What is Blender?

- An open source program for creating 3D content
  - Modelling
  - Rendering
  - Animation
  - Game mode
Development process

- Short movies
  - Elephants Dream
  - Big Buck Bunny
  - Durian (Sintel)
- Game
  - Yo Frankie!
Other uses

- Customization
  - Visualization
  - Postprocessing
  - Encoding video
  - Simulations
Impressions from the conference

- Many games and animations
- Surprising amount of other uses
- Close contact with main developers and officials

- Let's take a closer look at some of the lectures
Protein Visualization

- Scientific Visualization Unit
  Institute of Clinical Physiology – CNR
- http://www.vimeo.com/7219809
Aachen University uses Blender to create a driving simulator for visualization and evaluation of new roads.
Nick Porcaro combines Blender with Pure Data to create live audio-visual performance art.
And much more

- Blender for Fire Safety
- Blender as a DCI standard film encoder
- Remastering of movie soundtracks into immersive 3D audio
Blender is perfect for creating commercial game content.

- Great support
- Good stability
- Intuitive tools
- Integrates well
- And is very fast
Game making demo
Thank You!