**blender Metadata Report (by MetadataFetcher)**

**1. General Information**

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| **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**

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| **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**