

Siggraph 2011

Blender Foundation community meeting

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Today's presentation

- Introducing Blender & organization
- Past: what happened since last Siggraph
- Present & Future plans

- But first: introduction round!

Introduction round!

- Name, country/city
- Profession
- Involvement or interest in Blender

Blender Foundation

- Founded in June 2002
- Facilitation of online development and documentation projects
- Goal: open source 3D tools and technology for independent & small teams of artists
- Main income via DVD & Book publishing and donations
- Hires 3 developers for support work

Blender Community

Blender is a real community effort

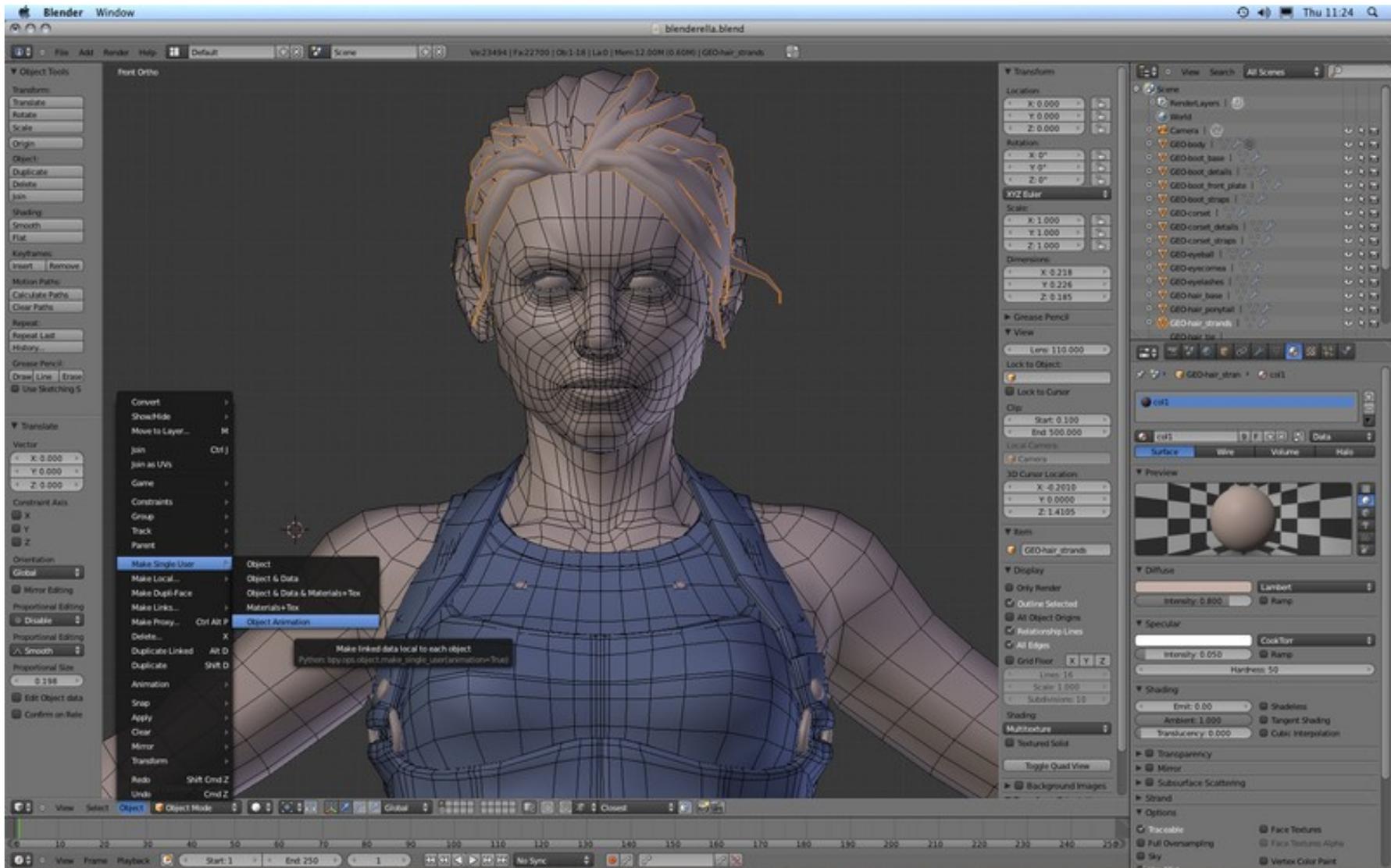
- 60-70 active developers and authors
- 150-200 more irregular contributors
- Hundreds of websites, including daily news
- 20-50,000 people participating online in dozens of communities.
- Professional users/developers mostly in small/medium enterprises and education

Blender Institute

- Spin-off: Studio for Open Projects
- started August 2007, Amsterdam docklands
- Realized short films 'Big Buck Bunny', 'Sintel' and 'Yo Frankie!' game
- Main goal: realize creative projects to improve 3D Open Source software
- Explore Open Content business models



Blender: 3D creation suite



Blender: 3D creation suite

- Cross platform: releases for Windows, Mac, Linux, FreeBSD
- Full open source 3D creation pipeline: modeling, animation, lighting & rendering, compositing, video editing and game creation.
- Strong Python scripting integration
- Small footprint (30 Mb) and installation-free
- Millions of downloads per year (3.4M, 2009)

Blender: history

- 1.0 First version, in-house tool (1995)
- 1.21 Freeware SGI release (1998)
- 1.3 FreeBSD/Linux (1998)
- 1.5 Windows, first manual, C-key (1999)
- 1.8 Freeware again (1999)
- 2.0 Game engine (2000)
- 2.25 Beginning of open source (2002)
- 2.3 UI & modeling refresh (2004)
- 2.4 Production pipeline, open projects (2006)
- 2.5 Recode of core windows/event system (2009)

“free software”

open source

The freedom to:

- use
- distribute
- study and change
- new versions



open content

The freedom to:

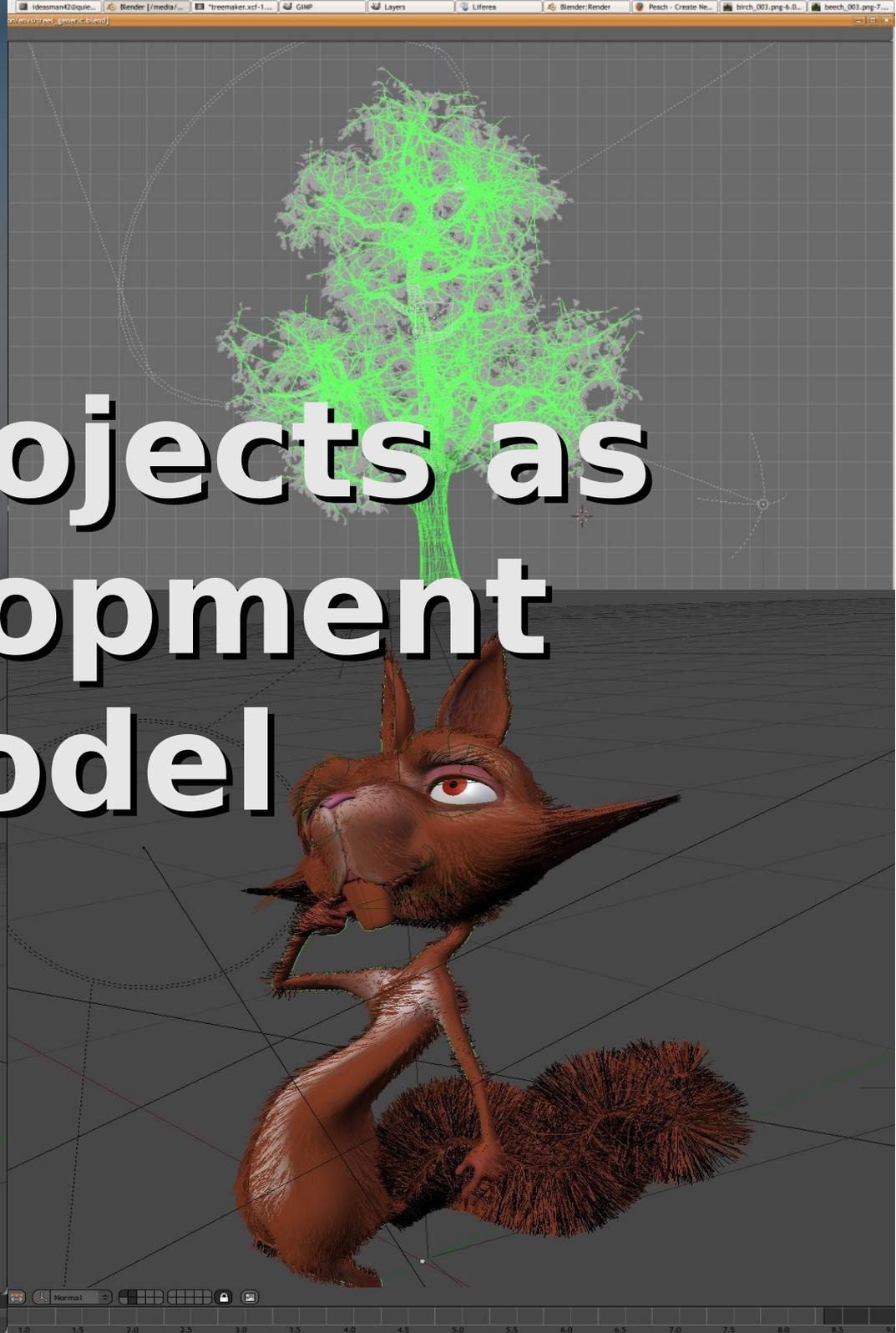
- use
- distribute
- study and change
- new versions

Shared Self-interest

Licensing business



Open projects as Development model



2006: World's first 3D Open Movie
"Elephants Dream"



2008: Big Buck Bunny



2008: Open Game Yo Frankie!



Apricot Open Game Project
Blender Institute, Amsterdam. 2008



2010: Sintel



Past year

- Blender 2.5x betas & stable
- Finished Sintel and 4k version
- Blender Conference A'dam: 250 visitors
- Creative Commons training DVDs
- Started code.blender.org blog
- “Cycles”: new shader/render engine
- Development Fund, donation subscriptions
- Google SoC: 17 students

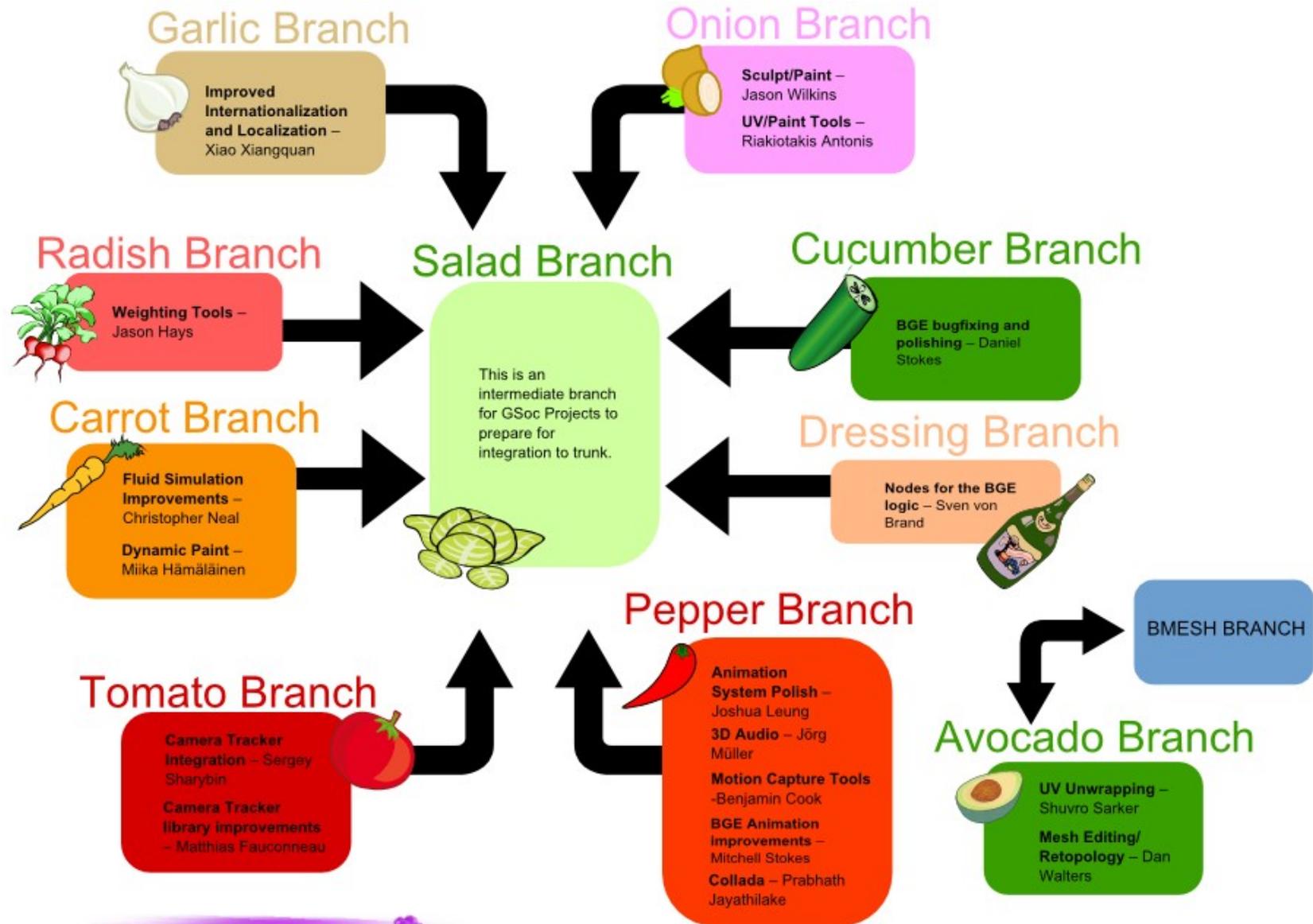
Blender 2.5 project

- Full recode of core UI handling & tools
- Big cleanup, replacing legacy '90ies code
- Python defined UI & scripting Add-ons
- Over 2 years of stablizing-only
- Hired devs: Matt Ebb, Nathan Letwory, Janne Karhu, Campbell Barton, Brecht van Lommel
- 1000s of bug reports fixed
- 2.59 out in a few days

Mission: completed! But...

Blender 2.5 leftover todos

- Some mesh tools (bevel, knife)
- “Animate everything” → dependency graph
- User-preferences needs split-up
- Undo-redo and history stack
- Standard keymaps and user configs
- Translated UIs
- Color management





Past year

(cycles video)

(tomato video)

Blender: roadmap

**Bi-monthly 2.6x releases,
adding stable branches and patches:**

- BMesh
- Nurbs tools
- Cycles:
GPU/CPU ray tracing, BSDF shaders
- Motion tracking
- Particle nodes
- GPU/CPU tile-based compositing
- and a lot more ...

Plans for next year: Blender Network

- Network.blender.org
- Connecting professionals to help them get into or to conduct business
- Membership with BF Authorization
- Three membership types: Academic, Freelancer and Corporate
- Personal profile pages
- Social networking (linkage, messages)
- Open Business: all info visible for everyone
- Implementation & start-up: Nathan Letwory

Plans for next year: Blender Proceedings

- Quarterly 'magazine' with technical updates on recent development
- Printed, pdf downloads, wiki
- Subscribers get print or pdf, funding method to get people documenting more
- Examples: 2.5 changelog, anim system, physics, python api overview, render system, tracking
- Launch: sept/oct

Plans for next year: Mango

- Open Movie project exploring VFX pipeline with Blender
- Motion tracking, greenscreen keying, GI render, color pipeline, grading

Plans for next year: Mango

- Theme: SciFi in Amsterdam!
- Short film, 5-6 minutes

Plans for next year: Mango

- Director: Ian Hubert
(Project London)
- Premium Sponsor: Google
- Sponsoring interest from VFX studios
(support a 'dev seat')

Plans for next year: Mango

- New: project launch with 2 month development 'sprint' to get ready
- Key Blender devs interested to join & help out: Joshua Leung, Nicholas Bishop, Lukas Toenne, Janne Karhu, Sergey Sharybin, Brecht van Lommel, Peter Schlaile, Campbell Barton, Jeroen Bakker, ...
- Target: Fix the Blender "dependency graph": animate everything, groups & duplicators, proxy levels, threaded anim updates, anim 'states' on multiple times, ...
- Suggested period: dec-jan

Plans for next year: Mango timeline

- Sept-Oct: concept/script. Call for participation
- Nov: DVD pre-sale campaign starts
- Nov/Dec: preproduction workshop
- Jan: storyboarding (director + concept artist)
- Feb: team starts, full animatic
- End March: 3 weeks filming in green screen studio + Amsterdam
- April-July(?) finalizing all
- Target to get 6-7 artists, 2-3 devs

Other challenges

- Blender game engine future
- GNU GPL Licensing vs allowing plugins...
(third party render engines, game engines)
- Rising quality expectations, how to increase our support level with community-oriented development

Get involved!

Get Involved!

- Colleges & universities
Open Learning, training material
Development projects, hire devs
- Studios & corporations
Join/support Open Projects
Pick up development tasks
- Developers, artists, educators
Always enough todo on blender.org!

Web: blender.org front page, "get involved"

More Blender at Siggraph

- Today 4 PM – 5.30 PM: Artist/Developer showcase
Open stage, everyone invited!
With Nathan Vegdahl, Ian Hubert, Colin Levy, Dalai Felinto, Mike Pan, Bassam Kurdali, and many more
- “Sintel” playing in Animation Festival
- Tuesday – Thursday: Blender booth at tradeshow

Don't blend in!

intel **Autodesk**

Don't blend in. Stand out.



Thanks for listening! Q&A time

