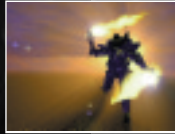




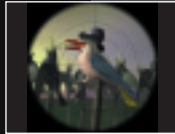
Modelling



Rendering



Animation



Postproduction



Game creation

"Blender is quickly being transformed from an impressive 3D creativity tool to a full-blown games and new media design application."

Garrick Webster
editor, Computer Arts



2.1

blender™ 2.1

Presume nothing

"Blender is revolutionizing the way we do 3D at my design and animation studio. I have found Blender easy to use, intuitive and especially quick to implement."

Michael Thoenes

CreationAnimation Huntsville USA

Blender 2.1, features a versatile animation system, contemporary modelling principles, advanced rendering tools, deformation tools, inverse kinematics and an editor for postproduction. Its 1.5Mb file size makes for quick and easy downloading, while its compatibility with OpenGL™ eliminates the need for costly high-end graphics machines.

Blender is freely available over the Internet.

Designed around a solid body dynamic simulation, all forces such as gravity, impacts from weapons, character interactions and collision detection are handled automatically by the software. Optimised for Internet-download speed and transportability, Blender allows users to create compact 3D worlds and realtime interactive 3D animations that can be customized, developed and shared with other users over the Internet.

Blender can be used to create commercials and other broadcast quality content, as well as multi-media and 3D game content for PCs and game consoles. Courses in using Blender are currently being taught in art-colleges and universities throughout the world.

"Blender continues Not a Number's (NaN) full commitment to OpenGL™. We see this as a guarantee that we can empower all users to create state-of-the-art 3D animations without the need for high-end machines," explains Ton Roosendaal, CTO and founder of NaN. "Blender 2.1 takes Blender one step further in allowing users to create and share via the web the sort of game experiences that until now they have only been able to purchase."



3 D E N A B L I N G T E C H N O L O G Y

Features

General

- Single integrated program: only 1.5 Mb!
- Modelling of polygon meshes, curves, nurbs, text and metaballs
- Deformation lattices and skeletons
- Animation with keyframes, motion curves, morphing and inverse kinematics
- Particle systems
- Rendering: solid, transparent, halo/lensflare
- Sequence editing of images and postproduction effects
- Powerful object oriented data system
- File management included!

Files

- Saves all work in a single file
- Other Blender files can be used as libraries
- Read / Write TGA, JPG, Iris, SGI Movie, IFF or AVI
- Import and export DXF and VRML files

Curves

- Bezier, B-spline, polygon
- Automatic 'hole' detection
- Any curve can be used as a bevel

Meshes

- Uses triangle and square polygons
- Extrude, spin, screw, bend, subdivide, etc.
- Realtime 'vertex paint' to add vertex colors
- Smooth subdivide for smoothing meshes while preserving geometry

Animation

- Motion paths:
Bezier curves, B-splines or polygons
- Motion curves:
XYZ translation/rotation/scaling
- Motion keys: transformations fixed at a frame
- Vertex key framing for morphing
- Inverse kinematics and skeletons
- Animation curves for light, materials, textures and effects

Render

- Rendering in foreground with direct output
- Can be initiated with a single key press at any level
- Three rendering layers:
solid, transparent and halo's.
- Delta accumulation buffer with jittered sampling for perfect antialiasing
- Resolution up to 4096x4096
- Field rendering and pre-gamma correction for the best video output possible
- Panoramic rendering
- Soft shadow
- Plug-ins for textures and postproduction

Light

- Local lights, spotlights, hemispheres and suns
- Textured lights, spot halo's
- Shadow buffered system with volumetric effects
- Selective lighting for individual objects

Windows

- User configurable window layout
- 3D Window:
wireframe/solid/GI-lighted/rendered
- Animation curve/keys window
- Schematic diagram window
- Sequence editing window
- File selecting and file management window

Game creation and playback

- Collision detection and dynamics simulation included
- Supports all OpenGL™ lighting modes, including transparencies.
- Defines interactive behaviour of Objects with a simple buttons menu
- Python scripting API for sophisticated control and AI, fully defined advanced game logic
- Playback of games and interactive 3D content without compiling or preprocessing
- Audio, using the Open Source OpenAL™ toolkit

www.blender.nl/support

- Over 30 online NaN tutorials
- Over 200 online community tutorials
- Blender Learning Path
- Email support
- 250.000 registered community members

www.blender.nl/shop

- The Official Blender 2.0 manual
Users will find a full reference section plus tips, tricks and tutorials, covering modelling, rendering, animation and postproduction of Blender 2.0 enabling them to bring their creative ideas to completion.
- The Tutorial Guide 1
22 modelling and animation tutorials including tips and tricks for beginners and intermediate users.
- The Tutorial Guide 2
20 modelling and animation tutorials including tips and tricks for advanced users.
- The Tutorial Guide 3
Coming in May 2001
Game creation with Blender 2.1

Supported platforms

- Windows 95, 98, 2000, ME, NT (i386)
- Linux (i386, Alpha, PowerPC) glibc 2.1.2
- FreeBSD (i386) 3.4
- BeOS 5.0 (i386)
- SGI
- Sun Solaris 2.6 (sparc)
- A Mac version will be available Q3 2001

Not a Number

Ton Roosendaal, CTO, founded NaN in June of 1998 to further develop and exploit Blender software and its underlying technologies. Roosendaal was part owner of NeoGeo, one of the largest 3D animation studios in the Netherlands, where Blender has its roots. Ian Ginn, NaN's CEO and co-founder, spent the five years before joining NaN as strategic consultant and innovator in the emerging European digital market and has been active in NaN since March 1999. Headquartered in Amsterdam, with offices in Eindhoven, Tokyo, and shortly in the US, NaN currently employs 44 people.

For more information
visit the Blender website:

www.blender.nl

or contact:

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