blender™

BEST SUMMER JOB EVER
FUN, FAME, FORTUNE, CODE!

If you want a cool summer programming job, consider applying to the
Google Summer of Code for Blender.
Blender is a complete 3D animation, video editing and compositing suite with a built in game engine. Blender has been used to make animated movies such as Sintel, Big Buck Bunny, and Elephants Dream. When working on Blender there is all sorts of cool 3D tools and the latest cutting edge 3D research to work on. There are numerous ideas for cool things you can work on inside of Blender including:

GAME ENGINE

Work on node based programming for our game logic and AI system.

DIGITAL PAINTING

Blender has great 3d painting tools, but there are a number of excellent ideas to make them better.

DIGITAL SCULPTING

Blenders sculpting tools allow you to work in 3D as if playing with clay. While last year a student made some amazing improvements there are still a lot of cool tools and improvements that can be made.

RETOPOLOGY TOOLS

The latest trend in 3D is to start with sculpting digital clay, then build a good 'topology' needed for animation after you sculpt. There is plenty of polishing and small tools that can be done to improve Blenders retopology abilities.

MATCHMOVING

When doing compositing with film you need to match the movement of live action with your 3D special effects, by integrating a match moving library you will be able to accomplish this.

ANIMATION

Help develop tools so Blender can better work with motion capture data.

There are lots of other ideas you can use to develop a proposal, or make your own proposal based on research you've done at the university.

To apply and find out more details go to http://www.blender.org

Each year Google sponsors thousands of students to work on cool projects - maybe this year it can be you!