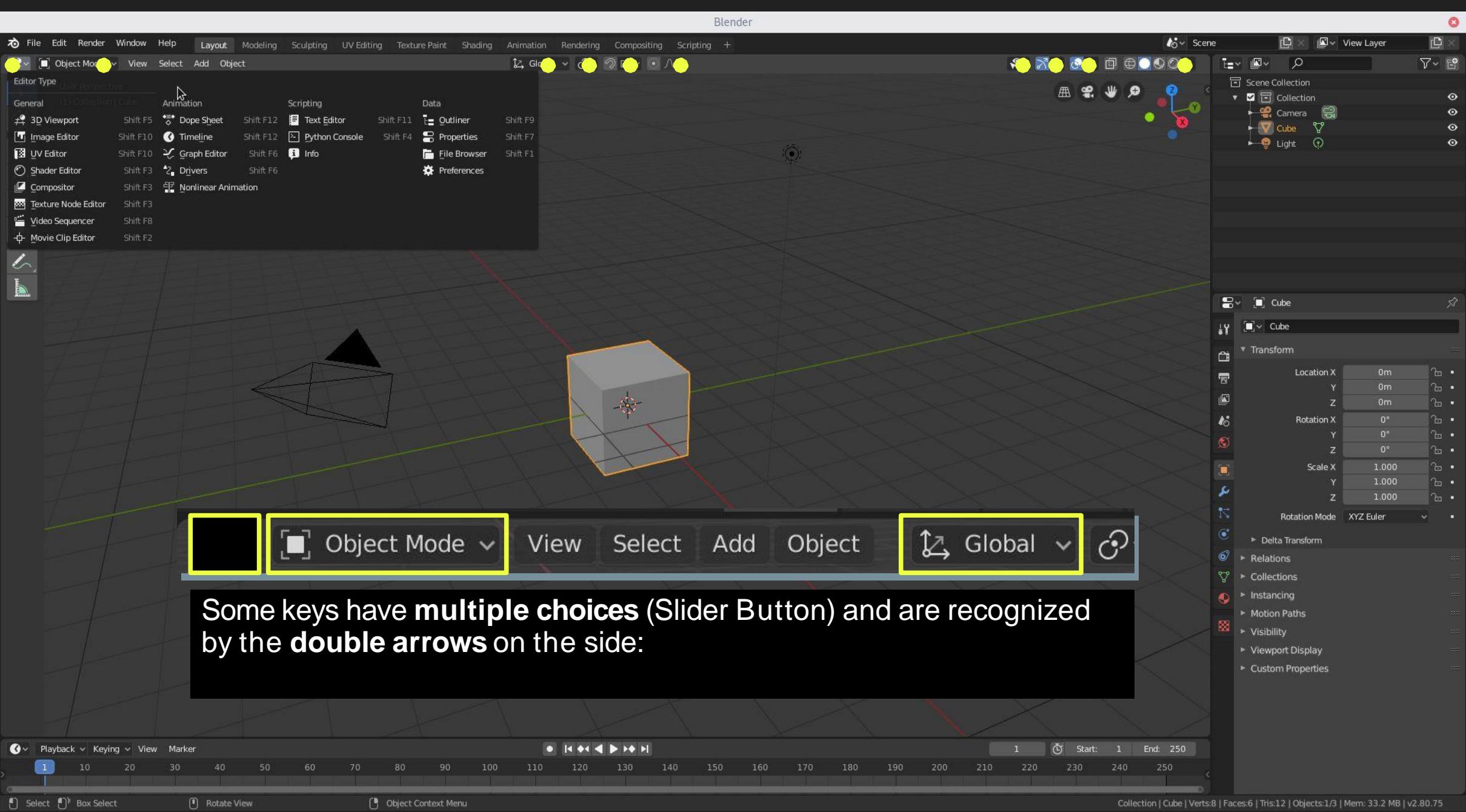
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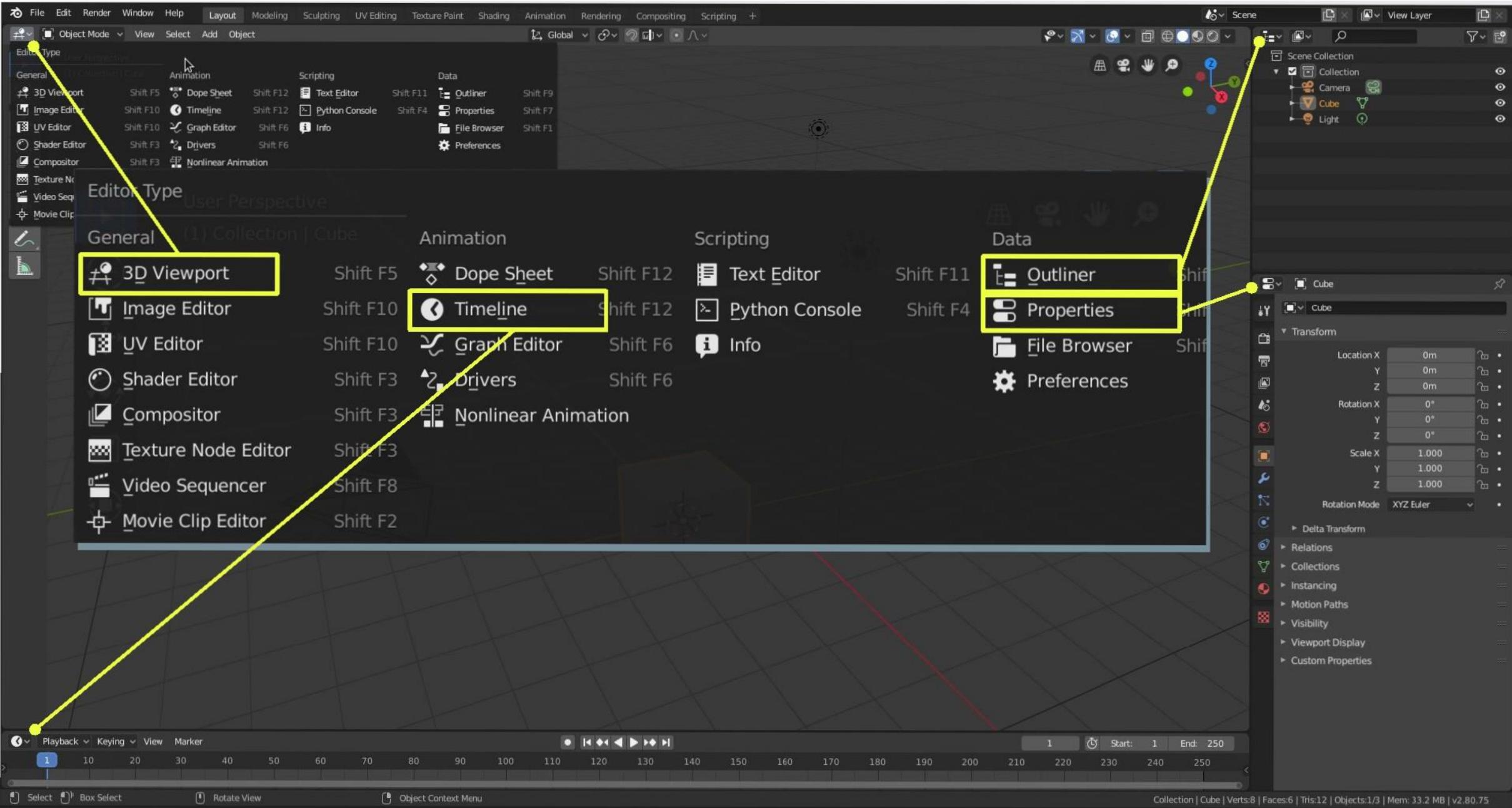
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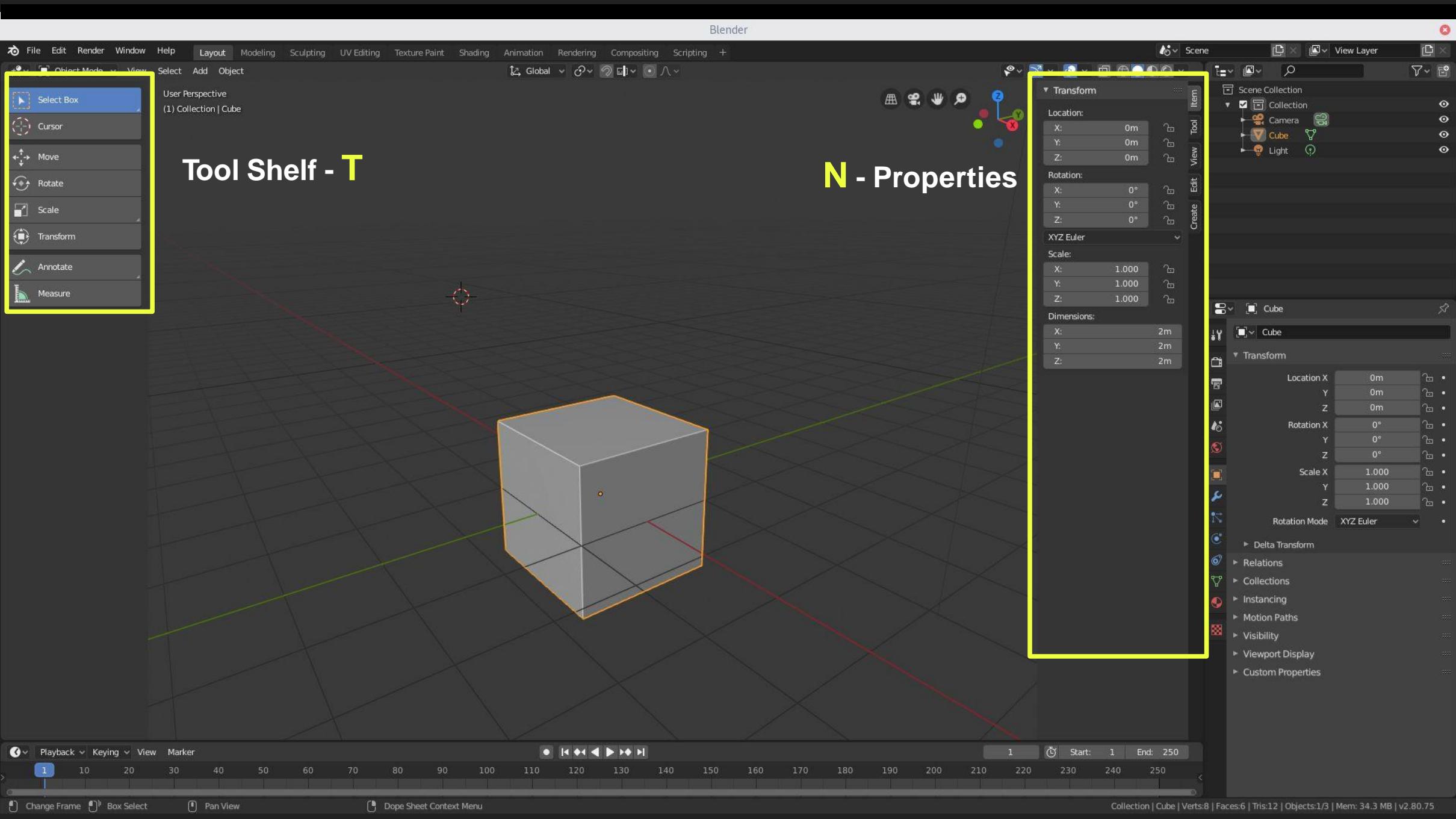
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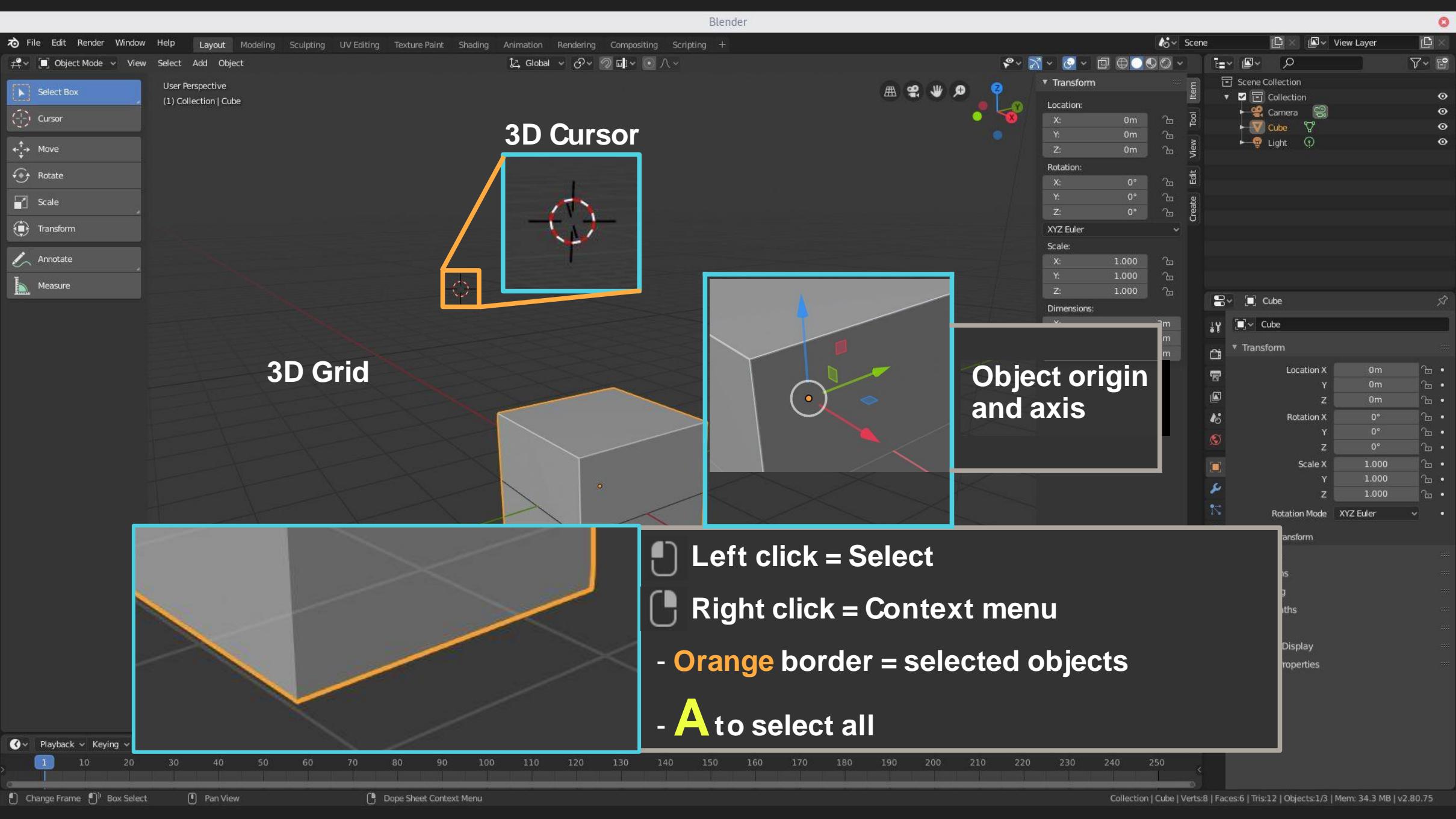


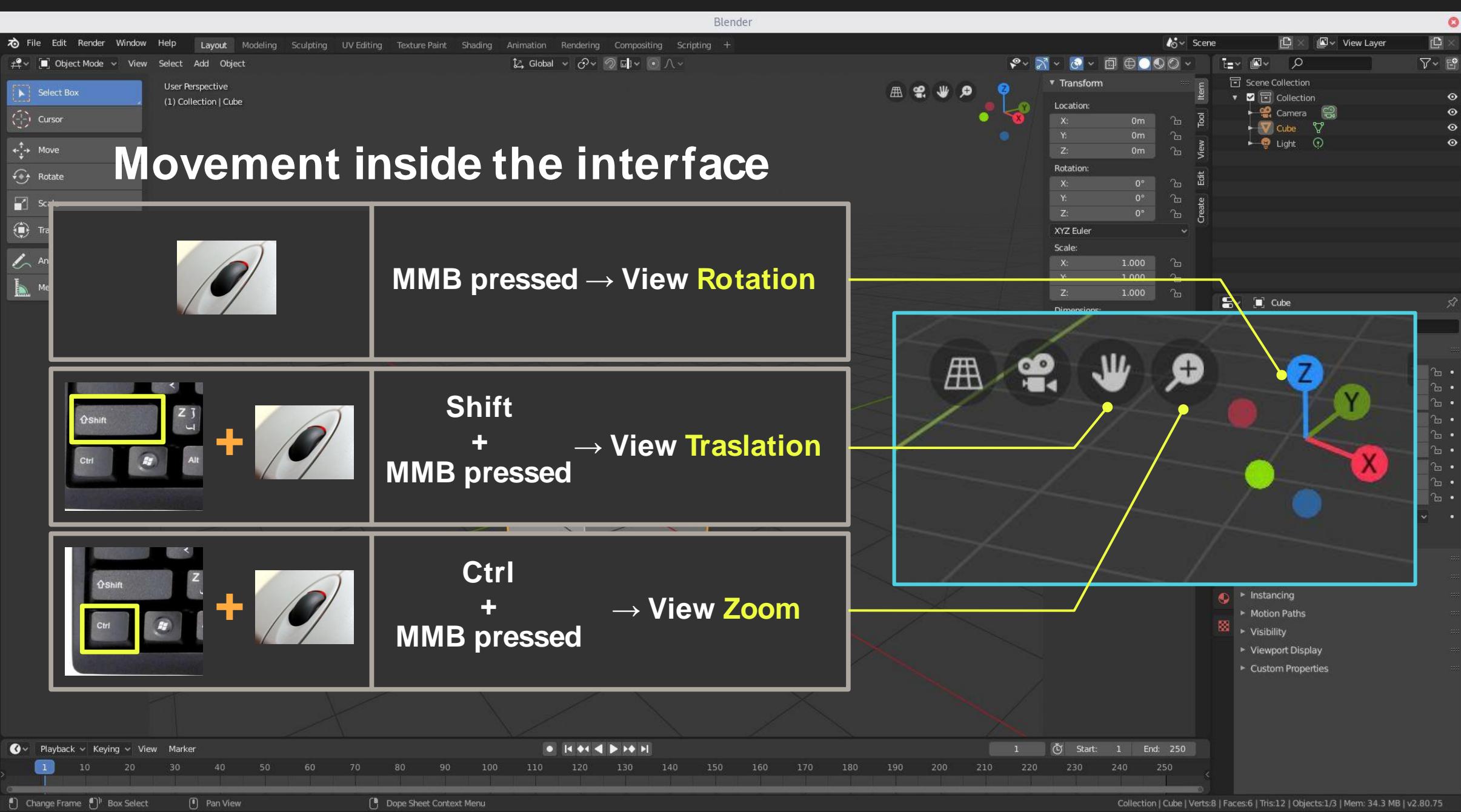






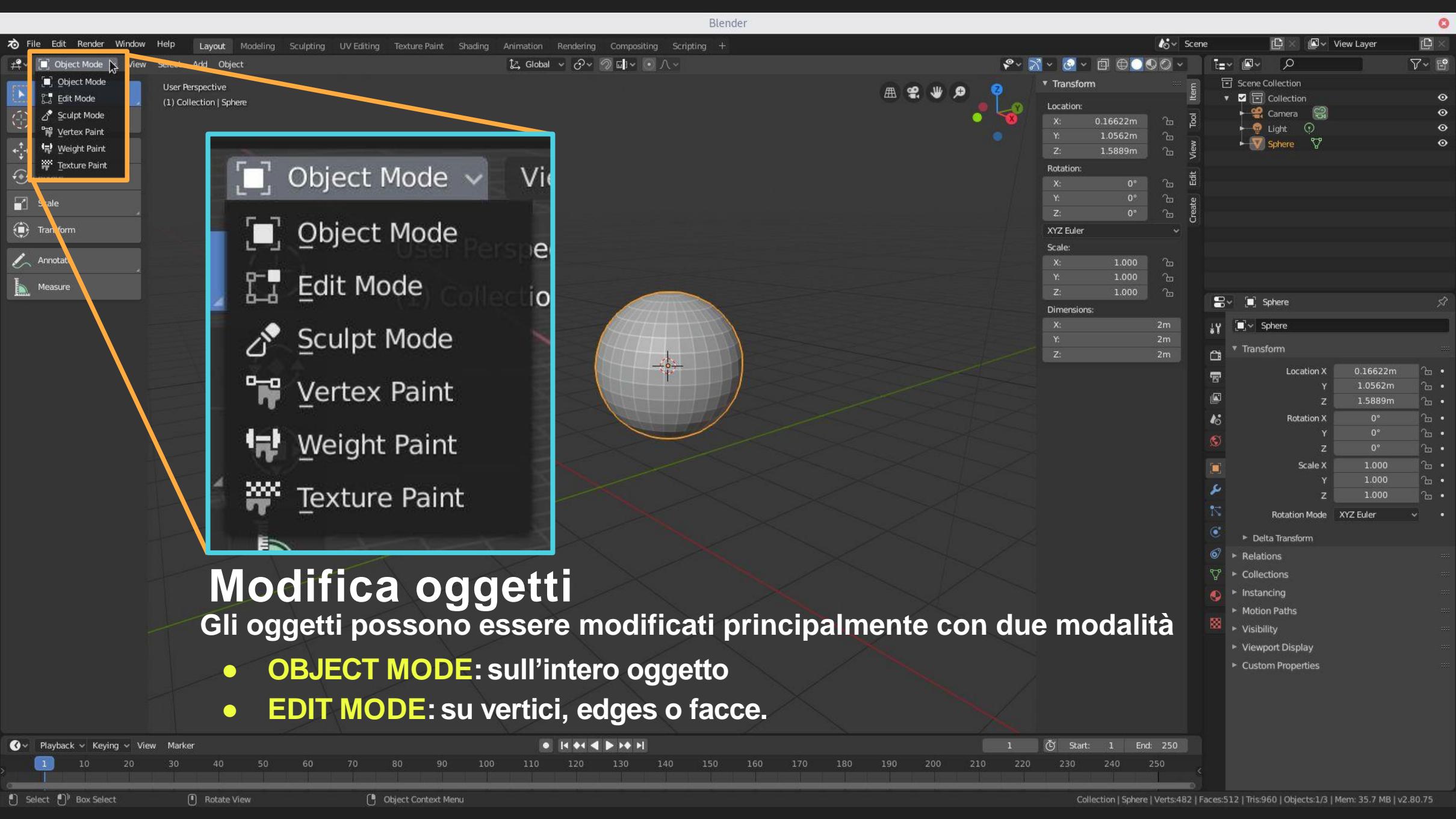








# Aggiungere Oggetti



File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

User Perspective  
(1) Collection | Sphere

Transform

Location:  
X: 0.16622m  
Y: 1.0562m  
Z: 1.5889m

Rotation:  
X: 0°  
Y: 0°  
Z: 0°

XYZ Euler

Scale:  
X: 1.000  
Y: 1.000  
Z: 1.000

Dimensions:  
X: 2m  
Y: 2m  
Z: 2m

Scene Collection

Collection

Camera

Light

Sphere

Annotate

Measure

Sphere

Transform

Location X: 0.16622m  
Y: 1.0562m  
Z: 1.5889m

Rotation X: 0°  
Y: 0°  
Z: 0°

Scale X: 1.000  
Y: 1.000  
Z: 1.000

Rotation Mode: XYZ Euler

► Delta Transform

► Relations

► Collections

► Instancing

► Motion Paths

► Visibility

► Viewport Display

► Custom Properties

# Distruggere oggetti

## Gli oggetti possono essere distrutti usando sue scorciatoie

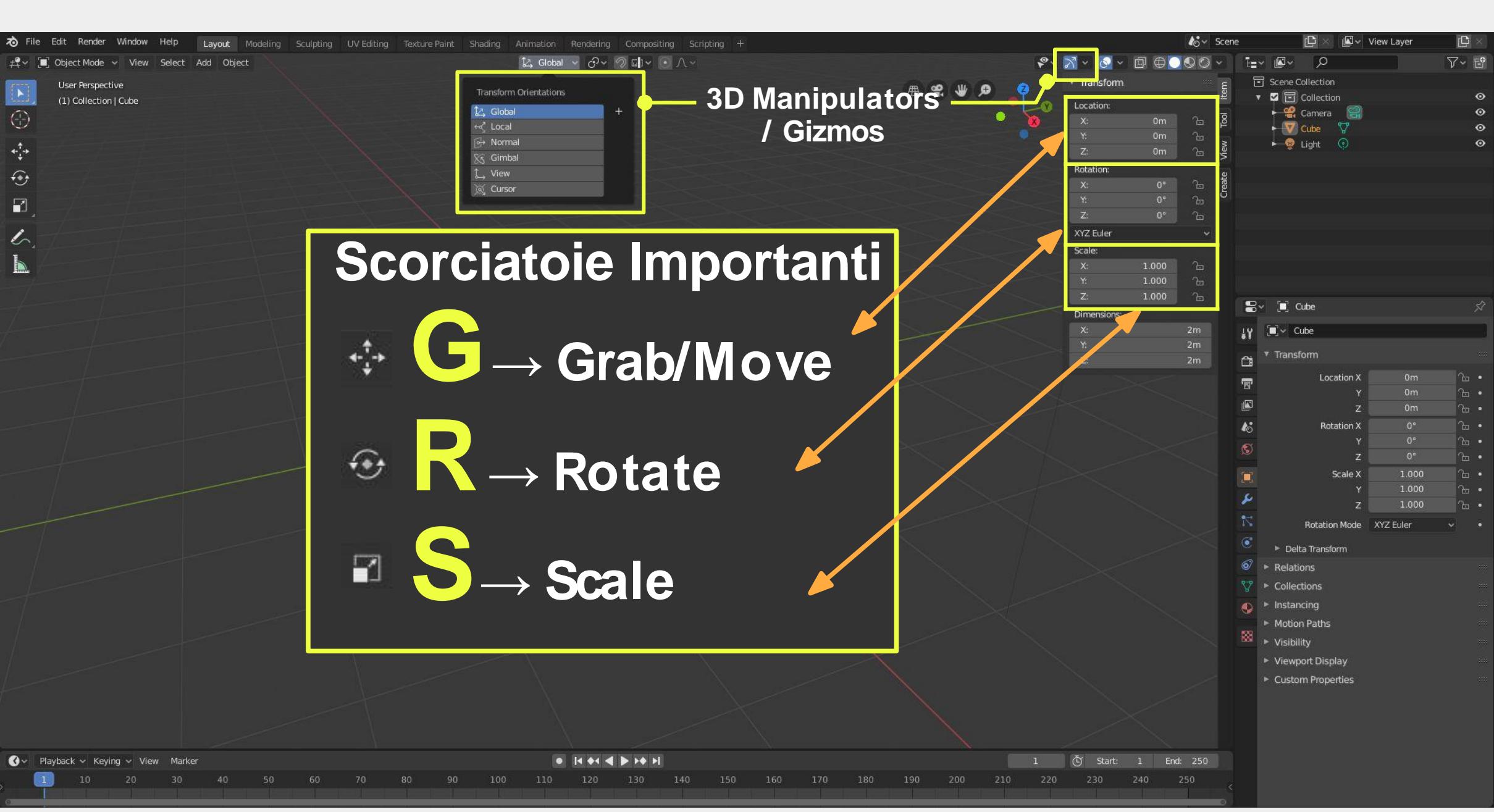
- CANC
- X

Playback ▾ Keying ▾ View Marker

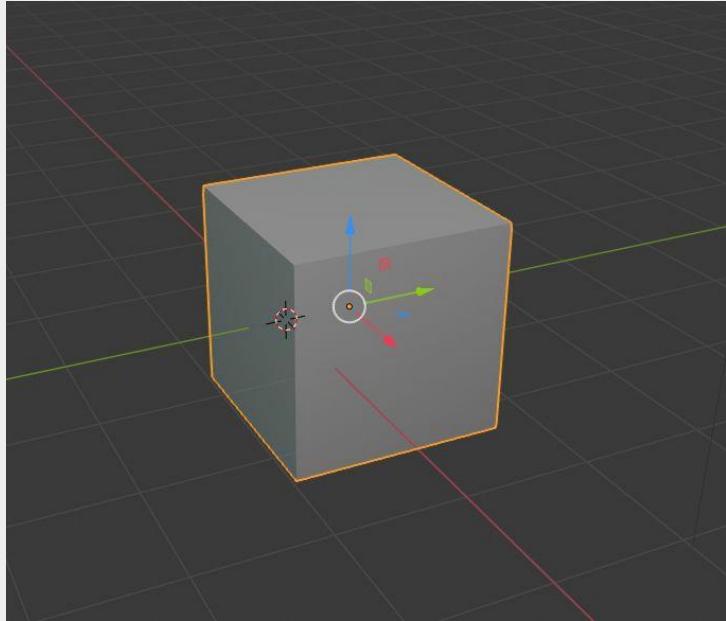
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Select Box Select Rotate View Object Context Menu

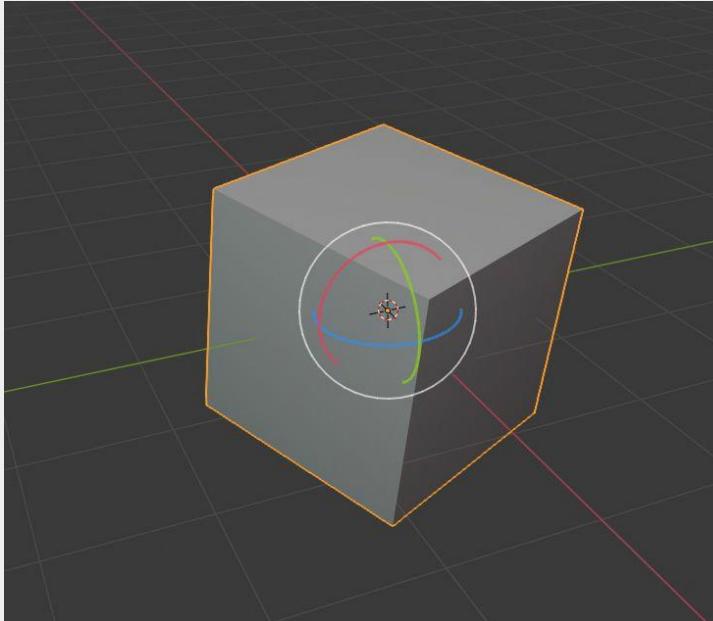
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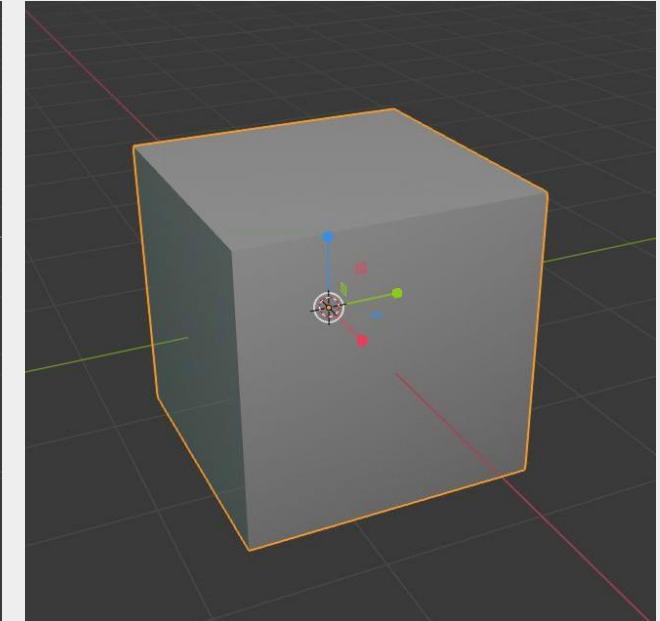
**G** → Grab/Move



**R** → Rotate



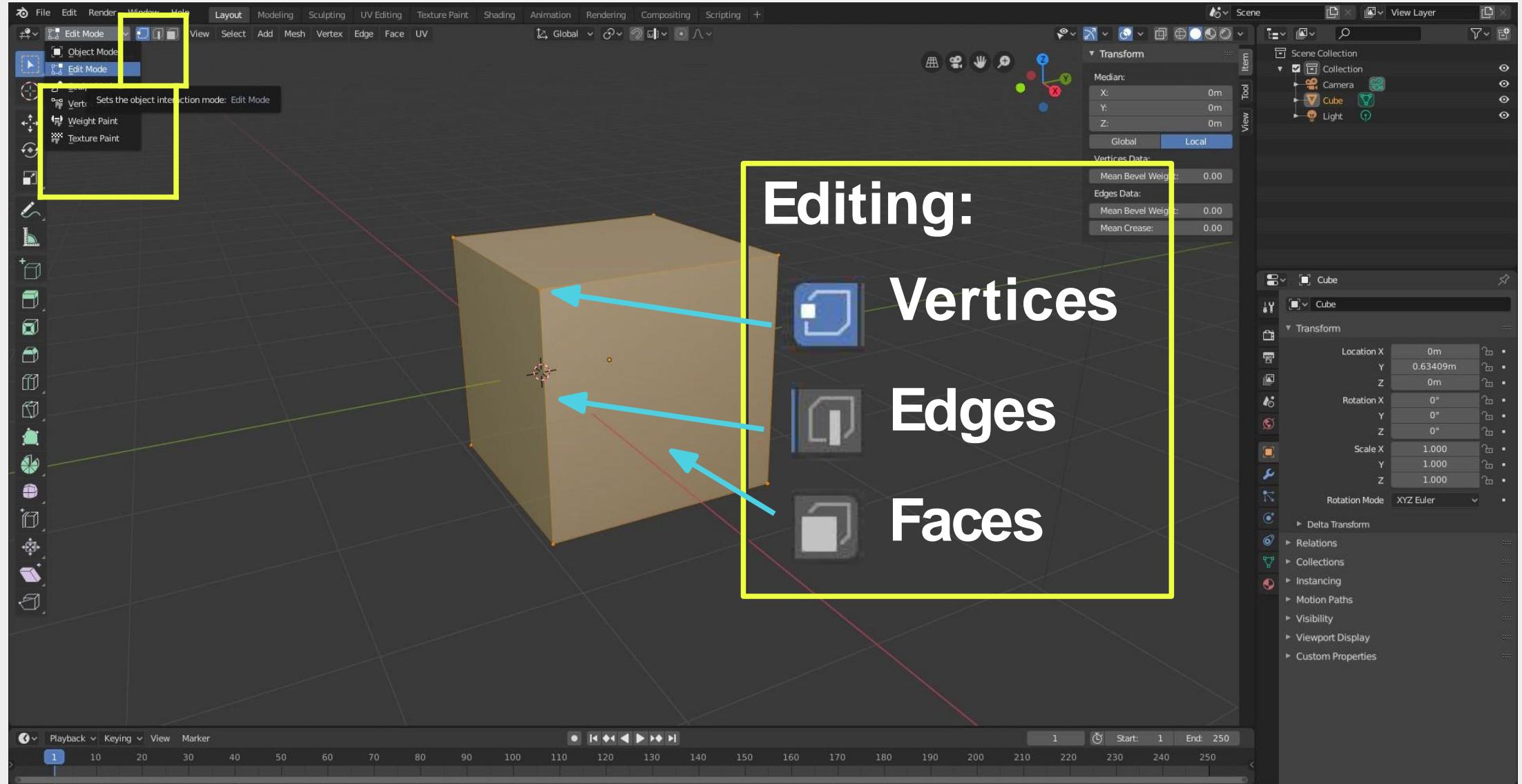
**S** → Scale



- Premere **G**,**o R oppure S**
- Muovere l'oggetto con il mouse
- Confermare con il tasto sinistro del mouse oppure con enter

**O**

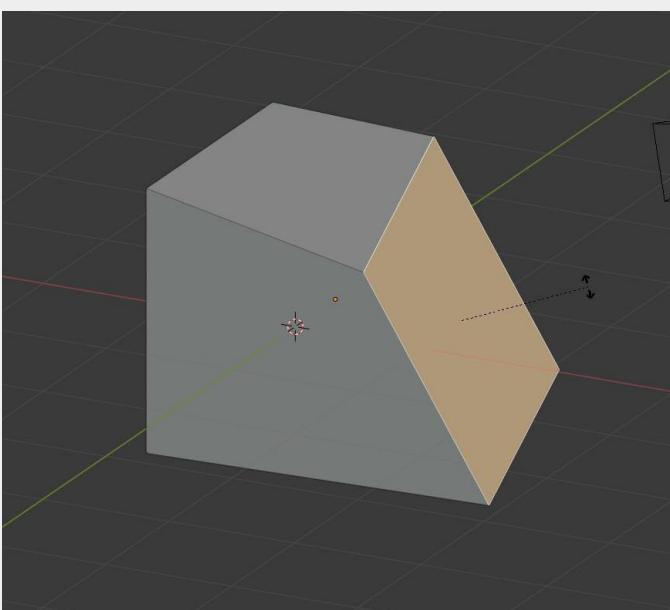
- Premere **G**,**o R oppure S**
- Inserire i valori da tastiera
- Confermare con il tasto sinistro del mouse oppure con enter



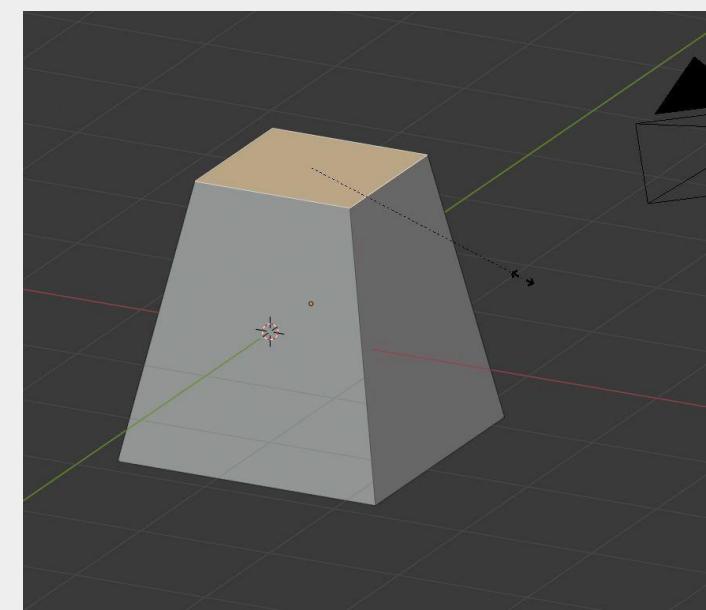
# G → Grab/Move



# R → Rotate



# S → Scale



- Premere G,o R oppure S
- Muovere la mesh con il mouse
- Controllare le info
- Confermare con il tasto sinistro del mouse oppure con enter

O

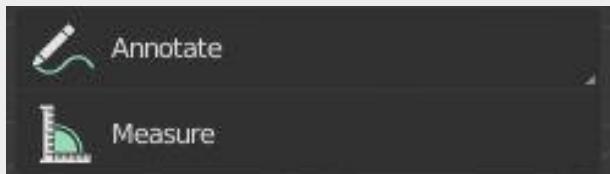
- Premere G,o R oppure S
- Inserire i valori con la tastiera
- Controllare le info
- Confermare con il tasto sinistro del mouse oppure con enter

## STRUMENTI STANDARD PER LA MODELLAZIONE

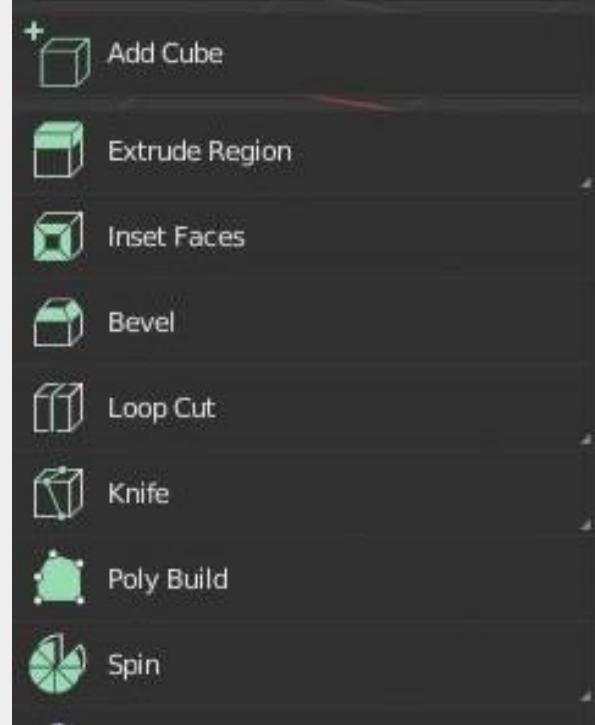
### Tools per Trasformare



### Helpers

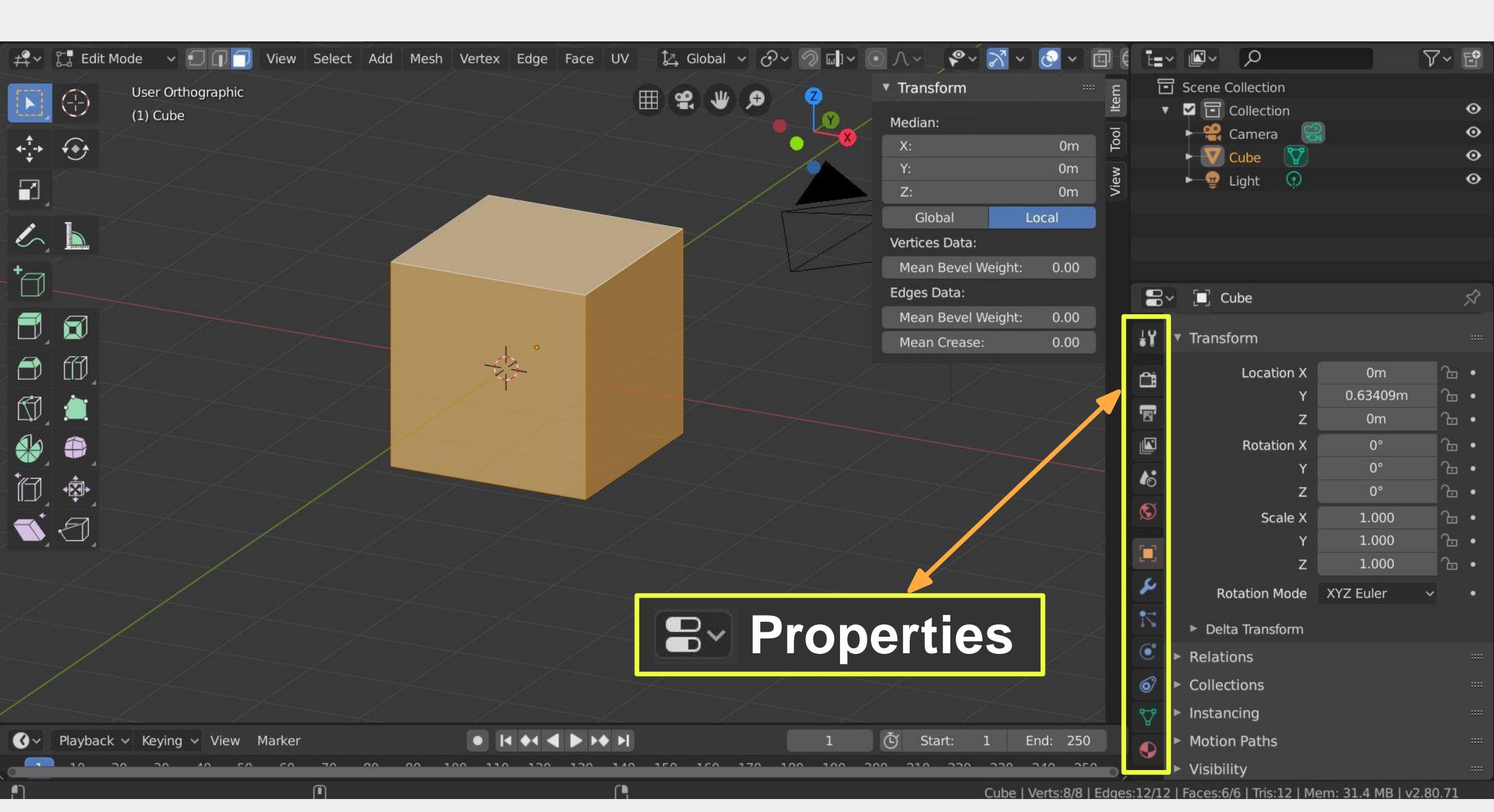


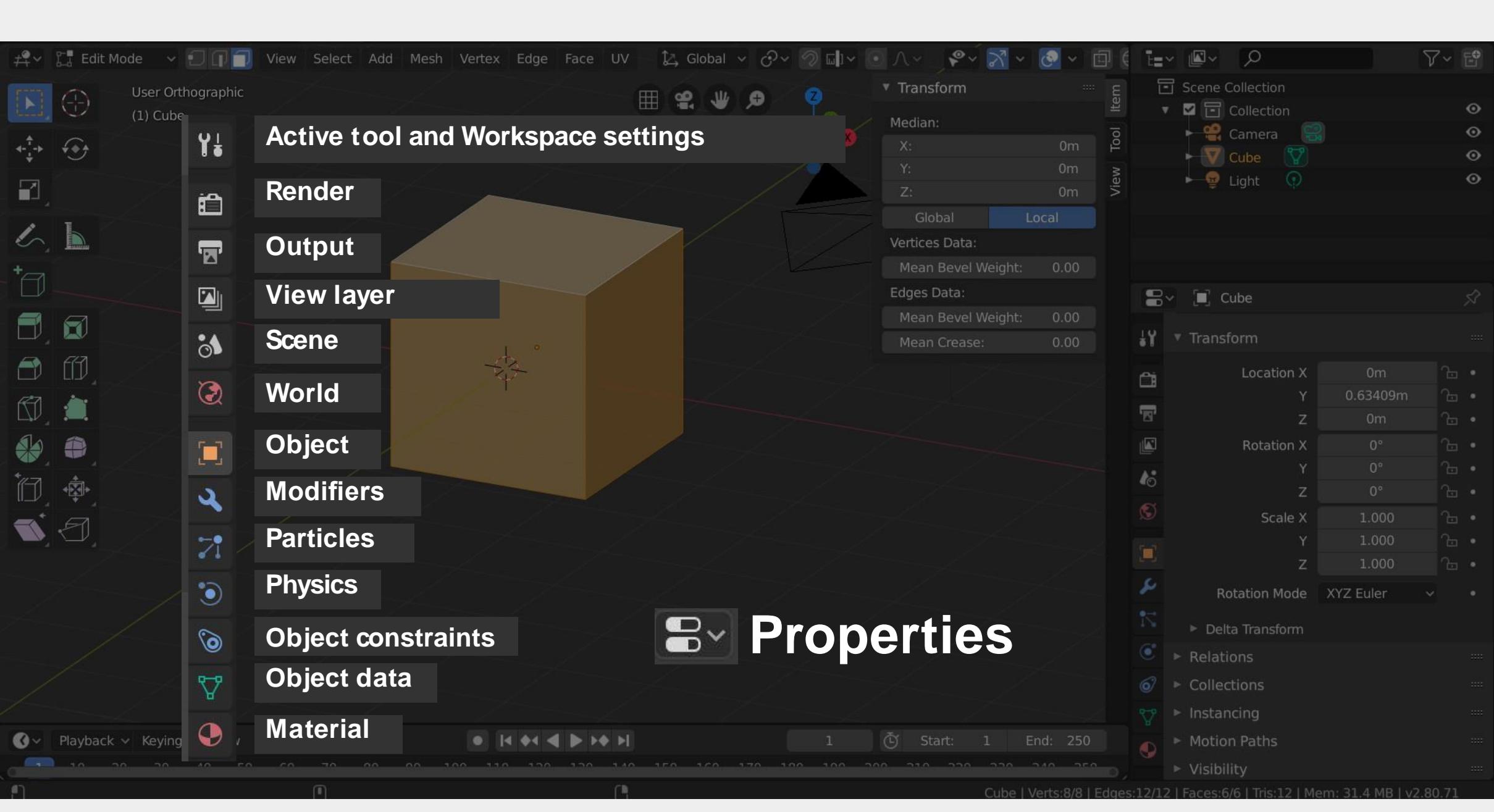
### Tools per aggiungere geometria / raffinare

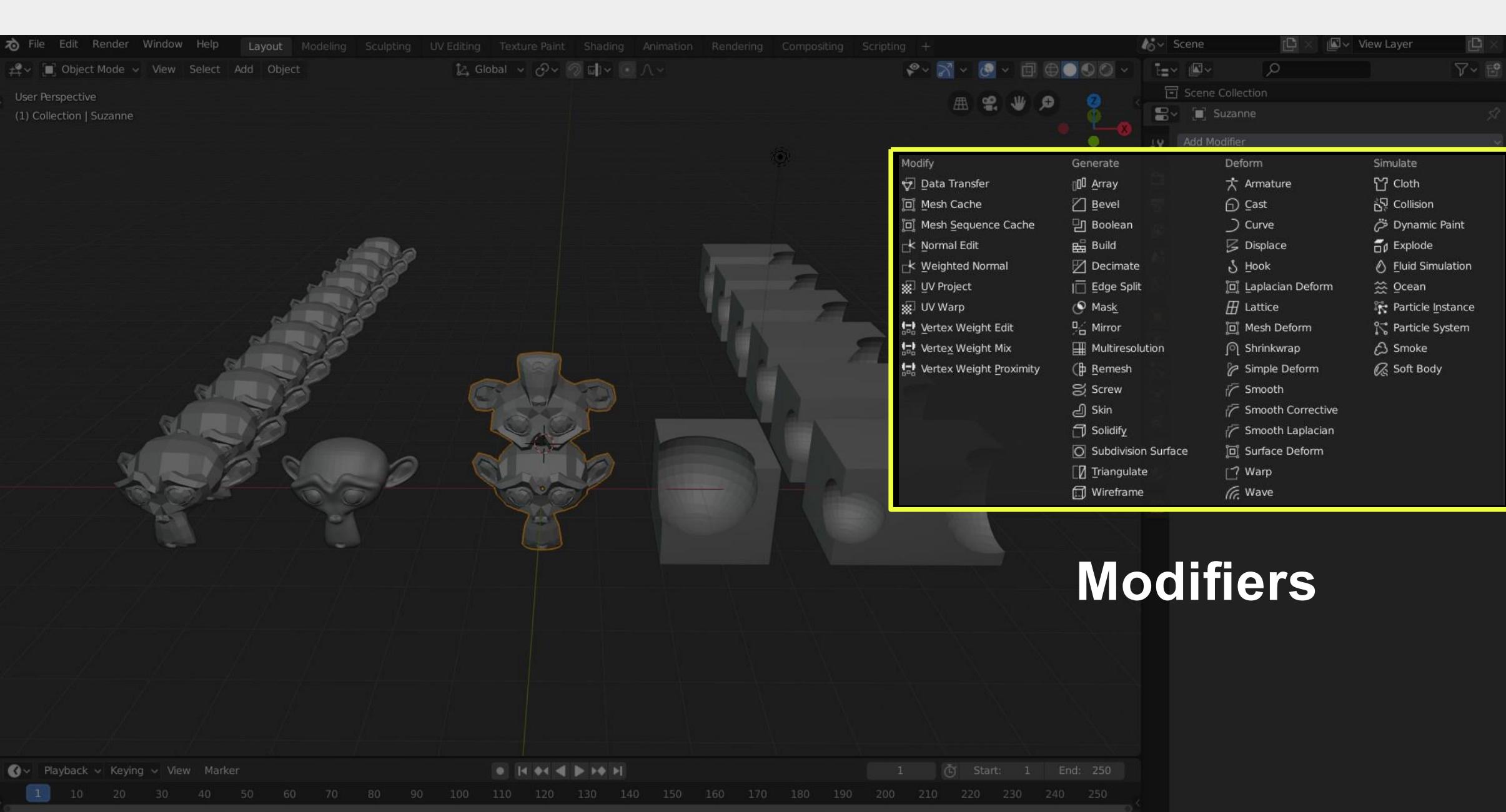


### Tools per deformare la geometria

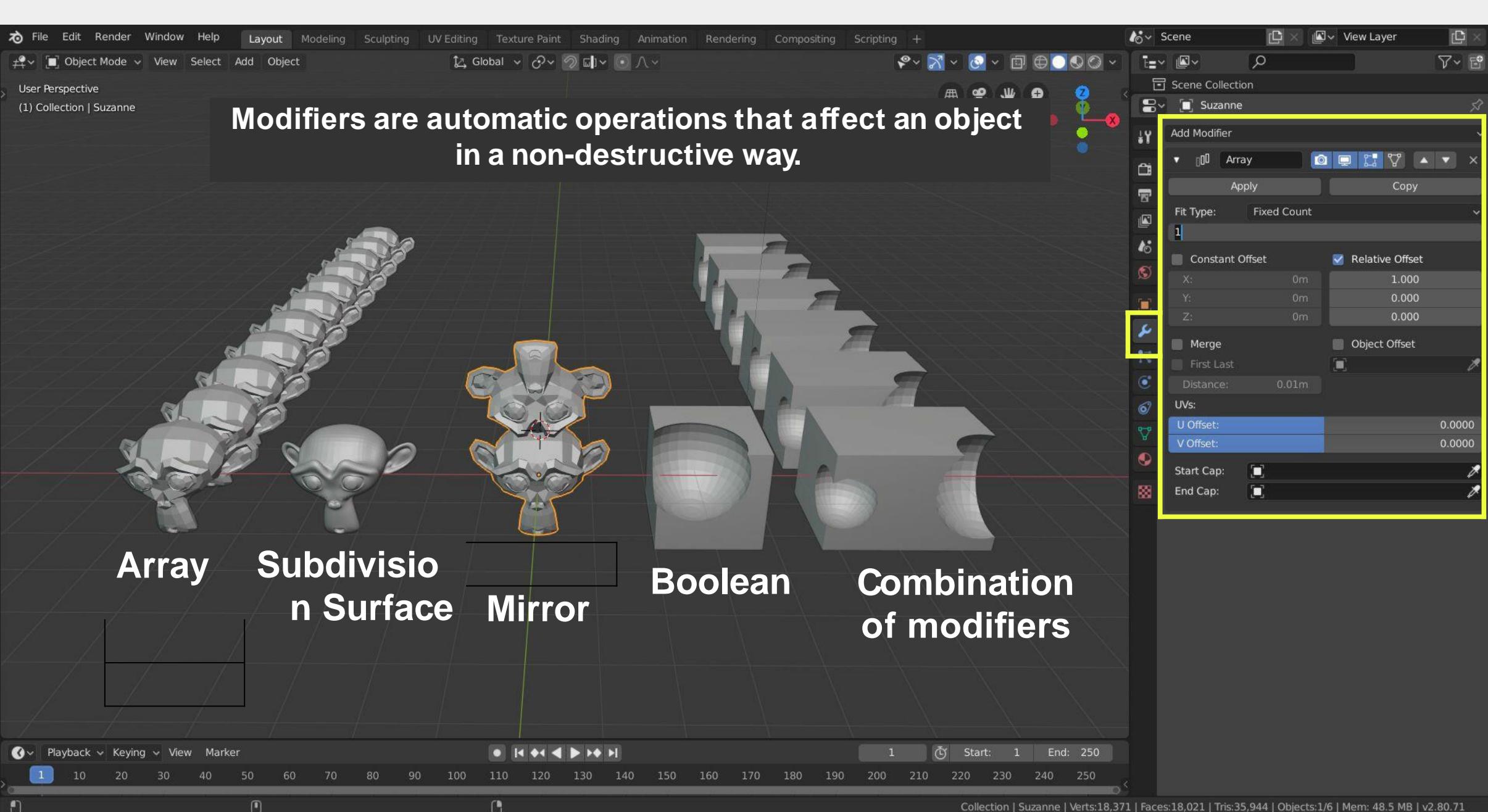








# Modifiers



Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Front Perspective  
(1) Collection | Suzanne.001

Object Mode View Select Add Object Global Object View Select Add Node Use Nodes Slot 1 Scimmia\_2

Scene Collection Collection Camera Light Suzanne Suzanne.001

Suzanne.001 Scimmia\_2

Scimmia\_2 Surface

Use Nodes

Surface Principled BSDF

GGX Christensen-Burley

Base Color: Teal

Subsurface: 0.000

Subsurface Radius: 1.000

Subsurface Color: White

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.500

Anisotropic: 0.000

Anisotropic Rotation: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Transmission: 0.000

Transmission Roughness: 0.000

Emission: Black

Alpha: 1.000

Normal

Clearcoat Normal

Tangent

Material Output All

Surface

Volume

Displacement

Surface Principled BSDF

GGX Christensen-Burley

Base Color: Teal

Subsurface: 0.000

Subsurface Radius: 1.000

Subsurface Color: White

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.500

Anisotropic: 0.000

Anisotropic Rotation: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Transmission: 0.000

Transmission Roughness: 0.000

Emission: Black

Alpha: 1.000

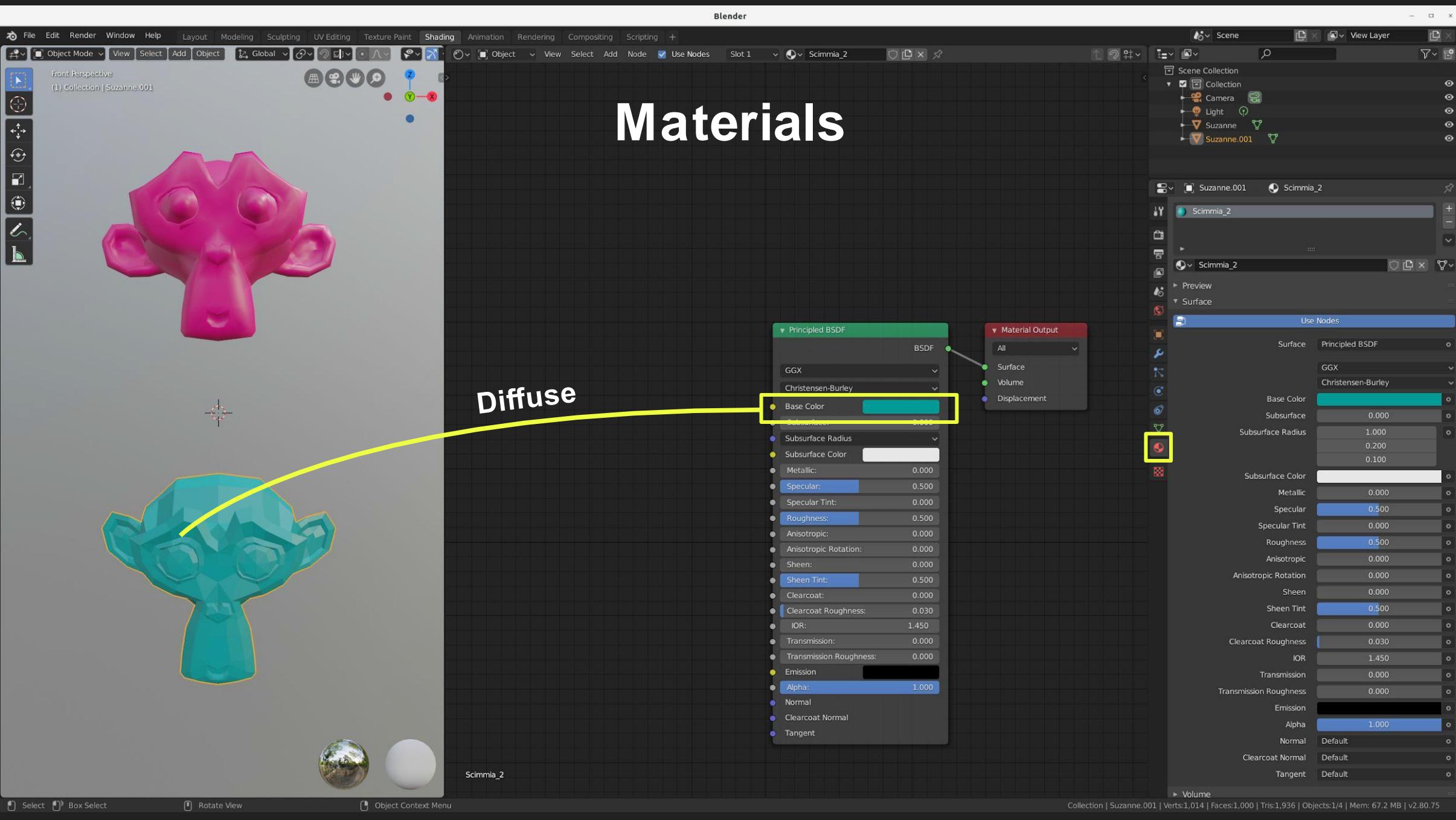
Normal

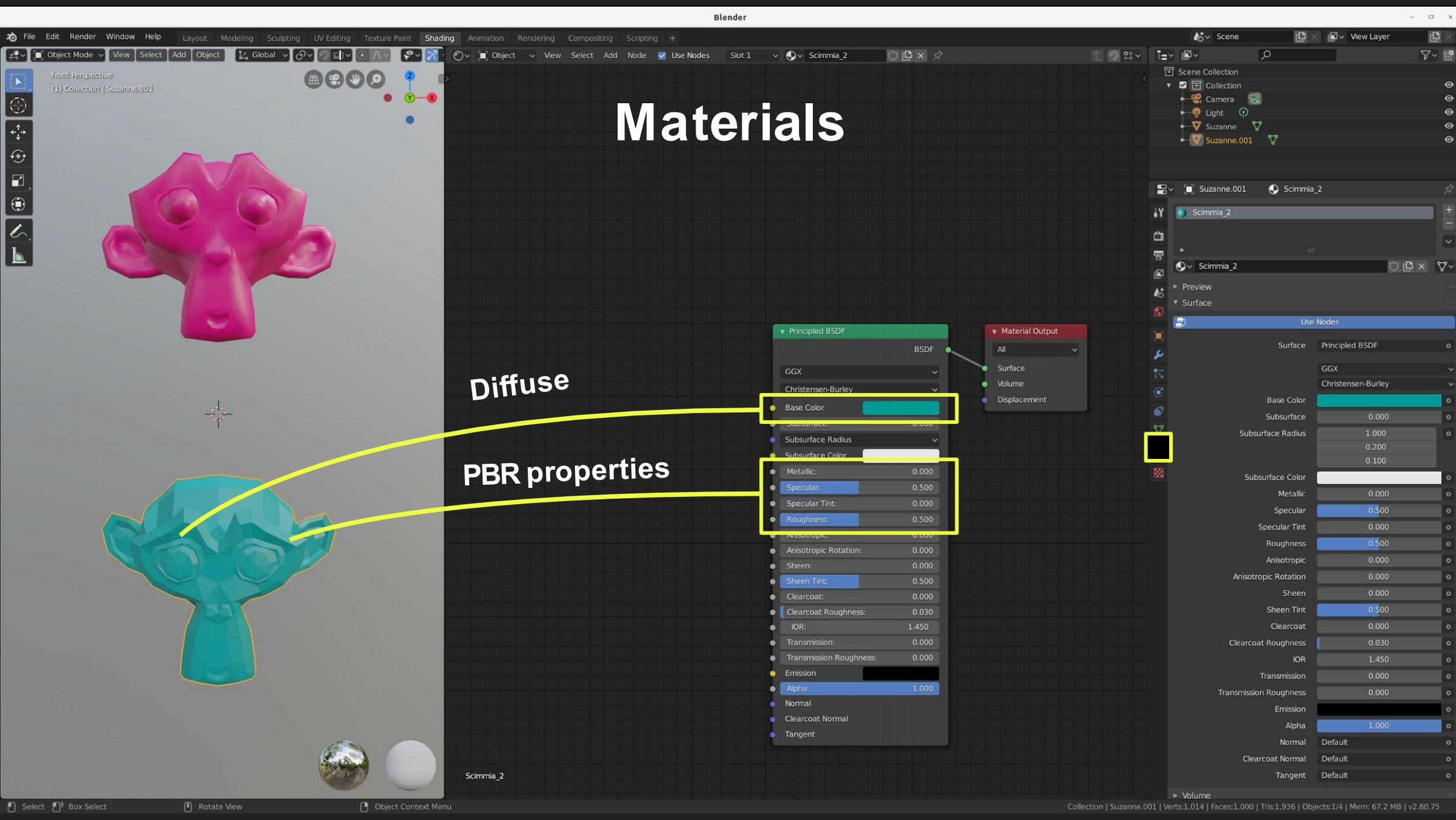
Clearcoat Normal

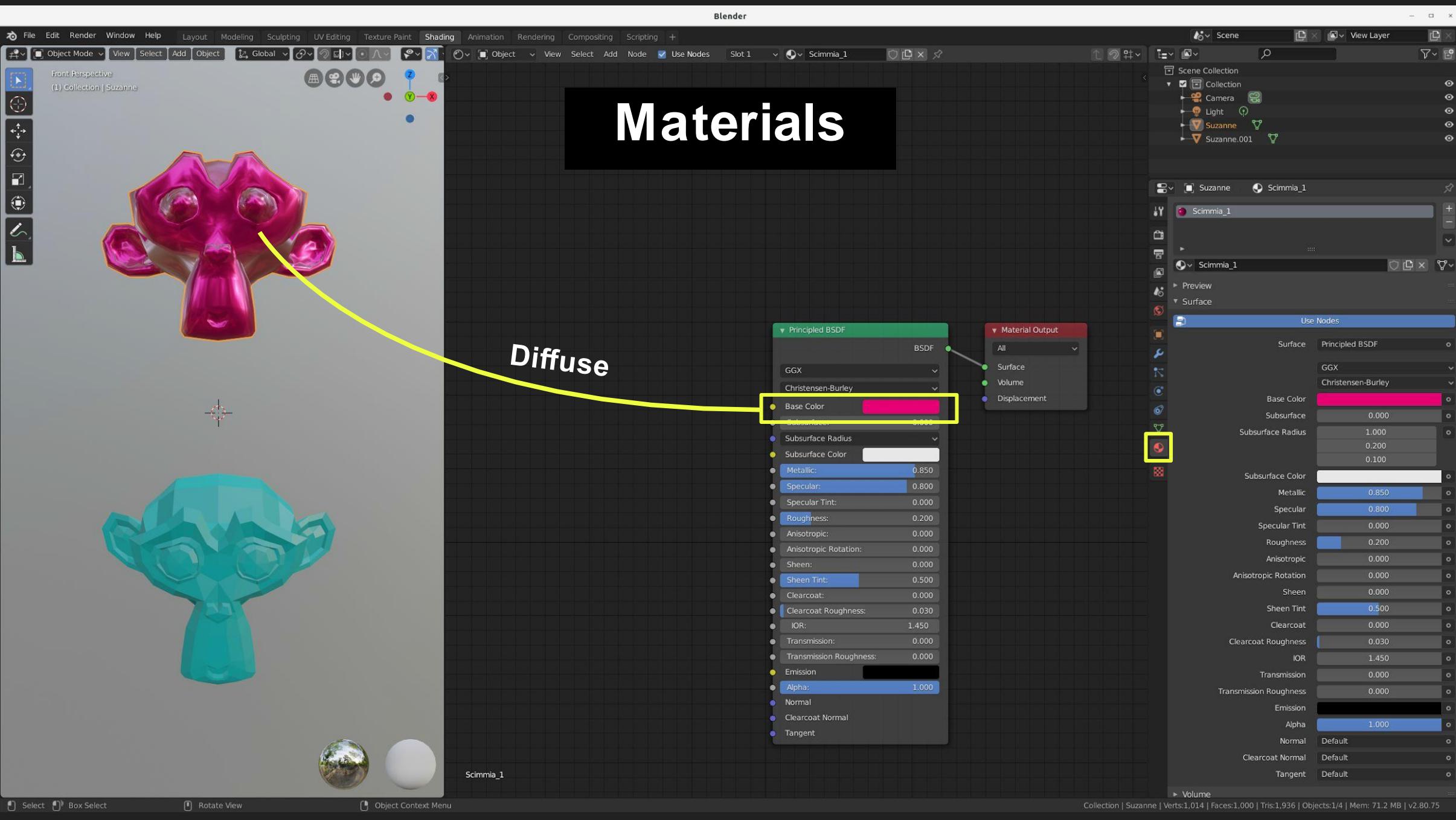
Tangent

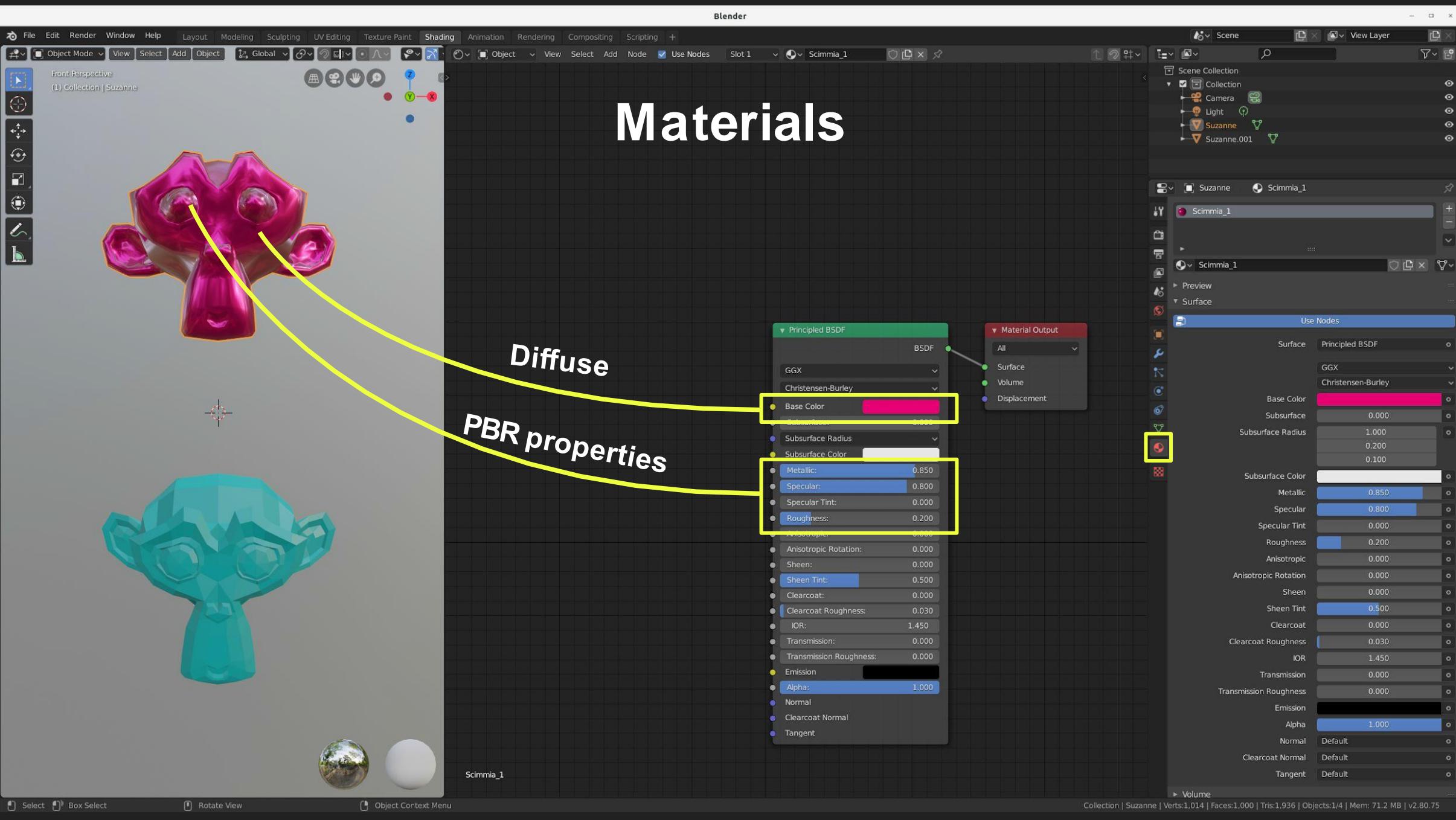
Volume

Collection | Suzanne.001 | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 67.2 MB | v2.80.75





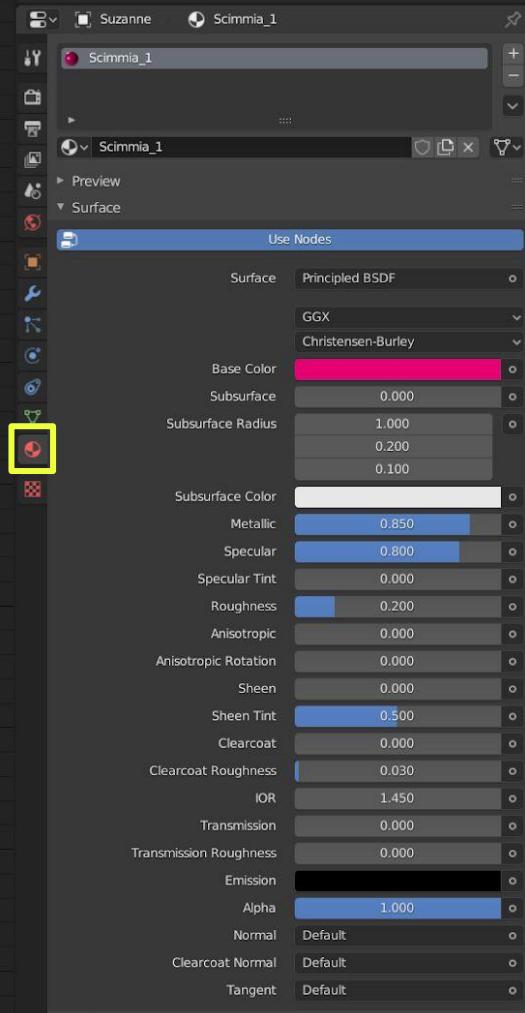
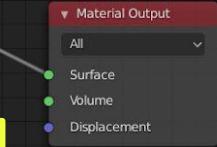
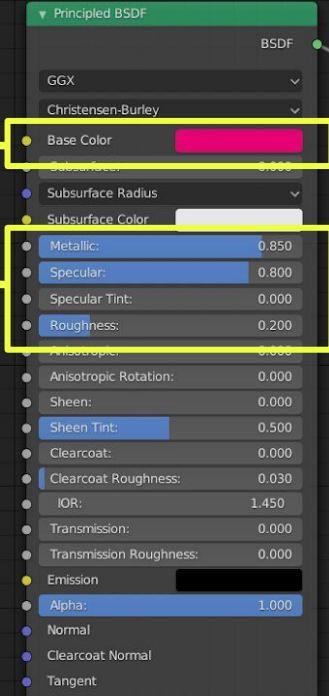


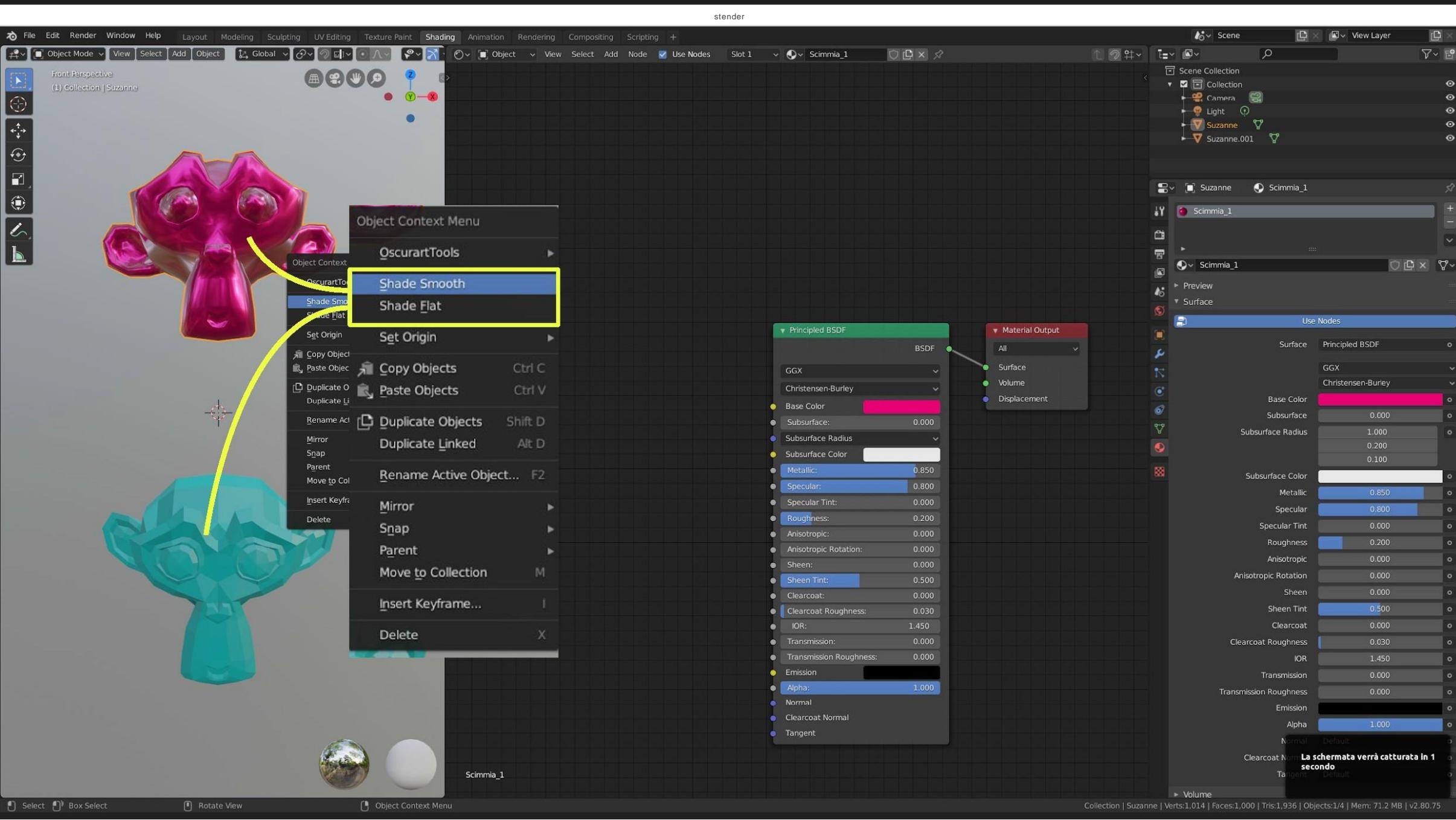


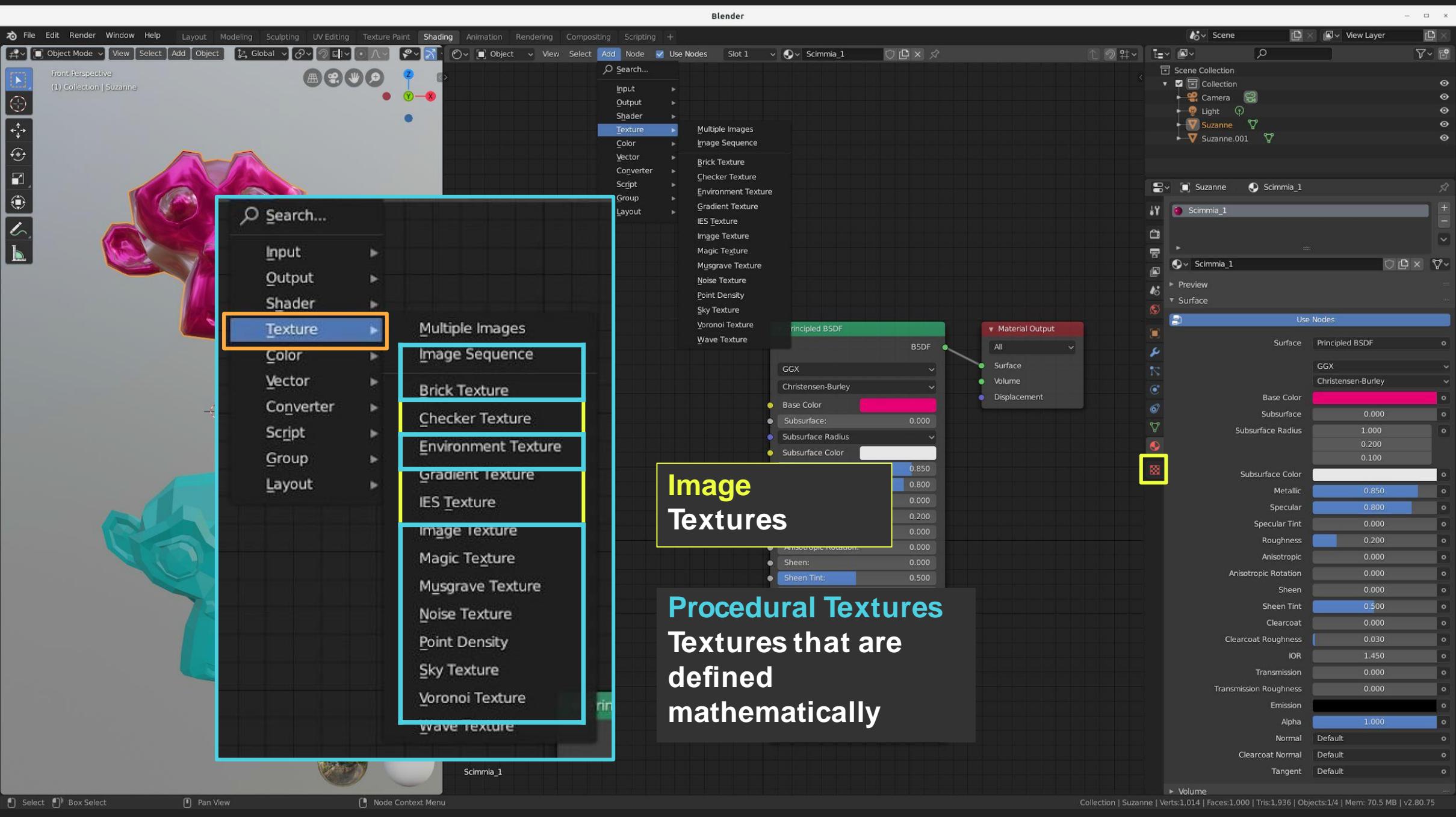
# Materials

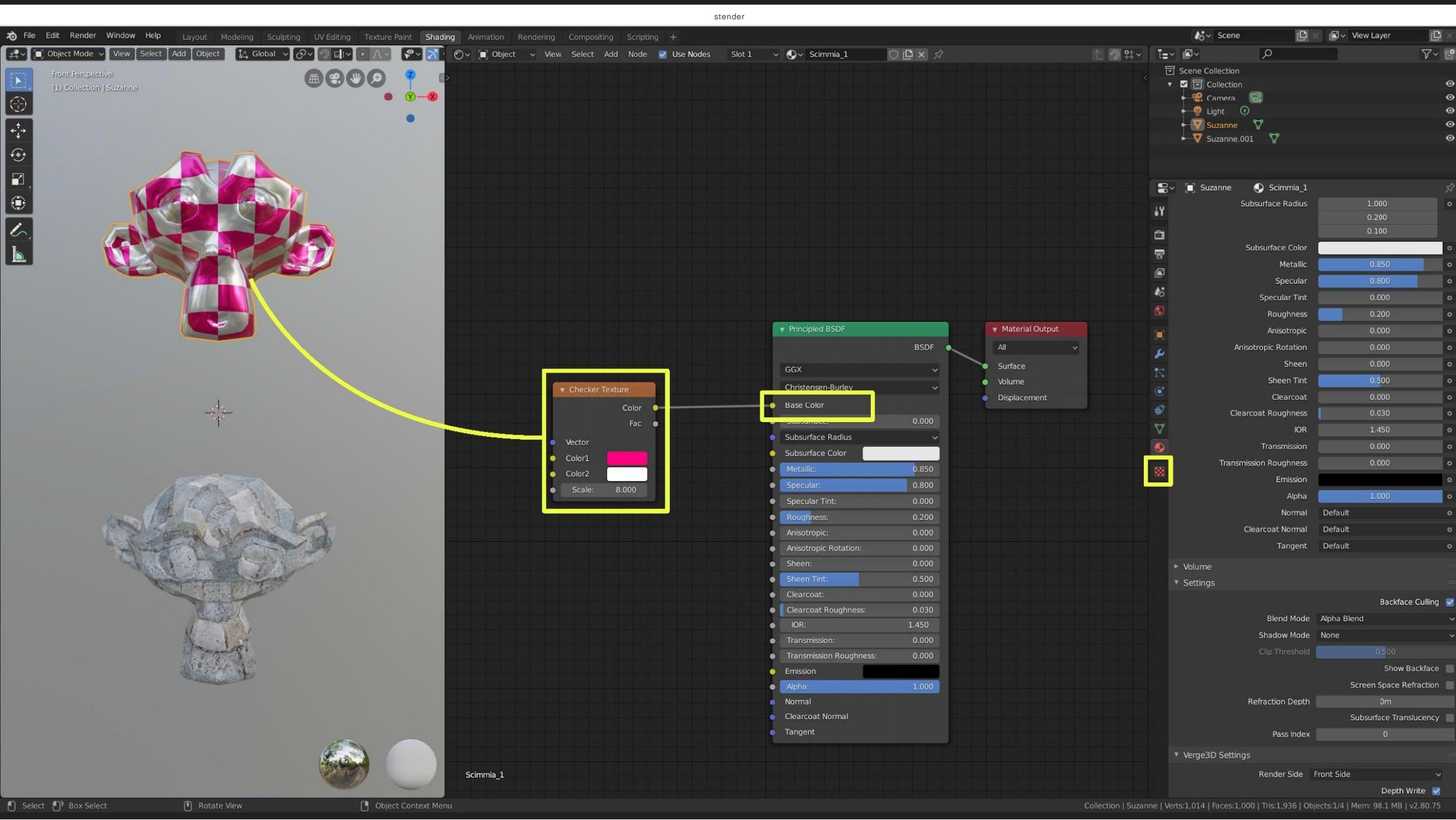
Diffuse

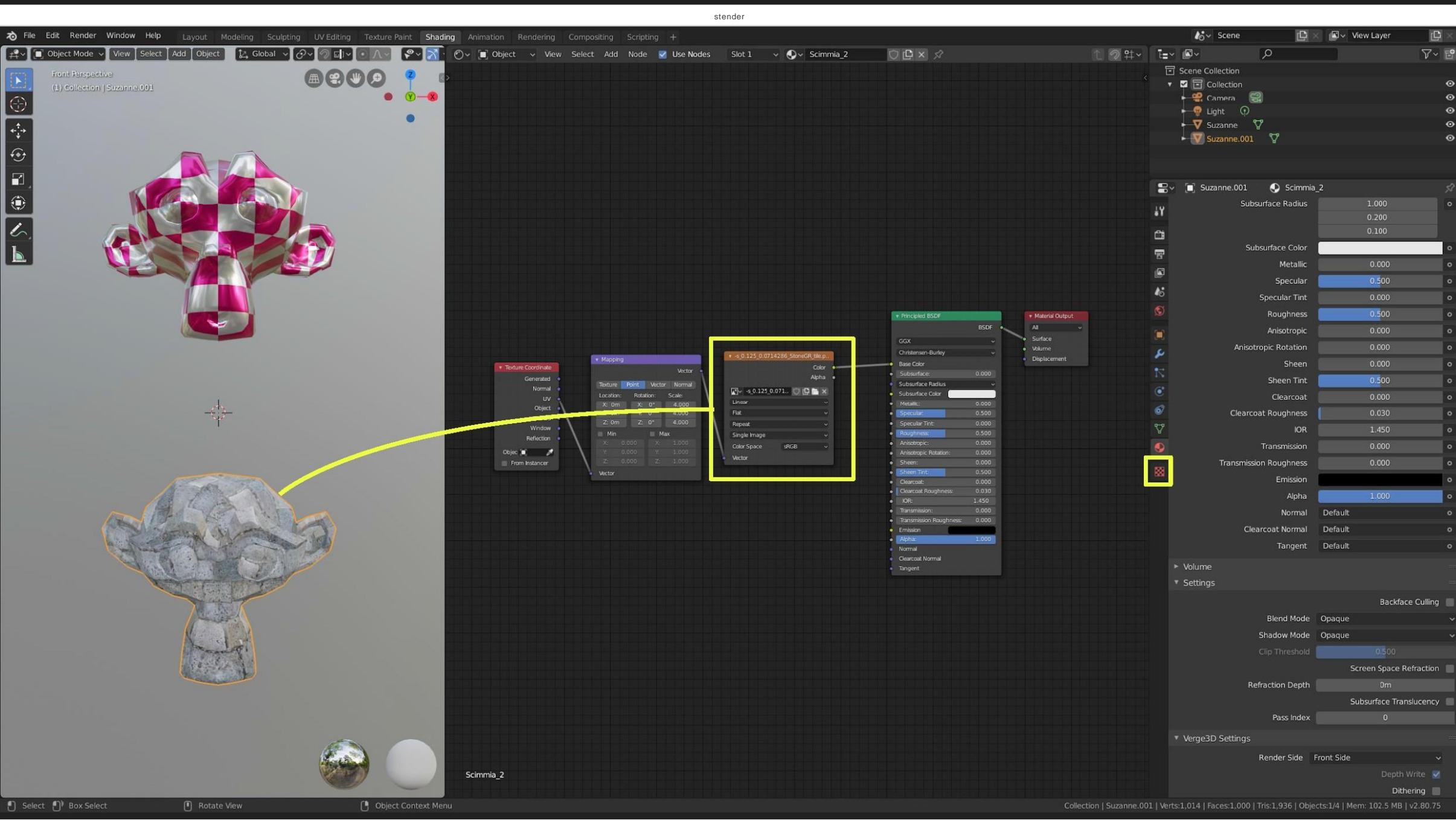
PBR properties











Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Front Perspective  
(1) Collection | Suzanne

View Select Add Object Global View Select Add Node Use Nodes Slot 1 Scimmia\_1

Scene Collection Collection Camera Light Suzanne Suzanne.001

Suzanne Scimmia\_1 Subsurface Radius 1.000 0.200 0.100 Subsurface Color Metallic 0.850 Specular 0.800 Specular Tint Roughness Checker Texture Anisotropic Anisotropic Rotation Sheen 0.000 Sheen Tint 0.500 Clearcoat Clearcoat Roughness IOR 0.030 1.450 Transmission Transmission Roughness Emission Alpha 1.000 Normal Clearcoat Normal Tangent Default Default Default Default Backface Culling Blend Mode Alpha Blend Shadow Mode None Clip Threshold 0.500 Show Backface Screen Space Refraction Refraction Depth 0m Subsurface Translucency Pass Index 0 Verge3D Settings Render Side Front Side Depth Write

Shiny

Opaque

Principled BSDF

BSDF GGX Christensen-Burley

Base Color (Color Box)

Subsurface: 0.000

Subsurface Radius

Subsurface Color (Color Box)

Metallic: 0.850

Specular: 0.800

Specular Tint: 0.000

Roughness (Color Box)

Anisotropic: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Material Output All

Surface Volume Displacement

Volume

Settings

A texture affects the color of a material, they can also affect many of the other properties of a material.

Scimmia\_1

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Render Result Slot 1 Composite Quick D-NOISE View Layer

Frame:1 | Time:00:00 181.53M

Render / Output

Collection Camera Light Suzanne

Scene Collection Camera Light Suzanne

Dimensions Resolution X 1920 px Y 1080 px % 100% Aspect X 1.000 Y 1.000 Render Region Crop to Render Region Frame Start 1 End 250 Step 1 Frame Rate 24 fps

Time Remapping

Stereoscopy

Output /tmp/ Overwrite Placeholders File Extensions Cache Result File Format PNG Color BW RGB RGBA Color Depth 8 16 Compression 15%

Metadata Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

Render Result Slot 1 Composite Quick D-NOISE

Scene Collection Collection Camera Light Suzanne

Scene Dimensions Resolution X 1920 px Y 1080 px % 100% Aspect X 1.000 Y 1.000 Render Region Crop to Render Region

Frame Start 1 End 250 Step 1 Frame Rate 24 fps

Time Remapping

Stereoscopy

Output /tmp/ Overwrite File Extensions File Format PNG Color BW RGB RGBA Placeholders Cache Result Color Depth 8 16 Compression 15%

Metadata Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

**Render buttons**

# Render / Output

The screenshot shows the Blender interface with a focus on the Render tab. A yellow box highlights the 'Render' menu in the top bar. The main workspace displays two 3D models of stylized animal heads. The left side of the screen contains various toolbars and panels, while the right side is dedicated to the Render properties panel, showing settings for resolution, aspect ratio, frame range, and output file path. The status bar at the bottom provides system information.

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

Render buttons

Render / Output

Image Resolution  
Animation properties

Dimensions

- Resolution X: 1920 px
- Y: 1080 px
- %: 100% (highlighted)
- Aspect X: 1.000
- Y: 1.000
- Render Region
- Crop to Render Region: checked
- Frame Start: 1
- End: 250
- Step: 1
- Frame Rate: 24 fps

Output

- /tmp/
- Overwrite: checked
- Placeholders: checked
- File Extensions: checked
- Cache Result: checked
- File Format: PNG
- Color: BW (disabled), RGB (disabled), RGBA (selected)
- Color Depth: 8 (highlighted), 16
- Compression: 15%

Metadata

Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

The image shows the Blender 2.80 interface. A yellow box highlights the 'Render' button in the top menu bar. Another yellow box highlights the 'Dimensions' section in the Render properties panel on the right, specifically the resolution settings (Resolution X: 1920 px, Y: 1080 px, %: 100%) and the frame range (Frame Start: 1, End: 250, Step: 1). The main 3D Viewport displays two versions of a character model: one with a red reflective material and one with a blue-grey stone-like material.

**Blender**

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

**Render buttons**

**Render / Output**

**Image Resolution**  
**Animation properties**

**Output path**

**File format**

Scene Collection  
Collection  
Camera  
Light  
Suzanne

Dimensions  
Resolution X: 1920 px  
Y: 1080 px  
%: 100%  
Aspect X: 1.000  
Y: 1.000  
Render Region  
Crop to Render Region:   
Frame Start: 1  
End: 250  
Step: 1  
Frame Rate: 24 fps

Time Remapping  
Stereoscopy

Output  
/tmp/  
Overwrite:   
File Extensions:   
File Format: PNG  
Color: BW RGB RGBA  
Color Depth: 8 16  
Compression: 15%  
Metadata  
Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

Blender Render

View View Image

Render Result

Slot 1 View Layer Combined

Frame:1 | Time:00:01.53 | Mem:91.22M (Peak 134.30M)

