Cosc 499 - ROSEN - C
Blender

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Abstract

This document is used for our team to understand the functionalities, purposes and expectations on Blender, a software that are required for our project.

1 Software Functionalities

Blender has a few notable functionalities as stated on the Blender official website.
The followings are quoted from Blender official website.

1.1 Animation and Rigging

Blender is being used for numerous short films, advertisements, TV series and feature films.

- Envelope, skeleton and automatic skinning.

- B-spline interpolated bones.

- Curve editor and dope sheets.

- Custom bone shapes for fast input.

- Sound synchronization.

1.2 Drawing 2D in 3D

Blender 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 and Colors for Stroke and Fill

- Sculpt brush strokes and Parent to;

1.3   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

How to Download

As of the date of this document, Blender is at version 3.3, it is available to download on Windows, macOS and Linux :

https://www.blender.org/download/

How it will be used in our project

Here are some useful tutorial on different aspect of Blender :

- Basic Controls : https://www.youtube.com/watch?v=Z8sg0nHNTTo

- An example of pipelines : https://www.youtube.com/watch?v=ZpplLg61efc