**Blender**

Blender is a popular open-source 3D modeling, animation, and rendering software widely used in film, game development, and design industries.

**Contribution Guidelines**

* Blender maintains a clear developer guide for contributors, covering:
  + Setting up the development environment.
  + Using Git for version control.
  + Following Blender's coding style guidelines.
* Contributions extend beyond code to documentation, bug reports, and creating educational resources.
* Your code will be reviewed, tested with **CI tools**, and merged into the main codebase after approval.

**License**

* Blender is licensed under the **GNU General Public License (GPL) v2 or later**. This ensures that any derivative works or extensions of Blender also remain open-source.

**Community Engagement**

* Blender has a thriving global community:
  + **Blender Artists Forum** and **Blender Chat** provide platforms for discussions.
  + Annual events like the **Blender Conference** bring developers and artists together.
  + Regular updates and live streams keep the community informed about development progress.

**Documentation Structure**

 API **Reference**: Detailed Python API for scripting and customization.

 Developer **Wiki**: Guides on Blender’s architecture and contributing to its codebase.

**Key Features of Blender's License**

* Freedom to Use
* Freedom to Modify
* Freedom to Distribute
* No Warranty
* Foster innovation
* **Encourage contributions**