Blender: The Alternative to Maya

In the world of free and open source software, few stand stronger than Blender. Created by The Blender Foundation in 2002, Blender is a free and open source software. This is 3D computer graphics software often used for creating animated films, visual effects or 3D assets for games or movies, motion graphics, 3D applications, and more. The Blender Foundation split Blenders development between 2 corporate entities, The Blender Institute and Blender Studio. The Blender Institute operates as the working company for The Blender Foundation, while Blender Studio works on new content for Blender.  
  
 It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation. Advanced users employ Blender’s API for Python scripting to customize the application and write specialized tools; often these are included in Blender’s future releases. Blender is well suited to individuals and small studios who benefit from its unified pipeline and responsive development process.(The Blender Foundation)

Blender runs on Windows, MacOS, Linux, and Steam, allowing it to be a versatile piece of software available to many users. I have personally used this software to create a few game assets, and I can definitely say it is intuitive and very well designed. The UI is easy to get a hold of once you learn the basics, and the program has hotkeys to allow for fast working. The blender store has many free tools and assets available for developers as well. I highly recommend this software to developers looking to get into any kind of 3D design.  
  
 Works Cited

Foundation, Blender. “About.” *Blender.Org*, www.blender.org/about/. Accessed 20 Oct. 2023.