Installing on macOS

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).

> **Important**
>
> Blender supports both Intel and Apple Silicon architectures on macOS. Make sure to download a variant that is compatible with your CPU's architecture.

Install from DMG

Blender for macOS is distributed as disk images (dmg-files). To mount the disk image, double-click on the dmg-file. Then drag `Blender.app` into the Applications folder.

Depending on the Security and Privacy preferences of your Mac, macOS will request your approval before opening Blender for the first time.

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

Updating on macOS

On macOS there are various ways of updating Blender. This section covers the most common approach.

Updating with DMG

When an update for Blender is released, it can be downloaded directly from the Blender website. Install the new version by overwriting the current `Blender.app` in the Applications folder. You can rename `Blender.app` or place it in a different folder to have more than one version at a time.

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

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