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Description of Class Case Study: BLENDER

Blender is a free and open source 3D computer graphic software toolset used for creating animated films, visuals effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality, and computer games. Blender feature include 3D modeling, UV unrapping, texturing , raster graphics editing, rigging and skinning, fluid and smoke simulation, sculpting, animating, match moving,rwendering, motion graphics, video editing and compositing. Blender is a cross-platform. You are free to use blender for any purpose, including commercially or for educational purposes. This freedom is being defined by Blender’s GNU Geberal public license(GPL).

Blender is cross platform and runs equally well on linux, windows. Its interface uses open GL to provide a consistent experience.

As a community- driven project under the GNU, the public is empowered to make small and large changes to the code based, which leads to new features, responsive bug fixes, and better usability. Blender has no price tag . Blender has a robust feature set similar in other high end 3D software such as 3D max and light wave. It supports modeling, rigging, animation, video editing and game creation.