blender version 2.48

BlenderFoundation
www.blender.org

Blender 3D

Community Review – Projects - Features

www.santner.com

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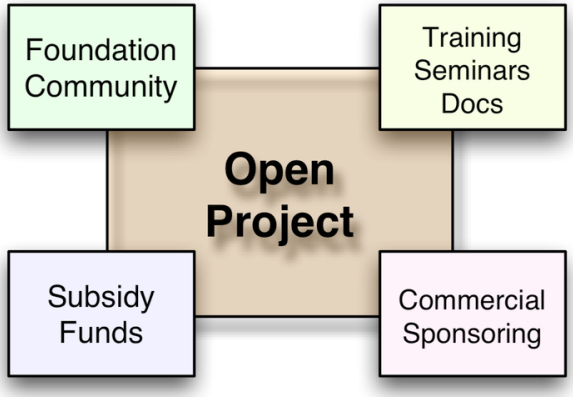
Blender Institute



„An Open Project means that
the end result will be published
under an open license,
free for everyone to re-distribute,
re-use or publish. “

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Big Buck Bunny

Video see : http://www.vimeo.com/1084537

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YoFranky!

http://www.yofrankie.org/

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New in 2.48 - Realtime GLSL Materials

- See Video :
  - http://www.blender.org/features-gallery/feature-videos/?video=game_engine_one

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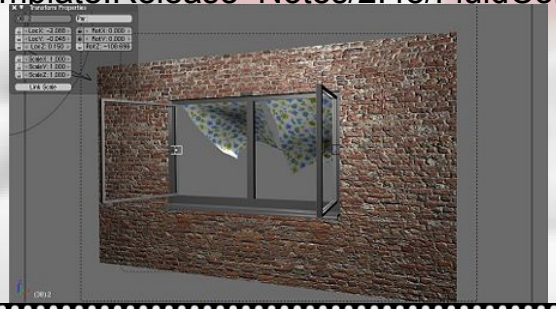
New in 2.48/2.46 – Particle System rewrite

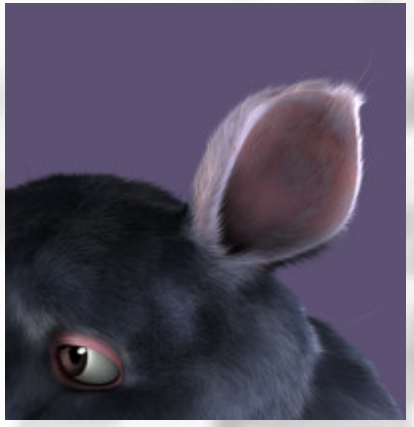
- Fluid control

http://wiki.blender.org/index.php/Template:Release_Notes/2.48/FluidControl

- Wind & Deflectors



- Hair and Fur



- Cloth

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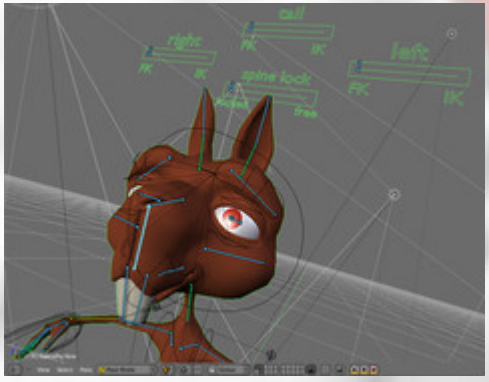
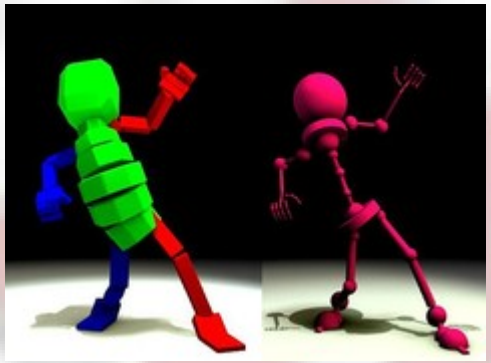
New in 2.48

- Game Engine is back
- Rigging is fun now





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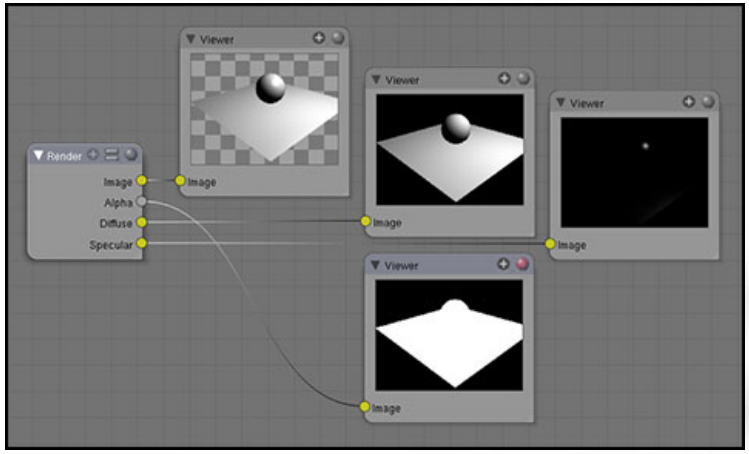
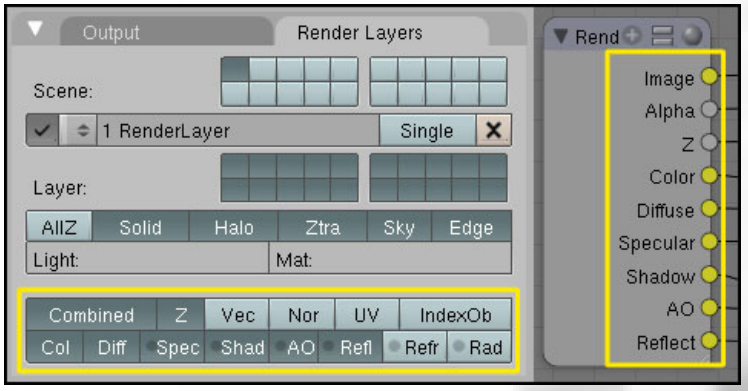
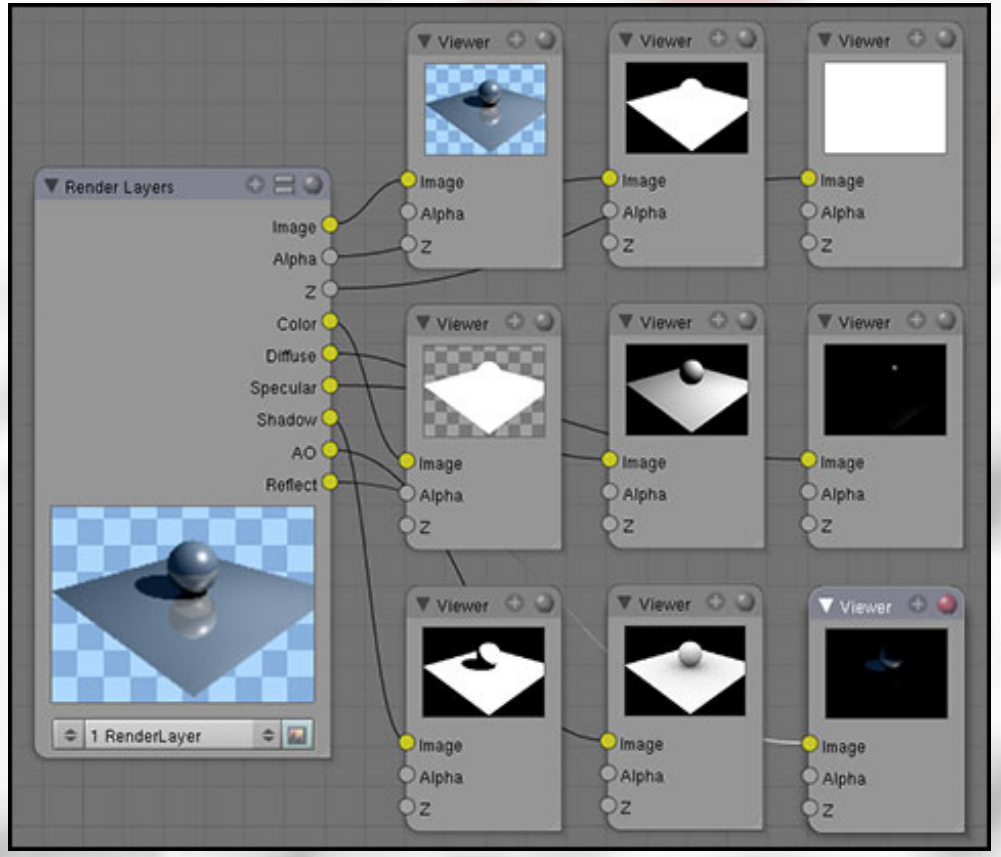
Compositing







http://blenderunderground.com/2008/03/31/introduction-to-composite-nodes-part-1/

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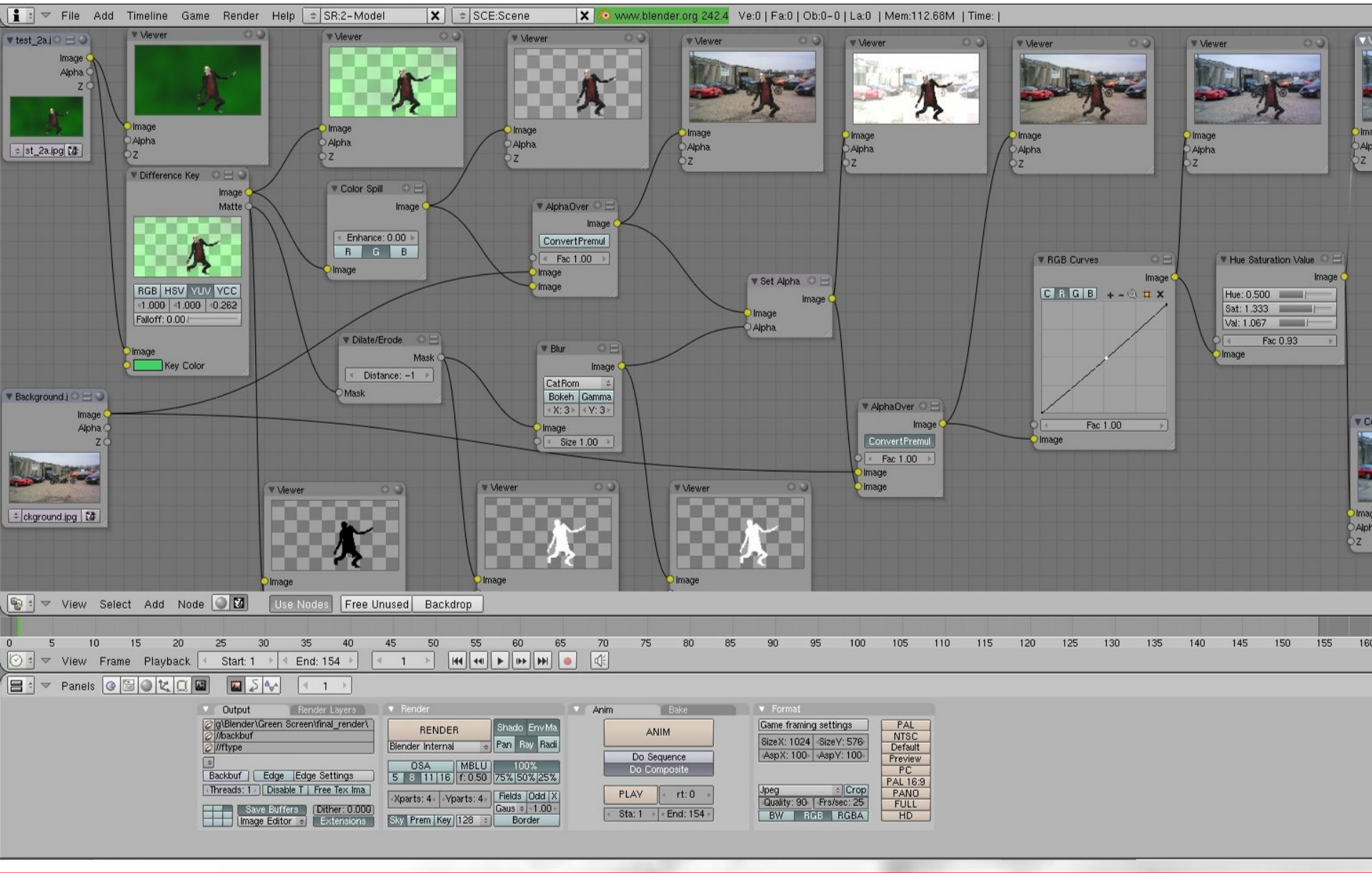
Compositing



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Compositing

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Mobile Blender

- Blender on Windows Mobile
  http://russose.free.fr/BlenderPocket/

- Unity Game Engine on iPhone
  http://unity3d.com/unity/

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Blender

- Have to know:
  - http://www.blender.org
  - http://www.blendpolis.de
  - http://www.blendernation.com
- Blender User Group in Graz
  - Meet every last Friday of the month
  - http://bug.spektral.at
- Thanx for watching,
  - http://www.santner.com

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