

Project Presentation: Blender

Modeling for Natural User Interfaces in Car

Ali Riza Özoguz, Shiva Mohseni

History of Blender

- In 2002 the corporation Not a Number was finished
- So Ton Roosendaal (original Author of Blender) decided to found the Blender Foundation
 - The aim was to develop Blender as open Source
- In the years 2006 – 2012 many short film projects were published
- Extensions, bug fixes and upgrades are continuously done

Positive Points

- What is positive about Blender?
- Its totally free
- The community is very big
- Short cuts are often in use to improve the workflow
- Developed by a very big community

Negative points

- Sometimes workflow is problematic and you have to use plug ins and other tools
- No direct support
- Needs some time for orientation

Example of making a Car

- Modelling a Car:

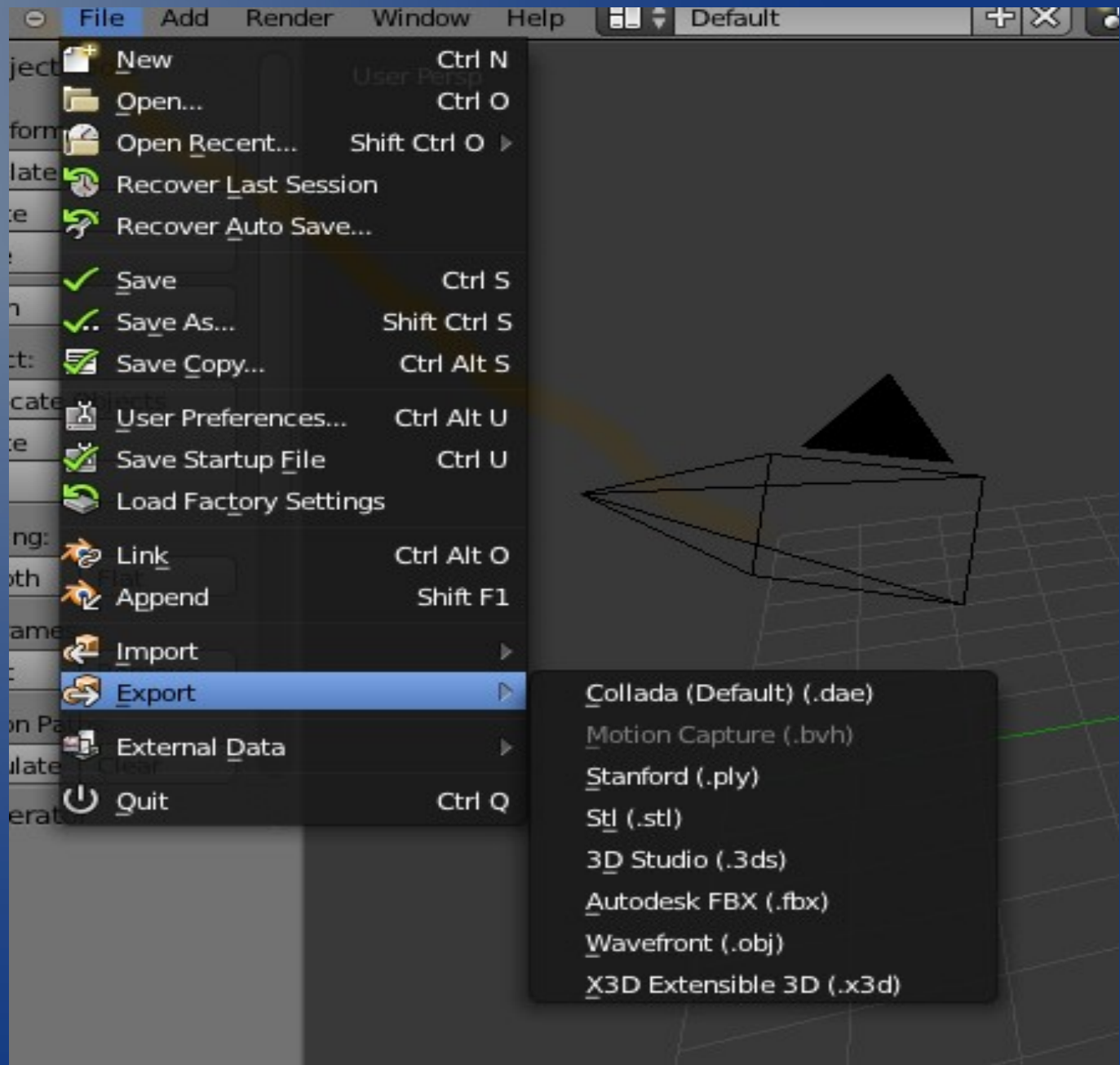
<http://www.youtube.com/watch?v=a289MTn7WIU>

- Cockpit:

- <http://www.youtube.com/watch?v=z4N2sg5Nkhw>

Export

- File formats:



Blender in Comparison

	Blender	Maya	Cinema 4D
Costs:	Free	Free for educational use	Free for educational use
Use:	Great package Enough for normal modelling	For professional use (less tutorials)	Easy to start with, enough tutorials

Finished Car:

<http://www.youtube.com/watch?v=peijqe3trKA>