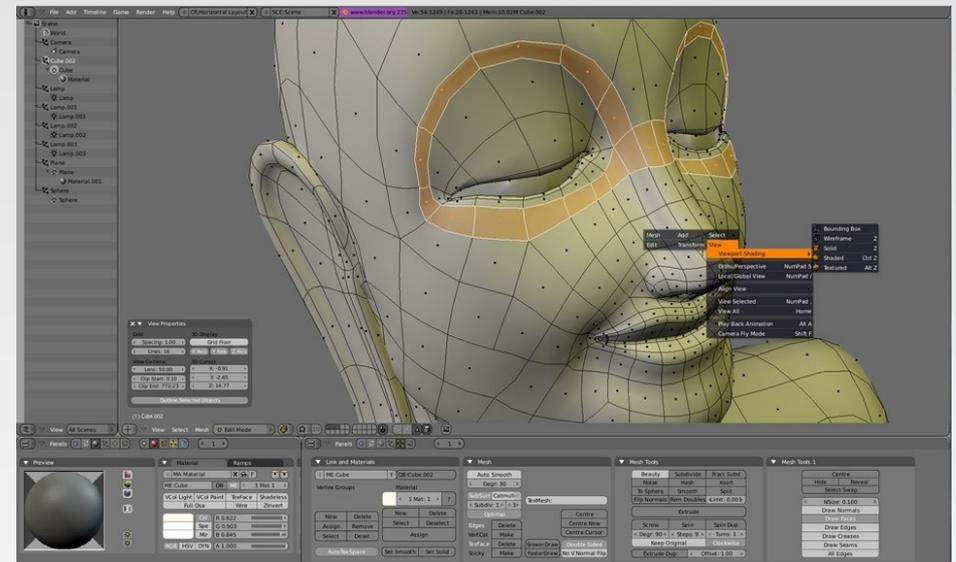


Reflections from Blender Conference 2009



What is Blender?

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



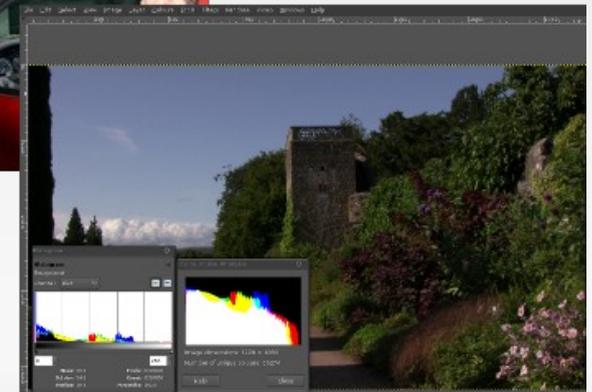
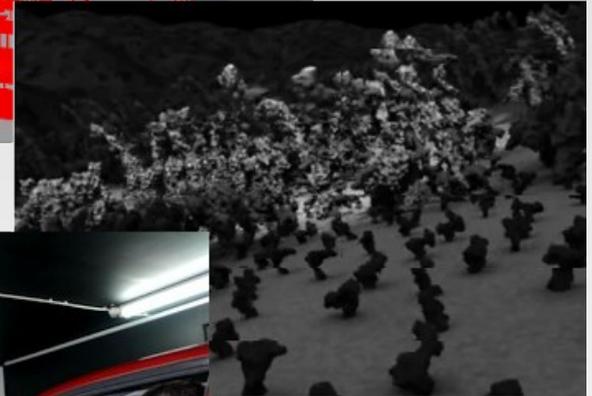
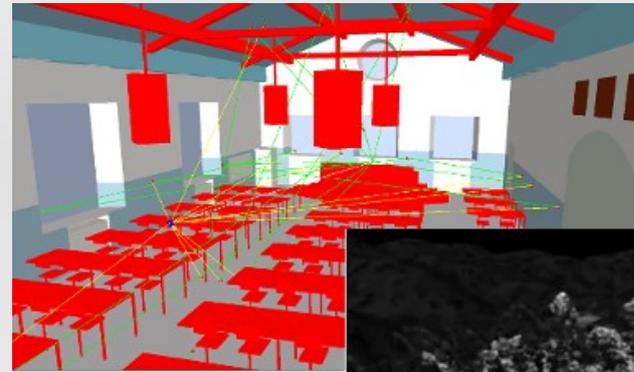
Development process

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



Other uses

- Customization
 - Visualization
 - Postprocessing
 - Encoding video
 - Simulations



Impressions from the conference

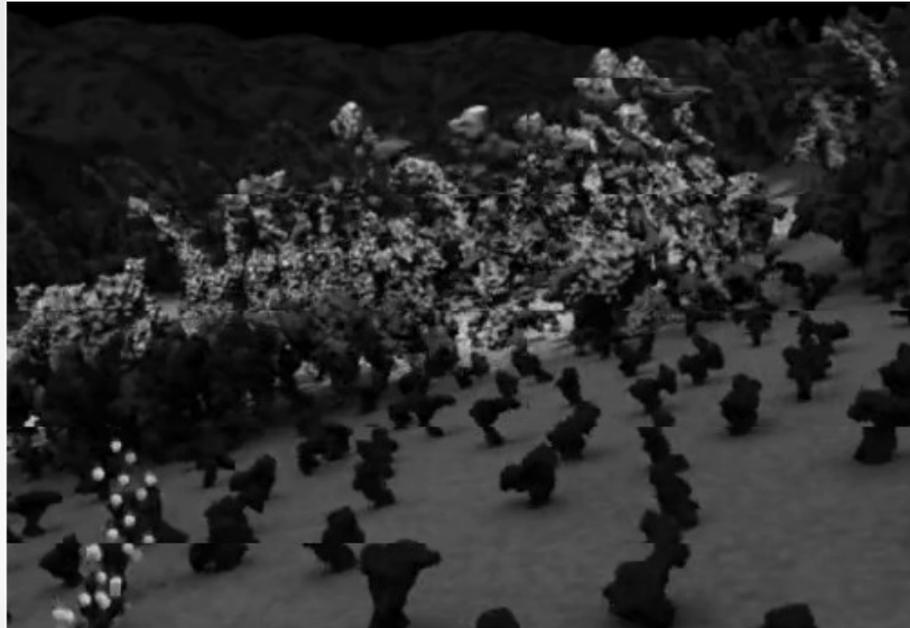
- Many games and animations
- Surprising amount of other uses
- Close contact with main developers and officials



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

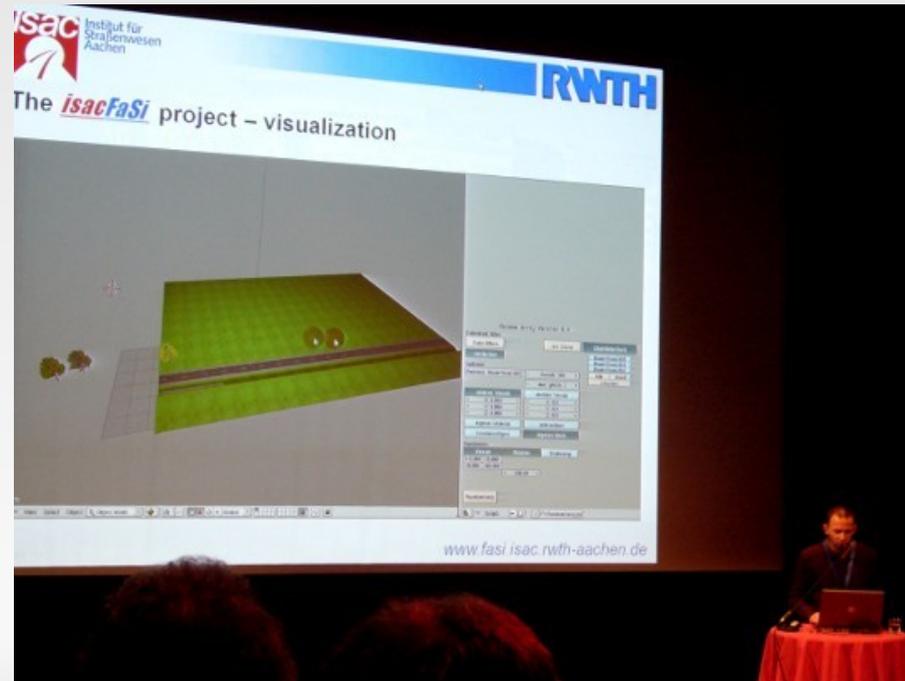
Protein Visualization

- Scientific Visualization Unit
Institute of Clinical Physiology – CNR
- <http://www.vimeo.com/7219809>



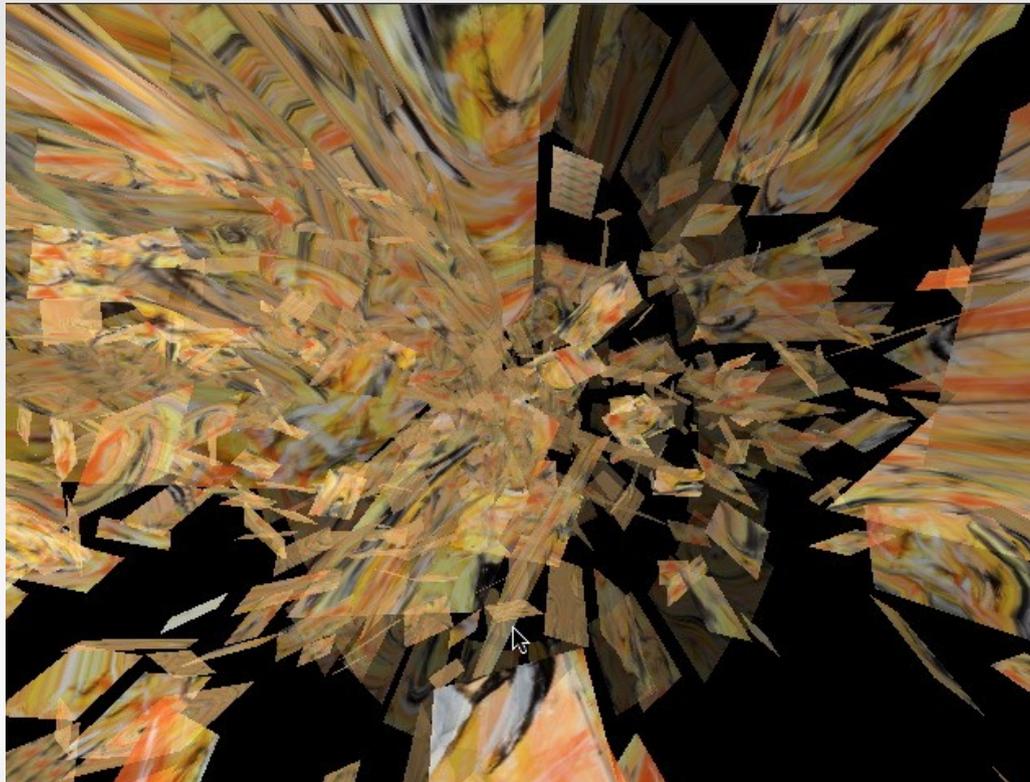
Road and tunnel safety

- Aachen University uses Blender to create a driving simulator for visualization and evaluation of new roads



Blendnik

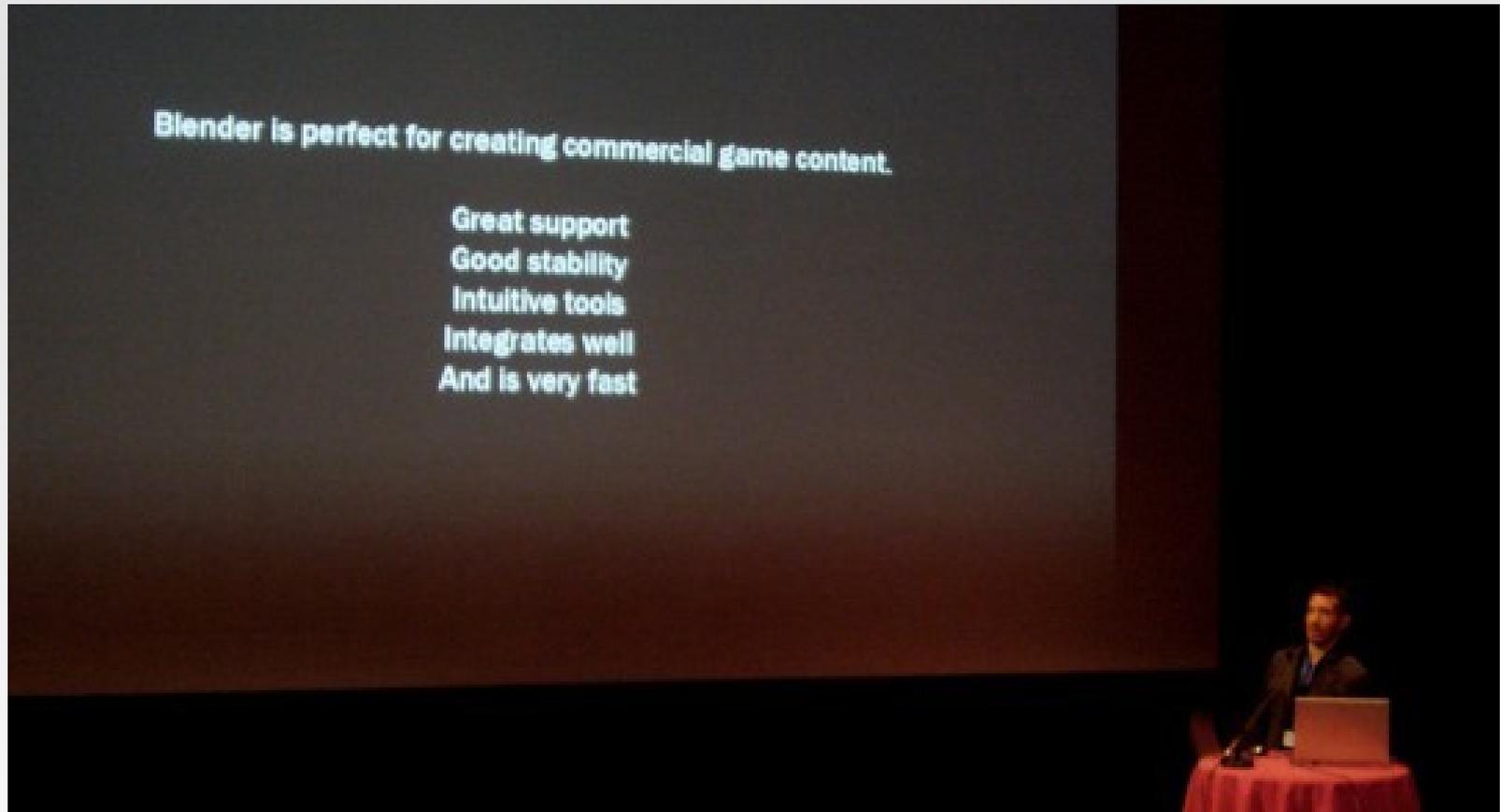
- Nick Porcaro combines Blender with Pure Data to create live audio-visual performance art



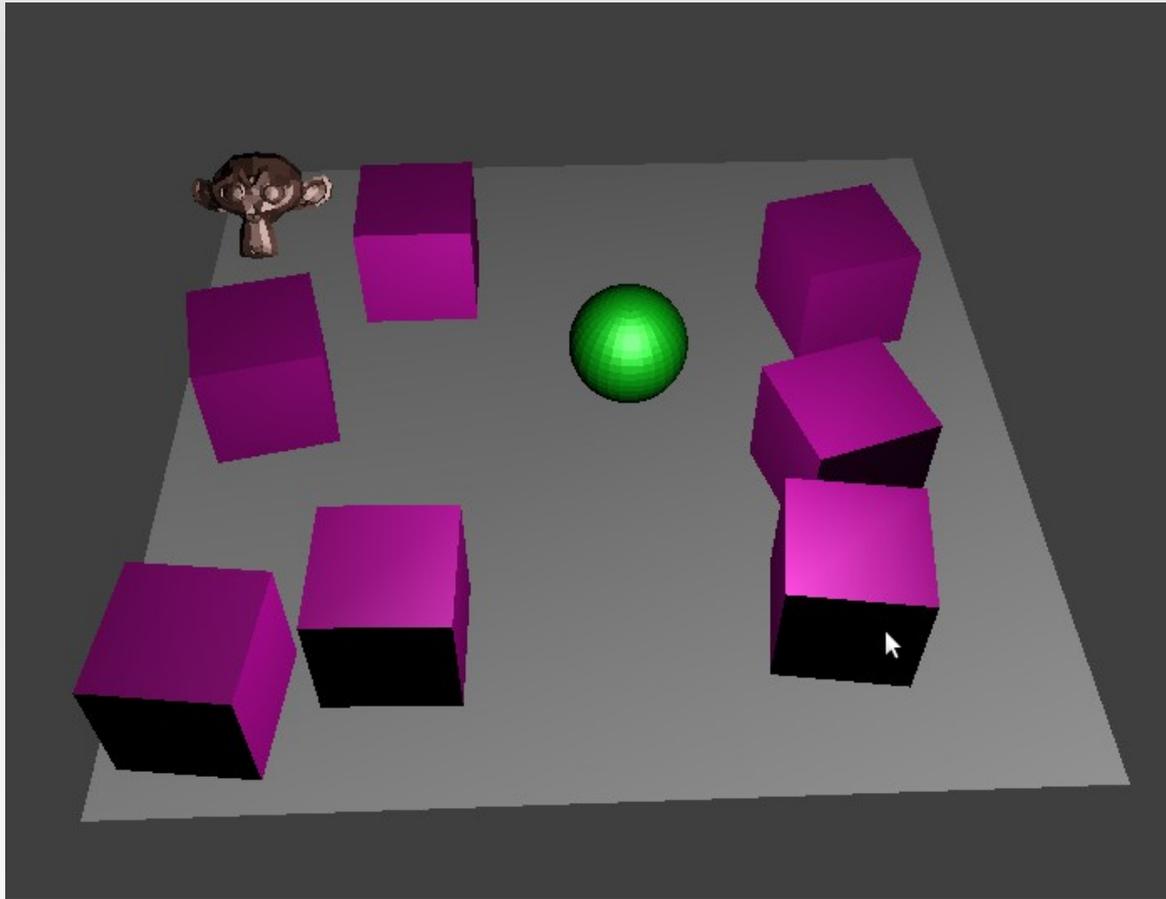
And much more

- Blender for Fire Safety
- Blender as a DCI standard film encoder
- Remastering of movie soundtracks into immersive 3D audio

Making games



Game making demo



Thank You!