First of all , I welcome you all for this animation course using blender software.

Im malathi subha and im here to give you a small introduction about the blender app and share its key features with you.

Blender is a free and open-source 3D creation suite.

With Blender, you can create 3D visualizations such as still images, 3D animations, VFX shots, and video editing. It is well suited to individuals and small studios who benefit from its unified pipeline and responsive development process.

Being a cross-platform application, Blender runs on Linux, macOS, as well as Windows systems. It also has relatively small memory and drive requirements compared to other 3D creation suites. Its interface uses OpenGL to provide a consistent experience across all supported hardware and platforms.

**You might ask, Who uses Blender?**

Blender has a wide variety of tools making it suitable for almost any sort of media production. People and studios around the world use it for hobby ,projects, commercials, and feature films.

You can also refer out the [User Stories page](https://www.blender.org/about/user-stories/) on the Blender website for more examples.

**So the Key Features of blender app are**

* Blender is a fully integrated 3D content creation suite, offering a broad range of essential tools, including [Modeling](https://docs.blender.org/manual/en/latest/modeling/introduction.html), [Rendering](https://docs.blender.org/manual/en/latest/render/introduction.html), [Animation & Rigging](https://docs.blender.org/manual/en/latest/animation/introduction.html), [Video Editing](https://docs.blender.org/manual/en/latest/video_editing/index.html), [VFX](https://docs.blender.org/manual/en/latest/movie_clip/index.html), [Compositing](https://docs.blender.org/manual/en/latest/compositing/introduction.html), [Texturing](https://docs.blender.org/manual/en/latest/editors/uv/introduction.html), and many types of [Simulations](https://docs.blender.org/manual/en/latest/physics/introduction.html).
* It is cross platform, with an OpenGL GUI that is uniform on all major platforms (and also customizable with Python scripts).
* It has a high-quality 3D architecture, enabling fast and efficient creation workflow.
* It boasts active community support, you can also refer [blender.org/community](https://www.blender.org/community) for an extensive list of sites.
* It has a small executable, which is optionally portable.

Here we will show you how to download the blender and make you to kick start it.

*A rendered image being post-processed.*

Blender makes it possible to perform a wide range of tasks, and it may seem daunting when first trying to grasp the basics. However, with a bit of motivation and the right learning material, it is possible to familiarize yourself with Blender after a few hours of practice.

This manual is a good start, though it serves more as a reference. So this course is help you to learn blender in a complete manner

3D creation software such as Blender have an added technical complexity and jargon associated with the underlying technologies. Terms like UV maps, materials, shaders, meshes, and “subdivs” are the media of the digital artist, and understanding them, even broadly, will help you to use Blender to its best.

So keep listening, learn the great tool that Blender is, keep your mind open to other artistic and technological areas and you too can become a great artist.

Handing over the session to karan akash.