<u>Blender Critique (step 5):</u>

Blender is a free and open source 3D creation suite developed by the Blender Foundation. It contains support for 3D modeling, rigging, animation, simulation, rendering, compositing and video editing. Among its many capabilities, it offers easy to use video importing, basic media editing tools such as clipping, scrubbing, splicing, or playback, and has an efficient system for exporting the final product. These tools are provided to the user, irrespective of capabilities or skill levels, with a KLM score of 57.5 seconds to access any of the main media alteration capabilities.

The main deficiency blender has is its complex nature. Since it has such a broad scope of features, many of the tools it has available are completely unnecessary to the average user, especially users new to the media development field. If we are to assume a user is using blender for only its video editing capabilities, which is the approach we took in this critique, the multiple extra features tend to unnecessarily complicate operations. For instance, the tab above the video output settings contains the settings for the lighting engine used in 3D rendering. Users who are new or only have simple tasks to complete in the software may need to dedicate extra time in research and experimentation in order to find basic features which are usually more easily accessible in other video editing software. One example of this is the main video editing view, when blender is launched, it defaults to the 3D view-port for animators and it must be switched to video editing view by selecting File > New > Video Editing. This inconvenient default *can be* changed to video editor on launch, but users will have to research how to setup and change this default, resulting in wasted time and opportunity for frustration for simple-task driven users.

Once the user is setup and has made their way through the complex settings and controls, the actual common video editing tasks are easily understood and quickly executed. Multiple key shortcuts, ergonomic module placement, and common interfaces all contribute to this. Each common task, such as cutting, slicing, deleting, or editing audio and video can all be easily completed in less than 15 seconds per operation, even for new users.

Overall, Blender offers a broad range of complex capabilities but with easy to understand common tasks for video editing. It has a fair KLM score for the basic tasks users can utilize.