**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 creation suite supporting the entirety of the 3D pipeline: modeling, rigging, animation, simulation, rendering, compositing, motion tracking, video editing, and 2D animation. |
| Official Site | https://www.blender.org/ |

**2. Product Details**

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| **General Information** | |
| Versions | 4.5 LTS (latest), Experimental Builds |
| Compatibility | Windows, macOS, Linux |
| License | GNU General Public License (GPL) |
| Latest Version | N/A |
| Latest Release Date | N/A |
| Programming Languages | N/A |
| Programming Language | C, C++, Python |
| Supported Platforms | N/A |
| Supported File Formats | .blend, .obj, .fbx, .gltf, .dae, .abc, .usd, .stl, .ply, .3ds, .x3d, .svg, .dxf, .png, .jpg, .tiff, .exr, .mp4, .avi, .mov, .wav, .ogg, .flac, .mp3 |
| File Formats | N/A |
| System Requirements | Windows 8.1/10/11, macOS 10.13+, Linux; 8GB RAM (16GB recommended); OpenGL 4.3+ compatible GPU |

**3. Key Features**

Cycles Render Engine

Real-time viewport preview

CPU & GPU rendering

PBR shaders & HDR lighting support

Modeling

Sculpt

UV

Advanced sculpting tools and brushes

Multi-resolution and Dynamic subdivision

3D painting with textured brushes and masking

Python scripting for custom tools and add-ons

VFX: camera and object tracking

Animation & Rigging

Story Art

Drawing 2D in 3D

Customizable interface

Add-on ecosystem

VR rendering support

**4. Integrations/Plugins**

**5. Installation & Documentation**

Installation: https://www.blender.org/download/  
Documentation: https://docs.blender.org/manual/en/latest/

**6. Support/Reviews**

https://www.blender.org/support/

**7. Community & Ecosystem**

**8. Awards/Recognition**

**9. Pricing/Cost**

**10. Security/Privacy**

**11. Roadmap/Future Plans**

**12. Known Issues/Limitations**