

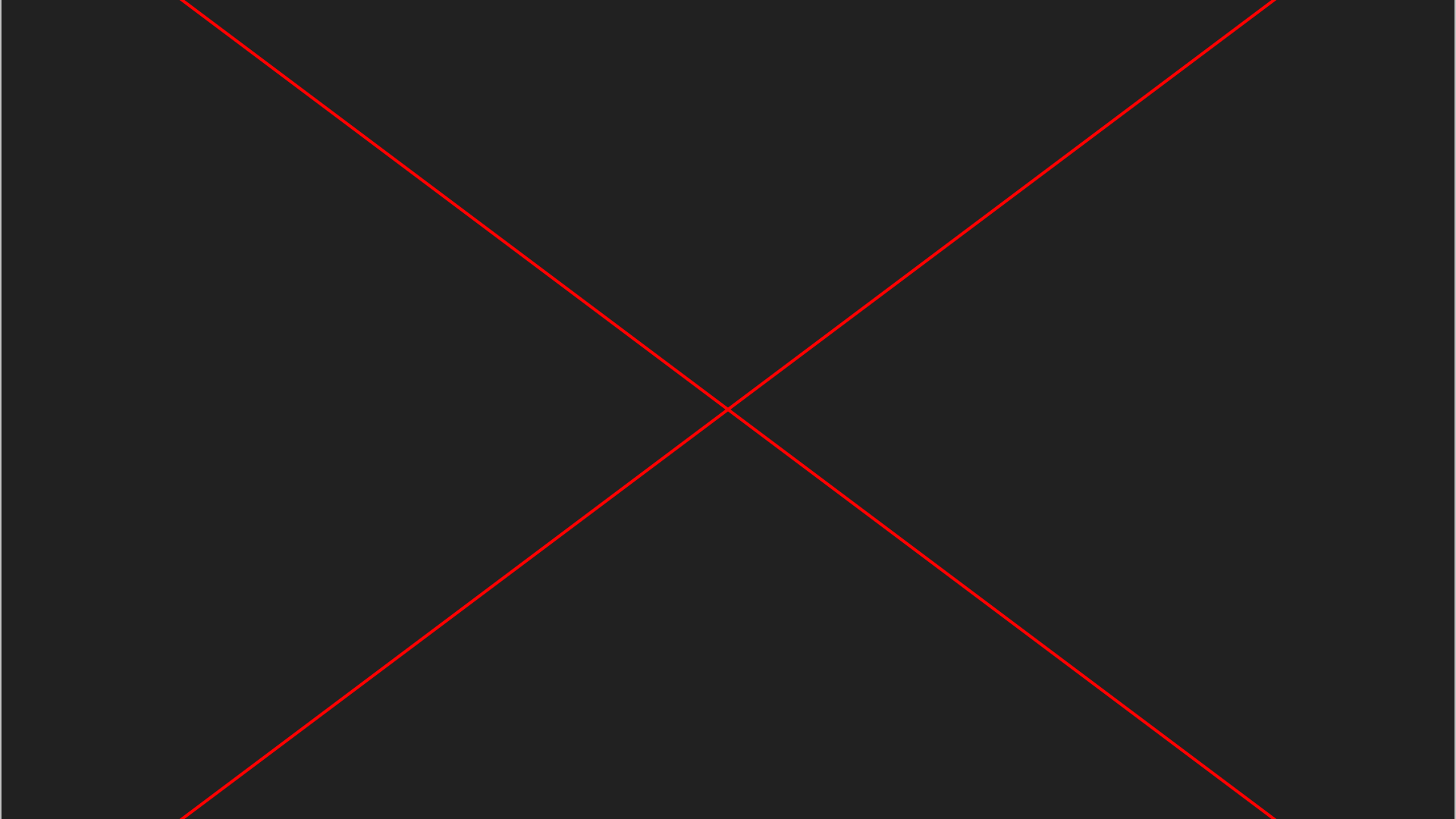


Blender en 2025: nouveau et changements

Fiona Cohen - RADI, Angoulême - Novembre 2025



Blender today



Penta Awesome

Twice as good as 2.5.

[Download Blender 5.0](#)

[Watch Recap Video](#)



Juan Hernández

Blender 5.0 splash by Juan Hernández

Color me impressed.

Blender 5.0 introduces a completely overhauled color management pipeline that natively supports **wide-gamut** and **HDR** color spaces.



Team Player

Blender 5.0 includes essential support for [ACES](#) workflows with the **ACEScg** working space, **ACES 2.0** view transform and OpenEXR images saved in the **ACES2065-1** and **ACEScg** color spaces.

This covers most needs when working in an ACES pipeline. For more complete support, the [official ACES configurations](#) can be manually installed and set through the [OCIO environment variable](#).

[Read Manual](#)[What is ACES](#)

Blender 5.0 improved compatibility with the [OpenColorIO configuration for ACES 2.0](#).

When a blend file is loaded that was created with another OpenColorIO config, a [warning](#) is now shown.

See the [color management documentation](#) for how to make a configuration file work well with HDR and wide gamut in Blender.

[Read Manual](#)

OpenColorIO

The **sky** is not the limit.

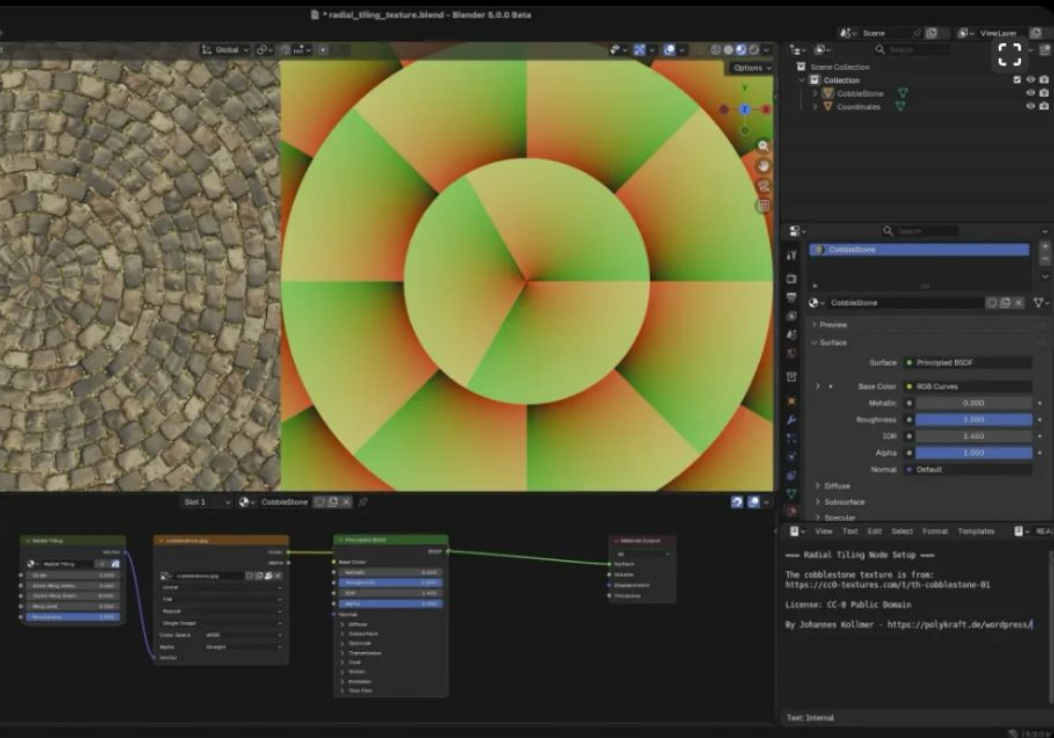
The Sky Texture node now supports multiple scattering,
providing more realistic effects procedurally out of the box.

Night & Day

Generate a sunset scene instantly by animating only one parameter.

Beautiful out of the box, in both Cycles and EEVEE.





[Download this file](#) and play!

Radial Tiling

The new Radial Tiling node is a building block for creating shapes and tilings, including rounded corners.



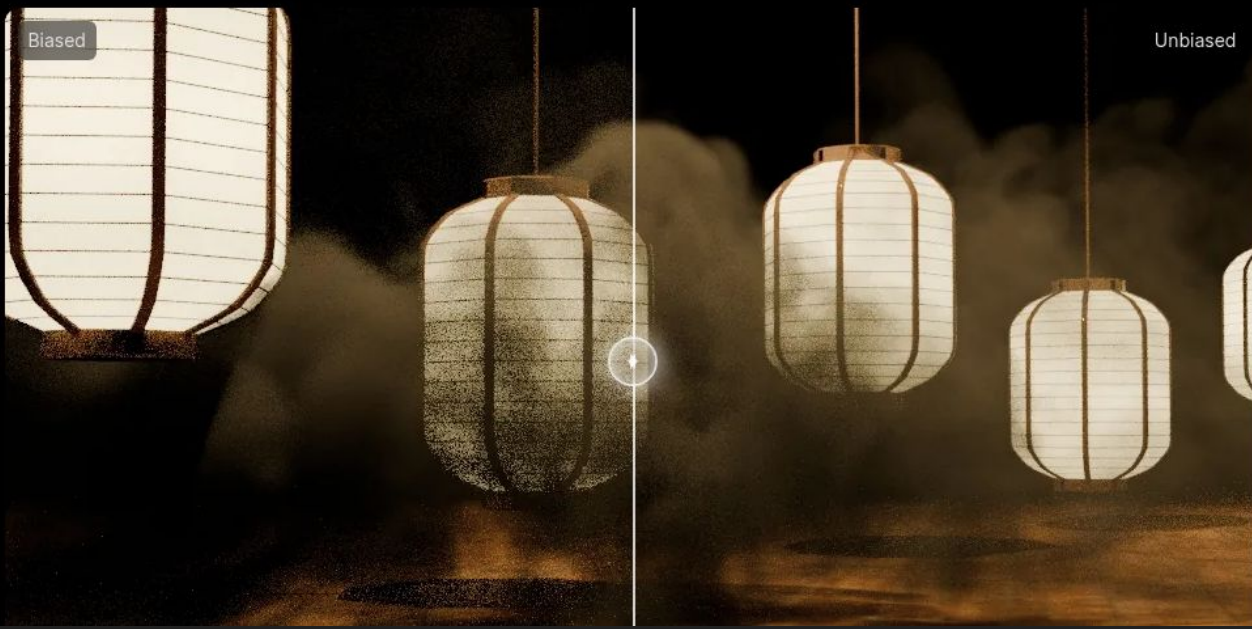
Radial textures with ease.

Learn More

CYCLES

Unbiasedly Smooth

A new unbiased null-scattering volume rendering algorithm is now the default. It removes blocky artifacts in overlapping volumes and eliminates the need for step size, max steps, and homogeneous volume settings.



CYCLES

Subsurface Scattering

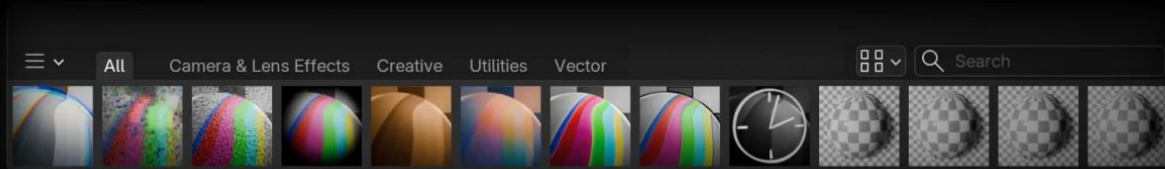
Blender 5.0 introduces a more accurate random walk subsurface scattering algorithm with multiple bounces, reducing darkening artifacts at the cost of some render time.

[Learn More](#)



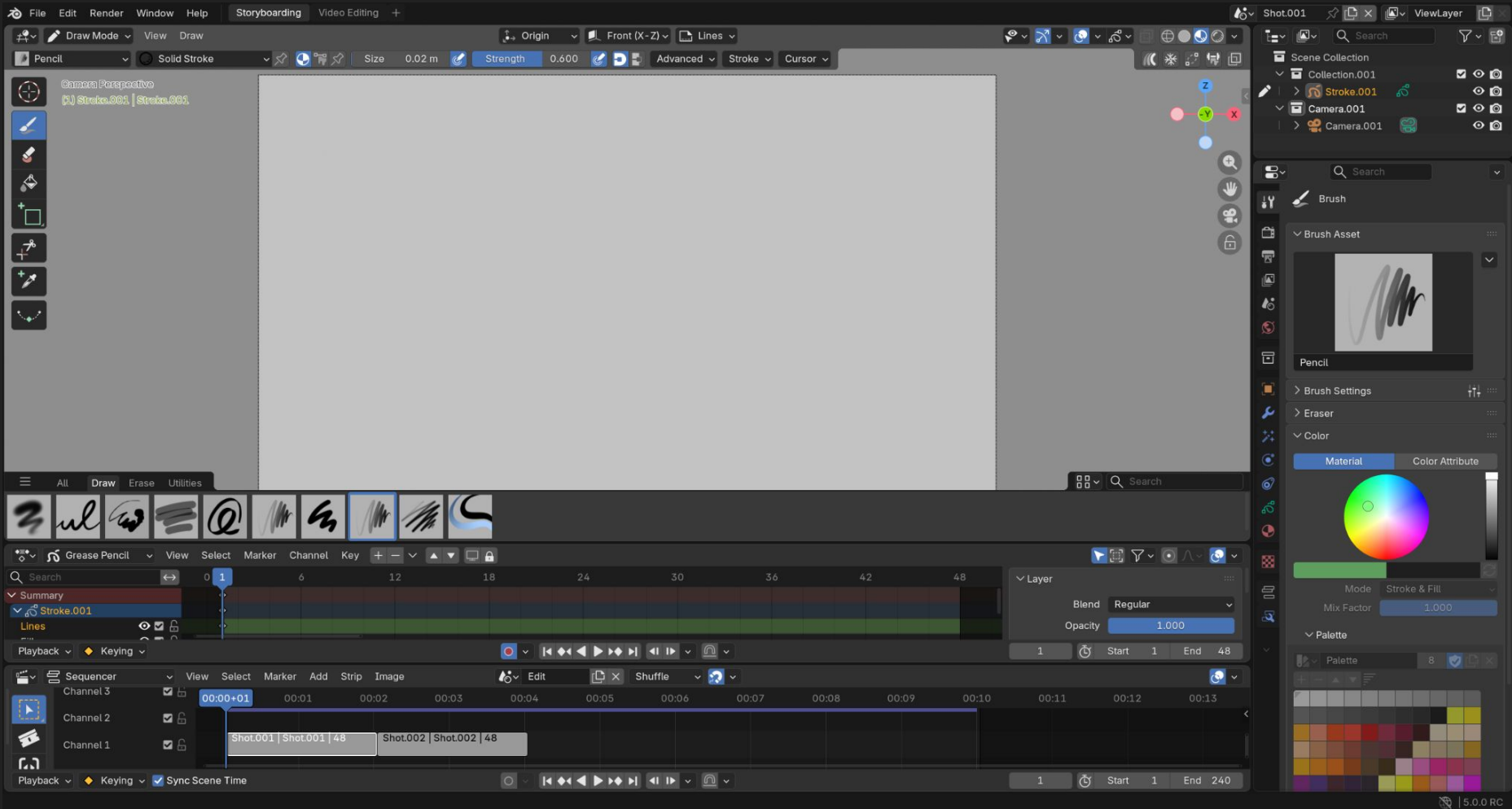
Drag & Comp

The Compositor in Blender 5.0 features a new asset shelf, filled with built-in effects to get from nothing to stunning in no time.



Chromatic Aberration Film Grain Split Toning Tune Image





Ongoing Projects

 blender/blender

Project	Description	Status
Blender Asset Tracer	BAT version 2 for Flamenco	Under Development
Hair Dynamics	High quality hair dynamics modifier.	Under Development
Project Setup	Shared "project" environment for different blend-files.	Under Development
Remote Asset Libraries	Add support for online / remote hosted asset libraries.	Under Development
VR Location Scouting	Support blocking camera vantage points while immersed in VR (Virtual Reality)	Under Development
VSE: Compositor Modifier	Implement a compositor modifier in the Video Sequencer.	Under Development

[voir projects.blender.org](https://projects.blender.org)

Project Storm

A new character to add to the Blender Studio library, and a new system to handle facial deformation.

[Explore Content Gallery](#)

Articles



Project Storm

Project 'Storm' has started!

A new character to add to the Blender Studio library and a new workflow to handle facial deformation.

23 MAY

FREE 18



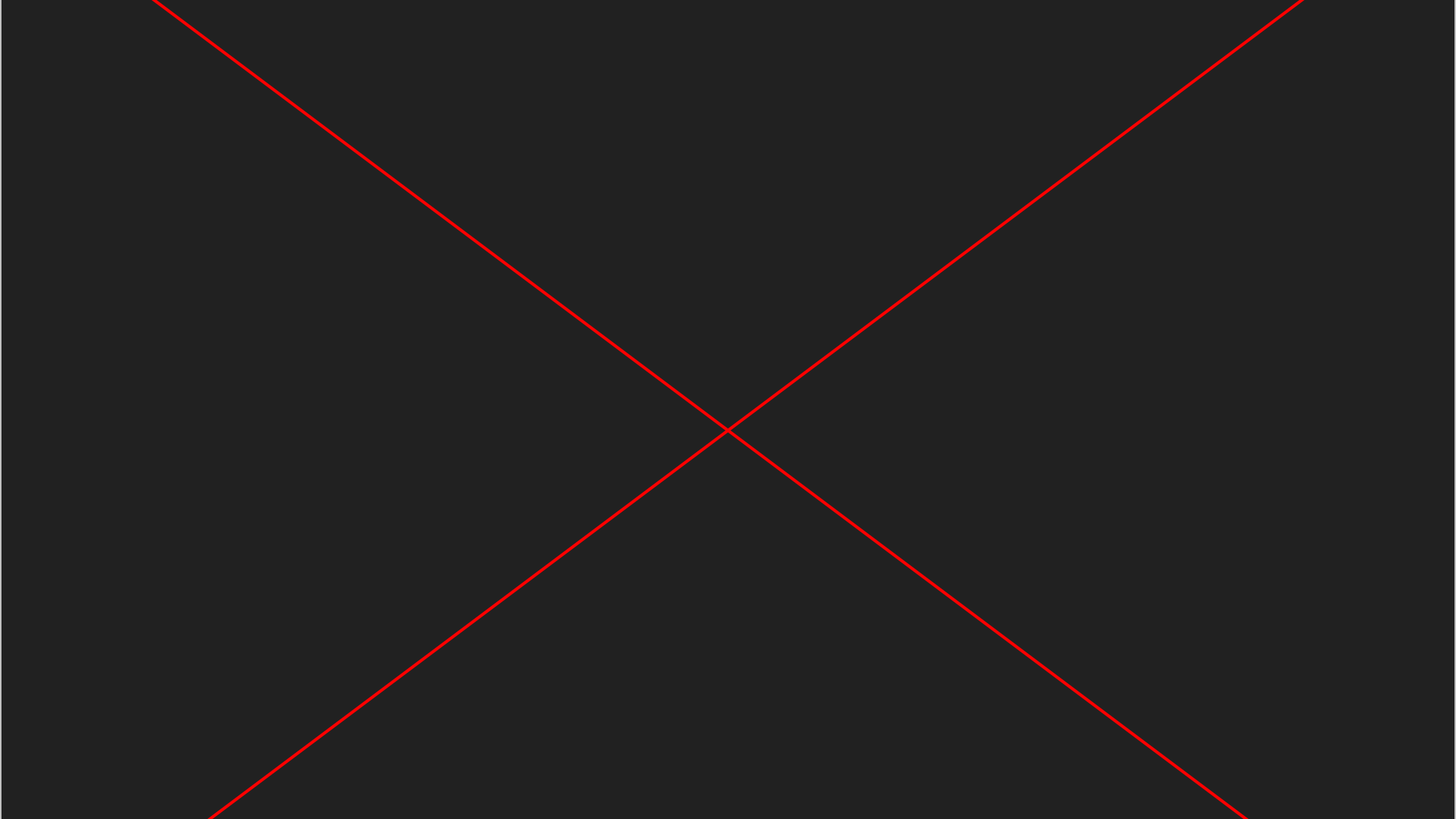
Project Storm

Proposal: Facial Rigging with shape keys

A proposal of improving the workflow for shapekey based facial rigs.

24 FEBRUARY

FREE 58



Open Projects

Open Game

DOG WALK

Blender Studio's long awaited second game project, focused on creating a bite-sized interactive storytelling playground. Play as a big adorable dog and explore the winter woods with a little kid.

The goal of this project is to create a pipeline between Blender and Godot to make the asset and level creation process as seamless as possible.

[Play it on Steam](#)[Explore Content Gallery](#)

Articles



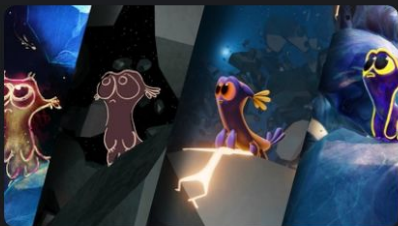
Open Short

SINGULARITY

A painterly space adventure set in a universe before the beginning of our time.

Explore Content Gallery

Articles



Singularity

The Story Process of 'Singularity'

Andy is looking back at various techniques



Singularity

Announcing 'Singularity'

Let's set out on an epic space adventure to put

Ice Belt - Shading with Brushstrokes 2

One - sideview concept

Singularity Edit v018

Critter exploration

Early One sketch

5:40

△ Spoiler

One - Concept painting WIP

Ice Shards WIP sculpting file

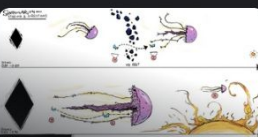
0:13

One - lookdev tests

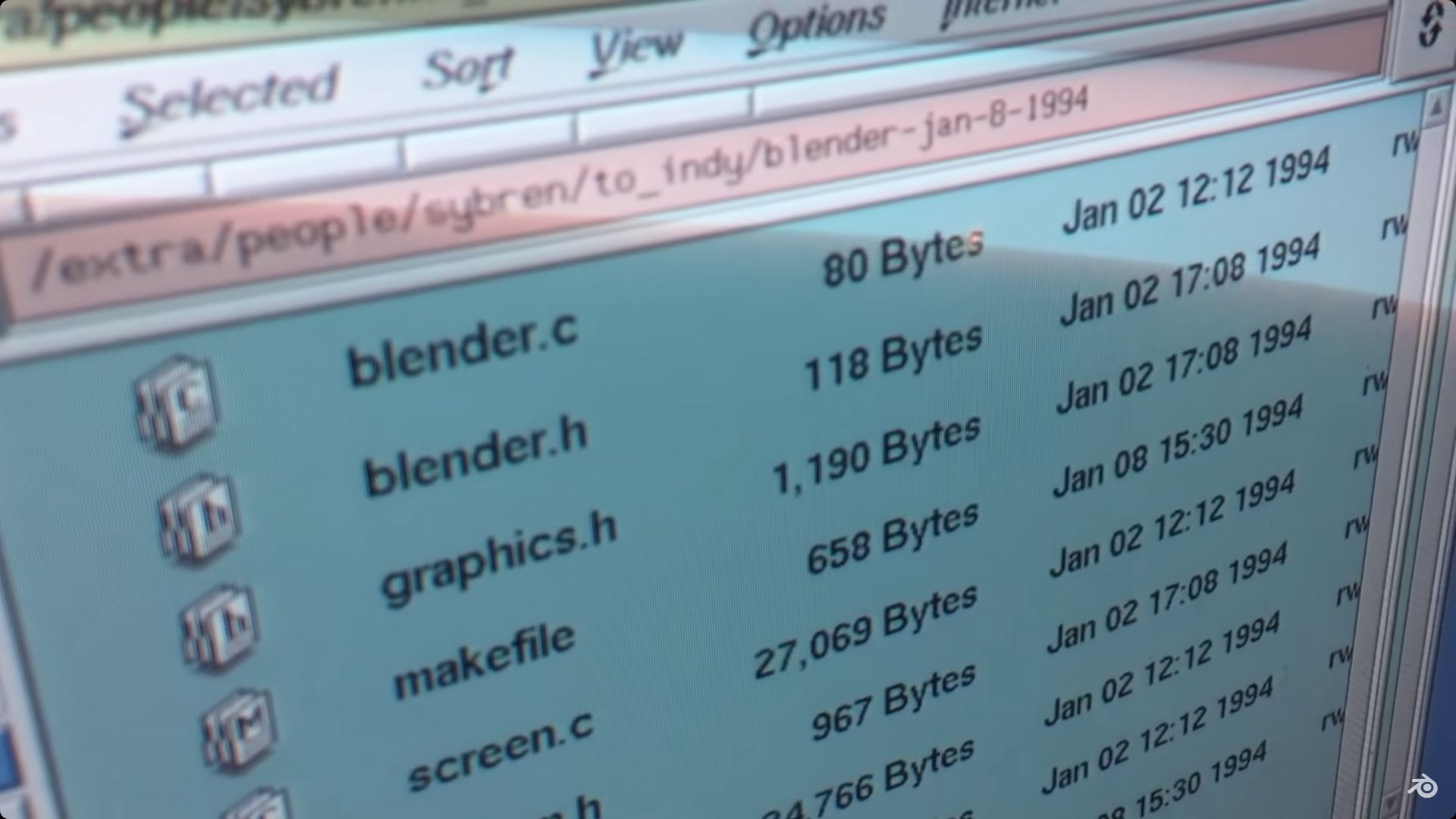
Critter Retopo Iteration

Watercolor/Acrylic Ink Ice Chunks

Black Hole exploration



The Times they are a-Changin



Selected

Sort

View

Options

Permissions

/extra/people/sybren/to_indy/blender-jan-8-1994



blender.c

80 Bytes

Jan 02 12:12 1994



blender.h

118 Bytes

Jan 02 17:08 1994



graphics.h

1,190 Bytes

Jan 02 17:08 1994



makefile

658 Bytes

Jan 08 15:30 1994



screen.c

27,069 Bytes

Jan 02 12:12 1994

967 Bytes

Jan 02 17:08 1994

Jan 02 12:12 1994

Jan 02 12:12 1994

Jan 08 15:30 1994



L'équipe grandit

- 60+ personnes
- Amsterdam et tout autour du globe!



Une structure en 3 pôles

Blender Foundation

Public benefit organization with a goal to support Blender as a free/open source project.

Freedom to create

Blender Institute

Corporation that functions as a working company for the Foundation (hiring employees, offices).

Drives and coordinates research, development, and product management.

Free technology



Blender Studio

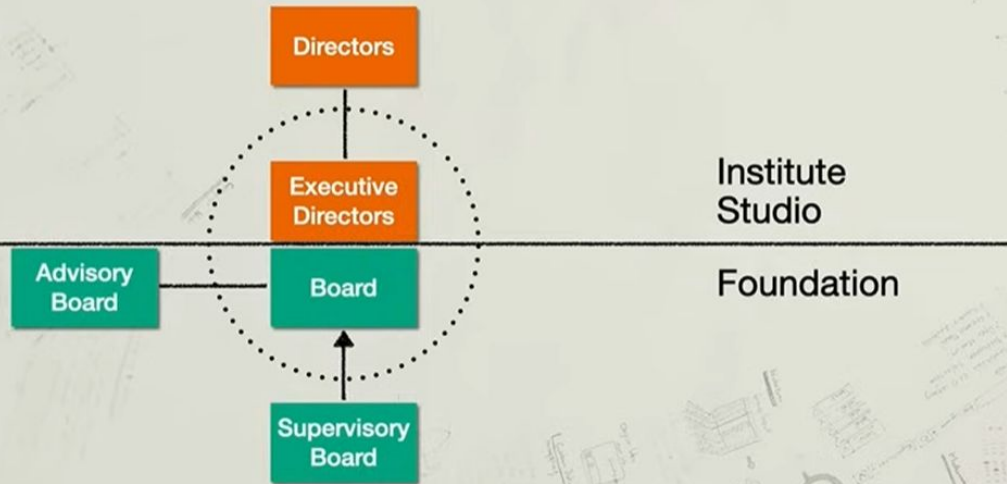
Corporation hiring artists to make open movies and share assets and production knowledge.

Supports the Foundation's mission in stress-testing the software in a production environment.

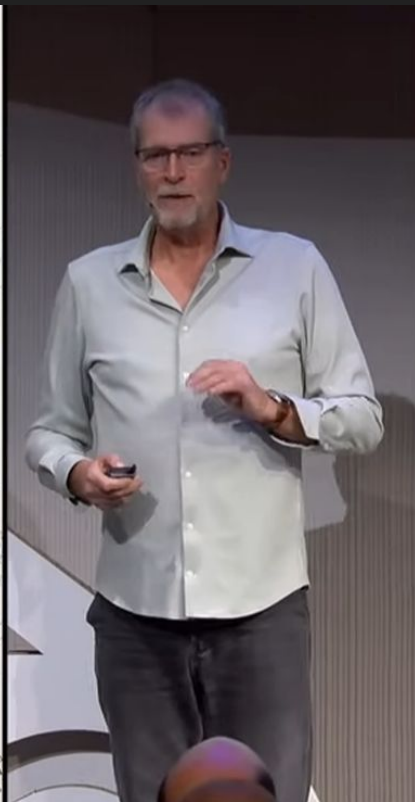
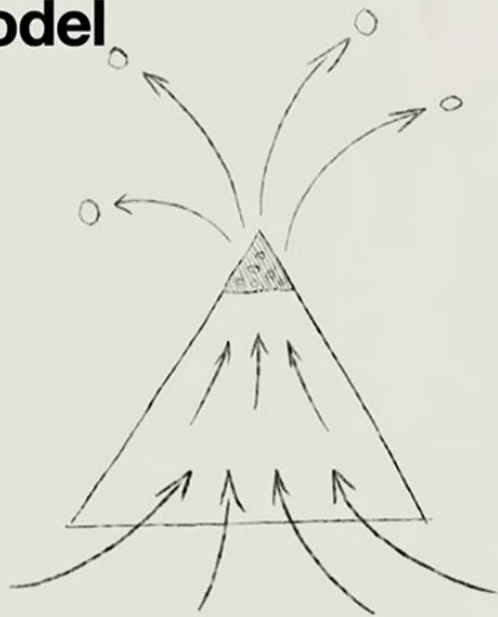
Free creativity

Governing structure

(Future)



A new org model



BCON24, Keynote



The Secret of
Blender's success

Organizer

Designer

Developer

Entrepreneur

BCON25



BCON25, Keynote

BCON25

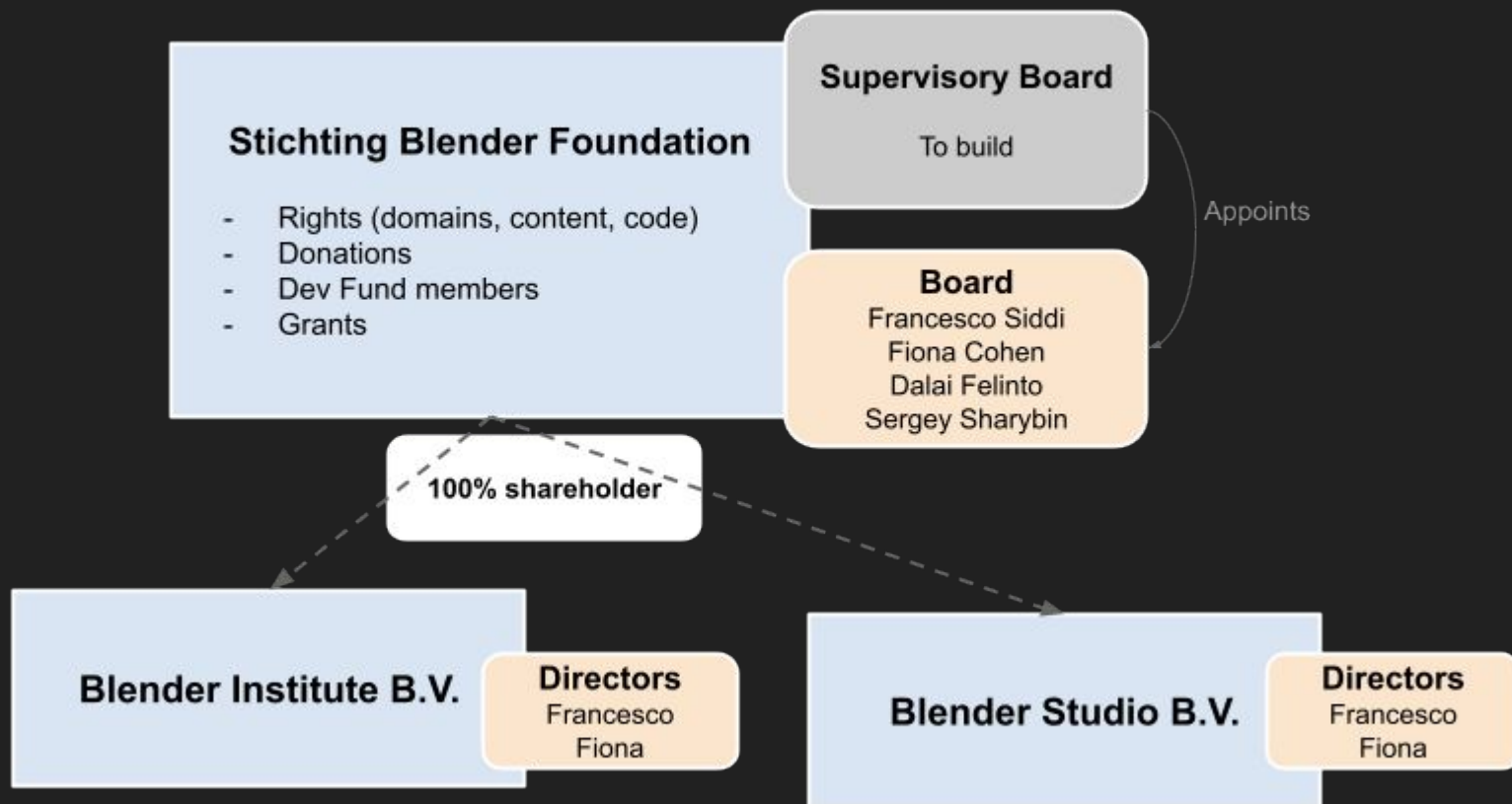


BCON25,
Keynote

Nouveau board



Nouvelle organisation



We care

(passion)

We share

(community)

We work together

(openness)

We have a story

(vision)

Financé par la communauté

Blender :

The Development Fund

<https://fund.blender.org/>

Development Fund About Grants Corporate Memberships Contact

Sign in

Support the Future of Blender

Join the Development Fund and support Blender Foundation to work on [core Blender development](#).

Latest activity

- Someone donated \$ 20 2m ago
- Someone donated € 25 14m ago
- Someone donated \$ 25 15m ago
- Hard Ops / Boxcutter / Team C renewed their Platinum membership 43m ago
- Someone renewed their Gold membership 43m ago

See all >

€165,762

MONTHLY CONTRIBUTION

4540

INDIVIDUALS

37

CORPORATE

Blender Studio :

Adhésions

<https://studio.blender.org/>

Blender Studio Films Training Characters Pipeline Blog

Sign in Join



The Creators Who Share

Blender Studio is a dedicated team of artists and developers who challenge themselves with creative and technical targets to drive Blender development forward.

Join Blender Studio

Access to all training, assets and films for €11.50/month

Yearly campaign!

To the future

Connecter la communauté

 Blender Network [About](#)



Blender Network is currently in [early access](#).

Blender Network

The online directory of users, studios and schools
providing professional Blender services.

 Sign Up

[Learn More](#)

Blender Studio

Grandir ensemble

[Home](#)[Education Badges](#)[Get Involved](#)

This is a community of teachers who love to teach 3D stuff!

Blender is a fantastic tool for many teachers in many areas. The Blender Education Community strives to make Blender more accessible for teachers and students.

By being free and open-source, Blender ensures that teachers and students have unrestricted access to high-quality tools without financial barriers or privacy concerns.

The Blender Education Community shares resources, best practices, and teaching methods, fostering mutual support among educators. This creates an environment where knowledge and experiences are exchanged, continuously improving the quality of education.

Recurring meetings are held at the Blender Conference, where members present their work, share insights, and discuss community projects.

The Blender Education Badges Project



The Blender Education Badges project is a community project to create a reference framework including badges for teaching Blender. Using this reference framework teachers can communicate more specific about what they teach.

Introducing Blender Lab

NOVEMBER 7TH, 2025 - NEWS - FRANCESCO SIDDI

Introducing an innovation space within the Blender project, where designers and developers can work together on challenging or future-facing projects, to keep Blender relevant in the years to come.

Over the years, Blender has grown and matured into a powerful and complex piece of software. With its unstoppable release cycle, a massive, highly demanding, and diverse user community, natural technical debt, and complex technical dependencies, shipping new features and general

What is a lab activity?

A lab activity is a project that **brings innovation** to the Blender project, and contributes to Blender Foundation's mission. The project should face some unknowns, but also be handled by a team or individual with sufficient domain knowledge to solve them. Lab activities are meant to be **independent of Blender releases**.

What does it look like?

Lab activities are always **public** and **visible** on blender.org/lab. Here the ongoing projects are presented, sharing objectives, timeline and participants. Intermediate builds for testing and feedback will be available here as well.

Applied vs. Academic research

Applied research,
the main focus of the lab.

Developing and eventually shipping
groundbreaking solutions based on the
latest research and knowledge in the field

Academic research.

For example, this can be achieved by
participating in projects organized by
institutions such as universities and
research centers, where Blender
developers offer an **advisory role** on how
technology can be implemented in
production software.

Première fournée

Some projects that qualify, and that are listed:

- Beyond mouse and keyboard (touch and pen)
- Beyond mouse and keyboard (VR/XR)
- Volume rendering
- Light transport

More projects that could be added soon:

- USD Authoring
- AI and ML technologies, starting with a Blender MCP server

Get involved!



devtalk.blender.org



devtalk.blender.org

Thank you!

Fiona Cohen - RADI, Angoulême - Novembre 2025

