



The Open Garden

Building an ecosystem with free software

5 June 2024

Mission

Get the world's best 3D CG technology in the hands of artists as free/open source software.

Vision

Everyone should be free to create 3D CG content, with free technical and creative production means and free access to markets.

Quick Facts

About Blender

- Open Source since 2002
- Open Content since 2005
- Employed staff of around 50
- 100s of regular contributors
- 1000s of occasional contributors
- Over 15M downloads in 2022

Celebrating 30 years!

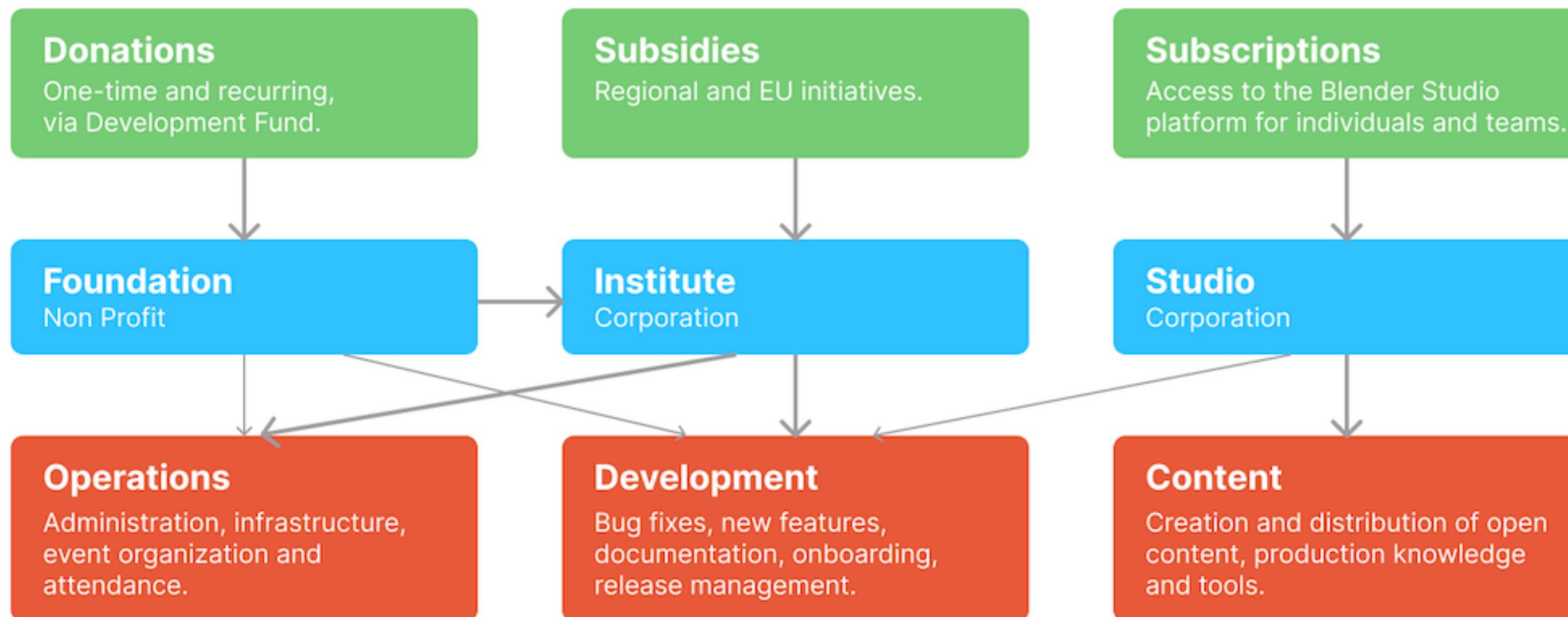


Blender Funding

Or how do you guys make money?

Donations

How Blender gets funded



- Income
- Organization
- Expenses

Support the Future of Blender

Join the Development Fund and support Blender Foundation to work on core Blender development.

Latest activity

- ♥ Someone started a **Silver membership** 2m ago
- ♥ Someone donated \$ 25 18m ago
- ♥ **Sibylle Grosjean** renewed their **Gold membership** 23m ago
- ♥ Someone renewed their **Gold membership** 23m ago
- ☆ **Roblox** renewed their **Corporate Silver membership** 24m ago

See all >

€166,961

MONTHLY
CONTRIBUTION

4865

INDIVIDUALS

36

CORPORATE

Ten thousand gifts for Blender!

In the month of December 2023, Blender received over 10000 donations!

This helps the project to stay independent and develop the best free and open source content creation tools.

Thank you to everyone who donated.

Monthly One-time

€ 5	€ 10	€ 25
€ 50	€ 100	€ 250

Become a **Gold** member

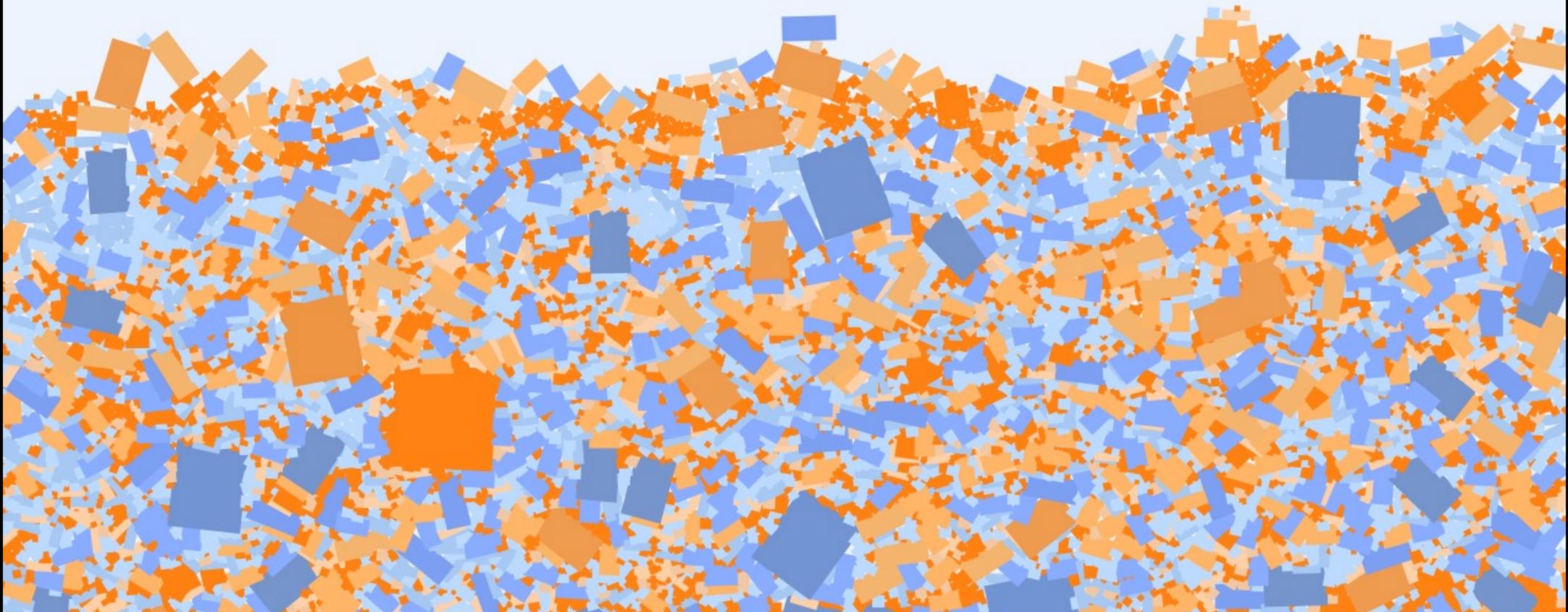


- ✓ Blender's 30th Birthday badge.
- ✓ Gold membership badge.
- ✓ Name on website.

Donate ❤️

[Corporate memberships](#)

EUR ▾



Dev Fund

Donations

All EUR USD

All donations are converted to EUR for simplicity

From

20/11/2023



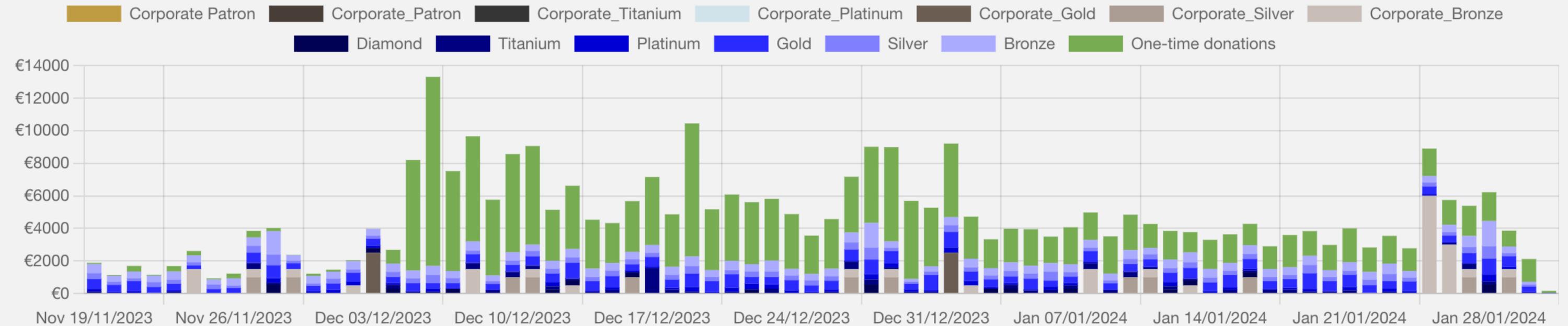
to

31/01/2024



Memberships and one-time donations

switch to counts



€ 344,601.49 (18615 donations)

Is Blender a digital common?

Examples

- Extensions Platform
- Blender Studio Tools (adoption in media industry)
- Development workshops (connecting with the industry)

Reach out!

Get in touch: francesco@blender.org

