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)
- 2.3  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!

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 stabilizing-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!

Autodesk
Thanks for listening! Q&A time