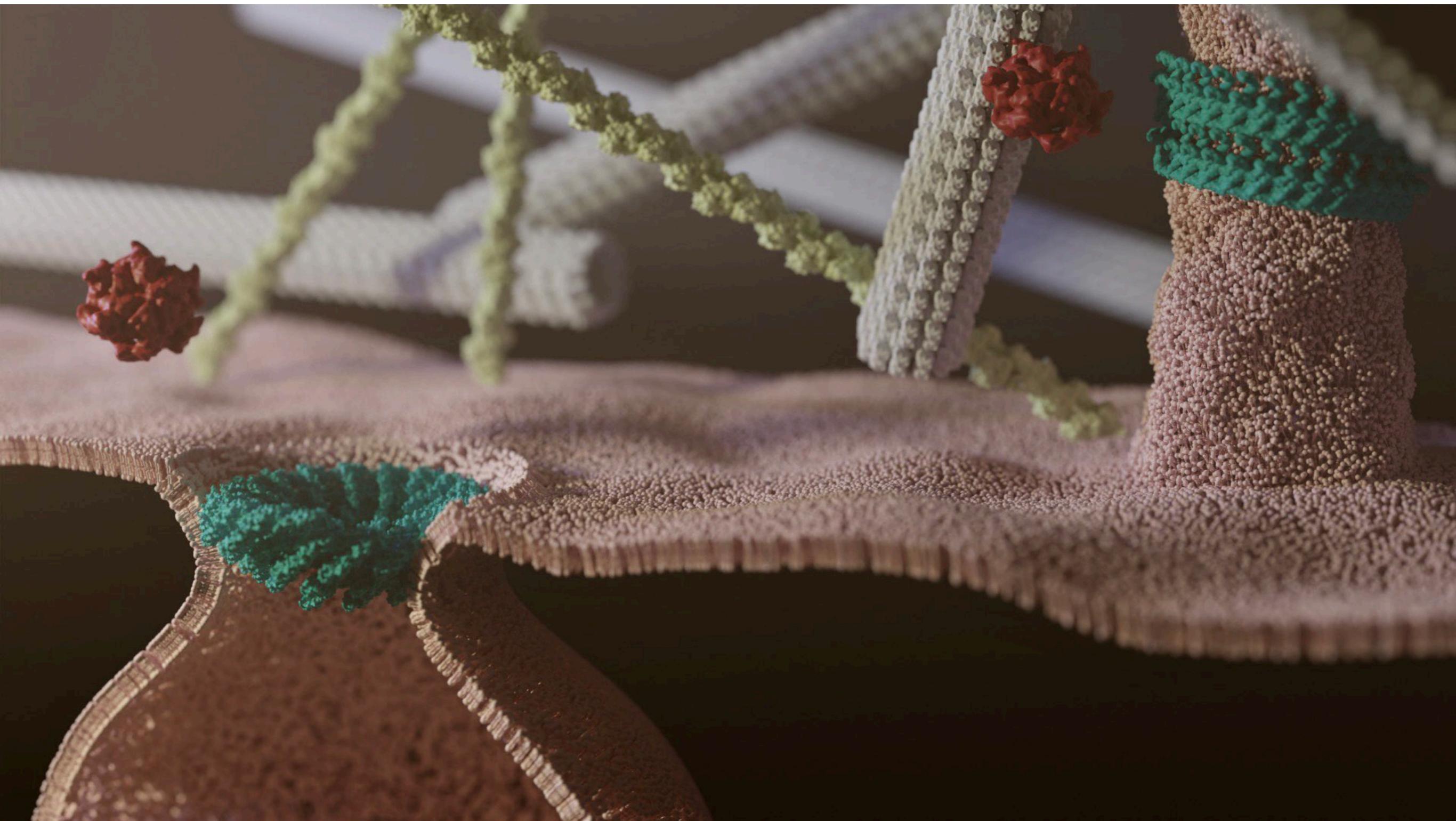
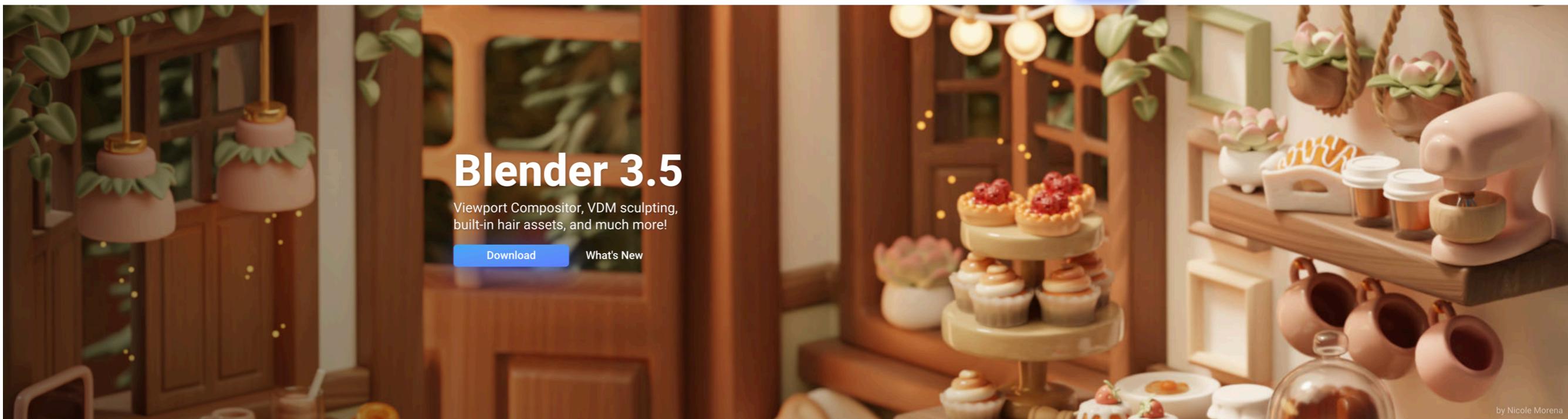


Visualizing with Blender





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<https://www.blender.org/>

Blender is a free and open-source 3D computer graphics software tool set used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, virtual reality, and, formerly, video games.

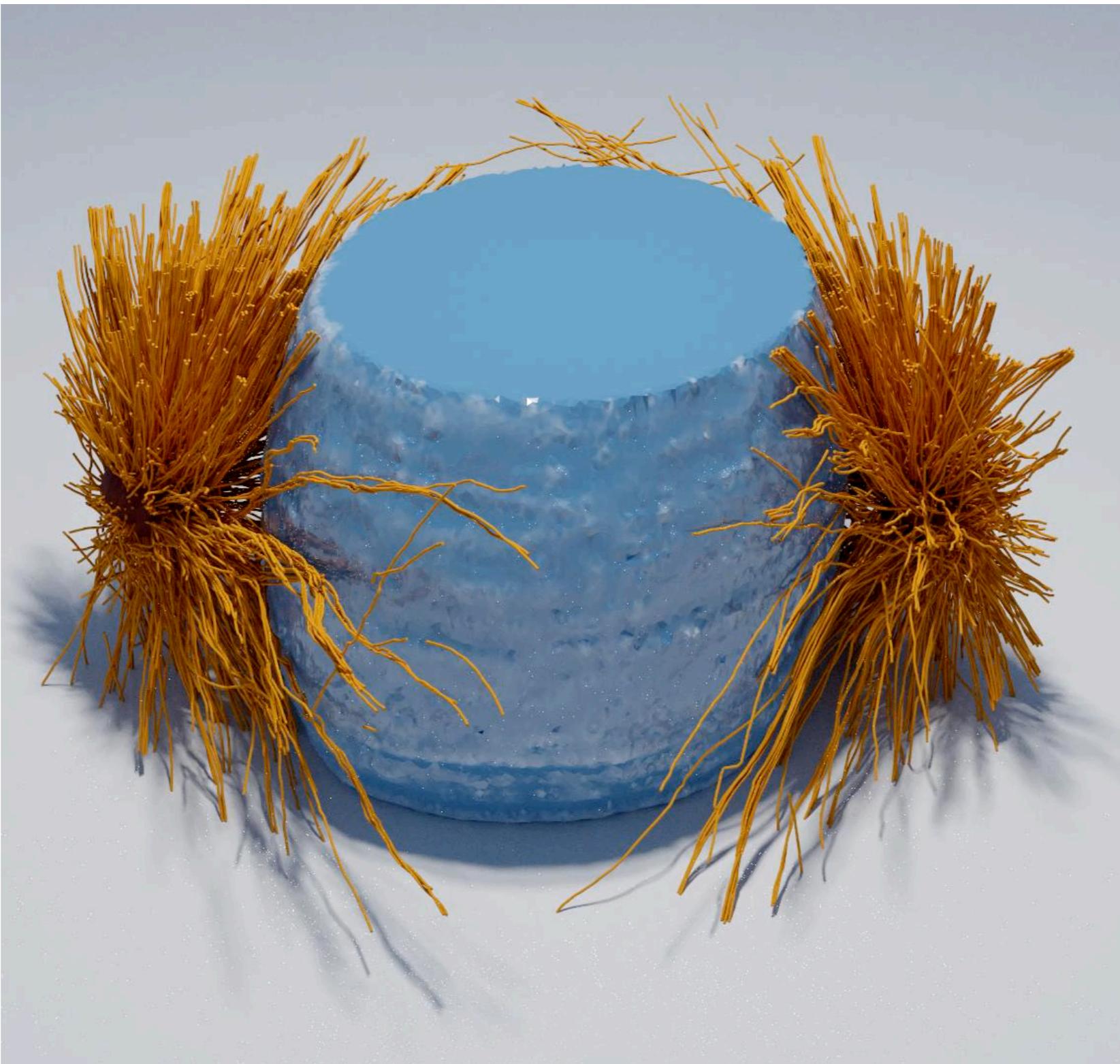


- Blender was created by Ton Roosendaal, a Dutch art director and self-taught software developer in 1989
- Runs on Microsoft Windows, macOS and Linux
- It uses both (multiple) CPU and (multiple) GPU for rendering
- Three major renderers:
 - Eevee: physically based renderer- a computer graphics approach that seeks to render images in a way that models the lights and surfaces with optics in the real world
 - Cycles: path tracing render engine- computer graphics Monte Carlo method of rendering images of three-dimensional scenes such that the global illumination is faithful to reality.
 - Workbench: real-time render engine designed for fast rendering during modeling and animation preview
 - LuxCoreRender: external renderer- si an open-source physically based rendering software



For scientific purposes:

Centrosome/nucleus complex in *C. elegans*



For scientific purposes:



For scientific purposes:

Simulation of microtubule/motor with Skellysim

