Blender is a [free and open-source](https://en.wikipedia.org/wiki/Free_and_open-source_software) [3D computer graphics](https://en.wikipedia.org/wiki/3D_computer_graphics) [software toolset](https://en.wikipedia.org/wiki/Software_toolset) used for creating [animated films](https://en.wikipedia.org/wiki/Animation), [visual effects](https://en.wikipedia.org/wiki/Visual_effects), art, [3D printed](https://en.wikipedia.org/wiki/3D_printing) models, [motion graphics](https://en.wikipedia.org/wiki/Motion_graphics), interactive 3D applications, and [computer games](https://en.wikipedia.org/wiki/Computer_game). Blender's features include [3D modeling](https://en.wikipedia.org/wiki/3D_modeling), [UV unwrapping](https://en.wikipedia.org/wiki/UV_mapping), [texturing](https://en.wikipedia.org/wiki/Texture_mapping), [raster graphics editing](https://en.wikipedia.org/wiki/Raster_graphics_editor), [rigging and skinning](https://en.wikipedia.org/wiki/Skeletal_animation), [fluid and smoke simulation](https://en.wikipedia.org/wiki/Fluid_simulation), [particle](https://en.wikipedia.org/wiki/Particle_system) simulation, [soft body](https://en.wikipedia.org/wiki/Soft_body_dynamics) simulation, [sculpting](https://en.wikipedia.org/wiki/Digital_sculpting), [animating](https://en.wikipedia.org/wiki/Computer_animation), [match moving](https://en.wikipedia.org/wiki/Match_moving), [rendering](https://en.wikipedia.org/wiki/Rendering_(computer_graphics)), [motion graphics](https://en.wikipedia.org/wiki/Motion_graphics), [video editing](https://en.wikipedia.org/wiki/Video_editing_software), and [compositing](https://en.wikipedia.org/wiki/Compositing).

In 2019, the integrated [game engine](https://en.wikipedia.org/wiki/Blender_Game_Engine) for making and prototyping games was removed in the release of 2.80, with a recommendation to use more powerful [open source](https://en.wikipedia.org/wiki/Open_source) game engines "like [Godot](https://en.wikipedia.org/wiki/Godot_(game_engine)" \o "Godot (game engine)).”