blender®

Digital art for everyone

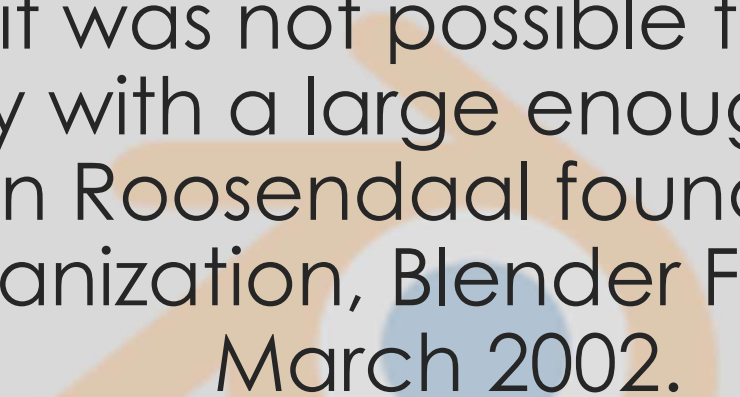Blender was born in 1995 from a rewrite of the set of tools for 3D animation of NeoGeo, one of the most important European graphic studios, based in The Netherlands, at the hands of the same co founder Ton Roosendaal.

Initially Blender, it is developed under a company called Not a Number (NaN), a company that was seen as a spin-off of NeoGeo, in order to receive more funding, and create a team.

NaN's ambitions and opportunities did not match the company's capabilities and market realities of the time. This excessive extension led to the restart of NaN with the financing of new investors and a smaller company in April 2001.
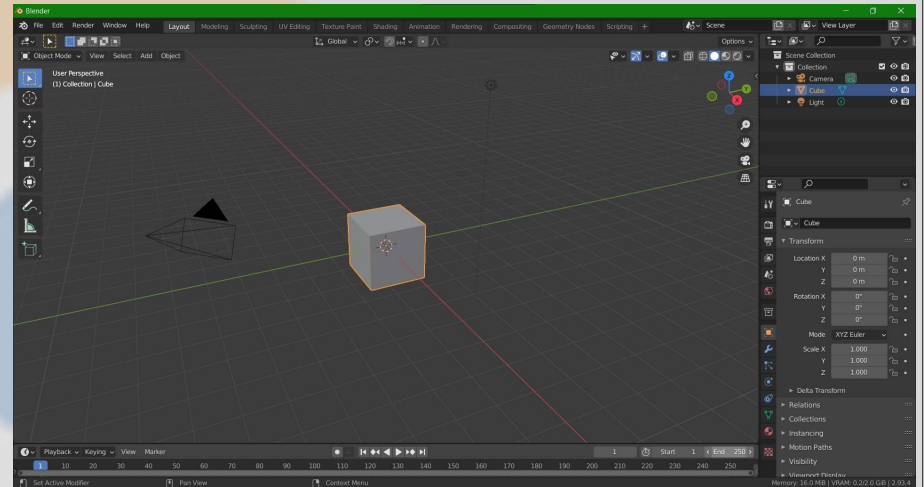
Since it was not possible to restart a company with a large enough developer team, Ton Roosendaal founded the non-profit organization, Blender Foundation, in March 2002.

Blender becomes Open Source

Evolution of the interface

1.0

2.93
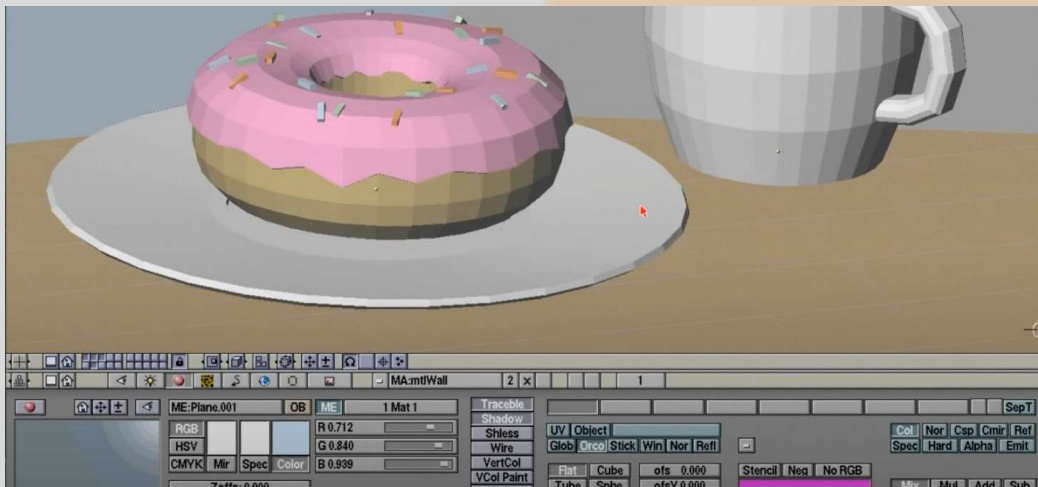
LM1   Luca Magni; 28/09/2021
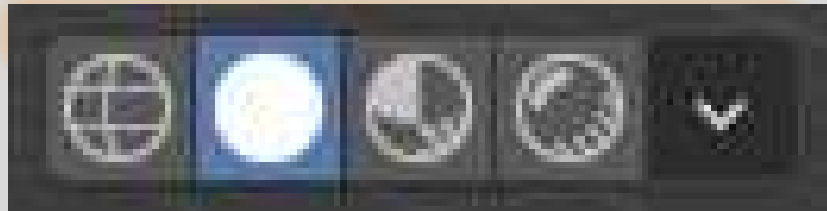
Evolution of the Blender logo

Basic sections

| Layout	Modeling	Sculpting	UV Editing	Texture Paint	Shading	Animation	Rendering	Compositing	Geometry Nodes	Scripting

At the top of the interface are the main tabs on which you can go to use specific sets of tools, based on the type of work you have in mind.

Graphic views of the object

At the top right, you can find
a selector with which to
choose the graphical display
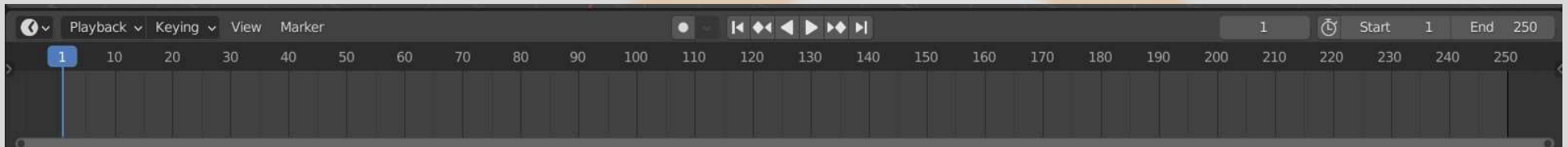method of our subject.

Move in the scene
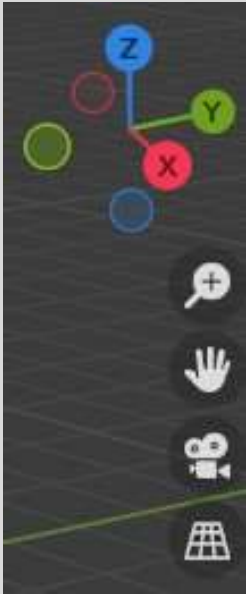
At the top right, it is possible to use the options with the mouse cursor to be able to move freely within the 3D space.

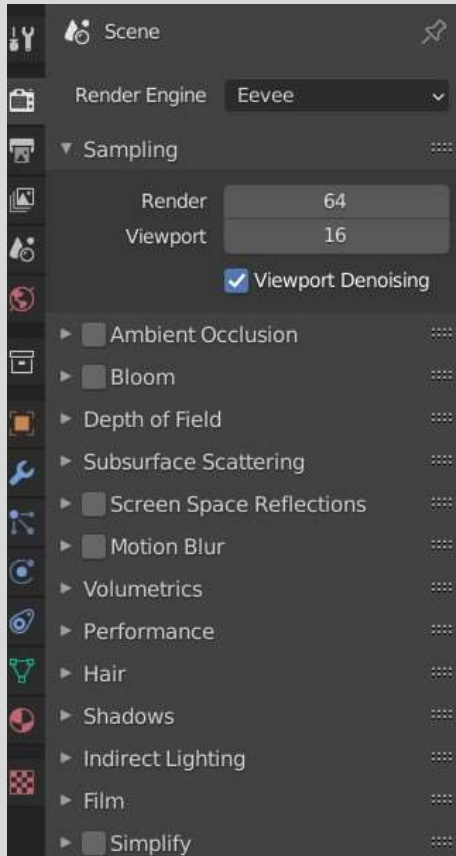# Quick modification of the newly created object

Using these tools it is possible to quickly change the scale, orientation and inclination.

Time in Blender

This is the timeline. Through this bar located at the bottom, it is possible to manage the frames of a possible moving scene.

Rendering

In this section, you can choose the rendering engine to use, and any graphic effects that we want to apply to the scene.

Now let's move on to the practice.
We will try to create projects, analyzing in detail some functions that we have seen.