**Key Features**[ℑ](https://docs.blender.org/manual/en/latest/getting_started/about/introduction.html#key-features)

* Blender is a fully integrated 3D content creation suite, offering a broad range of essential tools, including [Modeling](https://docs.blender.org/manual/en/latest/modeling/introduction.html), [Rendering](https://docs.blender.org/manual/en/latest/render/introduction.html), [Animation & Rigging](https://docs.blender.org/manual/en/latest/animation/introduction.html), [Video Editing](https://docs.blender.org/manual/en/latest/video_editing/index.html), [VFX](https://docs.blender.org/manual/en/latest/movie_clip/index.html), [Compositing](https://docs.blender.org/manual/en/latest/compositing/introduction.html" \t "_blank),[Texturing](https://docs.blender.org/manual/en/latest/editors/uv/introduction.html), and many types of [Simulations](https://docs.blender.org/manual/en/latest/physics/introduction.html).
* It is cross platform, with an OpenGL GUI that is uniform on all major platforms (and customizable with Python scripts).
* It has a high-quality 3D architecture, enabling fast and efficient creation workflow.
* It boasts active community support. See [blender.org/community](https://www.blender.org/community) for an extensive list of sites.
* It has a small executable, which is optionally portable.