1.2 Getting Started - Installing Blender

Getting Blender

Blender is available for download for Linux Mac-OSX and MS-Windows.

Minimum Requirements

Check if your system meets the minimum or recommended requirements.

Always check that the graphics drivers are up to date, and that OpenGL is well supported.

Support for other hardware such as graphic tablets and 3D mice are covered later in *Supported Hardware*.

Download Blender

The Blender Foundation distributes Blender in 3 different ways that you can choose from, to better suit your needs.

The options comprise binary packages for all the supported platforms and the source code. Within the binary packages, you can choose from a stable release or a daily build. The first has the benefit of being more reliable, the latter provides the newest features, as they are developed. Blender is released approximately every 3 months. You can keep up to date with the newest changes through the release notes.

http://wiki.blender.org/index.php/Dev:Ref/Release_Notes/

Latest Stable Release : http://www.blender.org/download/
: This is a binary distribution of the latest version of Blender. It is considered stable and without regressions.

Daily Builds : http://builder.blender.org/download
: This is a binary distribution of Blender that is updated daily to include the newest changes in development. These versions are not as thoroughly tested as the stable release, and might break, although they are official and generally not highly experimental.

Build from Source : https://developer.blender.org/diffusion/B/

> **Note**
>
> This is included for completeness, but it is **not** expected that regular users should have to compile their own Blender builds.

Blender's source is available for reference and installation, with the following advantages:

- Blender is always up to date,
- it allows access to any version or branch where a feature is being developed,
- it can be freely customized.

Install Blender

The procedure for installing a binary, either the last stable release or a daily build, is the same. Follow the steps for your operative system:

- Installing on Linux

Installing on Linux

Check the *minimum requirements and where to get Blender*, if you haven't done so yet.

Specific packages for distributions

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

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

If there is a specific package for your distribution, you may choose what is preferable and most convenient, otherwise there is nothing wrong with the official binary on blender.org. http://www.blender.org/download/

Download from blender.org

Download the Linux version for your architecture and uncompress the file to the desired location (eg.

~/software or /usr/local).

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

For easy access, you can configure your system by adding a menu entry or shortcut for Blender and associate and open `.blend` files with Blender when opening from the file browser. These settings typically belong to the Window Manager (KDE, Gnome, Unity).

Running from the terminal

To run Blender from the terminal without needing to be in the executable directory, add the extracted folder to the environment PATH.

Add the following command to .bash_rc or .bash_profile with Blender's binary:

```
export PATH=$/path/to/blender-VERSION-linux-glibcVERSION-ARCH:$PATH
```

Tip

If you use daily builds and update Blender frequently, you can link or always rename your folder to 'blender' and use this name for the `PATH` environment variable and for keeping the window manager menu up to date.

Avoiding Alt+Mouse Conflict

Many Window Managers default to `Alt-LMB` for moving windows, which is a shortcut that Blender uses to simulate a 3 button mouse. You can either have this feature disabled User Preferences ‣ Input ‣ Emulate 3 Button Mouse or you can change the Window Manager settings to use the *Meta* key instead (also called *Super* or *Windows key*):

- **KDE:** System Settings > Window Behavior > Window Behavior > Window Actions , Switch 'Alt' for 'Meta' key
- **Unity/Gnome:** enter the following in a command line (effective at next login):

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

Installing on OSX

Check the *Installing Blender* page to find the minimum requirements and where to get Blender, if you haven't done so yet.

After downloading Blender for Mac-OSX, uncompress the file and drag `blender.app` onto the Applications folder.

Tip

Because *Blender* doesn't use the standard OS menu system, you likely have a redundant menu-bar at the top.

To remove it see this post on Macworld, but beware that it is somewhat complex. As an alternative: simply make *Blender* full screen by `Alt-F11` or by File ‣ Window ‣ Toggle Window Fullscreen.

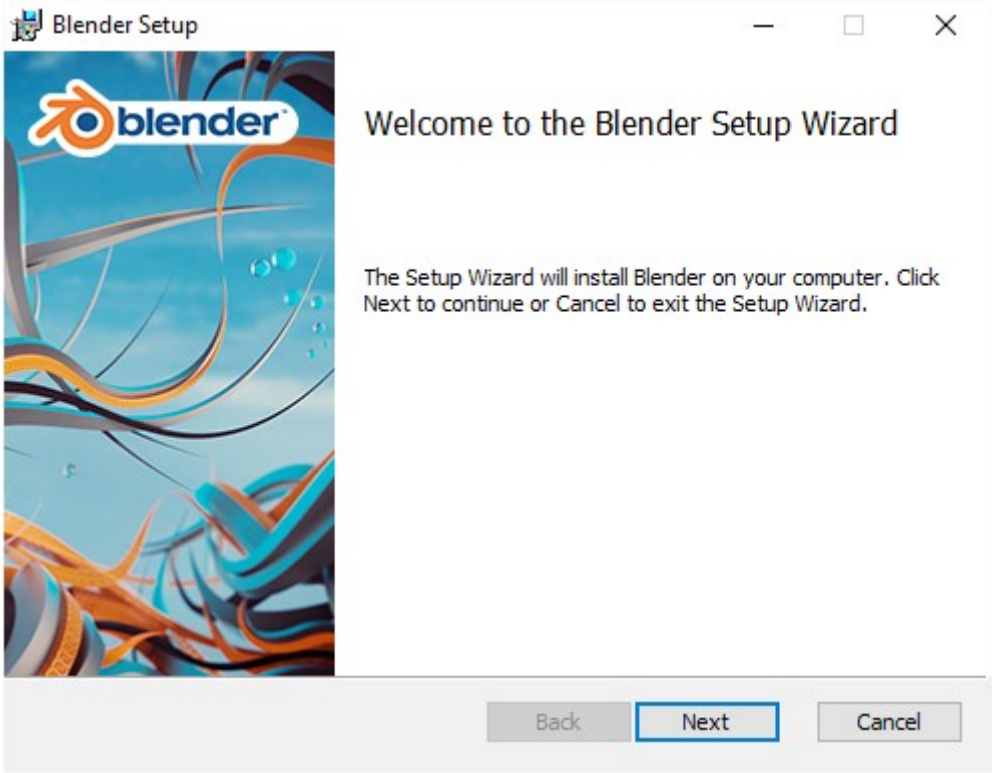
Installing on MS-Windows

Check the *minimum requirements and where to get Blender*, if you haven't done so yet.

You will also need the Visual C++ 2013 Redistributable Package.

Download the `.zip` or `.exe` for your architecture (64bit is preferable if your machine supports it).

The `.exe` will run an installer to choose where to place Blender and to configure MS-Windows to have an entry on the menu and to open `.blend` files with Blender. Administrator rights are needed to install Blender on your system.



Note

With `.zip` you have to manually extract Blender to the desired folder, where you can double-click the executable to run Blender.

There is no installer to place Blender on the menu, but there is also no need for administrator rights. With this option it is possible to have multiple versions of Blender without conflicting, as they are not actually installed on the system.

Configuring Peripherals

Multi-Monitor Setup

Graphic Tablets

3D Mice

Configuration

Here are some quick preferences that you may wish to set as quickly as possible. The full list and explanation of the preferences is in the section *User Preferences*.

Language

At File ‣ User Preferences ‣ System, enable `International Fonts` to choose the `Language` and what to translate from `Interface`, `Tooltips` and `New Data`. See more at Internationalization

Input

If you have a compact keyboard without a separate number pad enable File ‣ User Preferences ‣ Emulate Numpad.

If you don’t have a middle mouse button you can enable File ‣ User Preferences ‣ Emulate 3 Button Mouse.

File and Paths

At File ‣ User Preferences ‣ File you can set options such as what external `Image Editor` to use, such as GIMP or Krita, and the Animation Player.

The `Temp` directory sets where to store files such as temporary renders and autosaves.

Tip

`//` at the start of a path in Blender means the directory of the currently opened `.blend` file, used to reference relative-paths.

If you trust the source of your `.blend` files, you can enable `Auto Run Python Scripts`. This option is

meant to protect you from malicious Python scripts that someone can include inside a Blender file. This would not happen by accident, and most users leave this option on to automatically run scripts such as `Rigify` that controls the skeleton of a human rig.

Configuration and Data Paths

There are three different directories Blender may use, their exact locations are operating system dependent.

LOCAL
: Location of configuration and runtime data (for self contained bundle)

USER
: Location of configuration files (normally in the user's home directory).

SYSTEM
: Location of runtime data for system wide installation (may be read-only).

For system installations both **SYSTEM** and **USER** directories are needed.

For locally extracted Blender distributions, the user configuration and data runtime data are kept in the same sub-directory, allowing multiple Blender versions to run without conflict, ignoring the **USER** and **SYSTEM** files.

Note

You may need to have the "show hidden files" option checked in your file browser settings.

Platform Dependant Paths

Here are the default locations for each system:

Linux

LOCAL

```
./2.76/
```

USER

```
$HOME/.config/blender/2.76/
```

SYSTEM

```
/usr/share/blender/2.76/
```

Note

The path ./2.76/ is relative to the Blender Executable & used for self contained bundles distributed by official blender.org builds.

Note

The **USER** path will use `$XDG_CONFIG_HOME` if its set:

`$XDG_CONFIG_HOME/blender/2.76/`

Mac OSX

LOCAL

```
./2.76/
```

USER

```
/Users/$USER/Library/Application Support/Blender/2.76/
```

SYSTEM

```
/Library/Application Support/Blender/2.76/
```

Note

OSX stores the Blender binary in `./blender.app/Contents/MacOS/blender`, so the local path to data & config is:

`./blender.app/Contents/MacOS/2.76/`

MS-Windows

LOCAL

```
.\2.76\.
```

USER

```
C:\Documents and Settings\$USERNAME\AppData\Roaming\Blender Foundation\Blender\2.76\
```

SYSTEM

```
C:\Documents and Settings\All Users\AppData\Roaming\Blender Foundation\Blender\2.76\
```

Path Layout

This is the path layout which is used within the directories described above.

Where `./config/startup.blend` could be ~/.blender/2.76/config/startup.blend for example.

`./autosave/ ...`

Autosave blend file location. *Windows only, temp directory used for other systems.*

Search order: `LOCAL, USER`.

`./config/ ...`

Defaults & session info.

Search order: `LOCAL, USER`.

`./config/startup.blend`
: Default file to load on startup.

`./config/userpref.blend`
: Default preferences to load on startup.

`./config/bookmarks.txt`
: File selector bookmarks.

`./config/recent-files.txt`
: Recent file menu list.

`./datafiles/ ...`

Runtime files.

Search order: `LOCAL, USER, SYSTEM`

`./datafiles/locale/{language}/`
: Static precompiled language files for UI translation.

`./datafiles/icons/*.png`
: Icon themes for Blenders user interface. *Not currently selectable in the theme preferences.*

`./datafiles/brushicons/*.png`
: Images for each brush.

`./scripts/ ...`

Python scripts for the user interface and tools.

Search order: `LOCAL, USER, SYSTEM`.

`./scripts/addons/*.py`
: Python add-ons which may be enabled in the user preferences, includes import/export format support, render engine integration and many handy utilities.

`./scripts/addons/modules/*.py`
: Modules for add-ons to use (added to Python's sys.path).

`./scripts/addons_contrib/*.py`
: Another add-ons directory which is used for community maintained add-ons (must be manually created).

`./scripts/addons_contrib/modules/*.py`
: Modules for addons_contrib to use (added to Python's sys.path).

`./scripts/modules/*.py`
: Python modules containing our core API and utility functions for other scripts to import (added to Python's `sys.path`).

`./scripts/startup/*.py`
: Scripts which are automatically imported on startup.

`./scripts/presets/{preset}/*.py`
: Presets used for storing user defined settings for cloth, render formats etc.

`./scripts/templates/*.py`

Example scripts which can be accessed from: Text Space's Header –> Text –> Script Templates.

`./python/ ...`

Bundled Python distribution, only necessary when the system Python installation is absent or incompatible.

Search order: `LOCAL, SYSTEM`.