



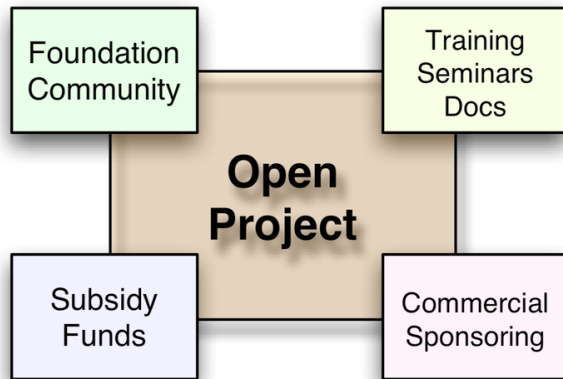
www.yofrankie.org

Blender 3D

Community Review - Projects - Features

www.santner.com

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. “



Big Buck Bunny



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


YoFranky!



<http://www.yofrankie.org/>

New in 2.48 - Realtime GLSL Materials

 See Video :

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

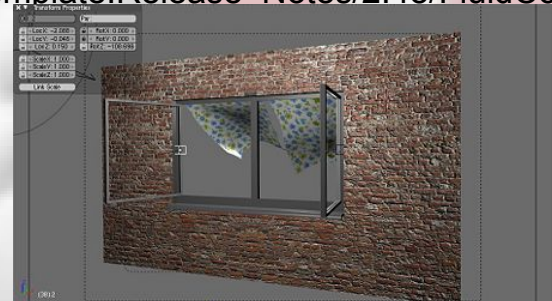
New in 2.48/2.46 – Particle System rewrite

 Fluid control

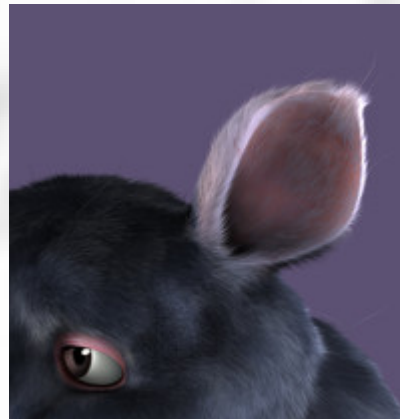


http://wiki.blender.org/index.php/Template:Release_Notes/2.48/FluidControl

 Wind & Deflectors



 Hair and Fur

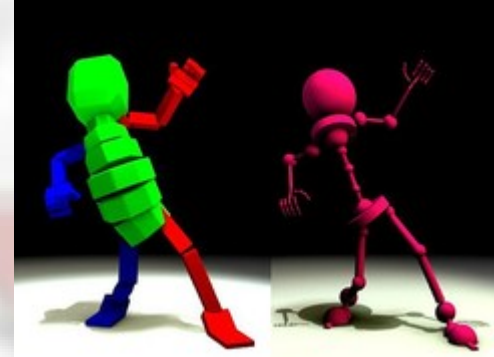
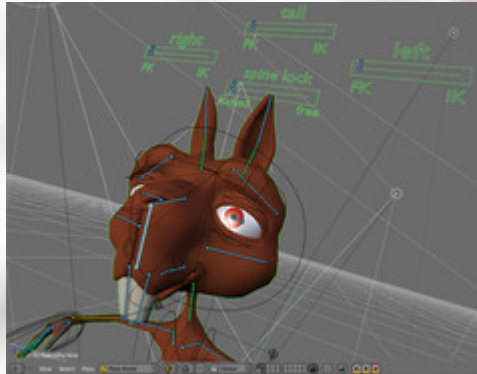


 Cloth

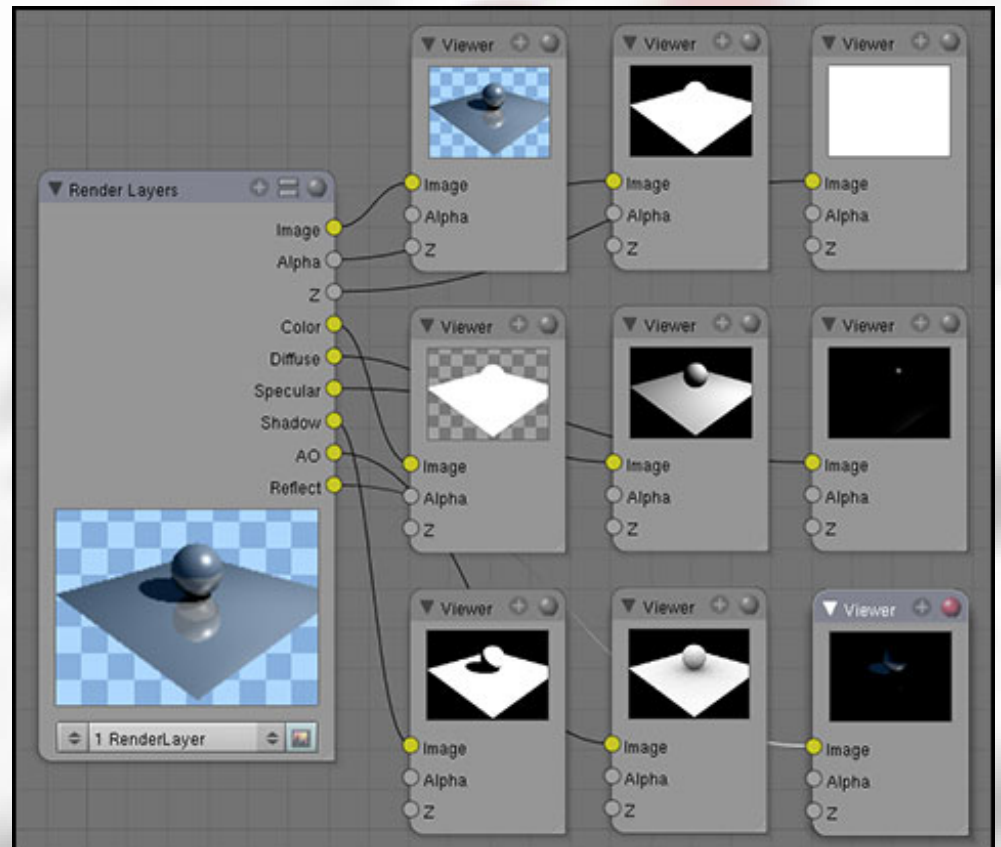
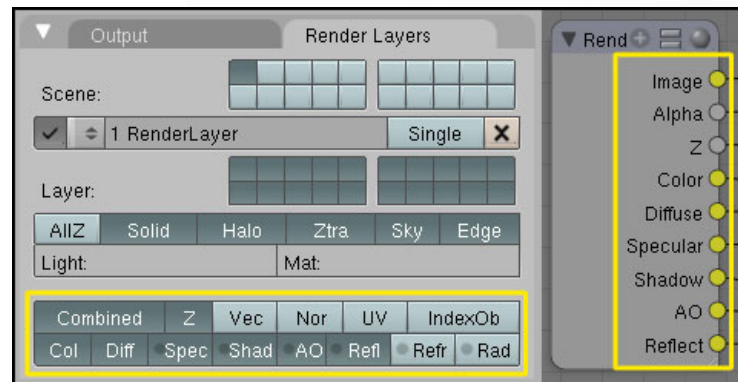
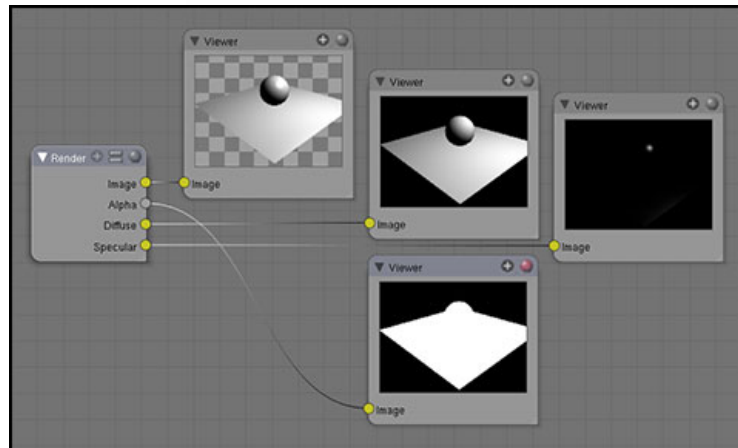


New in 2.48

- Game Engine is back
- Rigging is fun now

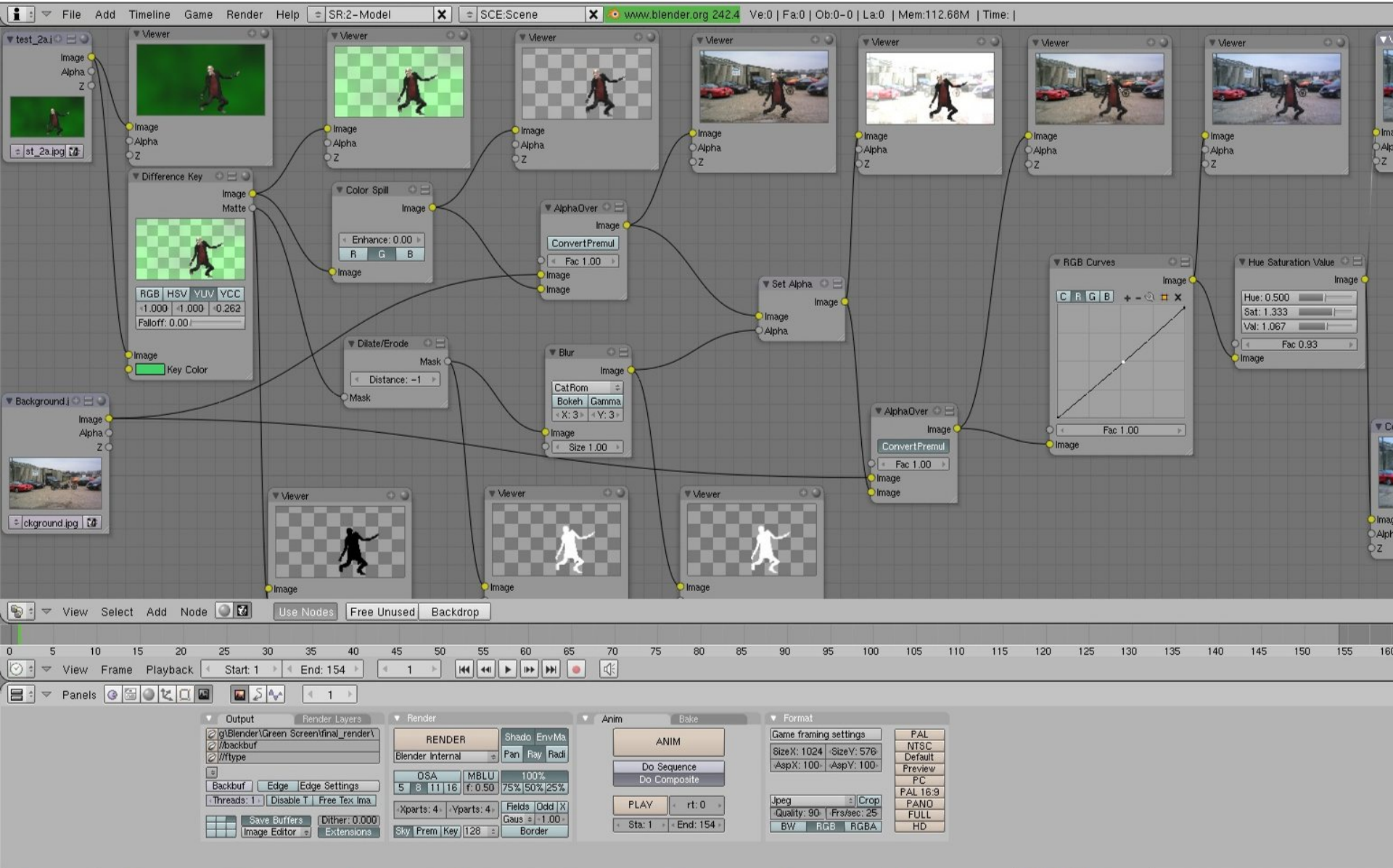


Compositing



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

Compositing



Compositing

m:112.68M | Time: |

Viewer (4 instances)

Image
Alpha
Z

RGB Curves
Image
C R G B
Fac 1.00

Hue Saturation Value
Image
Hue: 0.500
Sat: 1.333
Val: 1.067
Fac 0.93

Composite
Image
Alpha
Z



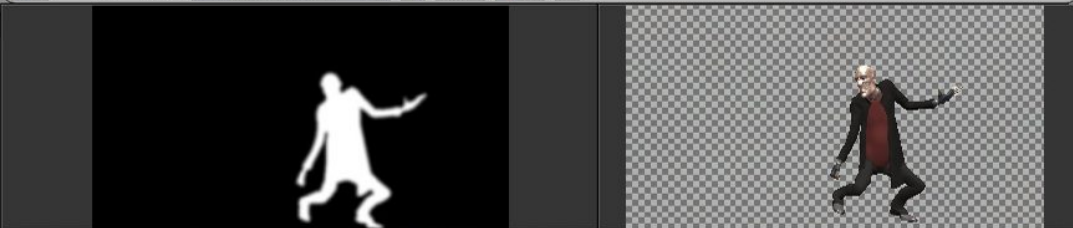
View Image IM:test_2a.jpg

View Image IM:Background.jpg



View Image IM:Viewer Node

- PAL
- TSC
- fault
- review
- PC
- L 16:9
- AND
- ULL
- HD



View Image IM:alpha.jpg

View Image IM:0001.png

Mobile Blender

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


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




Unity is a multiplatform game development tool, designed from the start to ease creation. A fully integrated professional application, Unity just happens to contain the most powerful engine this side of a million dollars.

	Integrated Editor Everything is done through Unity's simple user interface. Thousands of hours of thought and spit-polish have gone into it. Read more		Graphical Power Unity has a highly optimized graphics pipeline for both DirectX and OpenGL. Read more		Asset Importing All major file formats are supported, and almost any art application can be used with Unity. Read more
	One-Click Deployment Unity supports a wide range of platforms when you release your work to the come alive. Read more		Wii Publishing The industry's most popular console just got a lot easier to develop for... Read more		iPhone Publishing Revolutionary game development comes to a revolutionary device. Read more
	Shaders Unity's shader system combines ease of use, flexibility and performance. Read more		Terrains Vast, densely foliaged landscapes that run smoothly on low-end hardware. Read more		Networking Go from single-player to full realtime multiplayer games. Read more
	Physics Bring your interactions to life with the built-in Ageia PhysX™ physics engine. Read more		Audio & Video Mix realtime 3D graphics with streamed audio and video. Read more		Scripting Blazing fast .NET-based JavaScript and C#, with rich libraries and great documentation. Read more
	Unity Asset Server The Unity Asset Server is an add-on product which adds version control to Unity. Read more		Shadow & Light Realtime soft-shadows and baked lightmaps, speeded up with halos and lens flares. Read more		Documentation We provide you with step by step tutorials, documentation and example projects. Read more


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>