blender Metadata Report (by MetadataFetcher)
1. General Information

General Information	
Name	blender
Type	software
Description	Blender is a free and open-source 3D computer graphics software tool set that runs on Windows, macOS, BSD, Haiku, IRIX and Linux. It is used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, and virtual reality. It is also used in creating video games.
Official Site	https://www.blender.org/

2. Product Details

General Information	
Versions	Experimental Builds
Compatibility	Linux
License	GNU General Public License (GPL-2.0 or later)
Latest Version	4.5 (July 2025)
Latest Release Date	N/A
Programming Languages	C++, Python
Programming Language	N/A
Supported Platforms	Windows, macOS, Linux, BSD, Haiku, IRIX
Supported File Formats	N/A
File Formats	Import: .blend, .3ds, .fbx, .obj, .stl, .dae, .abc, .usd, .gltf, .svg, .jpg, .png, .tiff, .avi, .mp4, .mov, and more. Export: .blend, .fbx, .obj, .stl, .dae, .abc, .usd, .gltf, .svg, .jpg, .png, .tiff, .avi, .mp4, .mov, and more.
System Requirements	64-bit dual core 2Ghz CPU with SSE2 support, 8 GB RAM, Full HD display, Mouse, Trackpad or Pen+Tablet, Graphics card with 2 GB RAM, OpenGL 4.3 support

3. Key Features
animation
customize
interface
model
open source
python
render
sculpt
vfx

4. Integrations/Plugins

5. Installation & Documentation
https://www.blender.org/download/

6. Support/Reviews
https://www.blender.org/support/

7. Community & Ecosystem
https://blender.stackexchange.com/, https://devtalk.blender.org/

8. Awards/Recognition

9. Pricing/Cost

10. Security/Privacy

11. Roadmap/Future Plans

12. Known Issues/Limitations