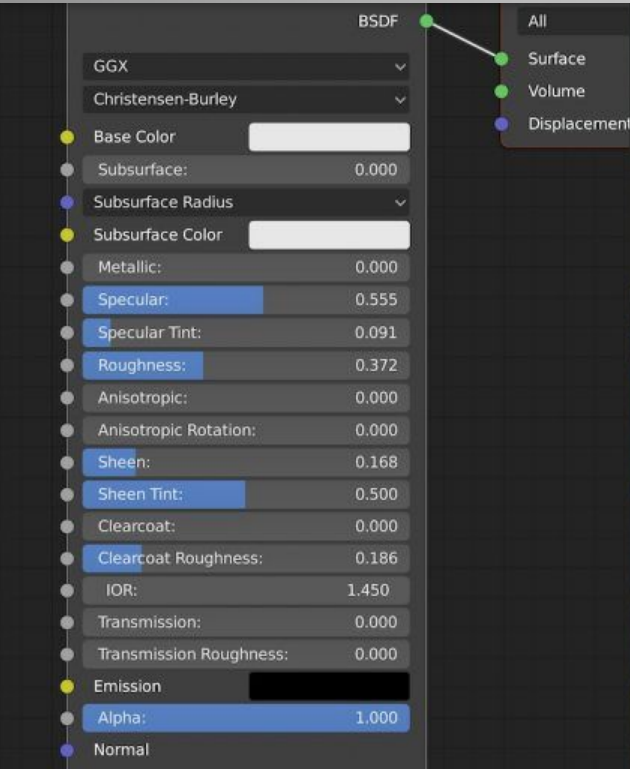


 blender<sup>®</sup>



# Blender



- Blender is a 2D and 3D modelling software used mainly for designing digital art and assets for games.

# Blender

The screenshot shows the Blender GitHub repository page. At the top, there are navigation links: Developer, Projects, Docs, Blog, Forum, and Builds. Below that, there are more navigation options: Explore, Products, Modules, Report a Bug, and Help. The repository name is 'blender/blender'. It has 146 Watchers, 465 Stars, and 670 Forks. The repository is described as 'The official Blender project repository.' It has 140,240 Commits, 26 Branches, 215 Tags, and 1.1 GiB of data. The current branch is 'main'. There is a search bar and a URL bar showing 'https://projects.blender.org/blender/blender.git'. The commit history shows a recent commit by Bastien Montagne with the message 'Fix crash in append code in invalid data cases (linked data using local data)'. Other commits include updates to the bug report template, funding information, and GPV3 import/export for SVG and PDF.

Developer Projects Docs Blog Forum Builds

Explore Products Modules Report a Bug Help

blender/blender

Watch 146 Star 465 Fork 670

Code Issues 6.6k Pull Requests 856 Projects 18 Wiki Activity

The official Blender project repository.

140,240 Commits 26 Branches 215 Tags 1.1 GiB

main Go to file Search code... HTTPS https://projects.blender.org/blender/blender.git

Bastien Montagne dcadb3301e • 'Fix' crash in append code in invalid data cases (linked data using local data). 42 minutes ago

.gitea Update bug report template to follow the new bug report process last week

.github Funding: Add FUNDING.yml to link to fund.blender.org on GitHub mirror 3 weeks ago

build\_files GPV3: Import and export for SVG and PDF 7 hours ago

- Blender uses git
- the repository is self-hosted by blender.



GNU Operating System

Supported by the [Free Software Foundation](#)

- All of blender code is licensed under

## **GNU Public License V3:**

- **Ensures software remains free and open, protecting users' rights**
- **Addresses software patents and hardware restrictions (e.g., DRM)**
- **Requires distribution with source code or an offer to provide it**
- **Enhances compatibility with other licenses**
- **Published by the Free Software Foundation in 2007**

# Blender

Developer Handbook

New Developers

Setup

Get in Contact

Pick a Project

Navigating the Code

Tips

FAQ

Communication

Building Blender

Development Environments

Contributing Code

Organization

## New Developer Setup



### Build Blender

The first step is to [build Blender](#).

Follow the instructions to download the source code and compile it into a Blender binary that you can run.

### Set Up a Development Environment

Any (programming oriented) text editor along with command line tools can be used for Blender C/C++ and Python development.

However integrated development environments (IDE's) can make tasks like searching the code,

**Pros:** new user guides and documentation

**Cons:** No “easy” label on repository issues

# Blender



- Non profit consortium that maintains and funds 3D graphics initiatives and sets standards.



- Main funding comes from corporations and individual donors.

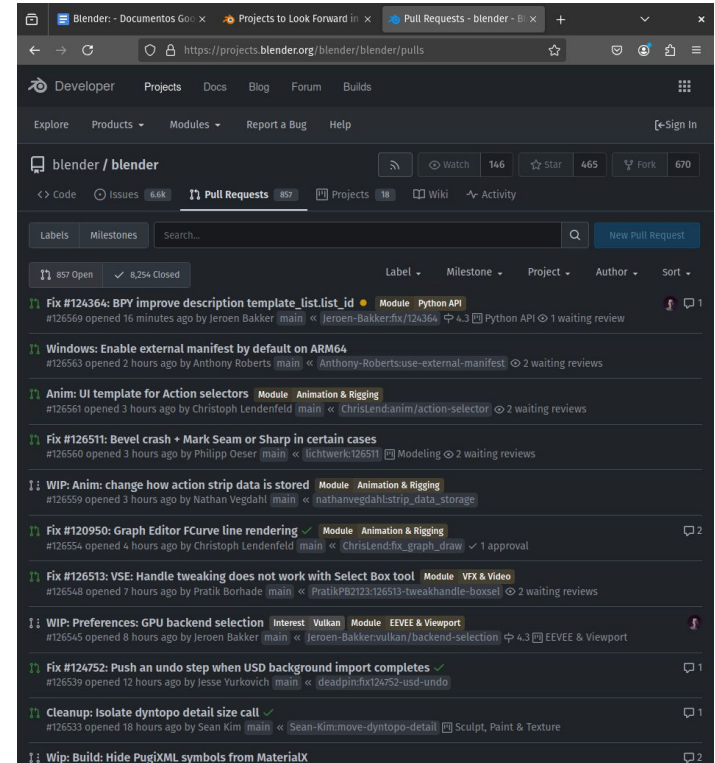
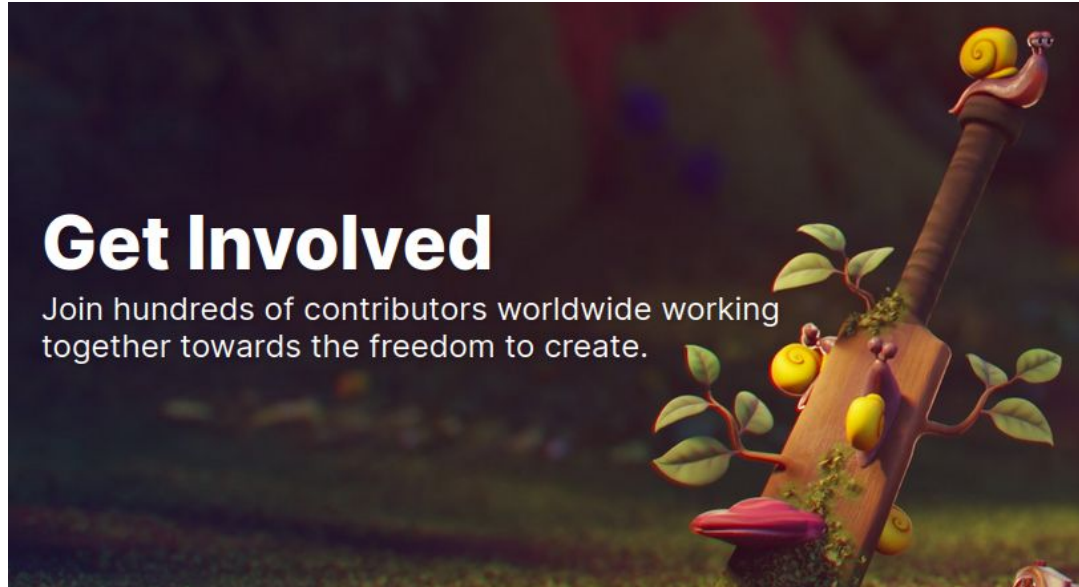
## Projects to Look Forward in 2024

DECEMBER 30TH, 2023 - DEVELOPMENT, NEWS - DALAI FELINTO



- Public roadmap for major features is released yearly

# Blender



The screenshot shows the GitHub interface for the Blender repository. The page title is "blender / blender" and it displays a list of pull requests. The interface includes navigation tabs for Code, Issues (6.6k), Pull Requests (897), Projects (18), Wiki, and Activity. The pull request list is filtered to show 897 open and 8,254 closed requests. The list includes the following items:

- Fix #124364: BPY improve description template\_list\_list\_id** (Module: Python API) - opened 16 minutes ago by Jeroen Bakker.
- Windows: Enable external manifest by default on ARM64** - opened 2 hours ago by Anthony Roberts.
- Anim: UI template for Action selectors** (Module: Animation & Rigging) - opened 3 hours ago by Christoph Lendenfeld.
- Fix #126511: Bevel crash + Mark Seam or Sharp in certain cases** - opened 3 hours ago by Philipp Oeser.
- WIP: Anim: change how action strip data is stored** (Module: Animation & Rigging) - opened 3 hours ago by Nathan Vegdahl.
- Fix #120950: Graph Editor FCurve line rendering** (Module: Animation & Rigging) - opened 4 hours ago by Christoph Lendenfeld.
- Fix #126513: VSE: Handle tweaking does not work with Select Box tool** (Module: VFX & Video) - opened 7 hours ago by Pratik Bornade.
- WIP: Preferences: GPU backend selection** (Interest: Vulkan, Module: EEVEE & Viewport) - opened 8 hours ago by Jeroen Bakker.
- Fix #124752: Push an undo step when USD background import completes** - opened 12 hours ago by Jesse Yurkovich.
- Cleanup: Isolate dyntopo detail size call** - opened 18 hours ago by Sean Kim.
- Wip: Build: Hide PugiXML symbols from MaterialX**

- Contributions can be submitted by anyone, and are curated by Blender employees



# Blender

The screenshot shows the Blender Developer Forum interface. At the top, there's a navigation bar with 'Developer', 'Projects', 'Docs', 'Blog', 'Forum', and 'Builds'. Below that, there are links for 'Developer Forum', 'Chat', 'User Community', 'Ideas', and 'Report a Bug'. There are also 'Sign Up' and 'Log In' buttons, along with search and menu icons. A blue banner states: 'This is a forum for Blender development. For questions about using Blender, feature requests and bugs, please use the links above. Forum rules.'

Below the banner, there are filters for 'all categories', 'all tags', and 'Categories', along with sorting options 'Latest' and 'Top'. The main content is a table of forum categories and topics.

Category	Topics	Latest
<b>Announcements</b> News, events, infrastructure changes, and other important information. ● Weekly Updates	9 / month	Copyright guidelines for devtalk ● Site Feedback <b>18</b> Nov '23
<b>Meetings</b> Module and project meeting notes.	28 / month	2024-08-20 Render & Cycles Meeting ● Meetings <b>0</b> 1h
<b>Contributing to Blender</b> Help for developers, designers, writers and translators who want to <b>get started</b> with Blender development. ● Summer of Code	4 / month	Interactive Editor Docking is Now Experimental ● Feature & Design Feedback <b>56</b> 1h
<b>Building Blender</b> Get help with issues <b>compiling Blender</b> from source.	3 / month	26 August 2024 (Upcoming) ● Weekly Updates <b>0</b> 2h
<b>Feature &amp; Design Feedback</b> Developers requesting user feedback on patches and designs.	3 / month	Blender Chat Migration ● Announcements <b>16</b> 6h
<b>Technical Feedback</b>	57	Code Quality Project for Q4 2024 ● Announcements <b>0</b> 8h

- Discussions with other developers can be had at the blender developer forums

# Blender

Income	2022		2023	
Dev. Fund Patron	1,161,224 €	54%	1,193,261 €	47%
Dev. Fund Corporate	218,000 €	10%	256,209 €	10%
Dev. Fund Individuals	423,837 €	20%	440,916 €	17%
Blender Market	155,673 €	7%	149,556 €	6%
Other Large Donations	160,819 €	7%	250,194 €	10%
Generic Small Donations	50,697 €	2%	263,256 €	10%
<b>Total</b>	<b>2,170,250 €</b>	<b>100%</b>	<b>2,553,392 €</b>	<b>100%</b>

↑ Income

Expenses →

Expenses	2022		2023	
Developer Salaries Staff	639,285 €	29.5%	1,061,583 €	41.6%
Remote Developer Staff	339,521 €	15.6%	374,119 €	14.7%
Developer Grants	337,538 €	15.6%	341,432 €	13.4%
Chairman Salary	118,034 €	5.4%	121,730 €	4.8%
Office Overhead	247,352 €	11.4%	181,123 €	7.1%
Support Studio for Testing	72,000 €	3.3%	72,000 €	2.8%
Blender Conference Contribution	50,429 €	2.3%	0 €	0.0%
Travel Costs	43,968 €	2.0%	16,533 €	0.6%
Non-dev staff Costs	93,504 €	4.3%	108,949 €	4.3%
Siggraph booth	27,040 €	1.2%	47,441 €	1.9%
Transaction fees	38,952 €	1.8%	61,839 €	2.4%
Gitea migration	15,116 €	0.7%	7,125 €	0.3%
Various cost (cryptos)	23,577 €	1.1%	-50,670 €	-2.0%
Accounting + Fiscal advisory cost	14,417 €	0.7%	48,043 €	1.9%
Corporate income tax	17,147 €	0.8%	31,639 €	1.2%
Reservation for coming years	92,370 €	4.3%	130,506 €	5.1%
<b>Total</b>	<b>2,170,250 €</b>	<b>100%</b>	<b>2,553,392 €</b>	<b>100%</b>

- Yearly breakdowns of both income and expenses are published on Blender Foundation's Blender Annual Report.