

Blender E-Portfolio

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What is Blender

- Free and open source 3D creation suite
 - Developed under GNU General Public License
- Similar feature set to Maya, Cinema 4D, 3ds Max and Lightwave

History

- 1994 first code from Ton Roosendaal (founder of NeoGeo)
- 1995 Blender 1.0 is launched only for NeoGeo
- 1998 after NeoGeo closed NaN (Not a Number) opened
 - Blender is distributed as freemium
- 2002 Blender becomes opensource with Roosendaals Blender Foundation and crowdfunding
- Progressing development

Blender Today

- Still Free
- Version 2.92.0
- Yearly challenge for 3D animated short films
 - [Blender films](#)



2017



2018



2019



Features

- Modeling
- Sculpting
- Animation & Rigging
- Grease Pencil
- Rendering
- Simulation
- Video Editing
- Scripting
- VFX