Introduction to Blender

Libre Software Meeting 2012

Olivier Amrein
@oenvoyage

Blender SIGGRAPH 2011 demoreel

http://www.youtube.com/watch?v=QbzE8jOO7_0

What to expect

- Intro
- History
- Open Movies
- Basics of blender and 3d animation demo
- Technical stuff
- Communities + learning

A very quick History of Blender

1989   NeoGeo - In-house software
1998   NaN
July 2002   Negociations to buy and free the source-code
7 September 2002   100'000 euros + creation of the Blender Foundation
2005   First open movie started
2011   version 2.5 stable release

Neural headquarter is Blender Institute in Amsterdam

3 open movies by the Blender Foundation

Elephant's Dream (2006)

[Big Buck Bunny](#) (2008)

[Sintel](#) (2010)

Project Mango (2012)

The next open movie

Technical stuff

4 full-time developers by Blender Foundation

around 10-20 active volunteer developers

2012 GSOC : 14 students

some libraries blender uses :

    - bullet physics (sony computer entertainment)

    - SPI open source projects for color management and image IO

written in C, C++, Python (API, UI)

source code on svn

Blender is not only a 3d animation software, but also: sculpting (Zbrush), compositing (Nuke, Aftereffects), NLE (FCP, Premiere).

Demo time

Modeling

Sculpting

Rigging

Animation

GLSL - BlenderGameEngine

Cycles - Compositing

download the Blender demoloop files:
http://download.blender.org/ftp/incoming/blender_demoloop_v1.1.zip

Blender and Python

The UI layout engine uses python => interface very flexible

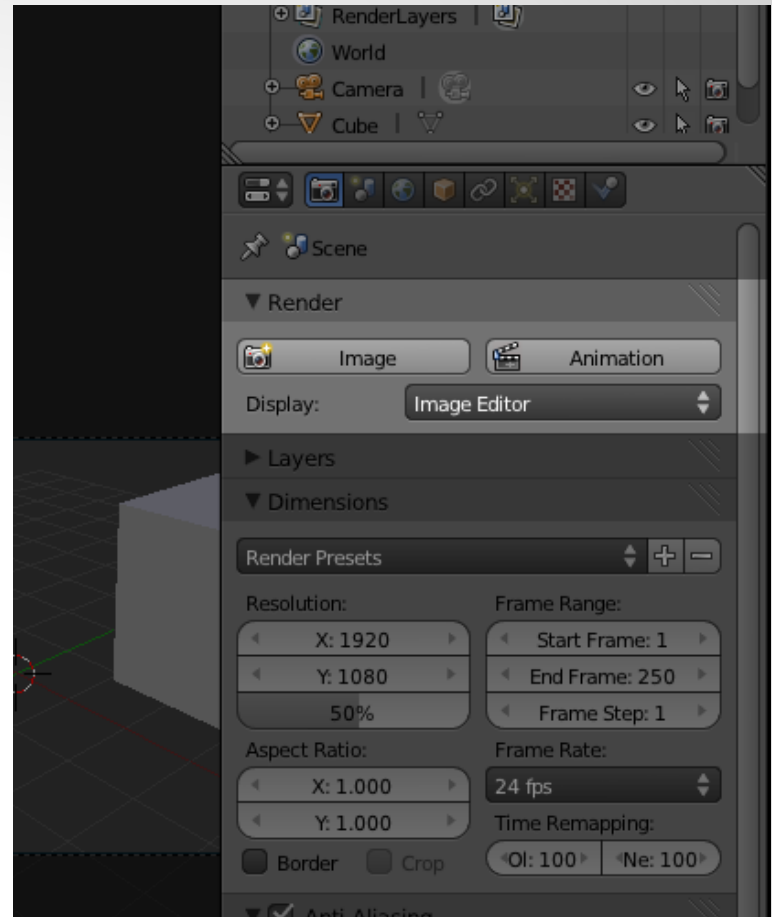Every data is accessible through python => edit scene with scripts

All buttons link to python operators

ADD-ON system uses python too : easy to write addons

GameEngine with python : easy programming of game play

UI example : Render PANEL


```python
class RENDER_PT_render(RenderButtonsPanel, Panel):
    bl_label = "Render"
    COMPAT_ENGINES = {'BLENDER_RENDER'}

    def draw(self, context):
        layout = self.layout

        rd = context.scene.render

        row = layout.row()
        row.operator("render.render", text="Image", icon='RENDER_STILL')
        row.operator("render.render", text="Animation", icon='RENDER_ANIMATION').animation = True

        layout.prop(rd, "display_mode", text="Display")
```

Blender Communities

Blenderartists.org : Main discussion forum

Great tutorial ressources : blendercookie, blenderguru

Every year end of October : Blender conference in Amsterdam

SwissBUG : starting community here in Switzerland

for more informations and learning some stuff:

www.blender.org

tutorials : www.cgcookie.com/blender
user forum : www.blenderartists.org
blender news : www.blendernation.com

Thank you
for more informations and learning more stuff:

Workshop
Wednesday 14h
Uni Mail S030

Olivier Amrein

@oenvoyage

oenvoyage.wordpress.com/