



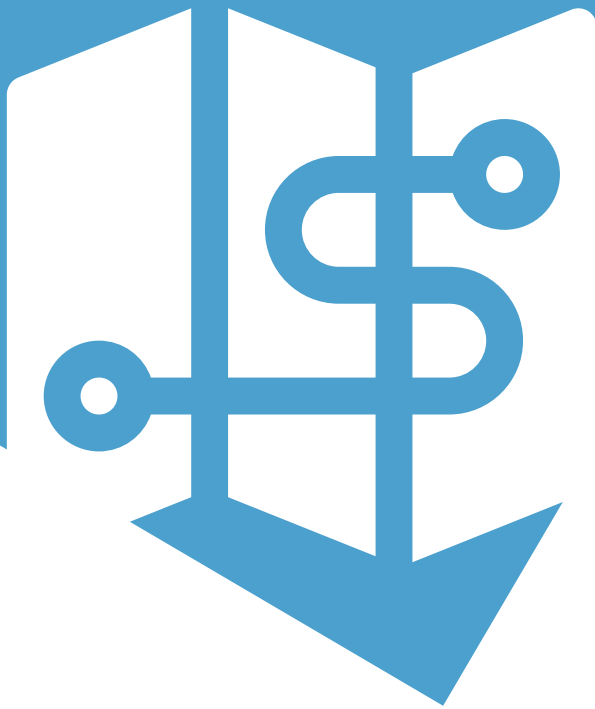
# ACM

## STUDENT CHAPTER - HITK

Advancing Computing as a Science & Profession

### INTRO TO BLENDER 3D

# ▶ ROADMAP



- 1. What is Blender?**
- 2. Rise of Blender**
- 3. Some Inspiration**





► BLENDER 3D

# What is Blender ?

Blender is a free and open-source computer graphics software, developed by Blender Foundation in 1994.

BLENDER 3D



# Rise of Blender

Blender is used for creating 3D assets for games, VFX works, sculptures and models for 3D printing, animations, motion graphics etc.

Blender is currently funded and backed by big companies like NVIDIA, AMD, EPIC Games, Intel, Adobe etc.

Blender also takes part in Google Summer of Code where coders can directly contribute to the building of the software.

Blender is on the way to become industry standard and rivals softwares like Maya, Houdini, 3DS Max and ZBrush.

## BENEFITS



- **Collection of Projects:** [Link](#)
- **Blender Guru:** [Link](#)
- **CGBoost:** [Link](#)
- **CGGeek:** [Link](#)
- **Ducky 3D:** [Link](#)

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