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Installing on Linux

Check the Downloading Blender page to find the minimum requirements and the different versions that are available for Blender (if you have not done so yet).

Install from blender.org

Download the Linux version for your architecture and decompress the file to the desired location (e.g. `~/software` or `/usr/local`).

Blender can now be launched by double-clicking the executable.

When using this method of installation, it is possible to have multiple versions of Blender installed.

For ease of access, you may wish to add a menu entry and create blend-file associations for the file-browser. This can be done by Registering Blender.

To make the installation and configuration fully self-contained, set up a Portable Installation.

Install from Package Manager

Some Linux distributions may have a specific package for Blender in their repositories.

Installing Blender via the distribution's native mechanisms ensures consistency with other packages on the system and may provide other features (given l the package manager), such as listing of packages, update notifications and automatic menu configuration. Be aware, though, that the package may be outdated compared to the latest official release, or not include some features of Blender. For example, some distributions do not build Blender with Cycl GPU rendering support, for licensing or other reasons.

If there is a specific package for your distribution, you may choose what is preferable and most convenient, otherwise, the official binary is available on blender.org.

Install from Snap

Snap is a universal package manager designed to work across a range of distributions. Assuming snap is already installed, Blender can be installed throu snap with:

```
snap install blender --classic
```

Installing from this method has a benefit that updates to Blender are automatically installed. Blender from Snap should have a more consistent distribution than individual package managers.

Running from the Terminal

See Launching from the terminal.

Graphics System (X11 & Wayland)

Blender supports both X11 and Wayland, see Linux Windowing Environment for details.

Avoiding Alt-Mouse Conflict

Some window managers default to `Alt - LMB` and `Alt - RMB` for moving and resizing windows.

Blender uses these for various operations, notably:

- Emulate 3 Button Mouse.
- Select Edge Loops.
- Changing multiple properties at once.

To access Blender's full feature set, you can change the window manager settings to use the *Meta* key instead (also called *Super* or *Windows* key):

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Gnome

Enter the following in a command line (effective at next login):

```
gsettings set org.gnome.desktop.wm.preferences mouse-button-modifier '<Super>'
```

KDE

System Settings ▸ Window Management ▸ Window Behavior ▸ Window Actions, Switch from 'Alt' to 'Meta' key.

Updating on Linux

On Linux there are various ways of updating Blender. This section covers the most common approaches.

Updating from blender.org

When an update for Blender is released, it can be downloaded directly from the Blender website and installed using the steps described in the section Install from blender.org.

Updating with a Package Manager

Many Linux distributions have packages for Blender available, which can be installed using the distribution's package manager. After installation, Blender can be updated using the same steps as updating any other application.

See also

The Splash screen Defaults page for information about importing settings from previous Blender versions and other quick settings.

Known Limitations

Archive Extraction

Extracting Blender's archive using **7-zip** is not supported. TAR must be used instead, see: #104070.