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Blender 4.0

Introducing Cycles Light Linking, new Principled BSDF shader, better Color Management, and so much more!

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by Gaku Tada

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[EVENT](#) Bender at GDC 2024



[NEWS](#) Happy Birthday Blender!

[Blender Studio](#)



[Charge Asset Library](#)[Charge asset collection of objects, materials and more!](#)



[Retopology Modifiers - Pinning & Relaxing](#)[Modeling tools and modifiers to speed up the retopology process on film production.](#)



[knowledge in using model sheets.](#)

[Automatic Model Sheets in Blender](#)[How to render consistent model turnaround sheets directly in your .blend file, as well as production](#)



[script.](#)

[Introducing bbatch: batch file processing with Blender](#)[bbatch is a command line tool used to find .blend files and execute a provided python](#)

[Blender Development](#)



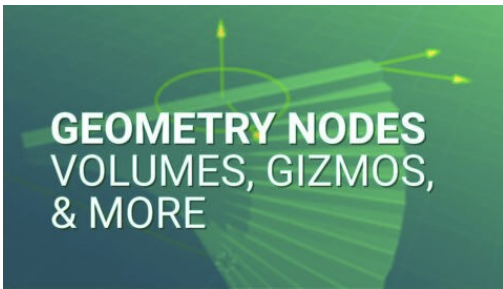
[A New Developer Documentation Platform](#)

[A new platform to foster a shift in developer documentation culture.](#)



[Grease Pencil: Task Force](#)

[This is a call to the Blender community to help out and get Grease Pencil 3 out of experimental!](#)



[Geometry Nodes Workshop: November 2023](#)

[Exploring many design topics for the future of geometry nodes.](#)



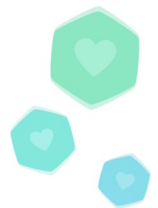
[Vulkan Project Update](#)

[Last week a big milestone was reached: the Vulkan backend has been enabled as an experimental option.](#)

Free and Open Source

Blender is a public project hosted on [blender.org](#), licensed as GNU GPL, owned by its contributors.

For that reason Blender is Free and Open Source software, forever. [Learn more](#)



Part of the industry

Blender is a member of ASWF, Khronos, Linux Foundation and OIN. It's also well supported by major hardware vendors such as AMD, Apple, Intel, and NVIDIA.



It's about people.

Designers, developers, engineers, artists. All driven by passion. All using Blender to make an impact.



[Connecting Blender Community](#)



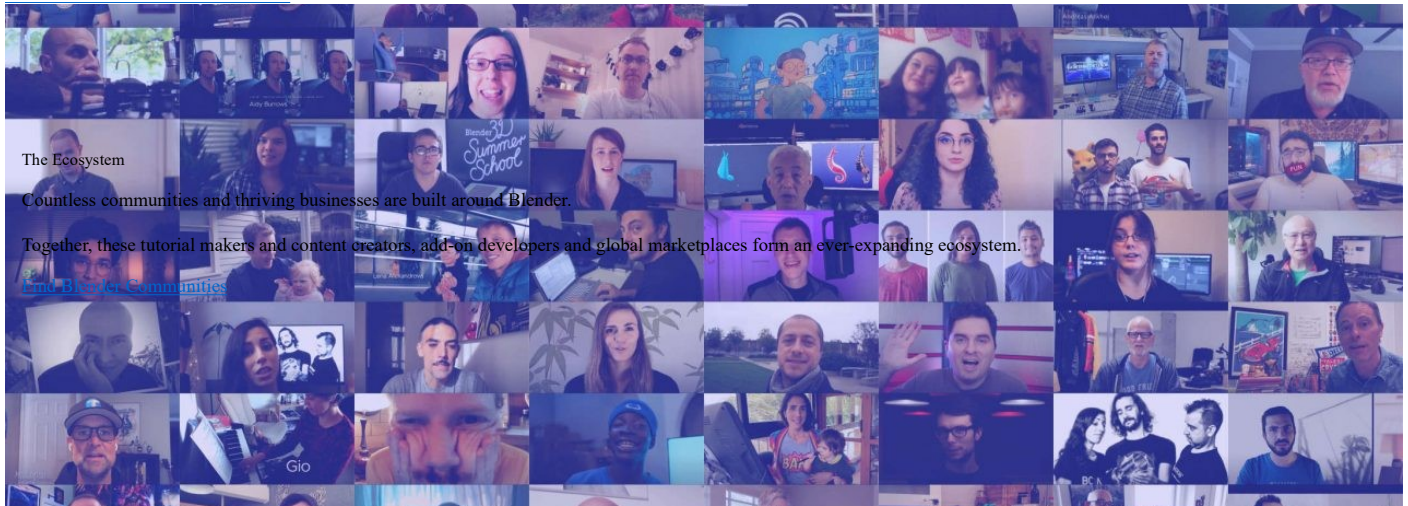
[Showcasing Blender at industry events](#)



Creating Worlds at BCON19



The demo scene is back with Nodevember



Everything You Need

• Cycles Render Engine

Cycles is Blender's built-in powerful unbiased path-tracer engine that offers stunning ultra-realistic rendering.

- Real-time viewport preview
- CPU & GPU rendering
- PBR shaders & HDR lighting support
- VR rendering support



• Modeling, Sculpt, UV

Blender's comprehensive array of modeling tools make creating, transforming and editing your models a breeze.

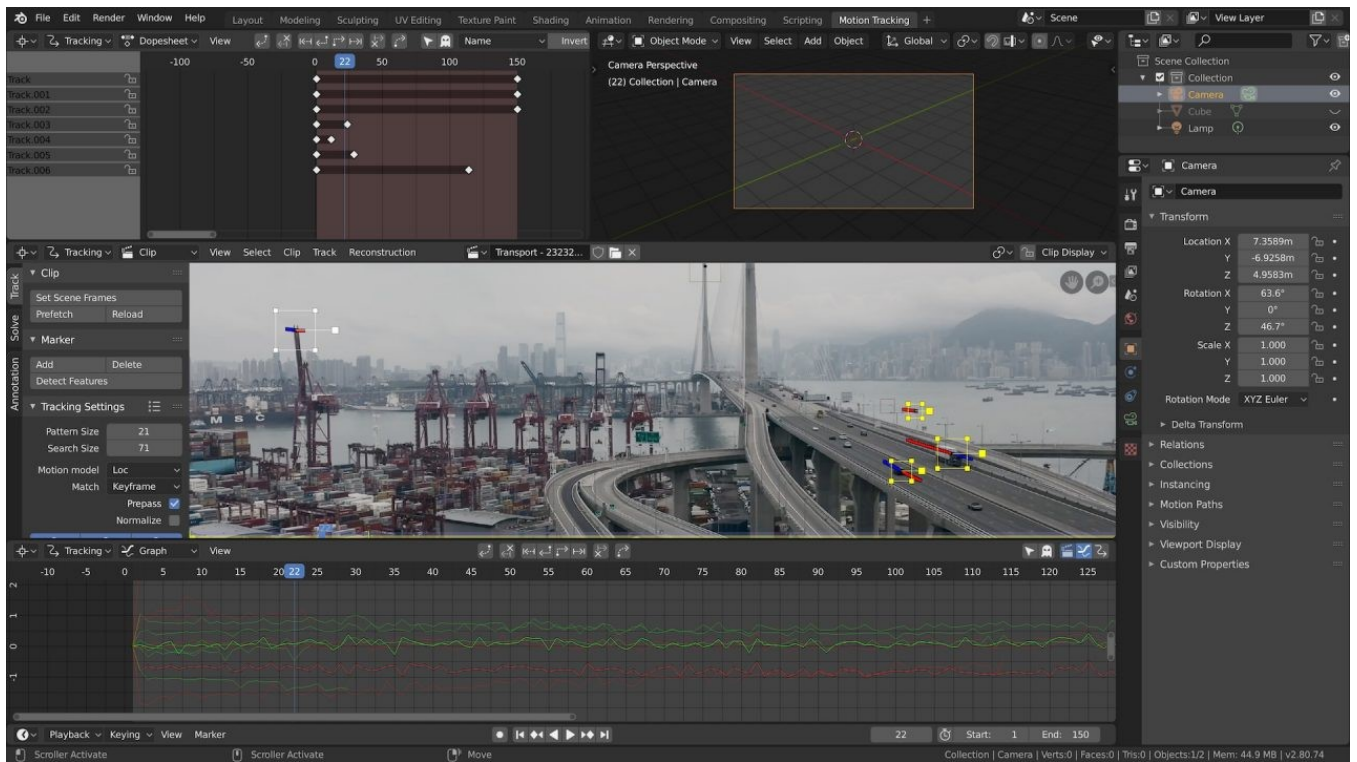
- Full N-Gon support
- Edge slide, inset, grid and bridge fill, and more
- Advanced sculpting tools and brushes
- Multi-resolution and Dynamic subdivision
- 3D painting with textured brushes and masking
- Python scripting for custom tools and add-ons



• VFX

VFX professionals say: "Probably the best tracker in the market". Blender includes production ready camera and object tracking. Allowing you to import raw footage, track the footage, mask areas and see the camera movements live in your 3D scene. Eliminating the need to switch between programs.

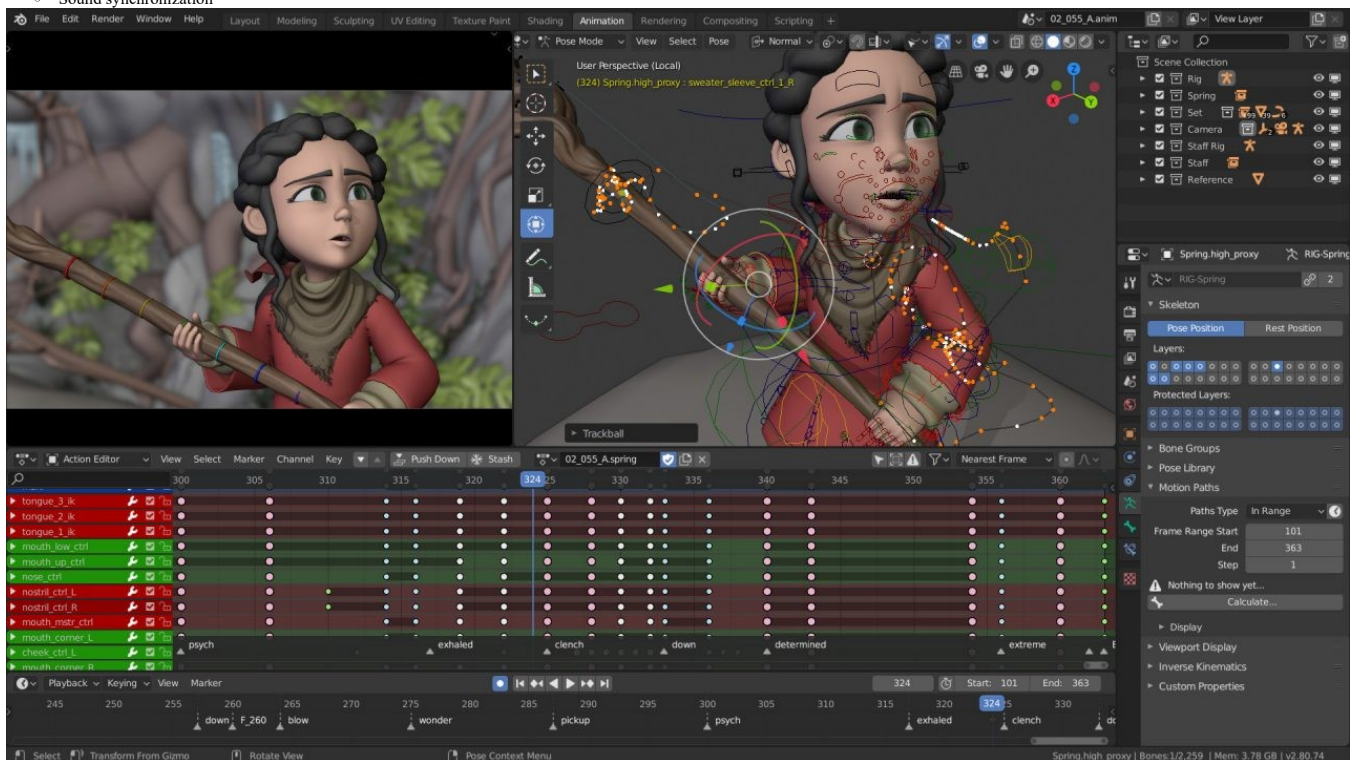
- Auto and Manual tracking
- Powerful camera reconstruction
- Real-time preview of your tracked footage and 3D scene
- Support for Planar tracking and Tripod solvers



• Animation & Rigging

Thanks to the high quality rigging and animation tools, Blender is being used for numerous short films, advertisements, TV series and feature films now.

- Envelope, skeleton and automatic skinning
- B-spline interpolated bones
- Curve editor and dope sheets
- Custom bone shapes for fast input
- Sound synchronization



• Story Art, Drawing 2D in 3D

Really! Drawing directly in a 3D viewport makes a lot of sense. It opens unsurpassed workflow freedom for story-boarders and 2D artists.

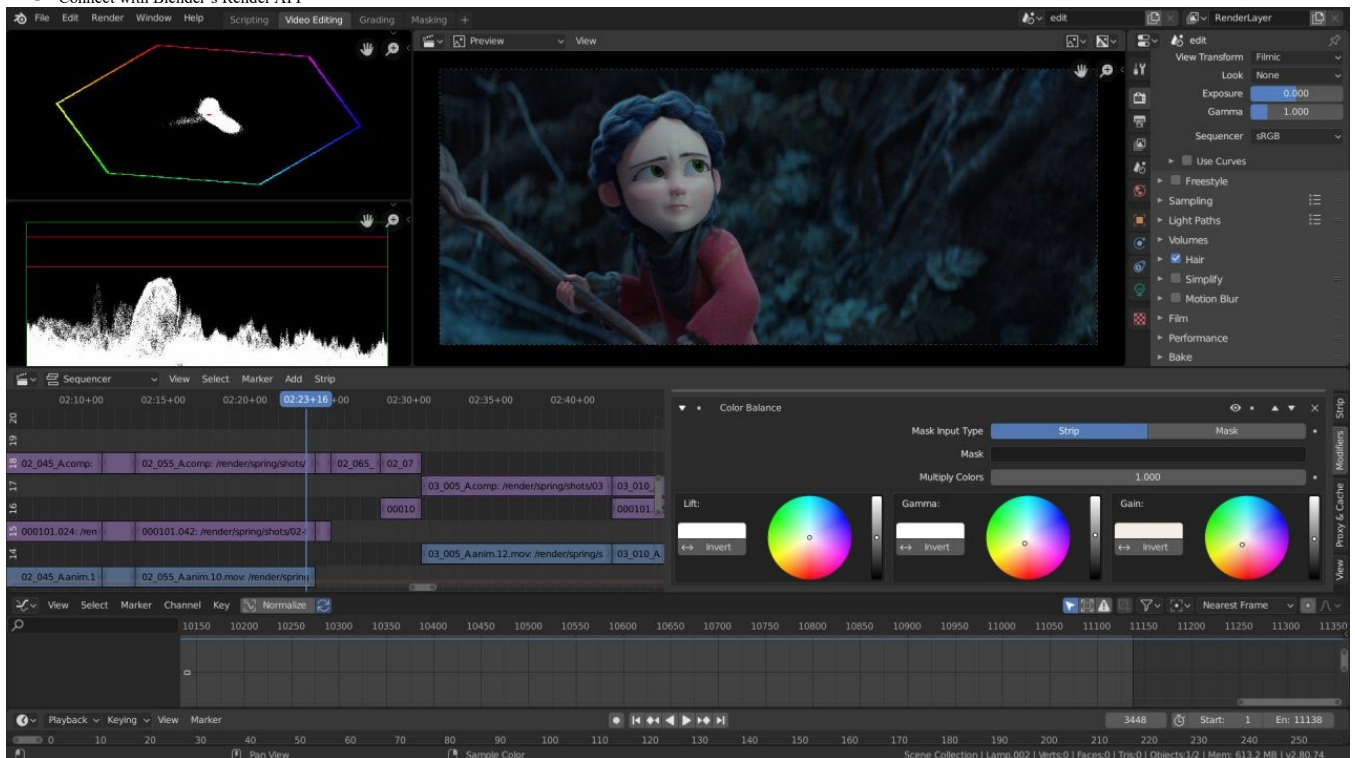
- Combine 2D with 3D right in the viewport
- Full Animation Support with Onion Skinning
- Layers & Colors for Stroke and Fill
- Sculpt brush strokes & Parent to 3D objects



• Make it Your Own

Blender has a flexible Python controlled interface. Layout, colors, size and even fonts can be adjusted. Use hundreds of add-ons by the community or create your own using Blender's accessible Python API.

- Customize the interface layout and colors
- Hi-res/Retina screen support
- Create your own tools and add-ons
- Draw over the OpenGL viewport
- Connect with Blender's Render API



The Freedom to Create.

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Blender Conference

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Artistic freedom starts with Blender The Free and Open Source 3D Creation Suite

