



SPIDER-MAN  
THE MOVIE



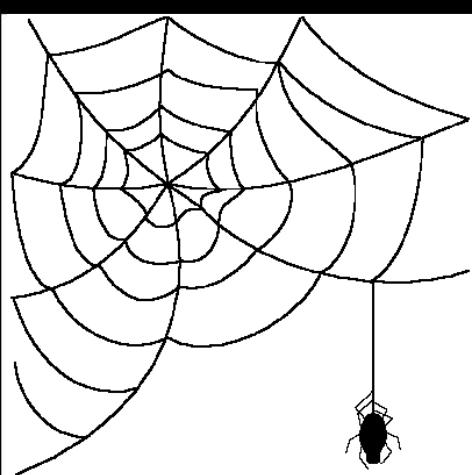
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blender Or blunder ??



- Blender is a 3D graphics application released as free software under the GNU General Public License
- Blender has a robust feature set similar in other high-end 3D software such as Maya Cinema 4D, 3ds Max and Lightwave
- Like rigid body, fluid, cloth and softbody dynamics, modifier based modeling tools, powerful character animation tools, and Python for embedded scripting.



# History

- developed as an in-house application by the Dutch animation studio NeoGeo and Not a Number Technologies (NaN)
- It was primarily authored by Ton Roosendaal
- The program was initially distributed as shareware until NaN went bankrupt in 2002.

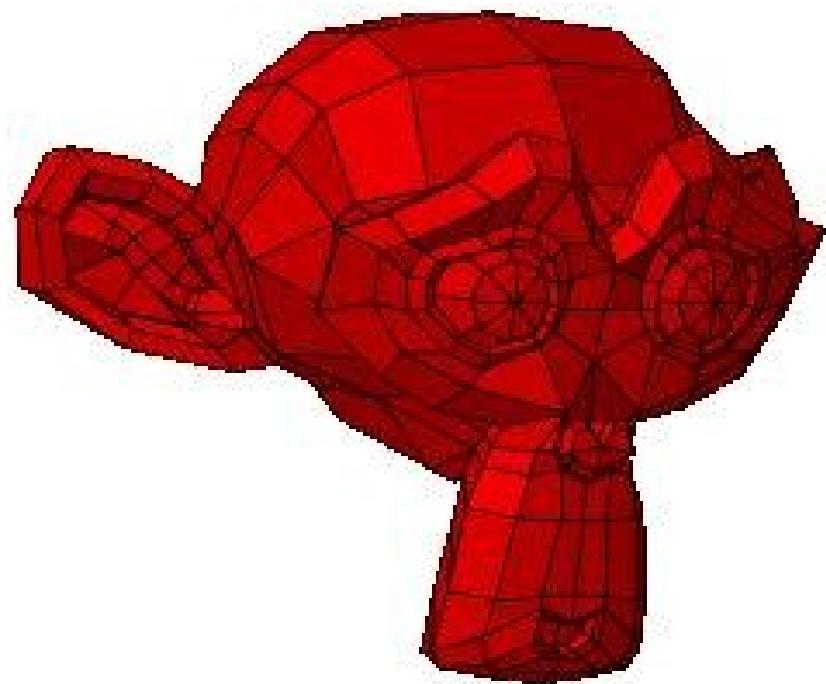


- The creditors agreed to release Blender under the terms of the GNU General Public License, for a one-time payment of US\$100,670 at the time
- on September 7, 2002 it was announced that enough funds had been collected and that the Blender source code would be released
- Blender is now Free Software and it is being actively developed under the supervision of the Blender Foundation.

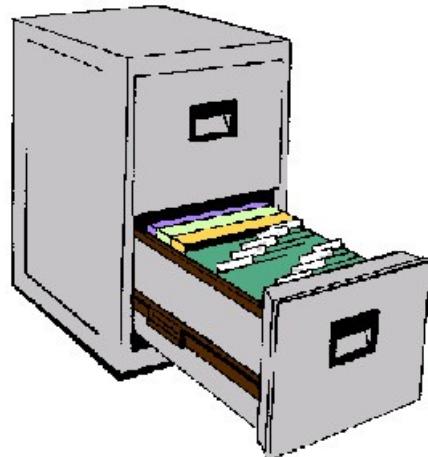


# Suzanne

- In January/February 2002 it was quite clear that NaN could not survive and would close the doors in March
- they found the energy for doing at least one more release, 2.25.
- As a last personal tag, the artists and developers decided to add a chimpanzee primitive and named it Suzanne
- Suzanne is Blender's alternative to more common "test models"
- A low-polygon model with only 500 faces, it is often used as a quick and easy way to test material, texture, and lighting setups



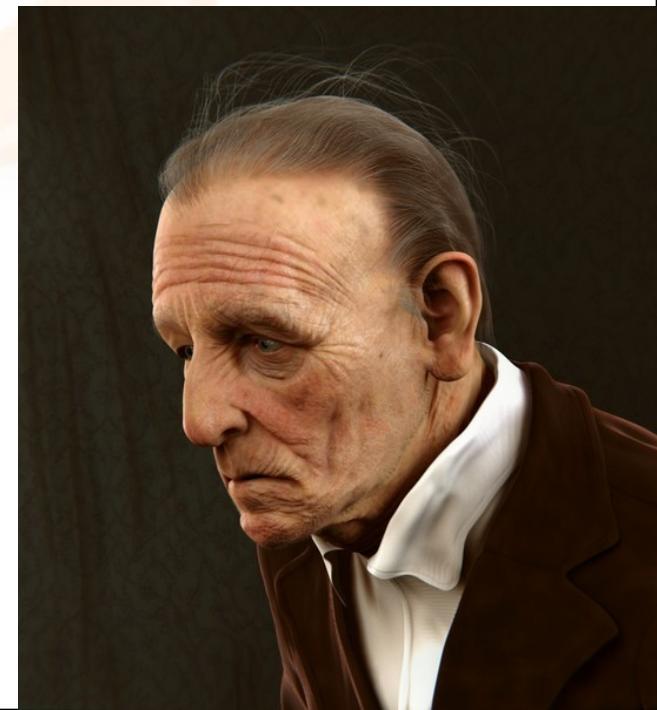
# File Format



- Blender features an internal filesystem that allows one to pack multiple scenes into a single file (called a ".blend" file).
- can be used as a library to borrow pre-made content
- Snapshot ".blend" files can be auto-saved periodically by the program, making it easier to survive a program crash
- All scenes, objects, materials, textures, sounds, images, post-production effects for an entire animation can be stored in a single ".blend" file

- Interface configurations are retained in the ".blend" files, such that what you save is what you get upon load.
- The actual ".blend" is starting with its own header that specifies the version.
- Many import/export scripts that run inside Blender itself, make it possible to inter-operate with other 3D tools.

# Features



- Blender has a relatively small installation size and runs on several popular computing platforms
- Support for a variety of geometric primitives, including polygon meshes, fast subdivision surface modeling, NURBS surfaces, and digital sculpting
- Versatile internal rendering capabilities and integration with YafRay, a Free Software ray tracer



- Keyframed animation tools
  - armature (skeletal), hook, curve and lattice-based deformations, non-linear animation, constraints, soft body dynamics including mesh collision detection, fluid dynamics, Bullet rigid body dynamics, particle based hair, and a particle system with collision detection.

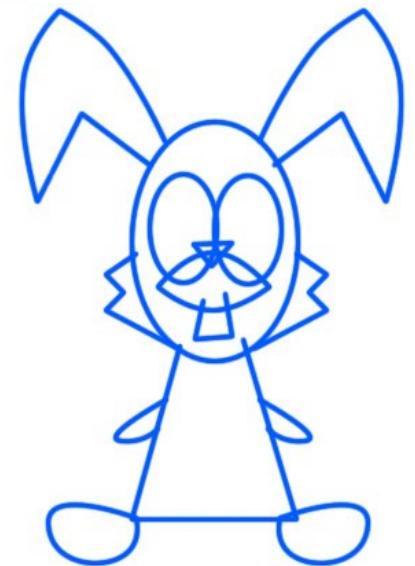


- Python scripting for tool creation and prototyping, game logic, importing and exporting from other formats
- Basic non-linear video/audio editing and compositing capabilities



- Game Blender, a sub-project, offers interactivity features such as collision detection, dynamics engine, and programmable logic.
- allows the creation of stand-alone, real-time applications
  - ranging from architectural visualization to video game construction

# User interface



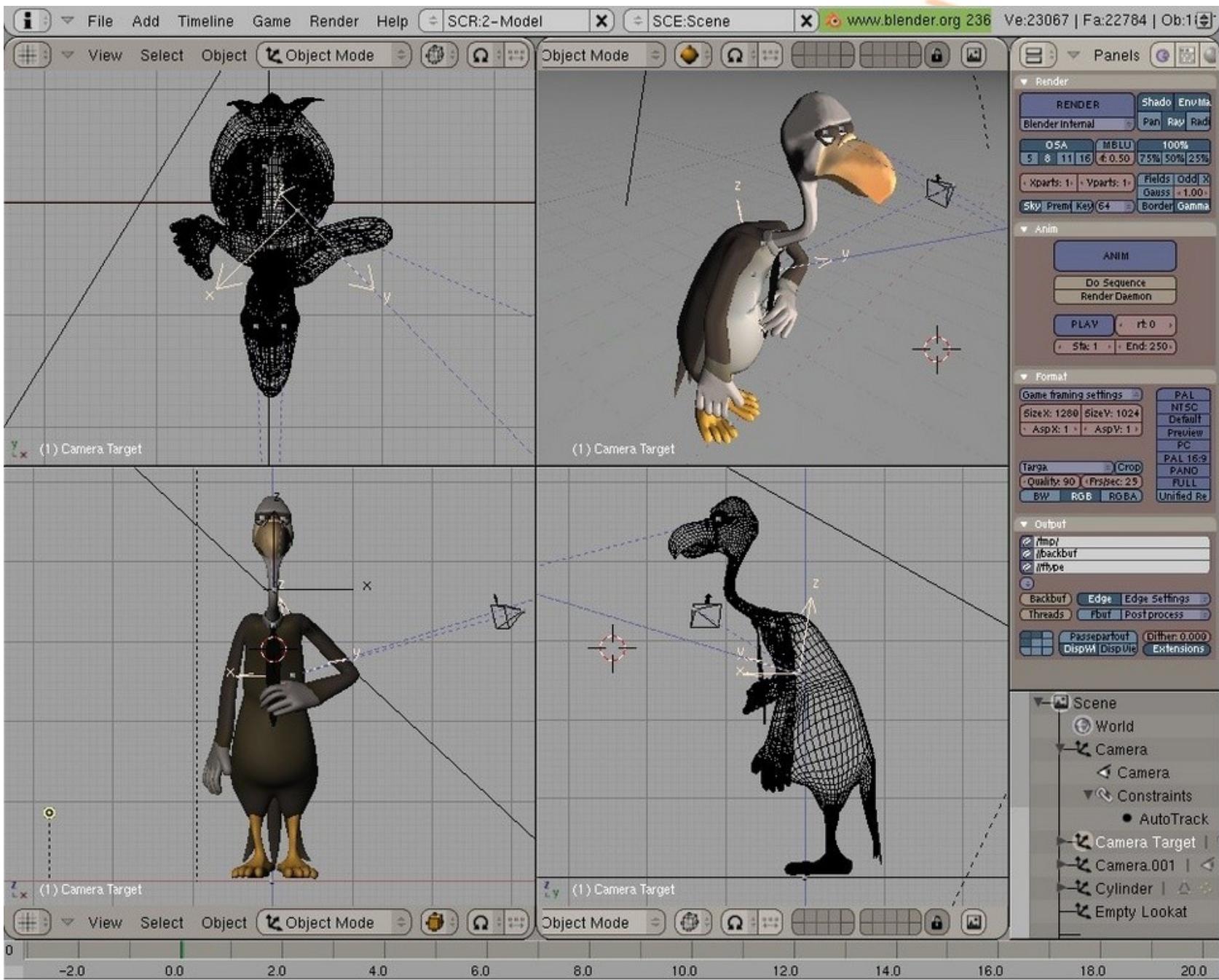
- Blender had a reputation as being difficult to learn, more than commercial programs like Maya or Cinema 4D
- In Blender, nearly every function has a direct keyboard shortcut
- Now efforts to visually enhance the user interface, with the introduction of color themes, transparent floating widgets, a new and improved object tree overview, and other small improvements

- **Editing modes**

- The two primary modes of work are Object Mode and Edit Mode, which are toggled with the Tab key
- Object mode is used to manipulate individual objects as a unit
- while Edit mode is used to manipulate the actual object data

- **Workspace management**

- The Blender GUI is made up of one or more screens, each of which can be divided into sections and subsections that can be of any type of Blender's views or window-types
- Each window-type's own GUI elements can be controlled with the same tools that manipulate 3D view
- The GUI viewport and screen layout is fully user customizable



# Comparing Blender with Popular 3d Commercial softwares

## Blender

- Free !!!!! NO need to crack and patch ;)
- Python based scripting write your own plug-ins
- Revolutionary OpenGL based user interface
- Blender lacks in hair creation tools ,volumetric clouds , smoke
- No customization for short cut keys
- Blender has inbuilt game engine and game can be exported as standalone exe.
- Blender animation system lacks in few areas.
- Blender UV tool is shockingly fast (UV tool heavily used in game industry)

## Maya/3ds Max

- \$2000 **Maya**, \$3,895 **3DS Max**
- Commercial software so its Plug-ins
- 3DS Max interface is creepy and **MAYA** interface is nice
- Powerful hair creation system
- Customizable key bindings
- No game engine available in **MAYA** and **3DS MAX**
- Maya animation system is on top as compared to any 3d app.
- UV tool are rather slow

# Support

- In the month following the release of Blender v2.44, it was downloaded 800,000 times
- Most users learn Blender through community tutorials and discussion forums on the internet such as Blender Artists

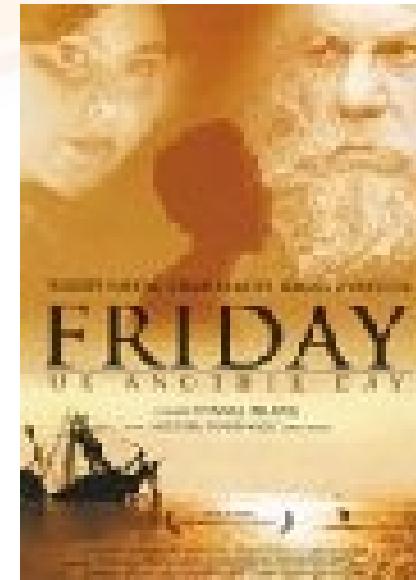




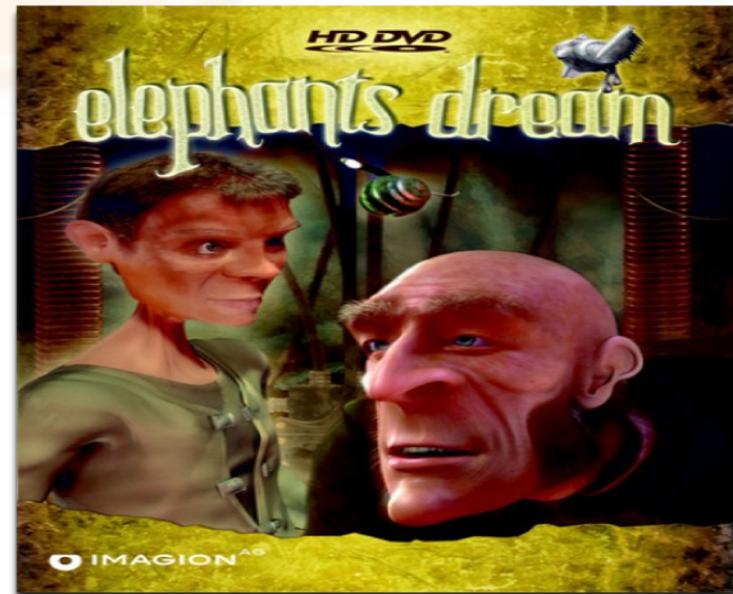
# Use in the media industry



- The first large professional project in which the free version of Blender was used in Spider-Man 2
- Friday or Another Day was the first 35mm feature film to use Blender for all the special effects, made on GNU/Linux workstations



- Elephants Dream/Project Orange
  - In September 2005, some of the most notable Blender artists and developers began working on a short film using primarily free software, known as the Orange Movie Project
  - The resulting film, Elephants Dream, premiered on March 24, 2006

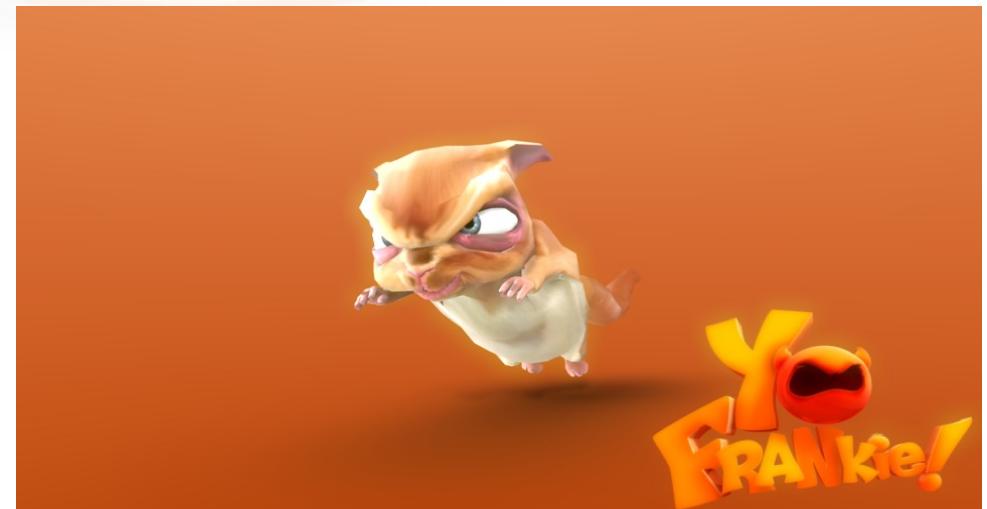


- **Big Buck Bunny**

- On October 1, 2007, a new team started working on a second open project, "Peach"
- for the production of the short movie Big Buck Bunny
- The movie had its premiere on April 10, 2008



- **Yo Frankie!/Project Apricot**
  - Apricot is a project for production of a game based on the universe and characters of the Peach movie (Big Buck Bunny) using free software
  - The game is entitled Yo Frankie
  - The game was released on December 9, 2008, under the GNU GPL



- **Plumíferos**

- Plumíferos, a commercial animated feature film created entirely in Blender, is currently in the works



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*Thank  
You!*

