



What is the purpose of the project?

Blender is a free and open source 3D graphics software tool for Windows, Mac and Linux. It's used for creating animated films, visual effects, art, 3D models, motion graphics, 3D applications, and virtual reality. It is also used in creating video games.

Blender has a very active open-source community:

- It's supported by donations from individuals and companies to pay developers.
- Many contribute with code, plugins, and bug fixes on platforms like GitHub.
- Active community with artists sharing tutorials, forums, Discord groups, etc.

Source Code Location?

- Official repository: developer.blender.org.
- Also mirrored on GitHub for accessibility.
- Open to anyone for viewing, cloning, and contributing.

Technologies Used?

- Core Language: C and C++.
- Python: For scripting, plugins, and automation.
- OpenGL / Vulkan: For real-time rendering and viewport.
- CMake: Build system.
- Cross-platform: Runs on Windows, macOS, Linux.

License?

- Released under the GNU General Public License (GPL).
- Always free & open-source — anyone can use, modify, and share it.

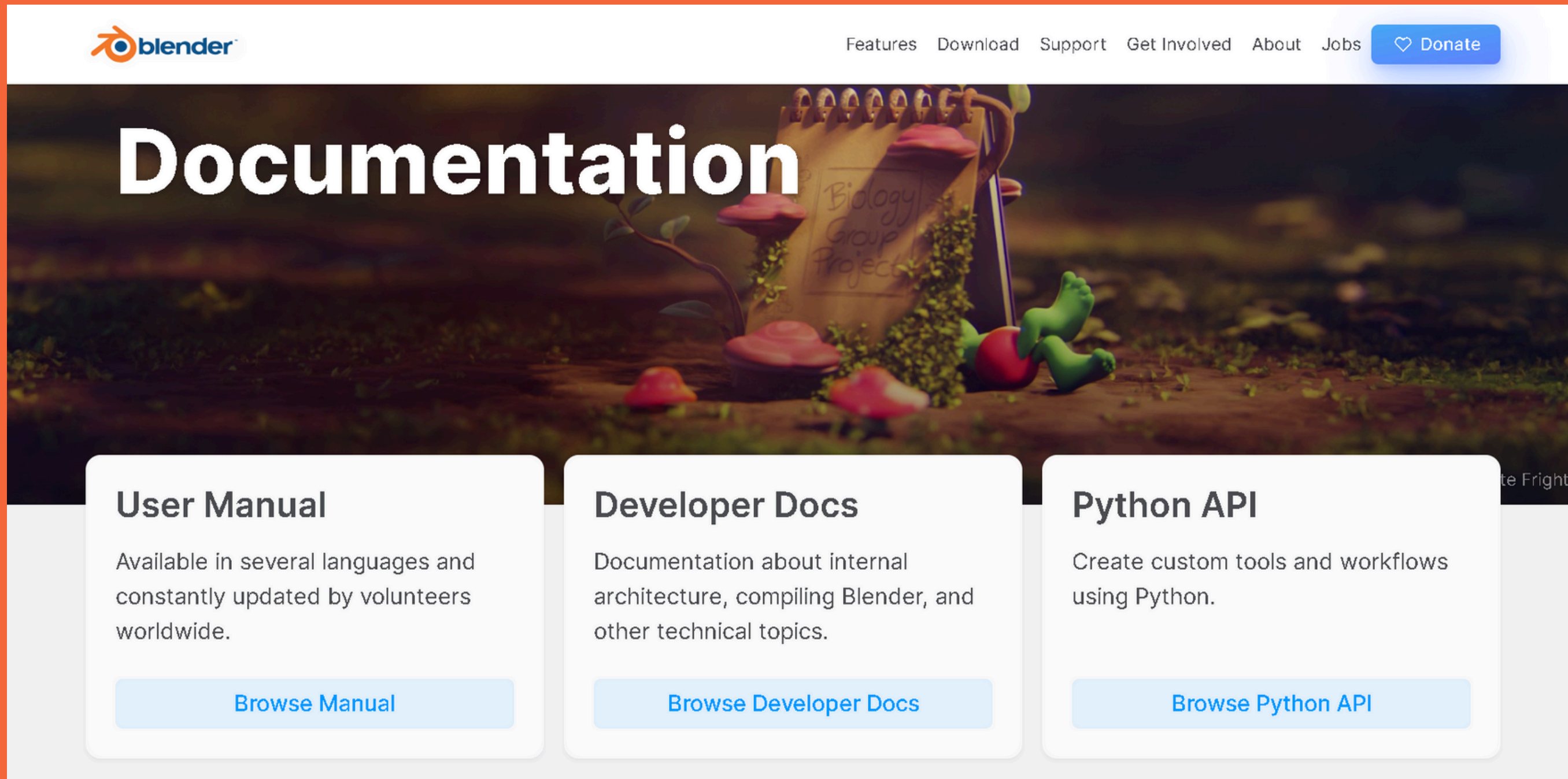
Contribution Process?


- Public Guidelines: Documentation on coding style, bug reporting, and patch submission.
- Code Review: Every change is reviewed by core developers before merging.
- Open Discussion: Development happens transparently on developer.blender.org and mailing lists.
- Low Bureaucracy: Clear process, but minimal red tape — focus is on code quality and collaboration.

Documentation

- Complete Documentation
- Compile Code
- Software Architecture
- Contribute and Development Standards
- Open Source - Forums, Blender Chat channels, and developer.blender.org.

Documentation

The image shows a screenshot of the Blender Documentation website. The background is a dark, atmospheric scene with a spiral-bound notebook lying on the ground, surrounded by small, colorful mushrooms and a pair of green footprints. The notebook has "Biology Group Project" written on it. The website has a white header with the Blender logo on the left and navigation links on the right. Below the header is a large banner with the word "Documentation" in white. At the bottom, there are three white boxes, each containing a title, a description, and a button to browse the respective documentation.

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Documentation

User Manual

Available in several languages and constantly updated by volunteers worldwide.

[Browse Manual](#)

Developer Docs

Documentation about internal architecture, compiling Blender, and other technical topics.

[Browse Developer Docs](#)

Python API

Create custom tools and workflows using Python.

[Browse Python API](#)

Project Government

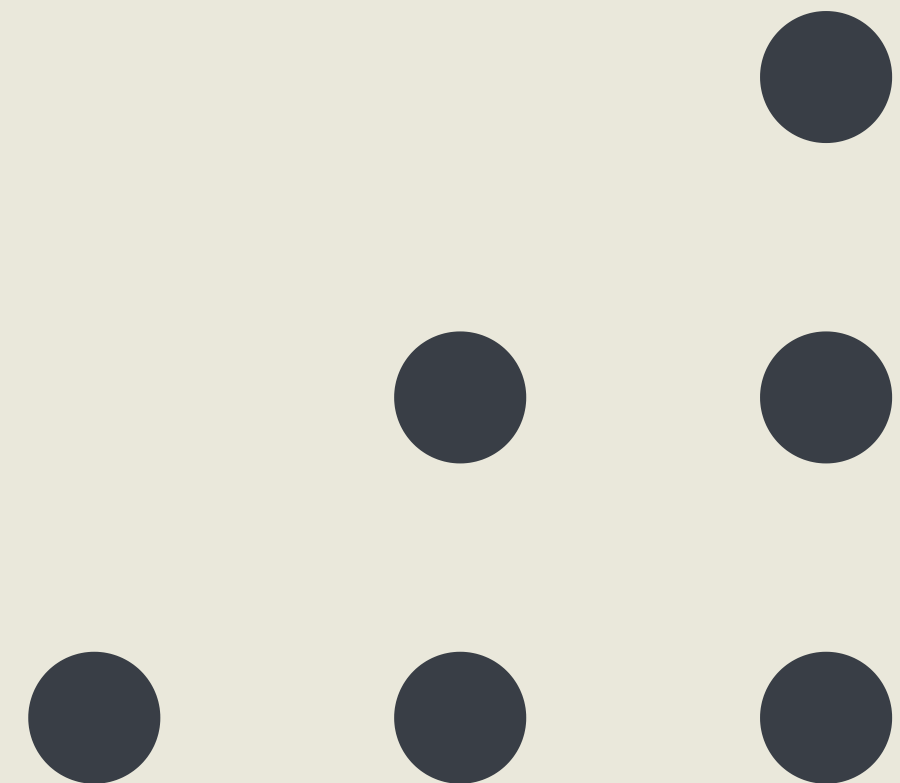
- Blender Foundation
- Open Governance - Decisions made between leaders, maintainers, and the community
- Key figures: Ton Roosendaal and technical areas (rendering, animation, physics, interface)
- Public roadmap with goals

Project Government



How to contribute?

- **Patches on the development portal**
- **Python add-ons**
- **Translations, documentation, testing, and bug reporting.**
- **Development channels (Blender Chat)**



Where is the Community?

- **Members are active worldwide**
- **Forums: Blender Artists, devtalk.blender.org**
- **Also communities in Reddit, Discord, StackExchange**
- **Events: Blender Conference (Amsterdam) + local meetups**
- **Massive creator community (Youtube tutorials)**

Fundraising

- Blender Development Fund
- Anyone can donate (starting at 5€/month)
- Corporations also contribute(Epic Games, Meta, Adobe Unity, Ubisoft, Intel etc.)
- Companies support Blender because they benefit from its success, and/or are using the software
- Money supports developers, infrastructure, and events

\$ **262 346**

MONTHLY CONTRIBUTION

7519

INDIVIDUALS

39

CORPORATE

Numbers & decisions

- **Millions of euros per year raised**
- **Spent on:**
 - **Hiring full-time developers**
 - **Open movies (test projects for new features)**
 - **Documentation, administration**
 - **Events, such as Blender Conference**
- **Decisions made by the Blender Foundation + Blender Institute**
- **Led by Ton Roosendaal (Founder & Chairman)**
- **Transparent process → publishes annual reports**
- **Foundation ensures money is used to grow Blender**

Thank you!

