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The Freedom to Create

Download Blender 4.0.1

Windows · Installer · 318MB · ⓘ

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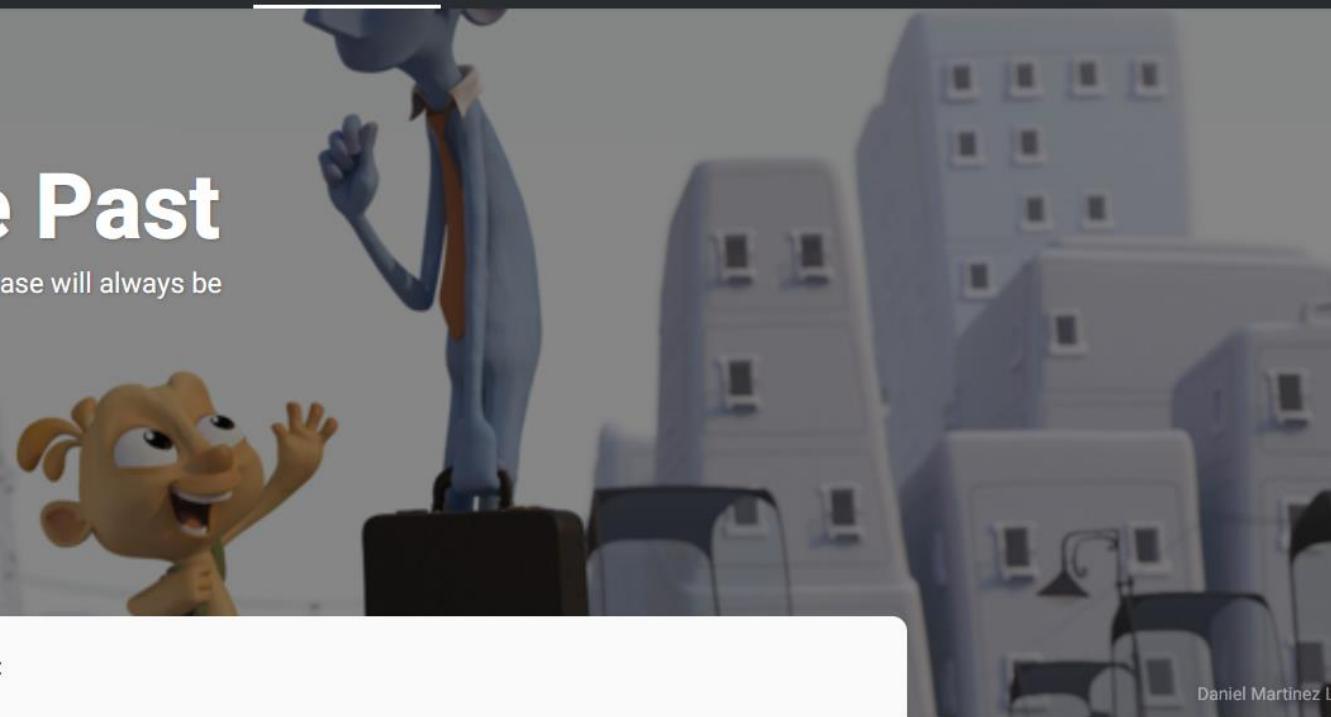
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Embrace the Past

Your old files are safe. Every Blender release will always be available for download.

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Among the releases you will also find these gems:

- [The first 1.0 Irix Blender version](#)
- [Blender 1.60, 1.73, 1.80, 2.04](#),
- [Blender 2.25 Publisher](#)
- [The 2.04 iPaq port](#)
- [Old web plugin players](#)

Daniel Martinez L

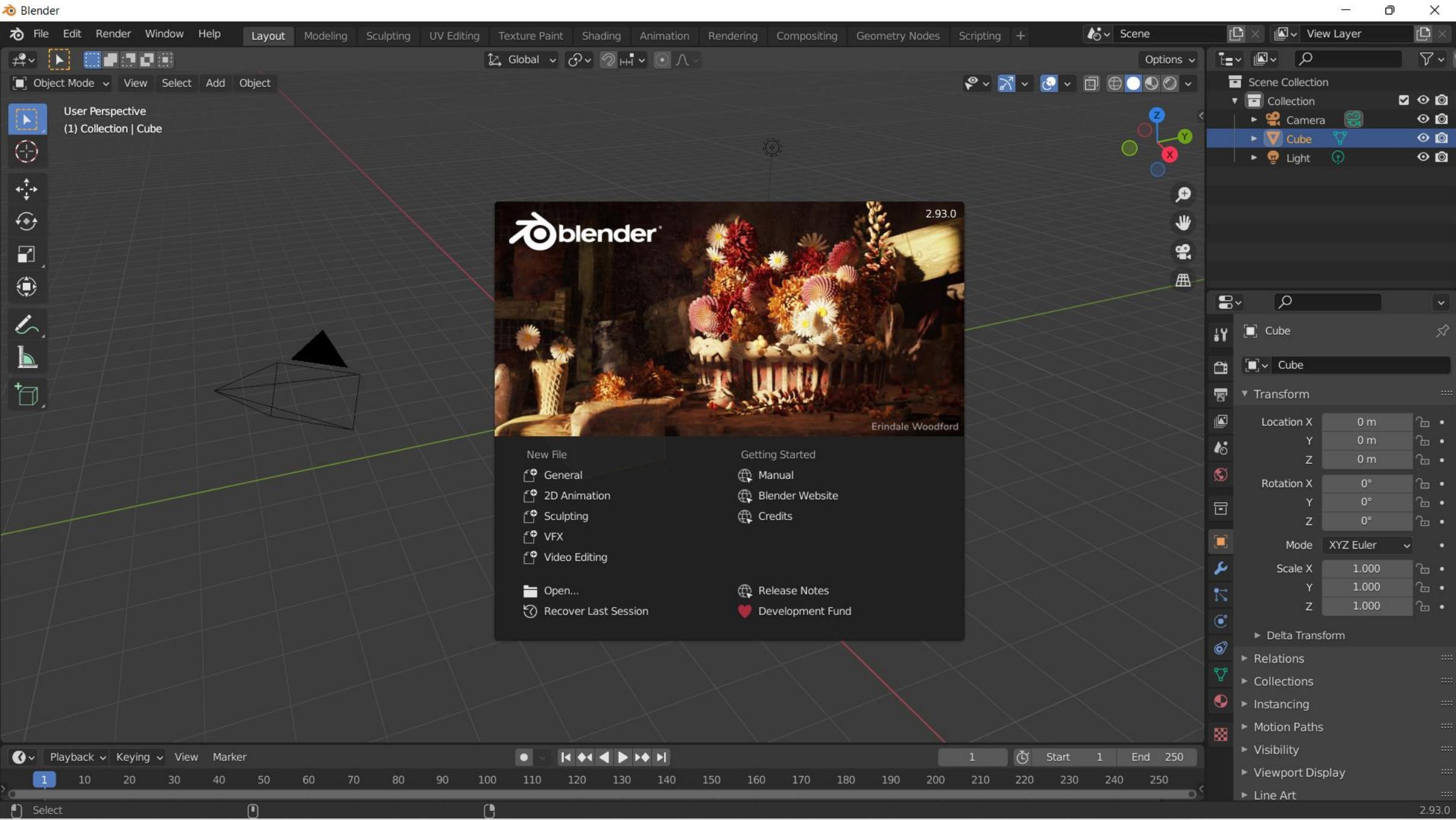
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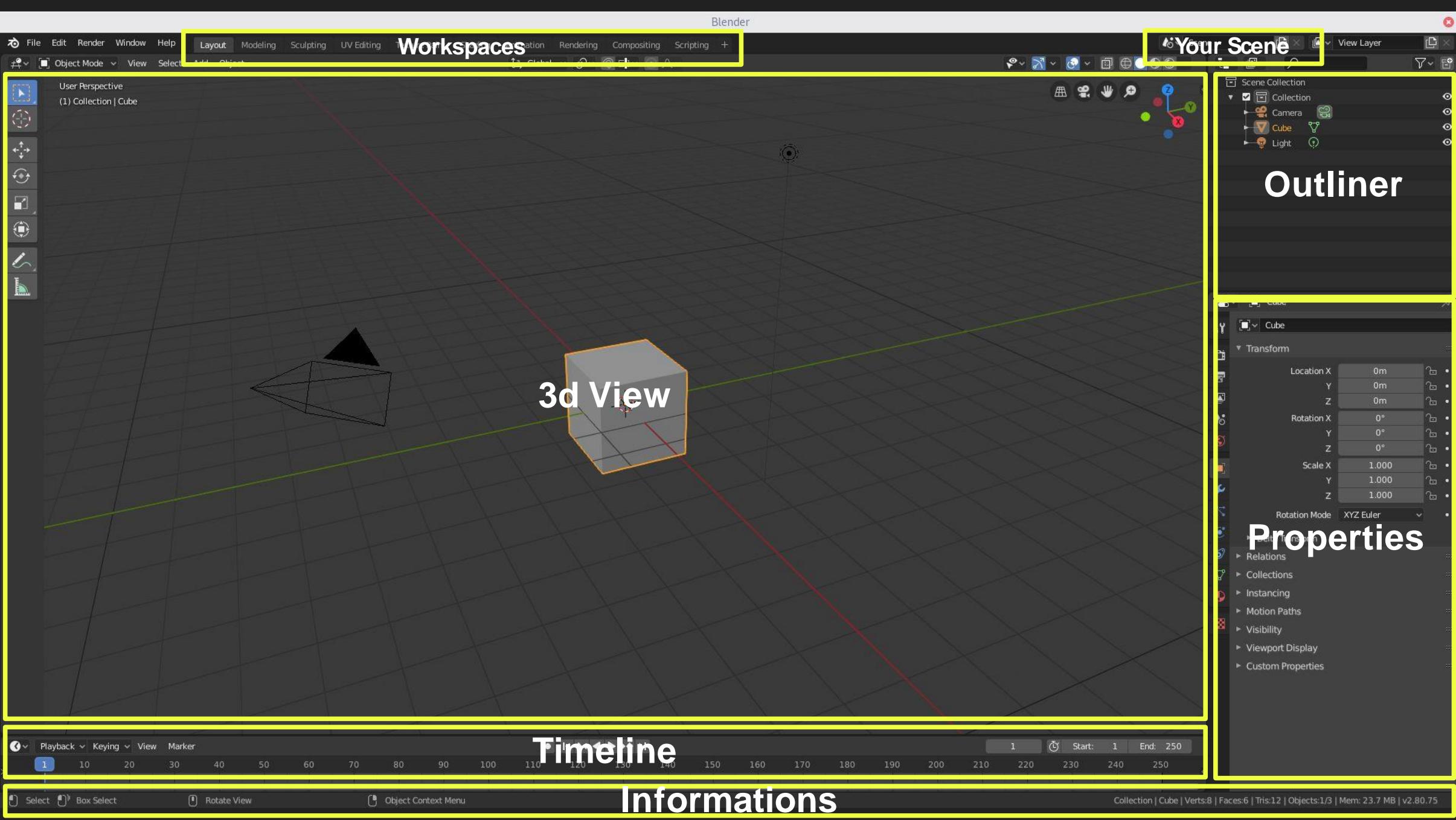


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File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

User Perspective
(1) Collection | Cube

Camera

Cube

Lamp

Scene Collection
Collection
Cube
Light

Transform

Location X	0m
Y	0m
Z	0m
Rotation X	0°
Y	0°
Z	0°
Scale X	1.000
Y	1.000
Z	1.000

Rotation Mode XYZ Euler

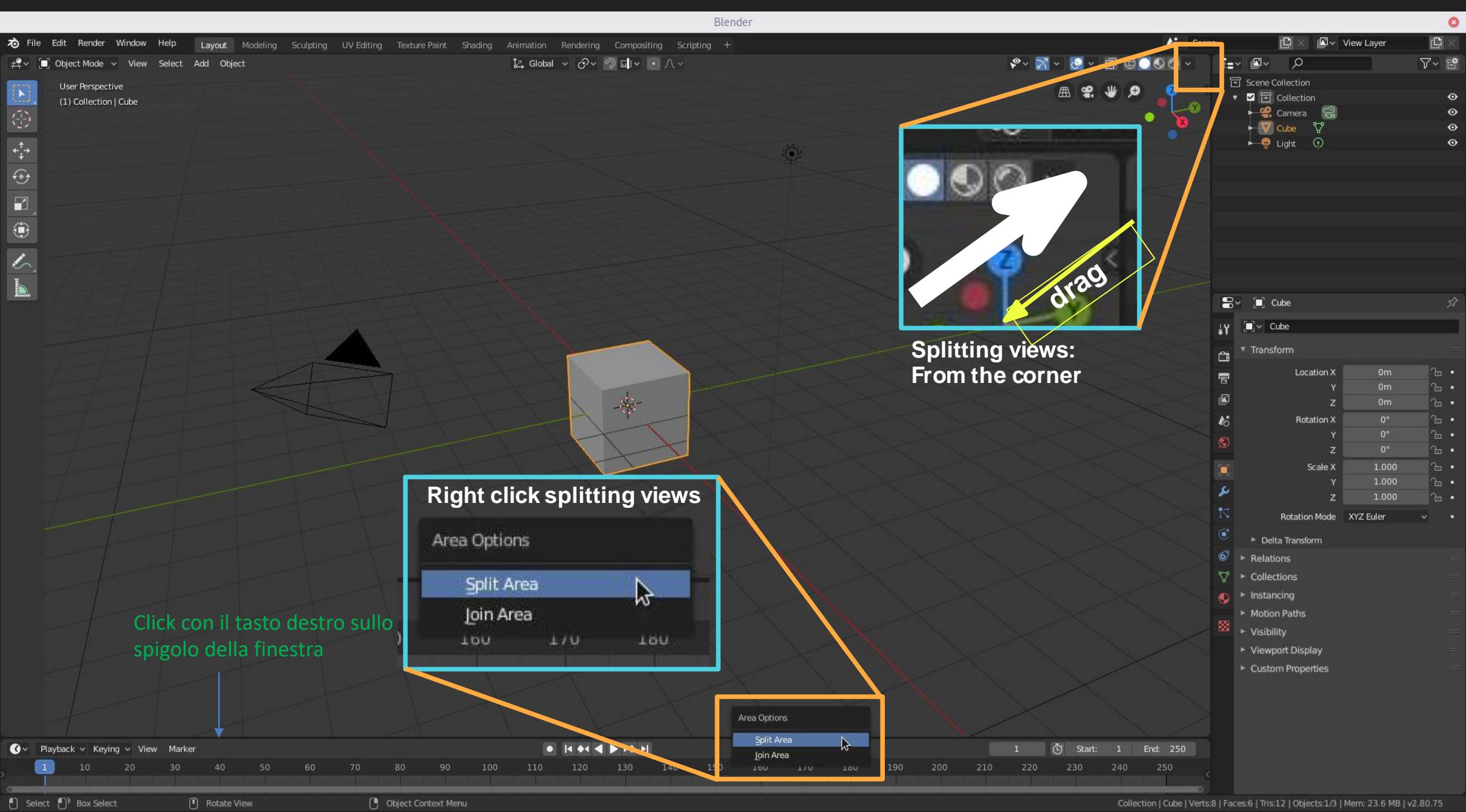
► Delta Transform
► Relations
► Collections
► Instancing
► Motion Paths
► Visibility
► Viewport Display
► Custom Properties

Playback ▾ Keying ▾ View Marker

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 Start: 1 End: 250

Select Box Select Rotate View Object Context Menu

Collection | Cube | Verts:8 | Faces:6 | Objects:1/3 | Mem: 23.7 MB | v2.80.75



Tasti di scelta rapida di Blender per lo spostamento nello spazio 3D.

LMB: bottone sinistro del mouse

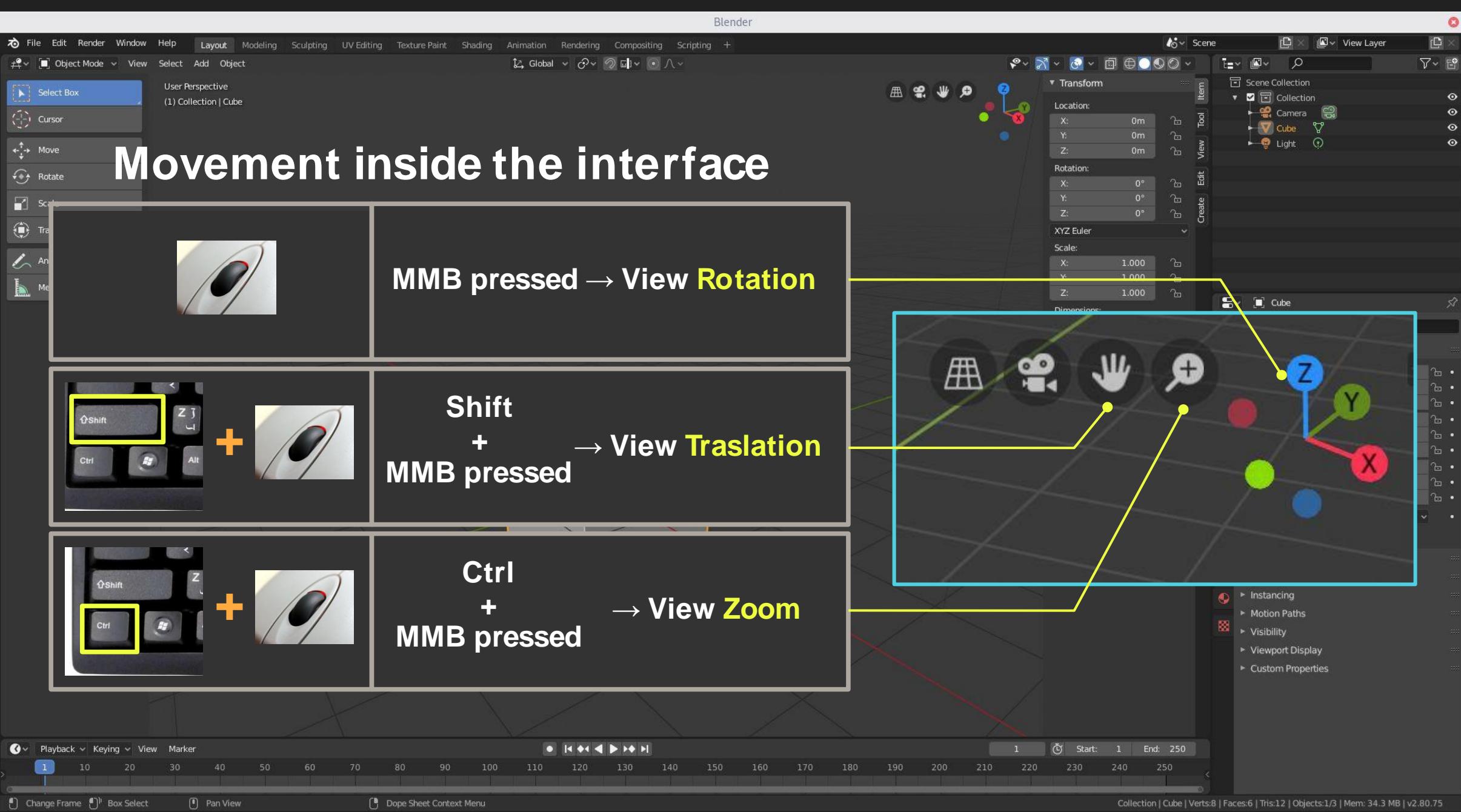
RMB: bottone destro del mouse

MMB: bottone centrale del mouse

Scroll MMB : Esegue lo zoom avanti e indietro

Shift + MMB : (Pan) Sposta su e giù , destra e sinistra

MMB: Ruota vista Ruota la vista attorno al punto di rotazione della vista



Tastierino 0: Commuta dalla vista 3D alla vista della Telecamera

Tastierino 1: Modifica la vista 3D in una vista frontale 3D

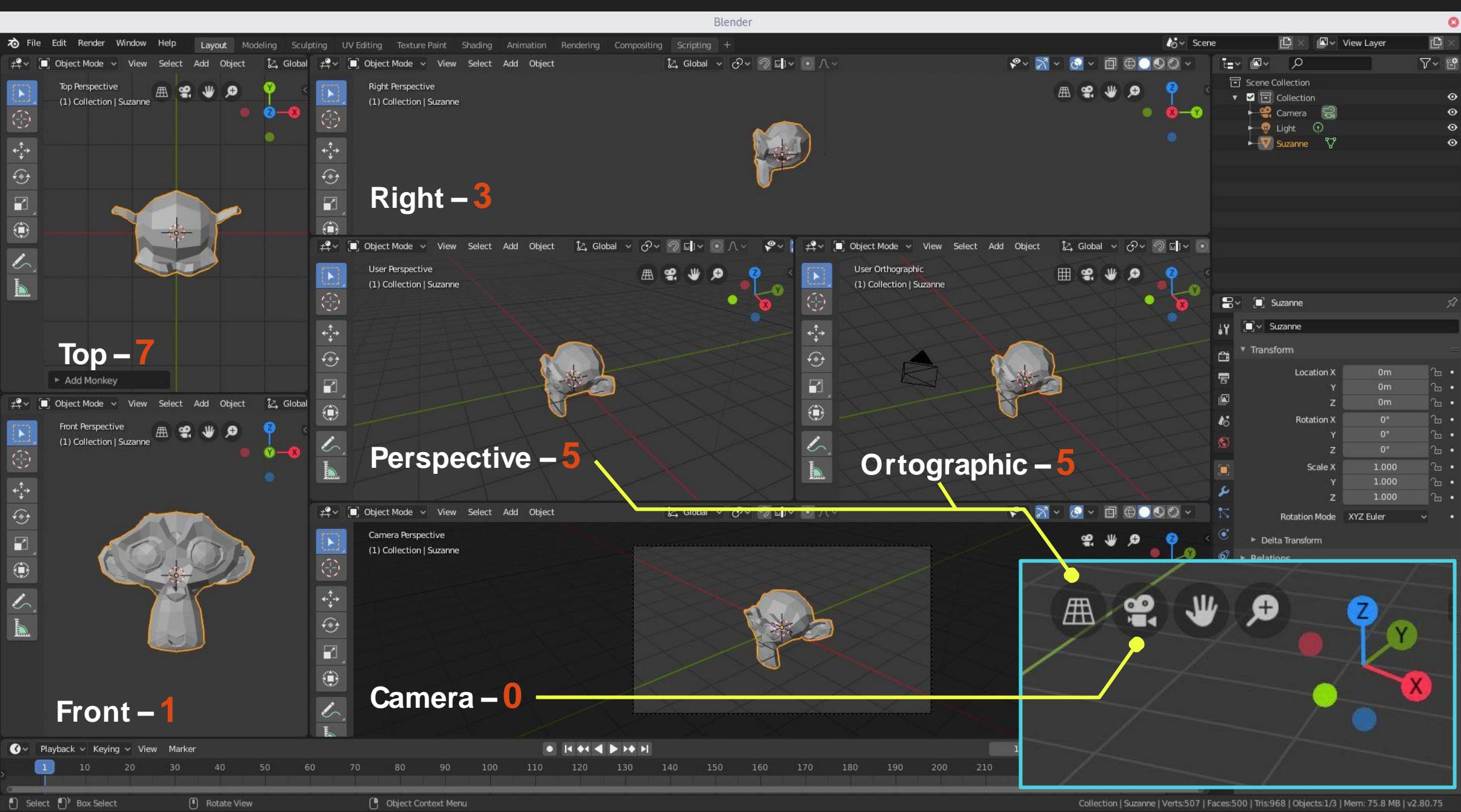
Tastierino 3: Vista laterale: Modifica la vista 3D in una vista laterale 3D

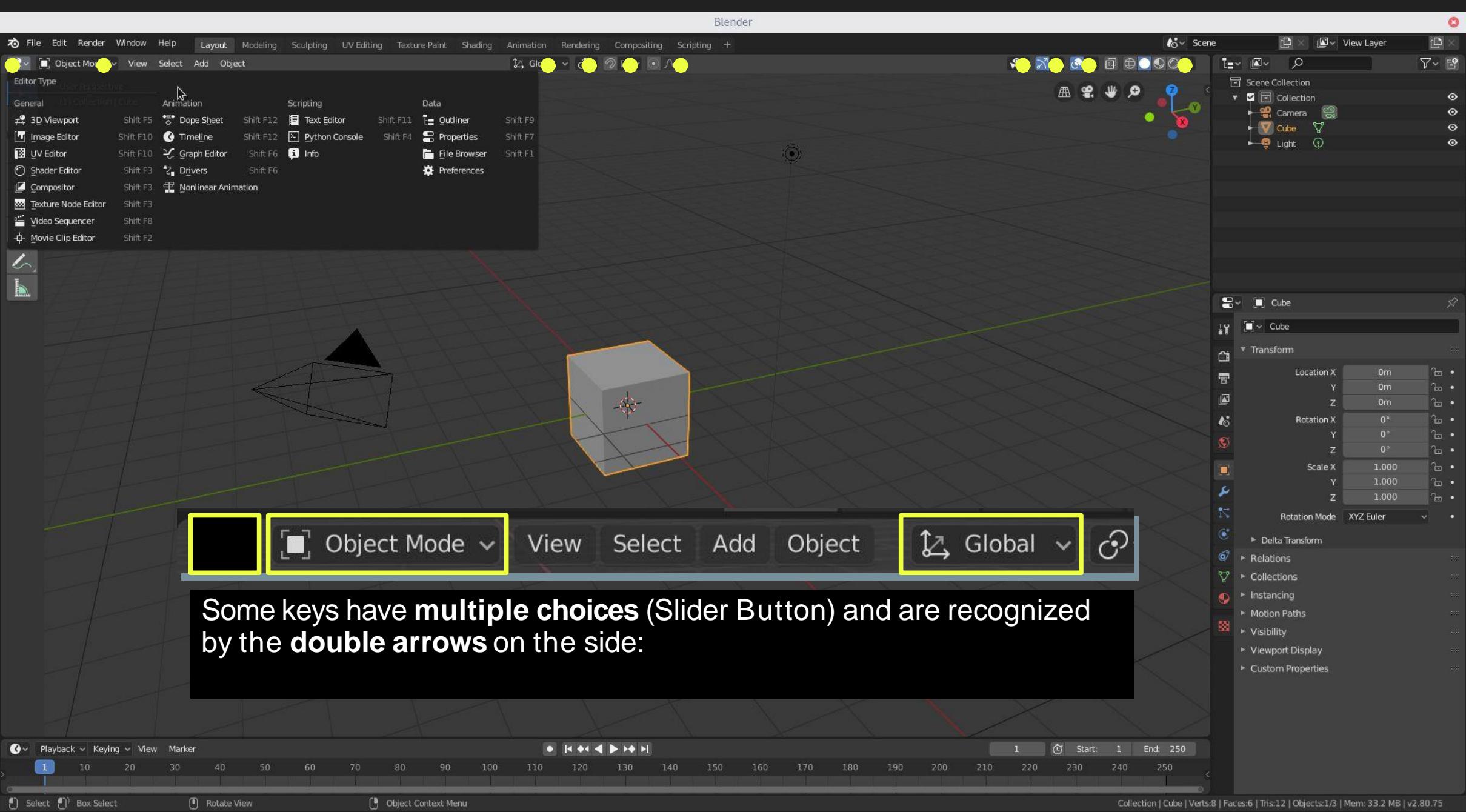
Tastierino 4: Ruota leggermente la vista corrente

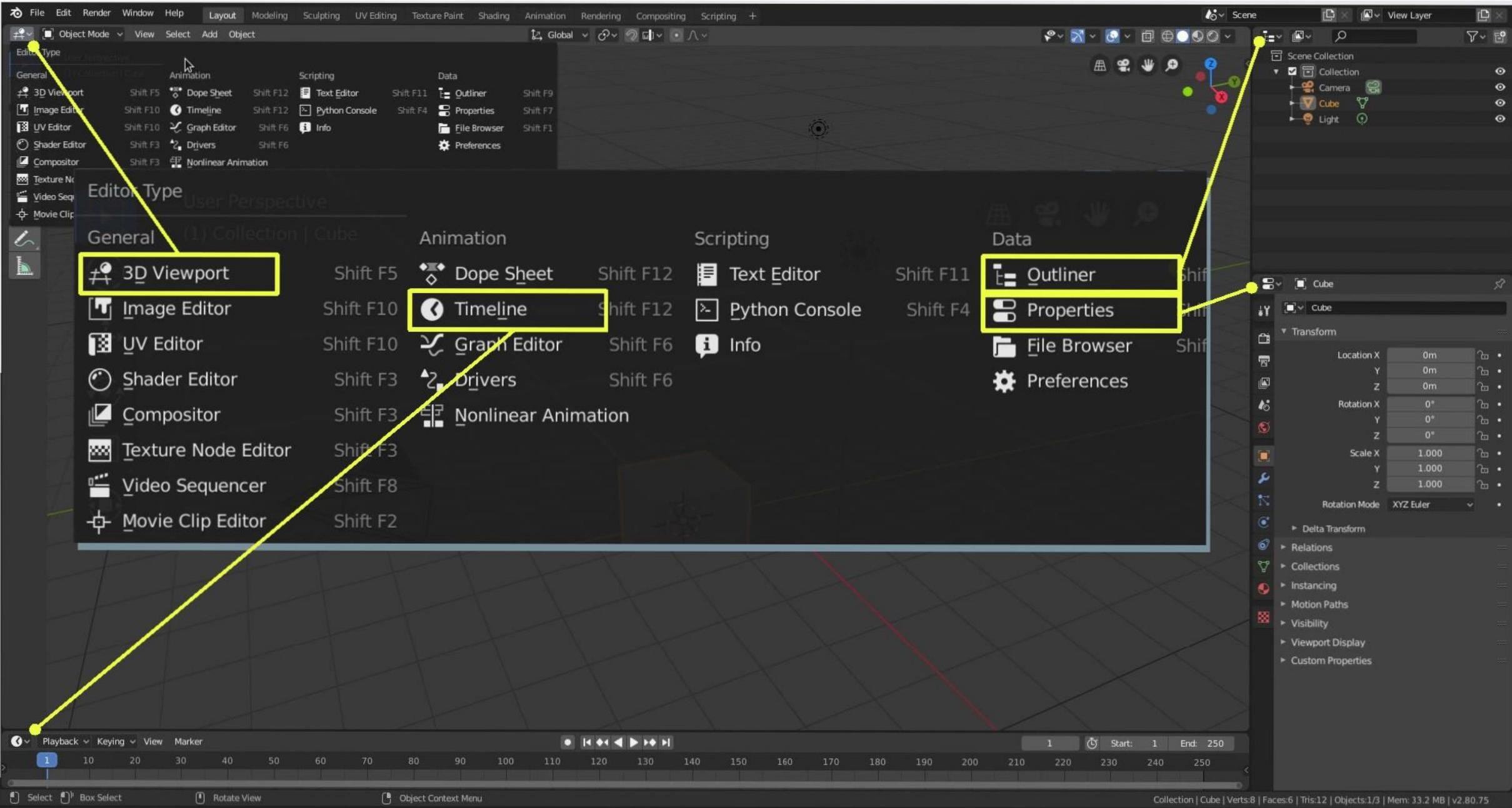
Tastierino 5: Vista prospettica Attiva/disattiva la vista prospettica

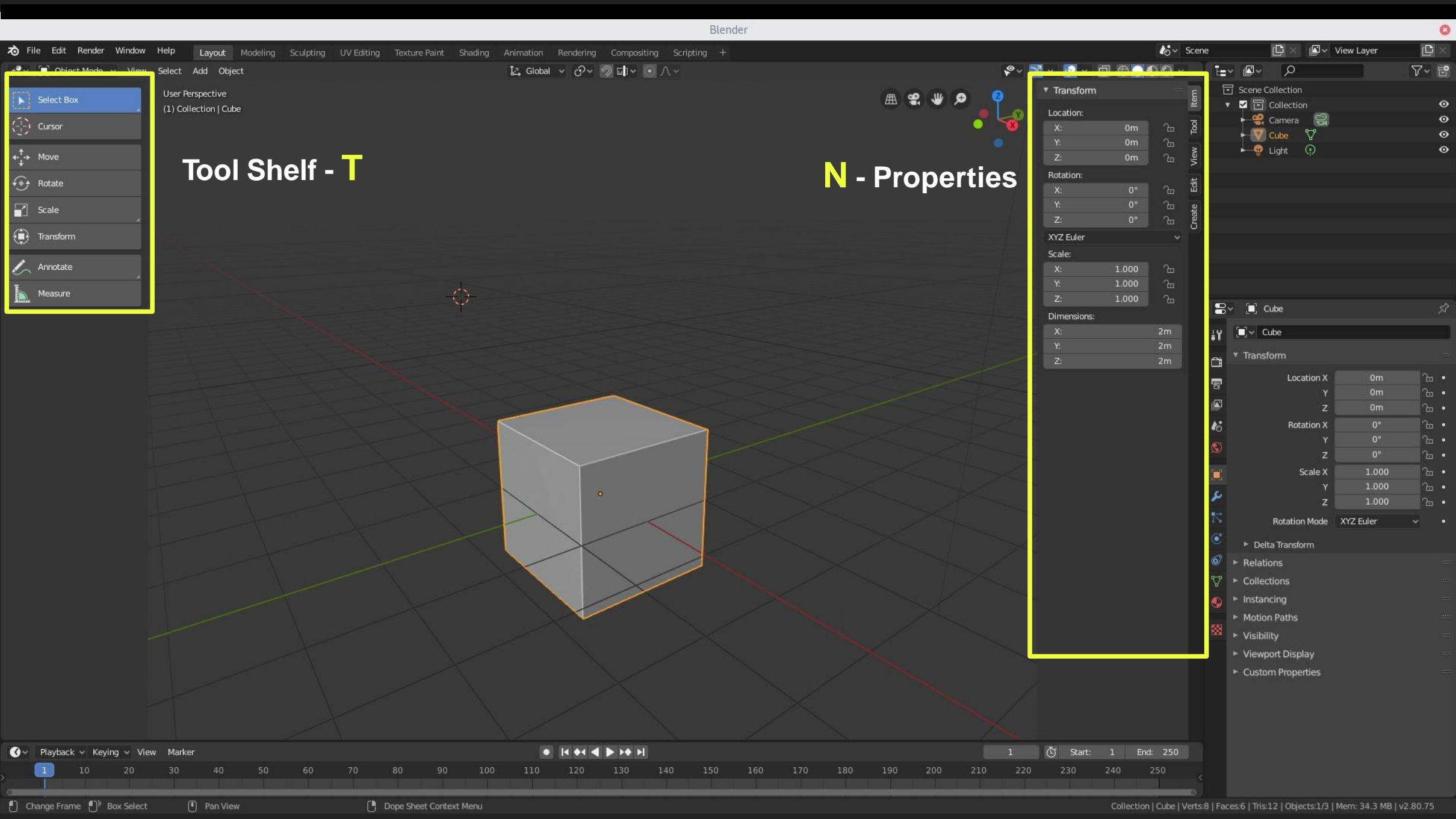
Tastierino 6 Ruota leggermente la vista corrente

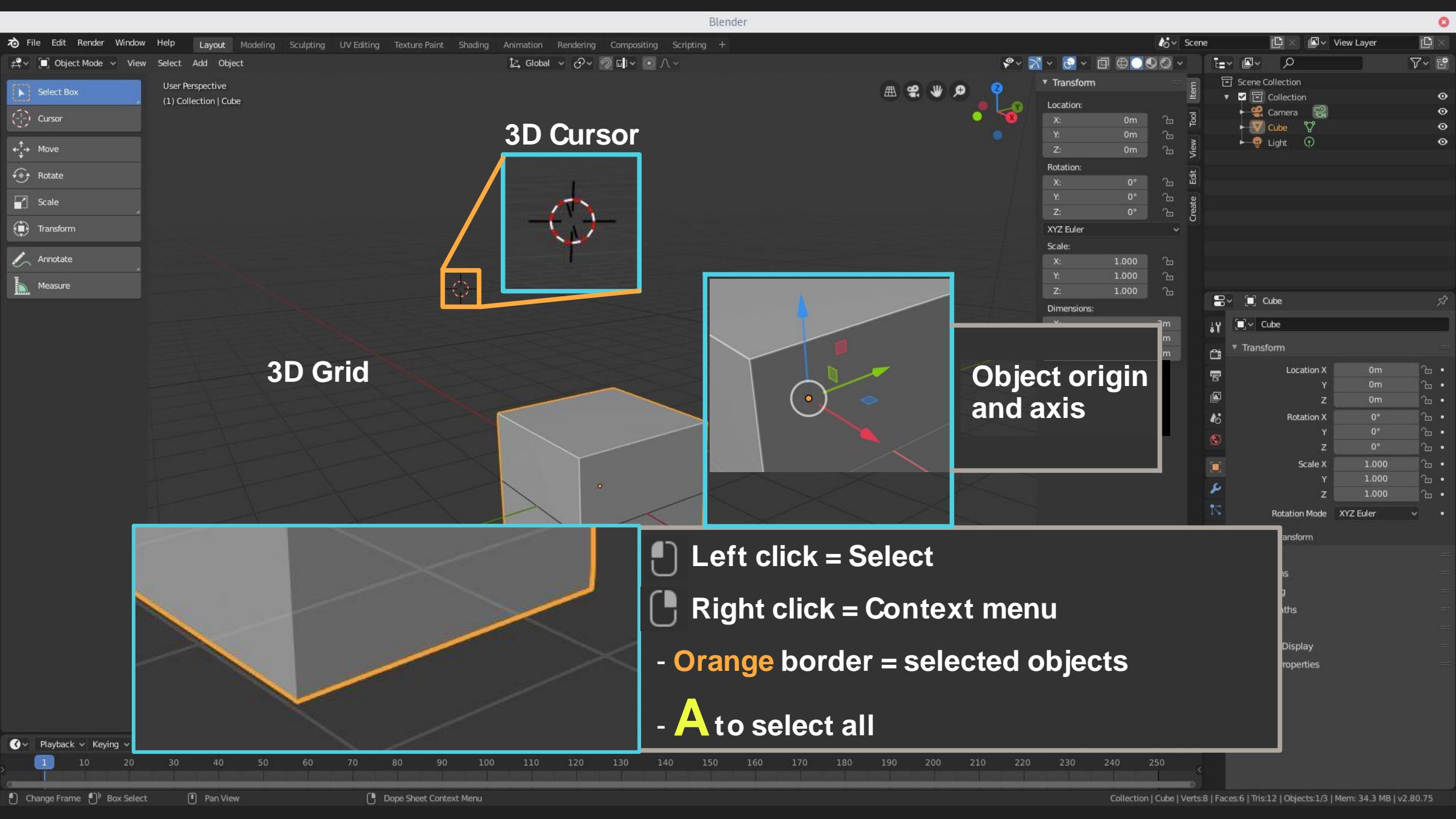
Tastierino 7: Modifica la vista 3D in una vista dall'alto 3D



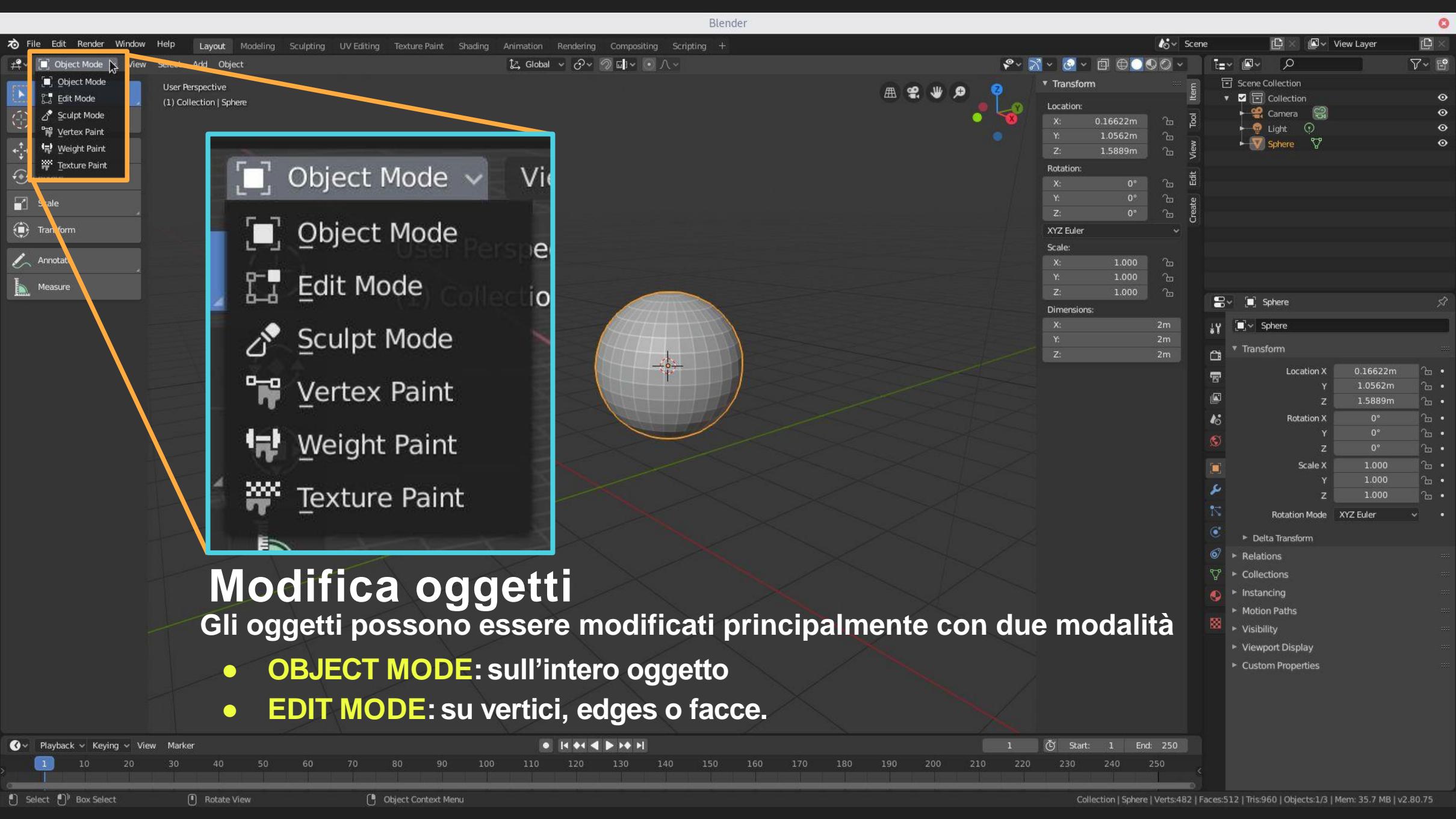












File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

User Perspective
(1) Collection | Sphere

Transform

Location:
X: 0.16622m
Y: 1.0562m
Z: 1.5889m

Rotation:
X: 0°
Y: 0°
Z: 0°

XYZ Euler

Scale:
X: 1.000
Y: 1.000
Z: 1.000

Dimensions:
X: 2m
Y: 2m
Z: 2m

Scene Collection

Collection

Camera

Light

Sphere

Annotate

Measure

Sphere

Transform

Location X: 0.16622m
Y: 1.0562m
Z: 1.5889m

Rotation X: 0°
Y: 0°
Z: 0°

Scale X: 1.000
Y: 1.000
Z: 1.000

Rotation Mode: XYZ Euler

► Delta Transform

► Relations

► Collections

► Instancing

► Motion Paths

► Visibility

► Viewport Display

► Custom Properties

Distruggere oggetti

Gli oggetti possono essere distrutti usando sue scorciatoie

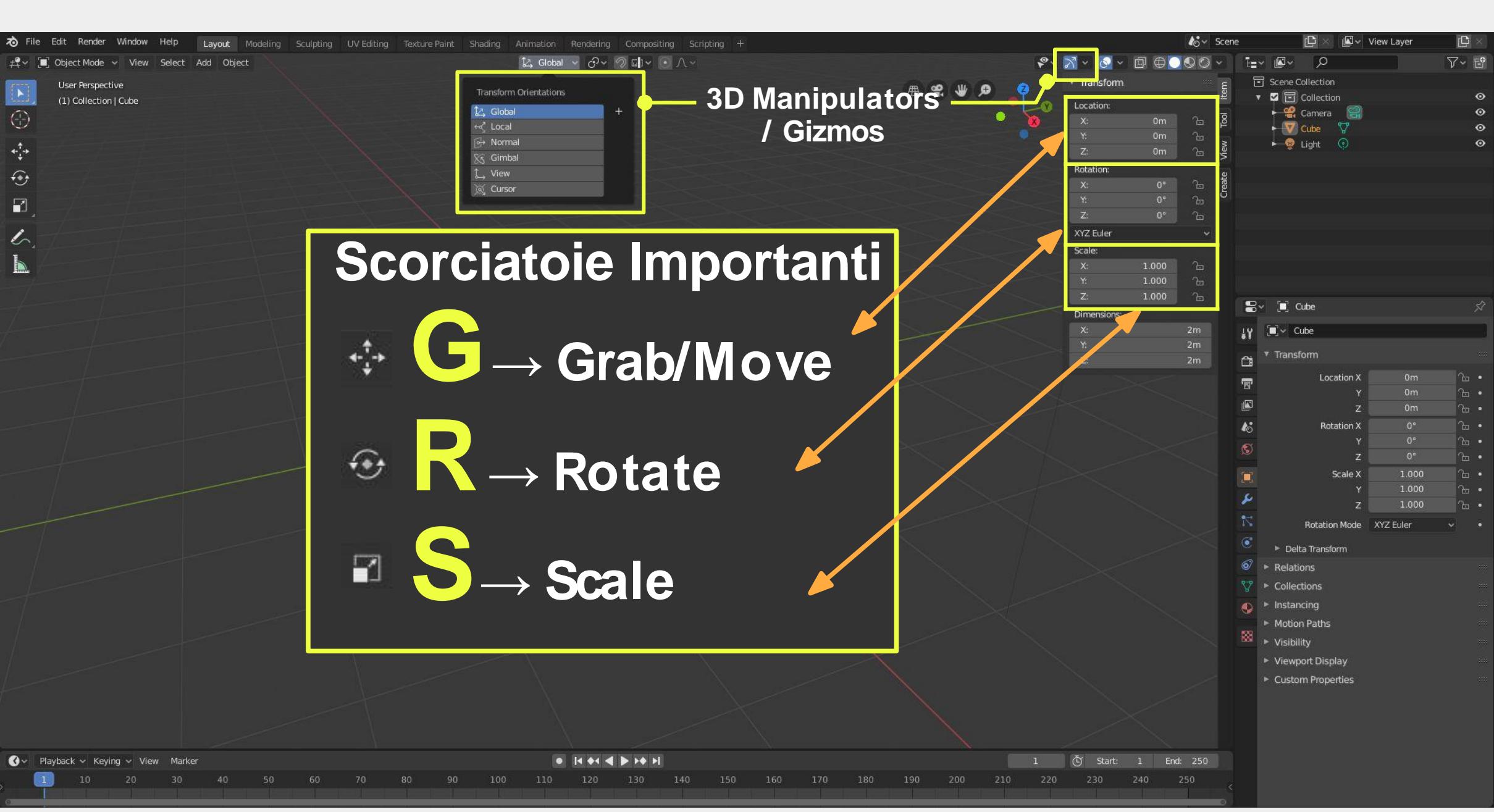
- CANC
- X

Playback Keying View Marker

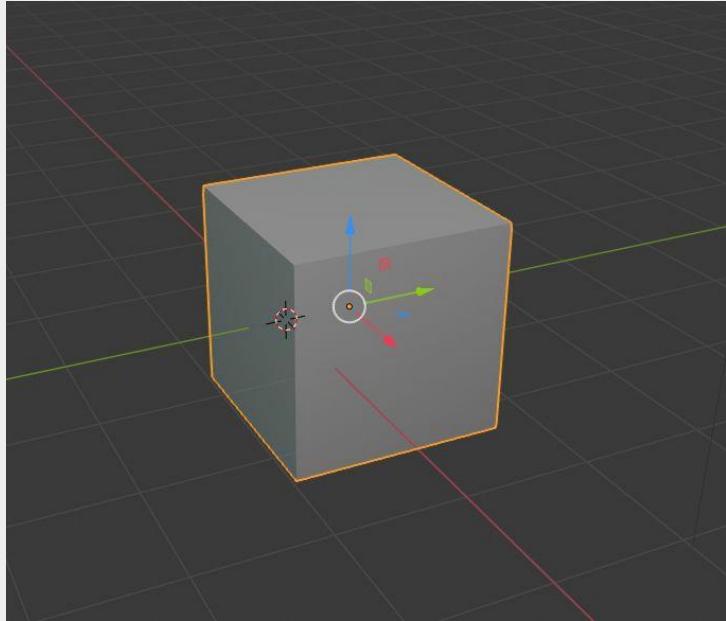
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

Start: 1 End: 250

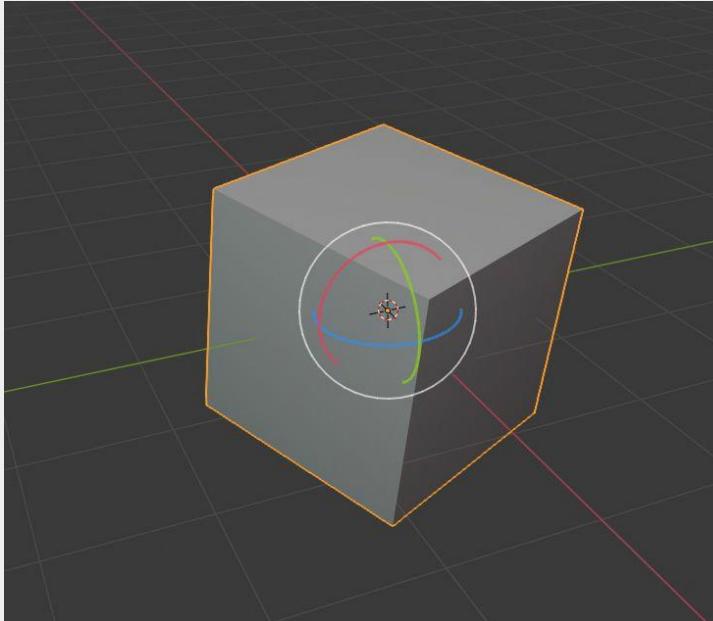
Collection | Sphere | Verts:482 | Faces:512 | Objects:1/3 | Mem: 35.7 MB | v2.80.75



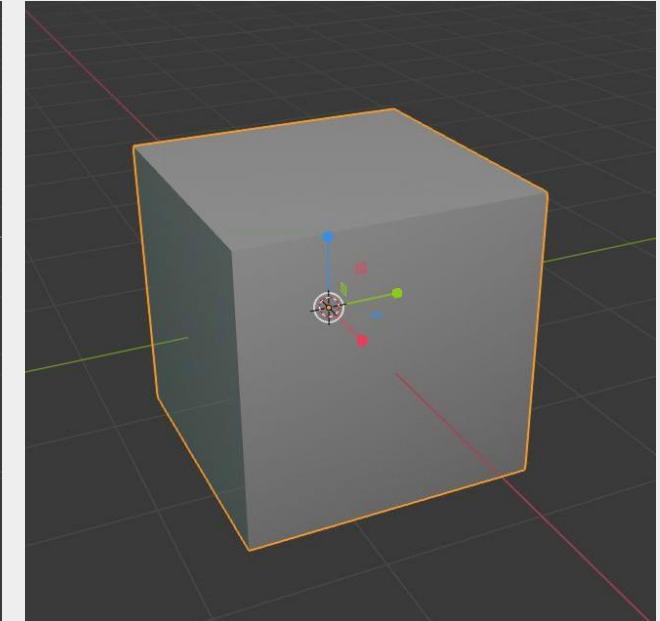
G → Grab/Move



R → Rotate



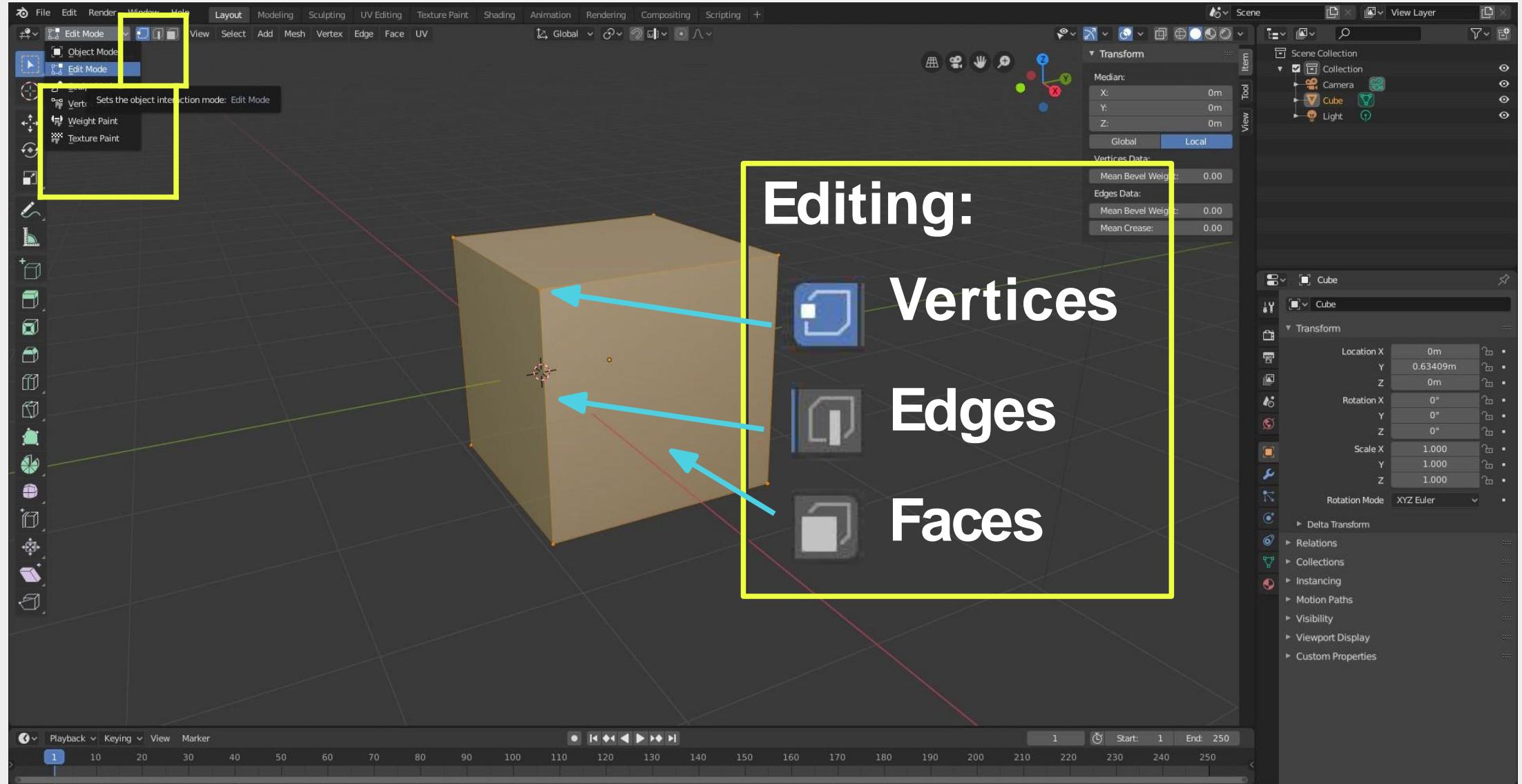
S → Scale



- Premere **G**,**o R oppure S**
- Muovere l'oggetto con il mouse
- Confermare con il tasto sinistro del mouse oppure con enter

O

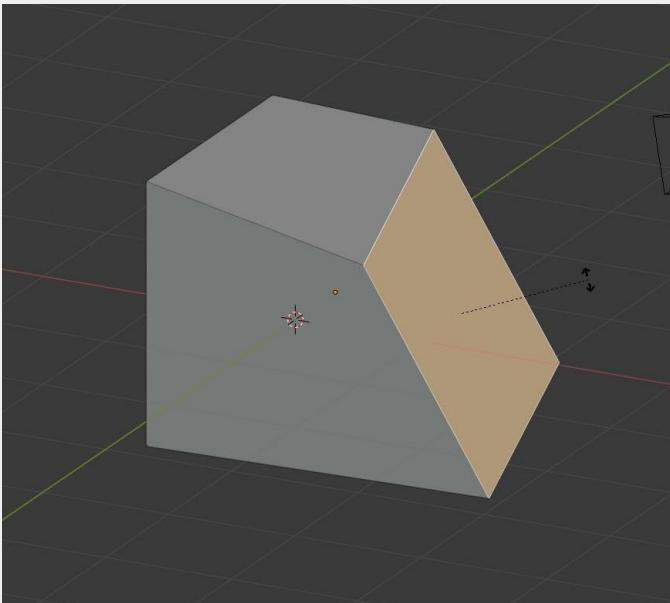
- Premere **G**,**o R oppure S**
- Inserire i valori da tastiera
- Confermare con il tasto sinistro del mouse oppure con enter



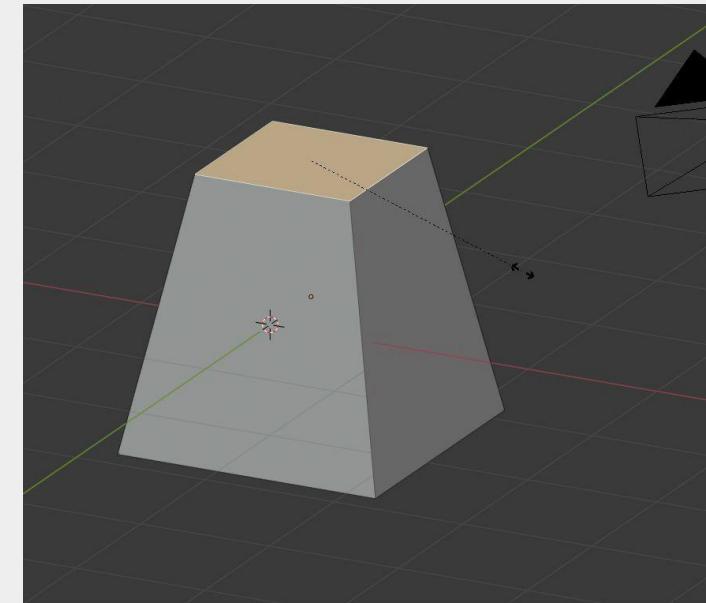
G → Grab/Move



R → Rotate



S → Scale



- Premere G,o R oppure S
- Muovere la mesh con il mouse
- Controllare le info
- Confermare con il tasto sinistro del mouse oppure con enter

O

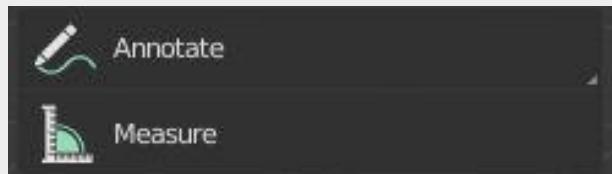
- Premere G,o R oppure S
- Inserire i valori con la tastiera
- Controllare le info
- Confermare con il tasto sinistro del mouse oppure con enter

STRUMENTI STANDARD PER LA MODELLAZIONE

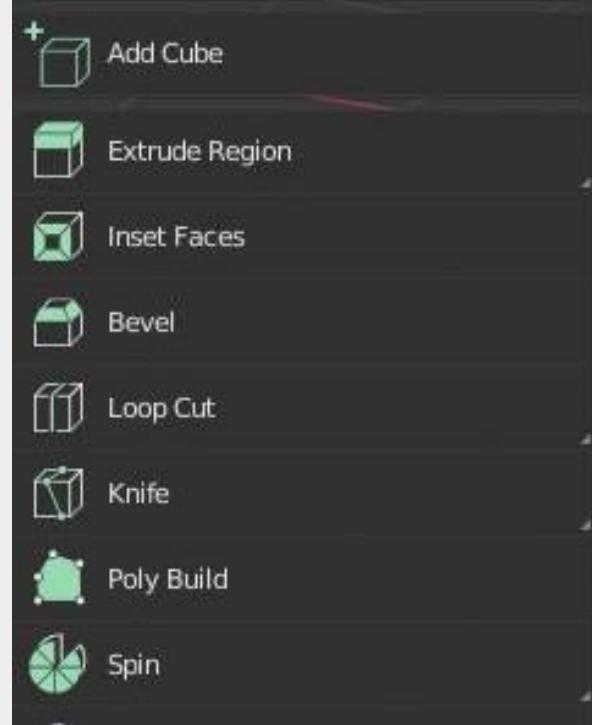
Tools per Trasformare



Helpers

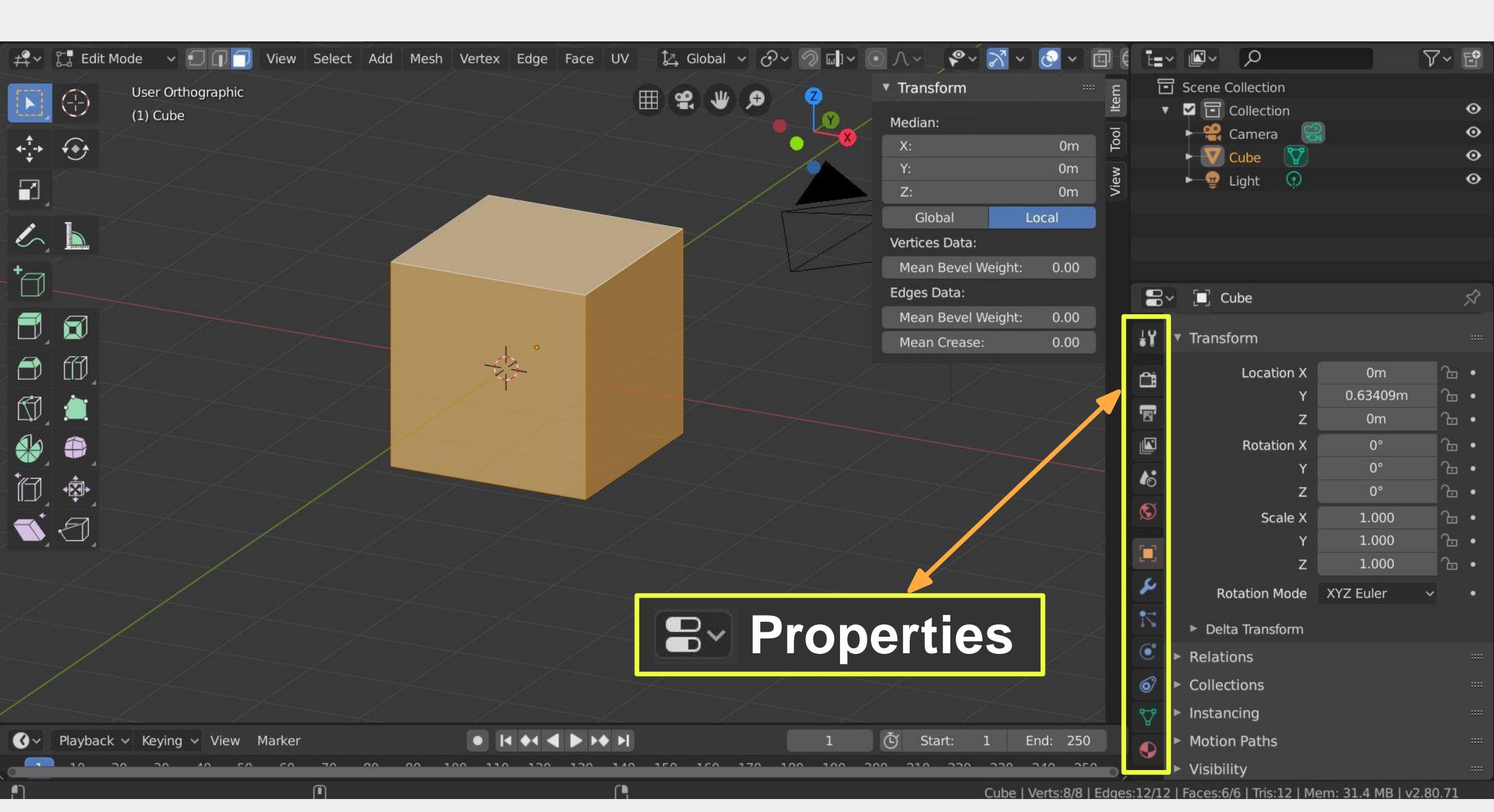


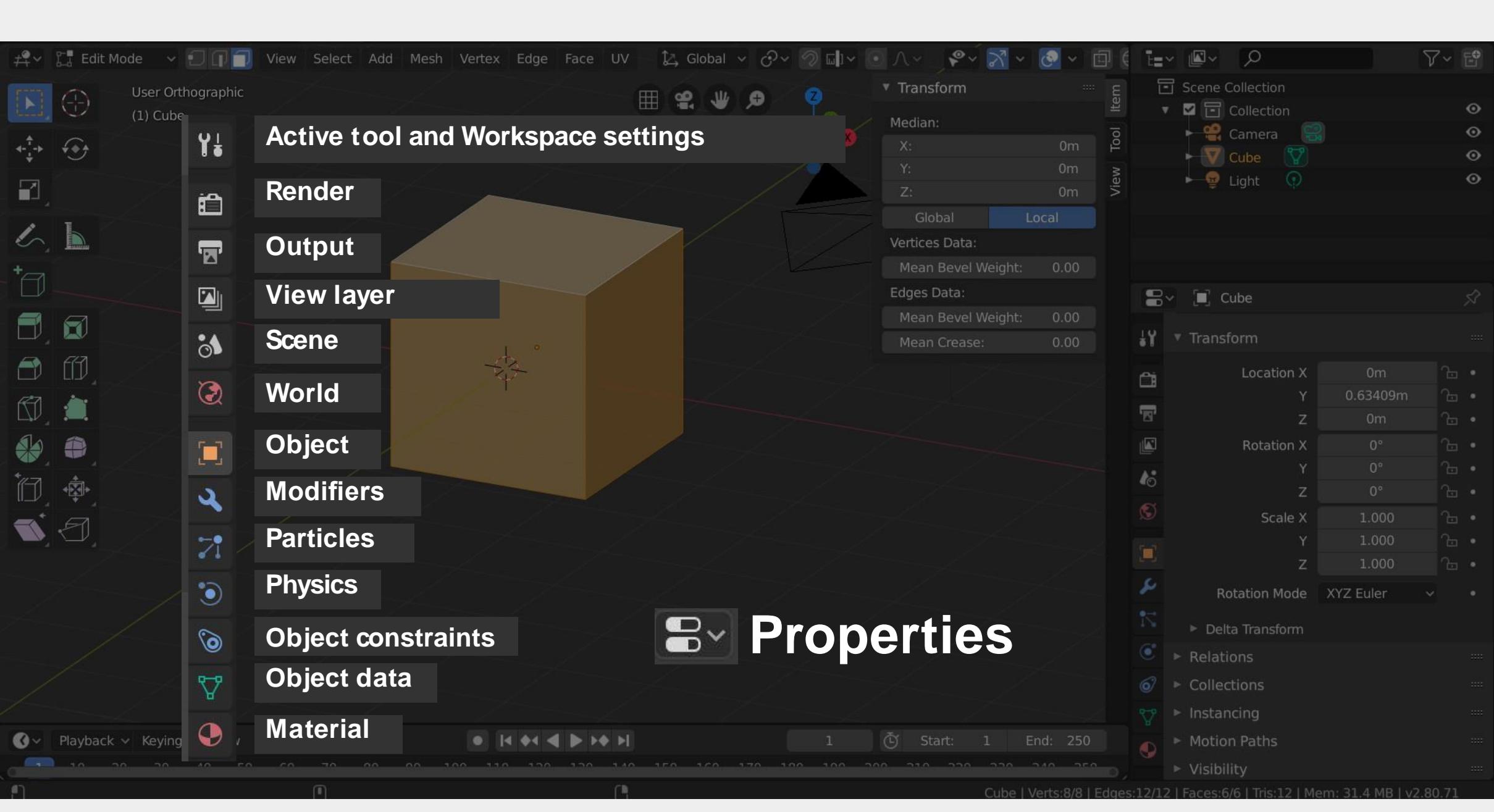
Tools per aggiungere geometria / raffinare

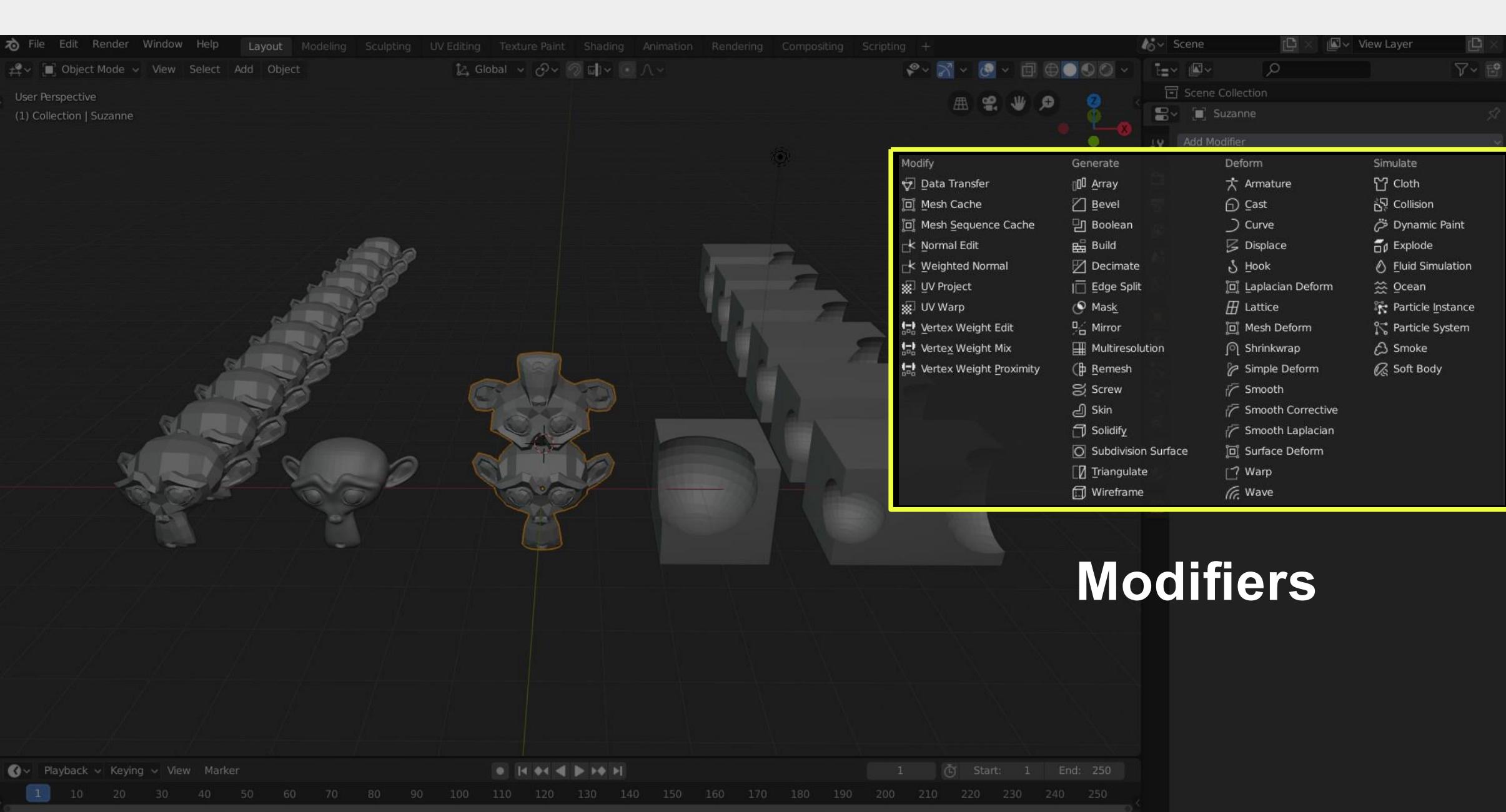


Tools per deformare la geometria

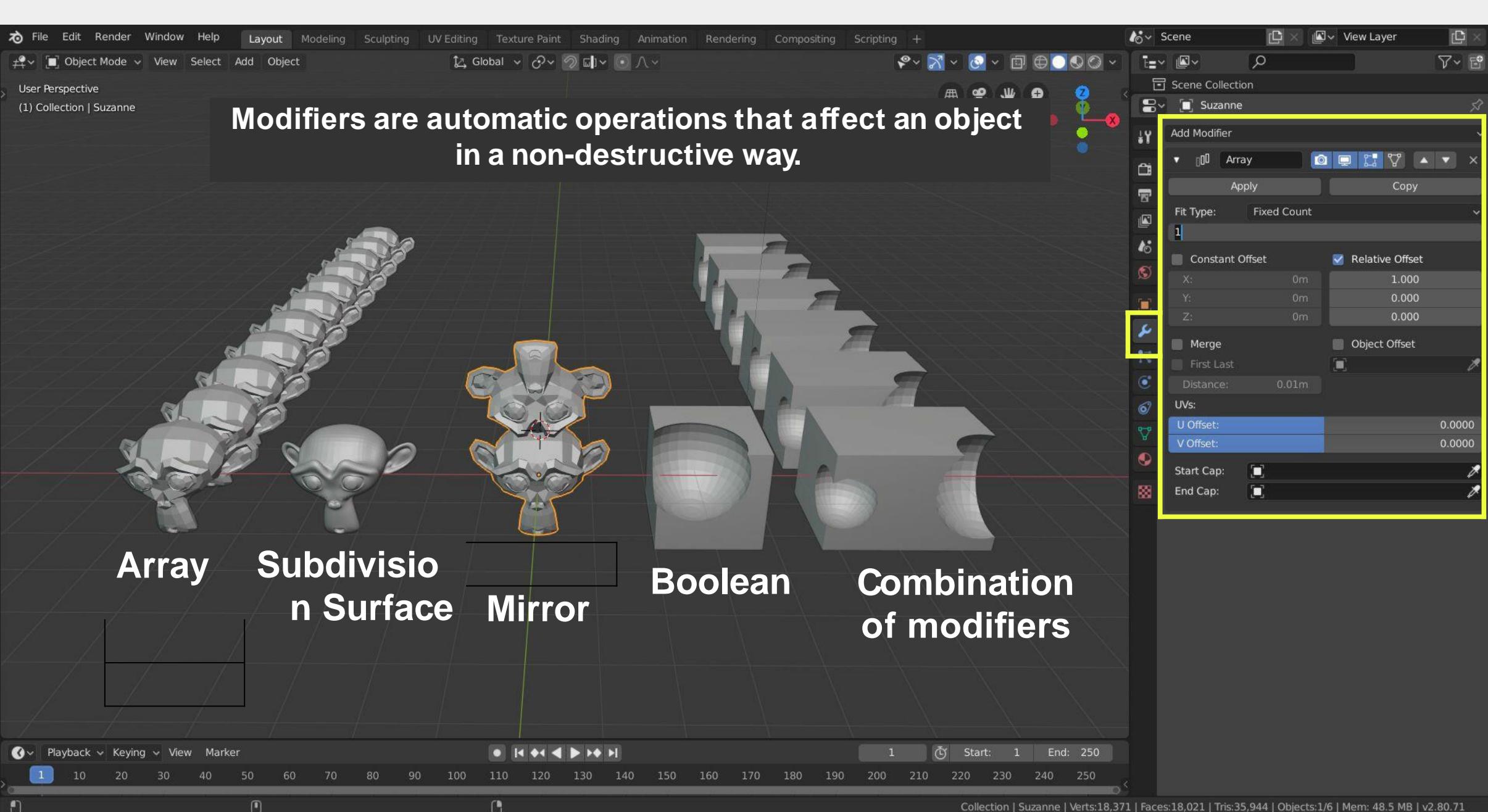








Modifiers



Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Front Perspective
(1) Collection | Suzanne.001

Object Mode View Select Add Object Global Object View Select Add Node Use Nodes Slot 1 Scimmia_2

Scene Collection Collection Camera Light Suzanne Suzanne.001

Suzanne.001 Scimmia_2

Scimmia_2 Surface

Use Nodes

Surface Principled BSDF

GGX Christensen-Burley

Base Color: Teal

Subsurface: 0.000

Subsurface Radius: 1.000

Subsurface Color: White

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.500

Anisotropic: 0.000

Anisotropic Rotation: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Transmission: 0.000

Transmission Roughness: 0.000

Emission: Black

Alpha: 1.000

Normal

Clearcoat Normal

Tangent

Material Output All

Surface

Volume

Displacement

Surface Principled BSDF

GGX Christensen-Burley

Base Color: Teal

Subsurface: 0.000

Subsurface Radius: 1.000

Subsurface Color: White

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.500

Anisotropic: 0.000

Anisotropic Rotation: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Transmission: 0.000

Transmission Roughness: 0.000

Emission: Black

Alpha: 1.000

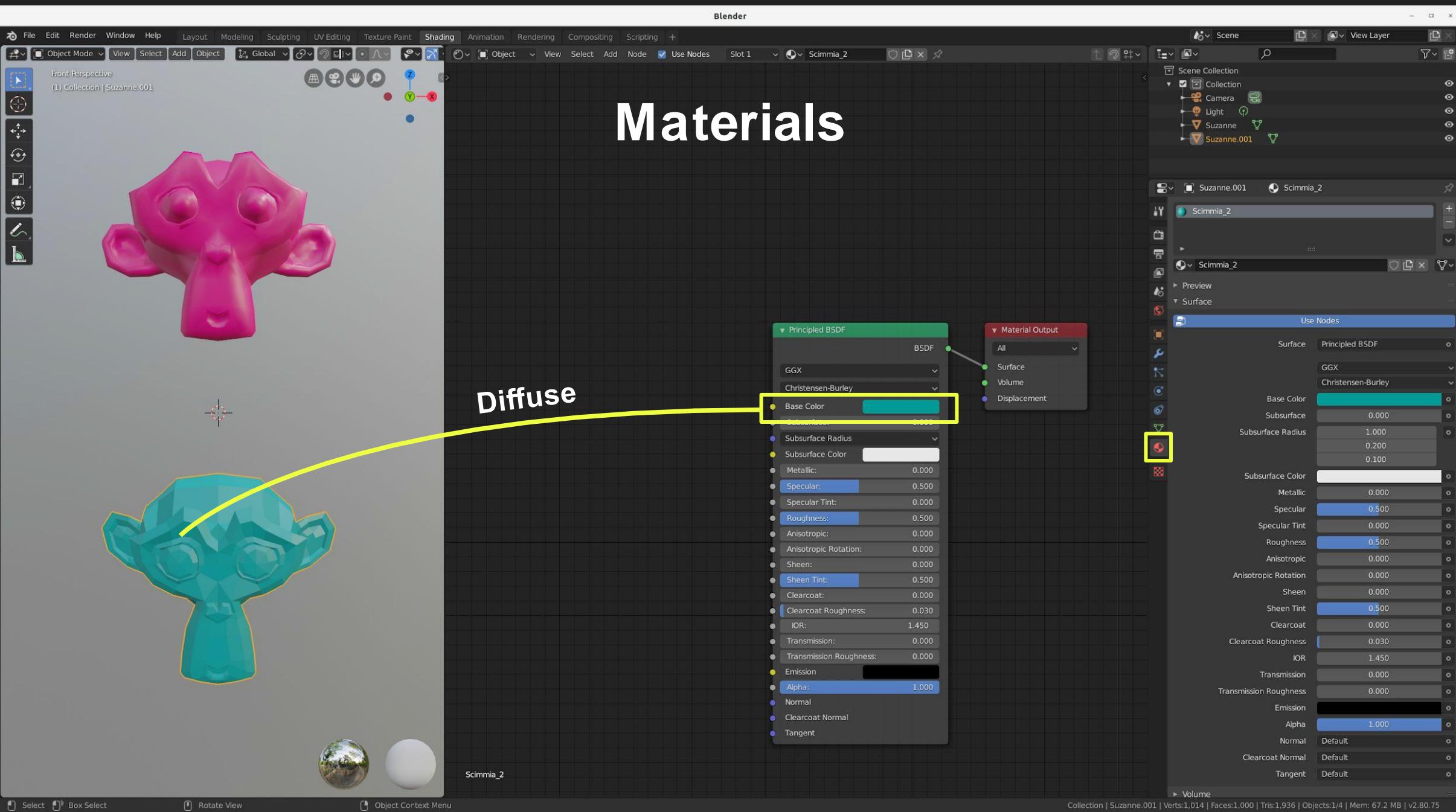
Normal

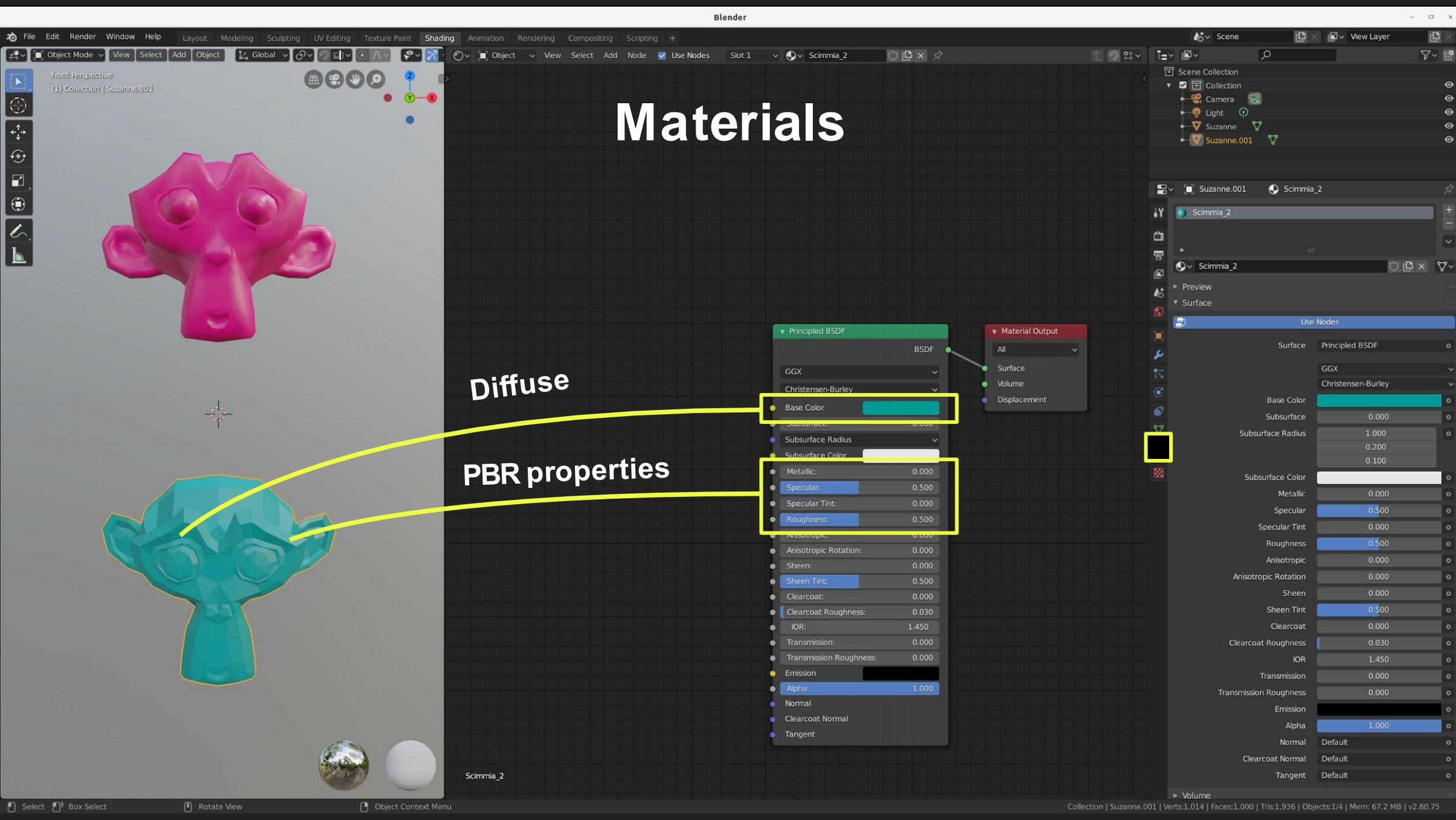
Clearcoat Normal

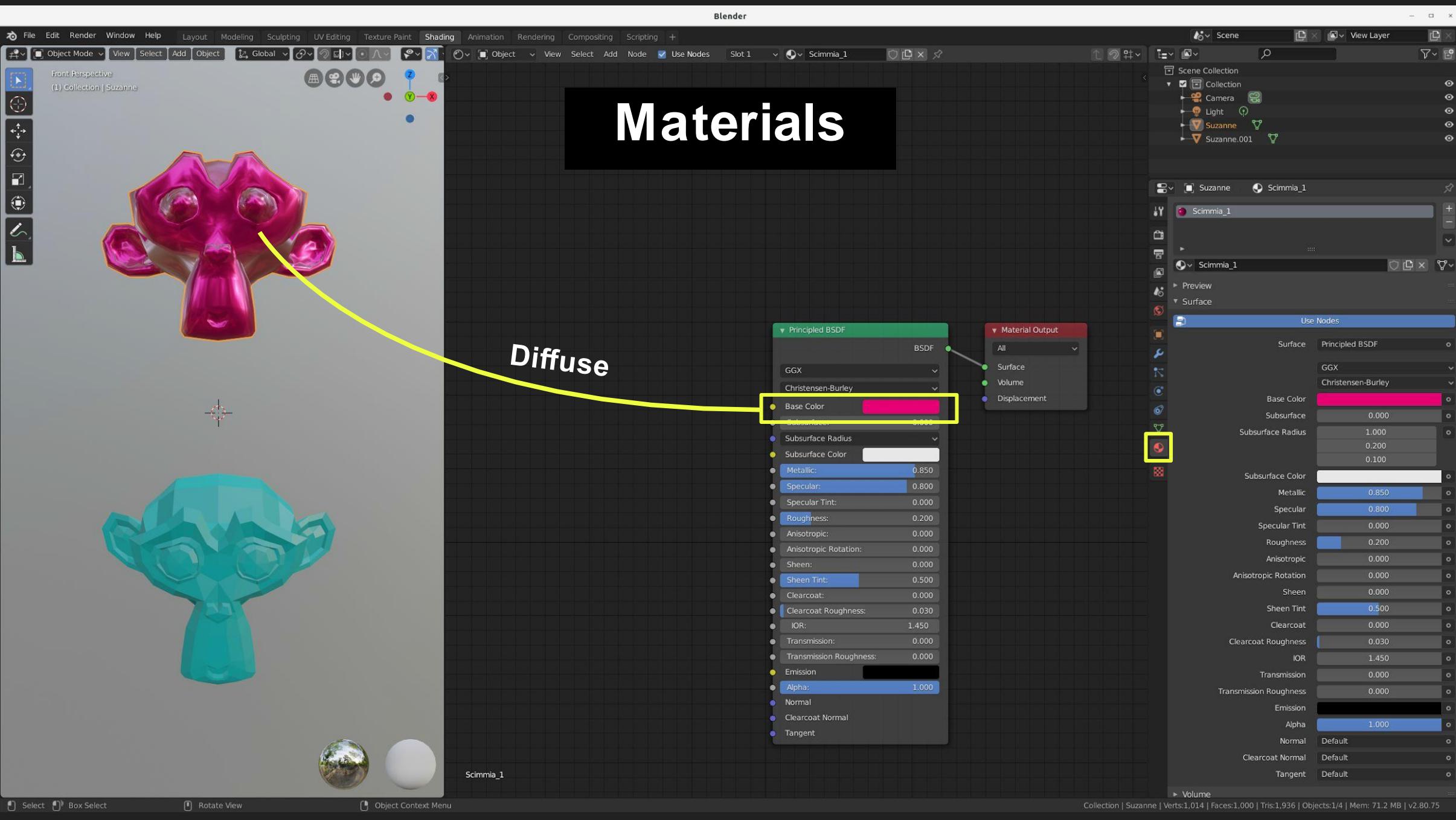
Tangent

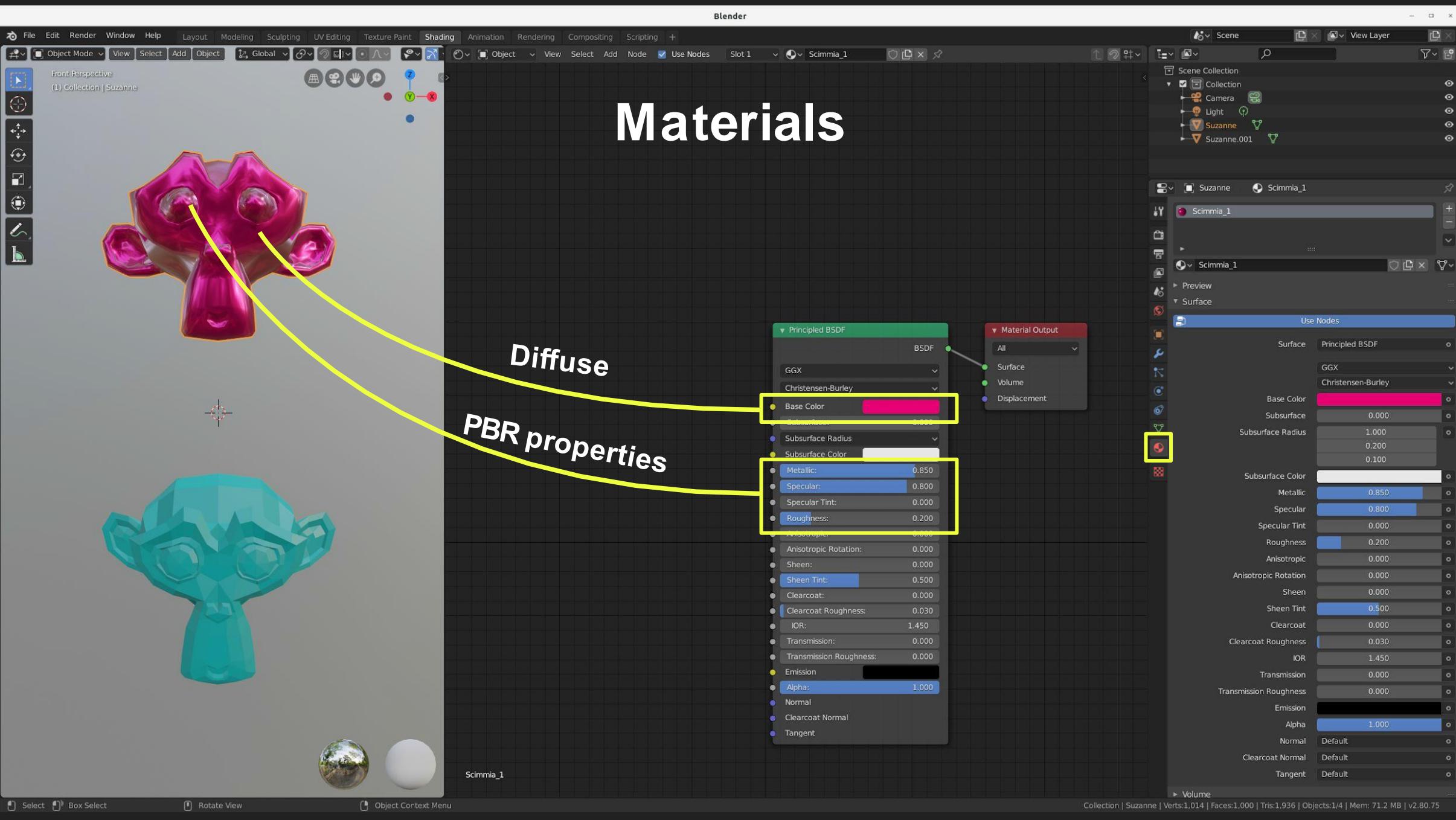
Volume

Collection | Suzanne.001 | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 67.2 MB | v2.80.75





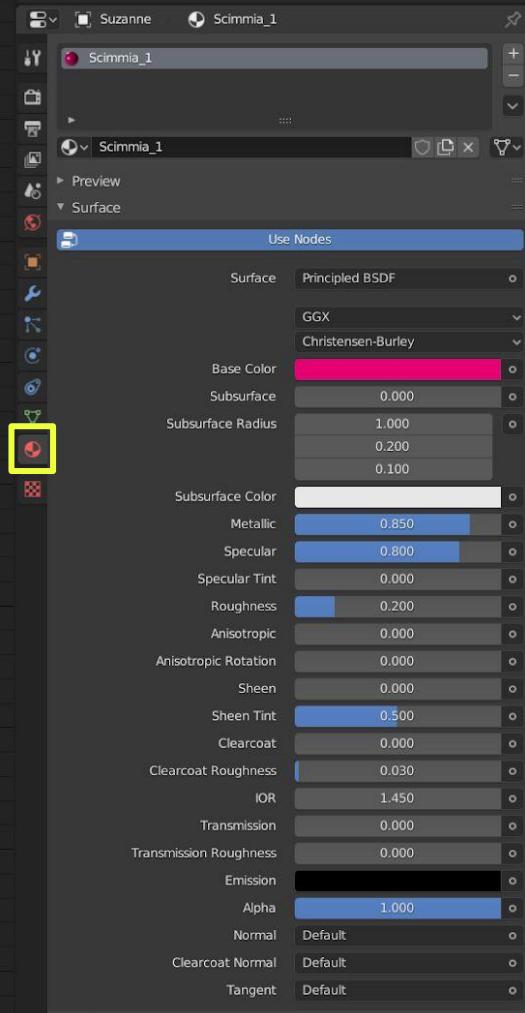
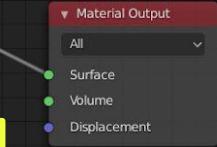
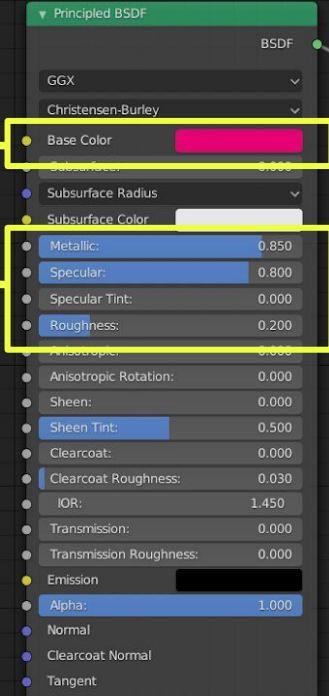


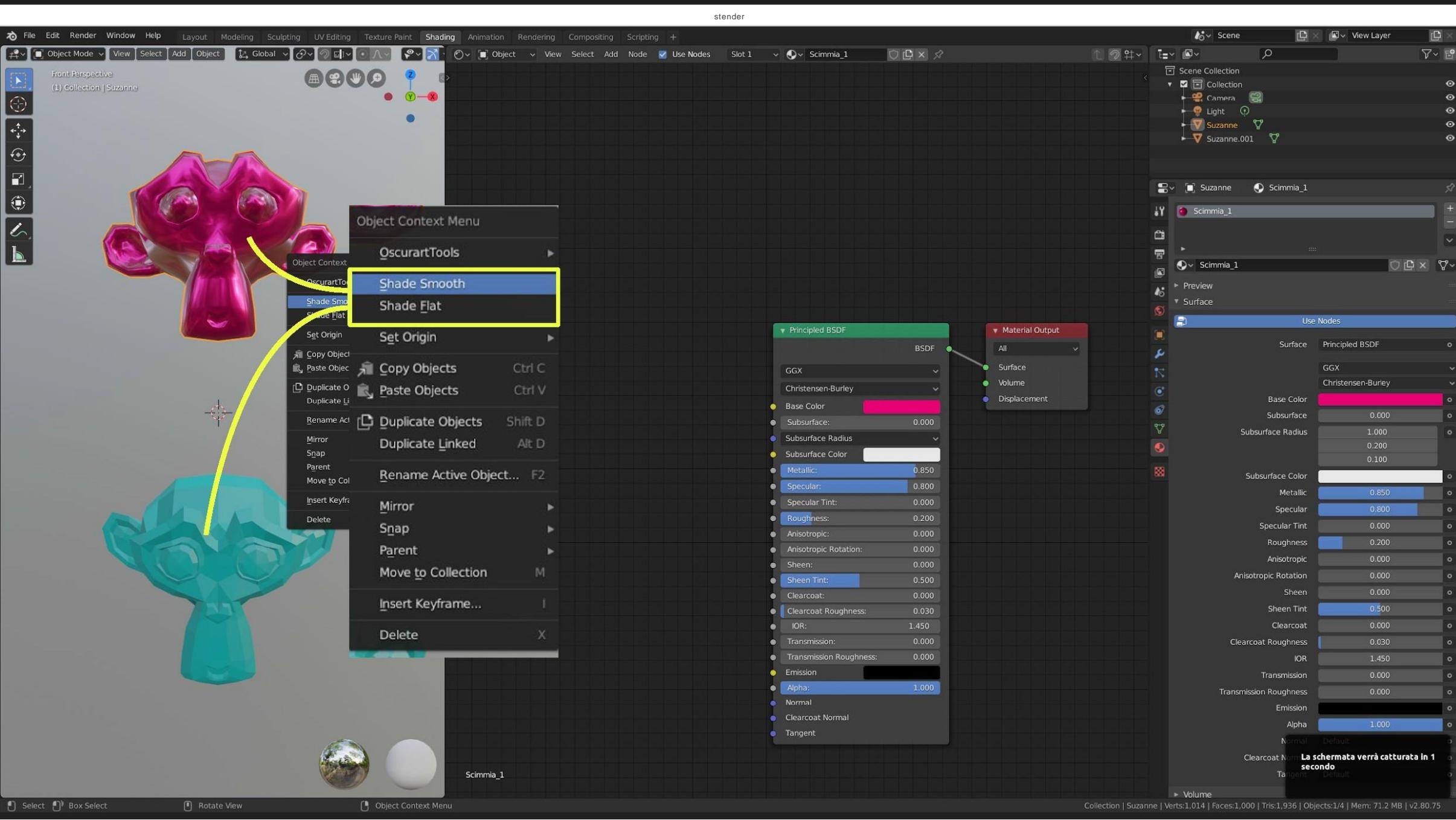


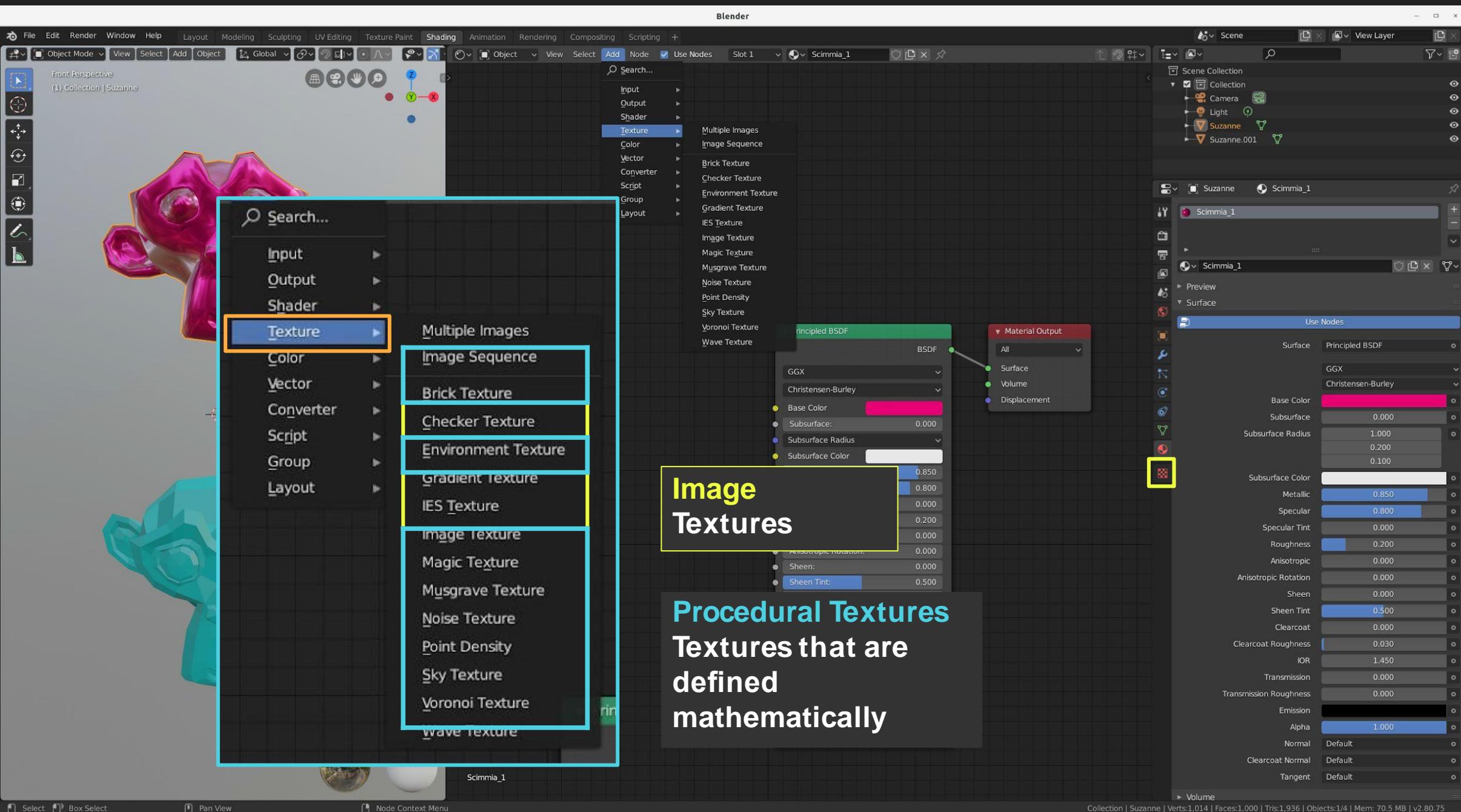
Materials

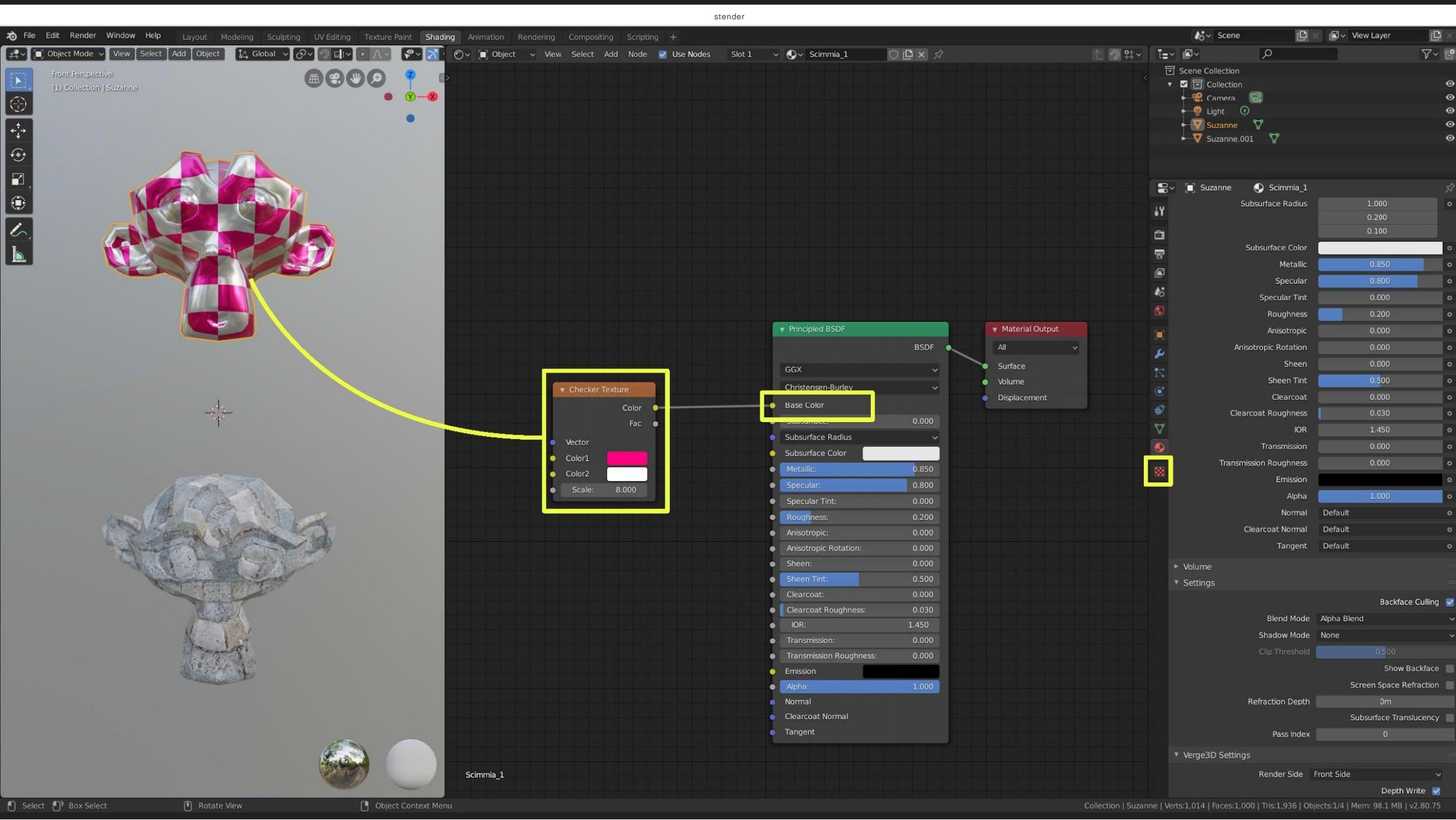
Diffuse

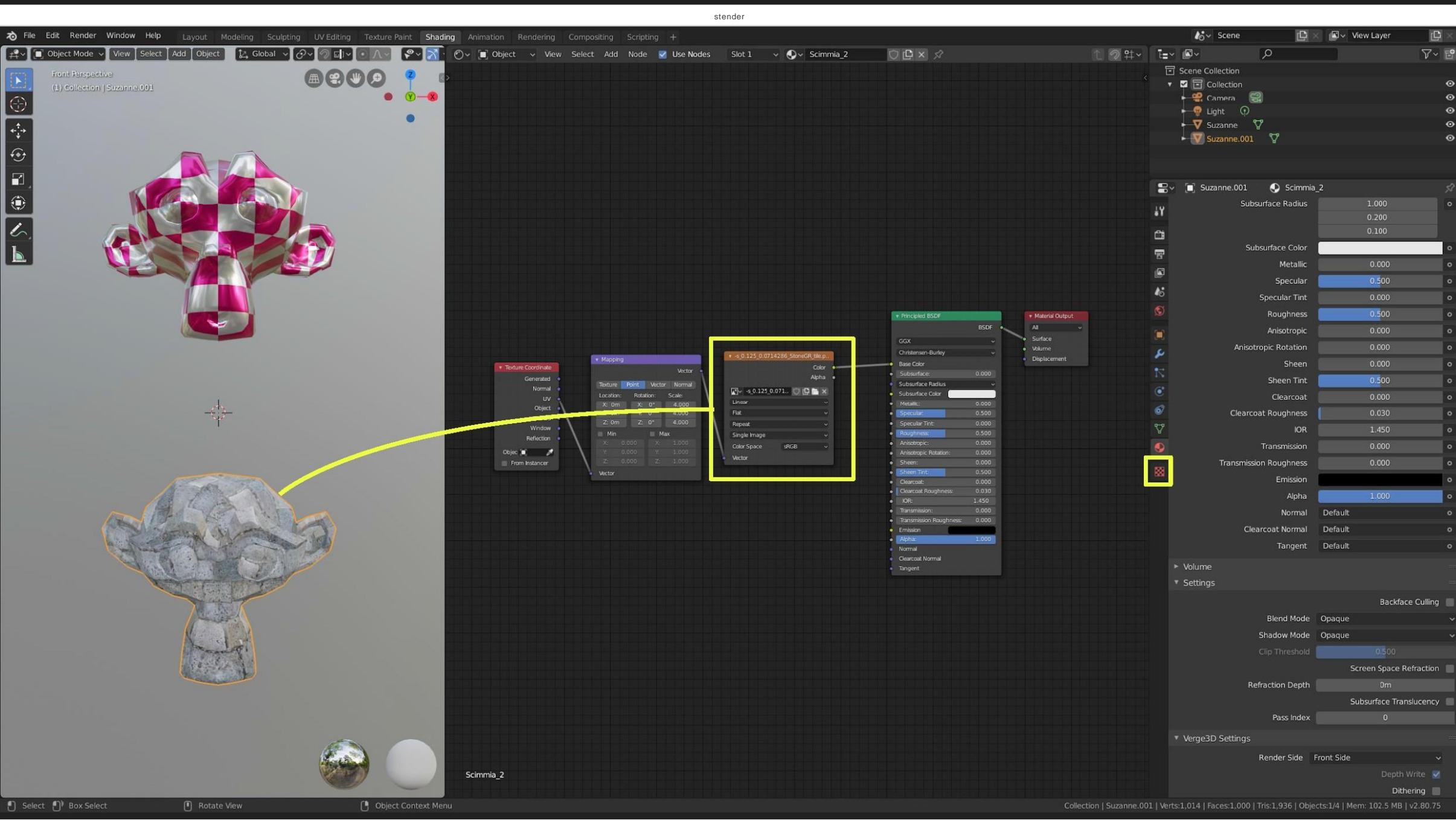
PBR properties











Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Front Perspective
(1) Collection | Suzanne

View Select Add Object Global View Select Add Node Use Nodes Slot 1 Scimmia_1

Scene Collection Collection Camera Light Suzanne Suzanne.001

Suzanne Scimmia_1 Subsurface Radius 1.000 0.200 0.100 Subsurface Color Metallic 0.850 Specular 0.800 Specular Tint Roughness Checker Texture Anisotropic Anisotropic Rotation Sheen 0.000 Sheen Tint 0.500 Clearcoat Clearcoat Roughness IOR 0.030 1.450 Transmission Transmission Roughness Emission Alpha 1.000 Normal Clearcoat Normal Default Tangent Default Backface Culling Blend Mode Alpha Blend Shadow Mode None Clip Threshold 0.500 Show Backface Screen Space Refraction Refraction Depth 0m Subsurface Translucency Pass Index 0 Verge3D Settings Render Side Front Side Depth Write

Shiny

Opaque

Principled BSDF

BSDF GGX Christensen-Burley

Base Color (Color Box)

Subsurface: 0.000

Subsurface Radius

Subsurface Color (Color Box)

Metallic: 0.850

Specular: 0.800

Specular Tint: 0.000

Roughness (Color Box)

Anisotropic: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Material Output All

Surface Volume Displacement

A texture affects the color of a material, they can also affect many of the other properties of a material.

Scimmia_1

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Render Result Slot 1 Composite Quick D-NOISE View Layer

Frame:1 | Time:00:00 181.53M

Render / Output

Collection Camera Light Suzanne

Scene Collection Camera Light Suzanne

Dimensions Resolution X 1920 px Y 1080 px % 100% Aspect X 1.000 Y 1.000 Render Region Crop to Render Region Frame Start 1 End 250 Step 1 Frame Rate 24 fps

Time Remapping

Stereoscopy

Output /tmp/ Overwrite Placeholders File Extensions Cache Result File Format PNG Color BW RGB RGBA Color Depth 8 16 Compression 15%

Metadata Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

Render Result Slot 1 Composite Quick D-NOISE

Scene Collection Collection Camera Light Suzanne

Scene Dimensions Resolution X 1920 px Y 1080 px % 100% Aspect X 1.000 Y 1.000 Render Region Crop to Render Region

Frame Start 1 End 250 Step 1 Frame Rate 24 fps

Time Remapping

Stereoscopy

Output /tmp/ Overwrite File Extensions File Format PNG Color BW RGB RGBA Placeholders Cache Result Color Depth 8 16 Compression 15%

Metadata Post Processing

Change Frame Pan View Sample Color

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Render buttons

Render / Output

The screenshot shows the Blender interface with a focus on the Render tab. A yellow box highlights the 'Render' menu in the top bar. The main workspace displays two 3D models of stylized animal heads. The left side of the screen has various toolbars and panels for editing and rendering. The right side features the Render properties panel, which is currently set to render the 'Suzanne' object in the scene collection at a resolution of 1920x1080 pixels. The output path is set to '/tmp/' with options for Overwrite and File Extensions checked. The file format is set to PNG.

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

Render buttons

Render / Output

Image Resolution
Animation properties

Dimensions

- Resolution X: 1920 px
- Y: 1080 px
- %: 100% (highlighted)
- Aspect X: 1.000
- Y: 1.000
- Render Region
- Crop to Render Region: checked
- Frame Start: 1
- End: 250
- Step: 1
- Frame Rate: 24 fps

Output

- /tmp/
- Overwrite: checked
- Placeholders: checked
- File Extensions: checked
- Cache Result: checked
- File Format: PNG
- Color: BW (disabled), RGB (disabled), RGBA (selected)
- Color Depth: 8 (highlighted), 16
- Compression: 15%

Metadata

Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

The image shows the Blender 2.80 interface. A yellow box highlights the 'Render' button in the top menu bar. Another yellow box highlights the 'Dimensions' section in the Render properties panel on the right, which includes fields for Resolution (X: 1920 px, Y: 1080 px, %: 100%), Aspect (X: 1.000, Y: 1.000), and Frame Rate (24 fps). The Dimensions section is expanded, showing options like Time Remapping, Stereoscopy, and Output settings for saving files to '/tmp/'. The Output section includes Overwrite, File Extensions, Cache Result, and file format options (File Format: PNG, Color: BW, RGB, RGBA, Color Depth: 8, 16, Compression: 15%). The main 3D Viewport shows two versions of a character model: one with a red reflective material and one with a blue-grey stone-like material.

Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Frame:1 | Time: 00:00:00.000 | 81.53M

Render buttons

Render / Output

Image Resolution
Animation properties

Output path

File format

Dimensions

Resolution X	1920 px
Y	1080 px
%	100%
Aspect X	1.000
Y	1.000
Render Region	[]
Crop to Render Region	<input checked="" type="checkbox"/>

Frame Start: 1
End: 250
Step: 1
Frame Rate: 24 fps

Output

/tmp/
Overwrite Placeholders
File Extensions Cache Result
File Format: PNG
Color: BW RGB RGBA
Color Depth: 8 16
Compression: 15%

Metadata Post Processing

Change Frame Pan View Sample Color

Collection | Camera | Verts:1,014 | Faces:1,000 | Tris:1,936 | Objects:1/4 | Mem: 189.4 MB | v2.80.75

The image shows the Blender 2.80 interface with several key areas highlighted by yellow boxes:

- Render buttons:** A vertical menu on the left under the "Render" tab containing options like "Render Image", "Render Animation", "View Render", "View Animation", "Display Mode", and "Lock Interface".
- Dimensions:** A panel on the right showing resolution settings (1920x1080 at 100%), aspect ratio (1.000), frame range (1-250), and frame rate (24 fps).
- Output:** A panel on the right showing the output path (/tmp/), file format (PNG), color depth (8), and compression (15%). It also includes options for Overwrite, File Extensions, Placeholders, and Cache Result.

Two 3D models are visible in the background: a stylized red dog head and a textured blue dog head. The main workspace shows a large text overlay "Render / Output" and "Image Resolution Animation properties".

Blender Render

View View Image

Render Result

Slot 1 View Layer Combined

Frame:1 | Time:00:01.53 | Mem:91.22M (Peak 134.30M)

