



# 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!**







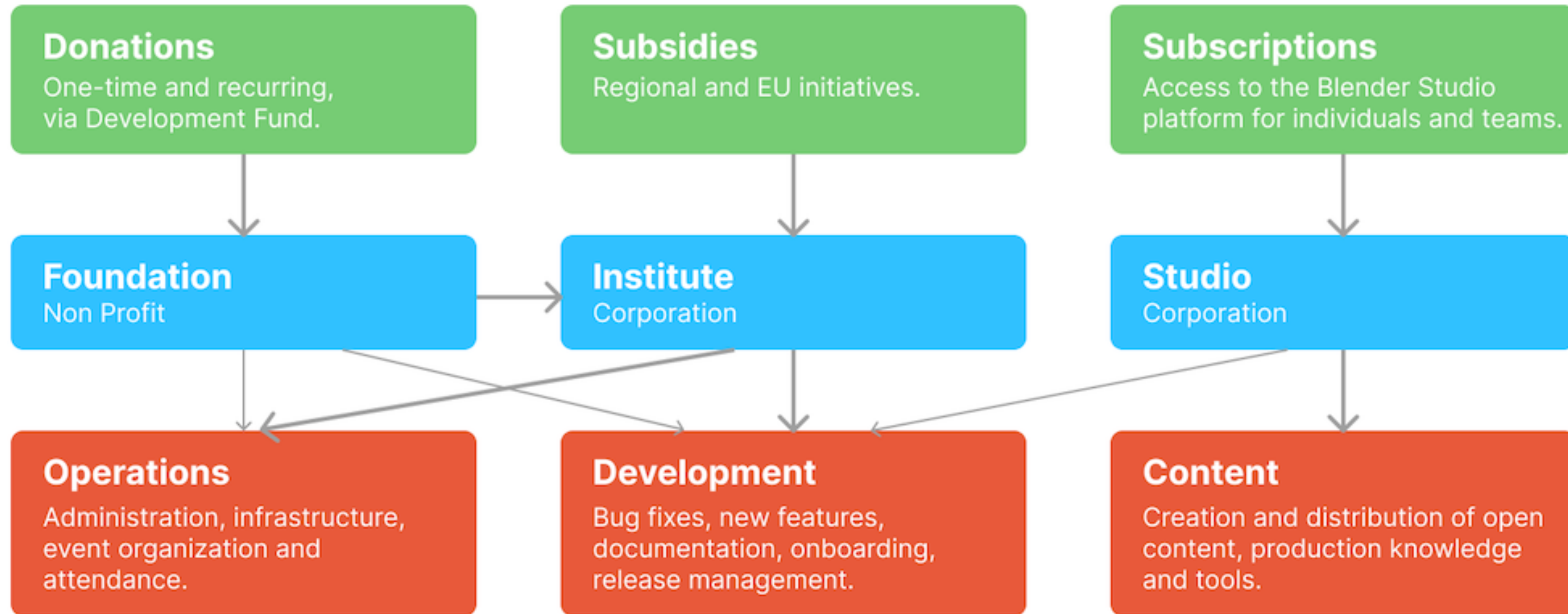
# Blender Funding

**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

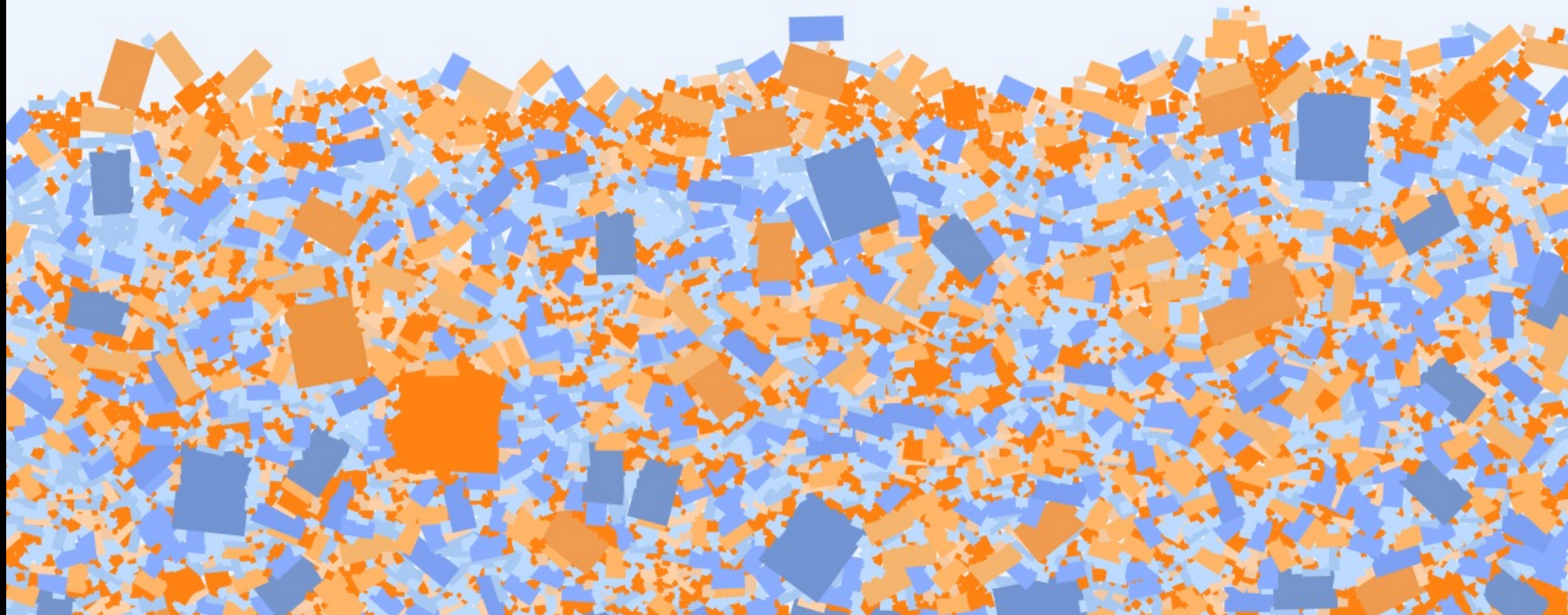


- ✓ Blender's 30th Birthday badge.
- ✓ Gold membership badge.
- ✓ Name on website.

Donate 

[Corporate memberships](#)

EUR 





# Dev Fund

## Donations

☒ All ☐ EUR ☐ USD

All donations are converted to EUR for simplicity

From

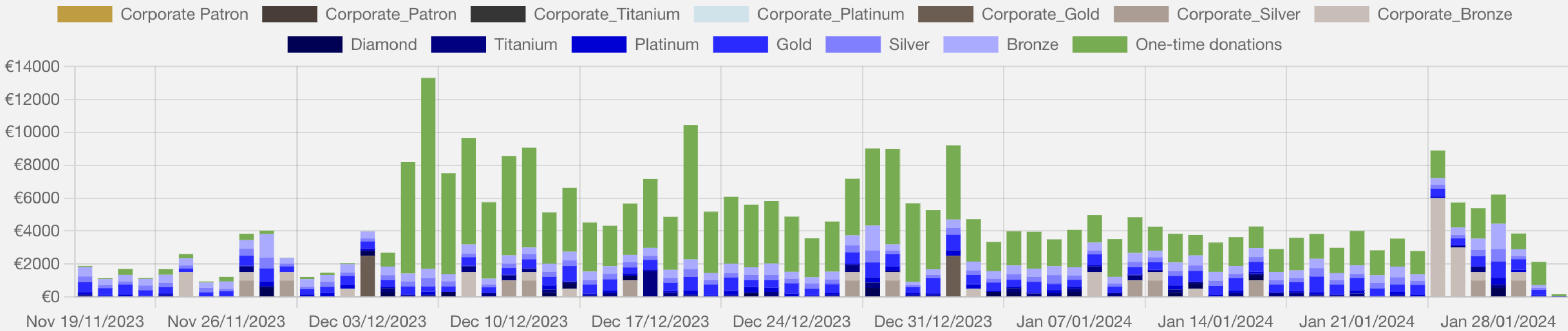
20/11/2023

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](mailto:francesco@blender.org)

