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# Blender

model • shade • animate • render • composite • interactive 3d

Blender is the free open source 3D content creation suite, available for all major operating systems under the GNU General Public License.

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## News Headlines

from BlenderNation

Free on-line training: Introduction to 3D-Design with Blender  
April 13, 2010

German Blender Conference  
BlenderDay/2010  
April 13, 2010

Meet the Butcher  
April 12, 2010

"Real or Fake" Challenge  
April 12, 2010

Video: How to use Blender  
April 11, 2010

Big Buck Bunny on the BBC  
April 10, 2010

Animating textures with Offset  
April 10, 2010

Dr. Grordbort's Raygun Shootout  
Competition  
April 9, 2010

BlenderGuru: Camera Mapping in Blender 2.5  
April 9, 2010

[More...](#)

## Announcements

Blender Foundation Official Updates

Digital Painting DVD course finished  
April 11, 2010

David Revoy's long anticipated course "Chaos and Evolutions" has been printed and will ship 14th of april to all pre-orders.

Google Summer of Code 2010  
March 30, 2010

Students again can apply for a summer job on Blender coding, sponsored by Google. Application closes April 9, 2010 at 19:00 UTC

Blender 2.5 Alpha 2 update  
March 3, 2010

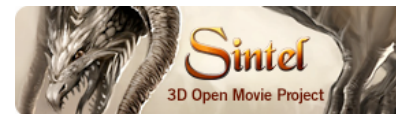
The alpha 1 version had a bad bug – not saving texture images – making it not a good test build. Here is the fixed version!

Blender 2.5 Alpha 1 released  
February 19, 2010

Eagerly awaiting the first real beta release, we've published another alpha test build to ensure bug reporters have a good reference.

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## Blender 2.5 Alpha 2



Elephants Dream – Big Buck Bunny – YoFrankie!

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