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# 1. Blender

Blender is a software that is used for creating 3D content. Primarily this means you can make three dimensional images. However, you can also add sound, and make it time-based and interactive. This makes Blender ideal for a wide range of uses including creating 3D models, rendering, post -production, story boarding, creating animations, making movies, creating 3D 'programs', and making interactive environments and games.

# 2. Blender & it's Unique Interface

It's no secret that the Blender interface breaks a lot of rules. Luckily Blender has good reasons for it and after time these reasons become clear. Blender's interface is built around providing you with the shortest routes to the most results. It's also particularly focused on reducing the kind of stress on wrists and hands that's often felt when using mouse-intensive graphical applications every day.

# 3. < Installing Blender on OSX

**Software Name:** Blender

**Homepage:** <http://www.blender.org>

**Software version used for this installation:** Blender 2.43

**Operating System used for this installation:** OSX (10.4.8)

**Recommended Hardware:** Powerbook G4, Powermac G5, Mac Pro, MacBookPro, iMac (core Duo)

## Downloading

The latest stable version of Blender for OSX can be downloaded at <http://www.blender.org/download/get-blender/>

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