



20

blender conference.



DE BALIE

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DE KRAKELING

Nieuwe Passeerdersstraat 1
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ABOUT

THE CONFERENCE

Welcome to the 9th annual Blender Conference!

This event was first organized by the Blender Foundation in October 2002, to celebrate the opening of Blender's source code. The conference gives its participants the opportunity to give direct feedback and suggestions for the development and future of Blender. It has become the place for Blender developers, artists and users to meet, network and sample some of the amazing creative and scientific applications of the Blender software.

BLENDER FOUNDATION

The Blender Foundation is an independent organisation (a Dutch “*stichting*”), acting as a non-profit public benefit corporation, with the following goals:

- To establish services for active users and developers of Blender
- To maintain and improve the current Blender product via a public accessible source code system under the GNU GPL license
- To establish funding or revenue mechanisms that serve the foundation's goals and cover the foundation's expenses
- To give the worldwide Internet community access to 3D technology in general, with Blender as a core

BLENDER INSTITUTE

Because of the overwhelming success of the first open movie project, Ton Roosendaal, the Blender Foundation's chairman, has established the *Blender Institute*. This is now the permanent office and studio to more efficiently organize the Blender Foundation goals, but especially to coordinate and facilitate Open Projects related to 3D movies, games or visual effects.

The Institute is open to Blender Conference visitors on Monday (11.00 - 18.00).

DE BALIE

De Balie is a well-known and internationally respected theatre and a centre for politics, culture and media. The building used to be for the court of Amsterdam.

There is free WiFi in the entire building. Upstairs you'll find a lively hang-out area to chat and network with other Blender folks. Two workstations are available for demos.

All the talks in the Theatre are streamed online at debalie.org.

Please keep in mind that De Balie is a non-smoking facility.

PRESENTATIONS

FRIDAY

Ton Roosendaal
KEYNOTE & WELCOME

11.00 / THEATRE

Dalai Felinto & al
COSMIC SENSATION

11.30 / THEATRE

Visualizing cosmic particles with an immersive dome and the Blender Game Engine.

Cosmic rays... what are they? Where do they come from? These are the big mysteries of these high energetic particles that bombard the Earth. The department of Experimental High-Energy Physics of the Radboud University Nijmegen discovered a way to demonstrate the existence of the cosmic rays and to study their origin. Although their research led to important publications, such as in the Science magazine, there was a huge interest in telling a much broader audience about their discoveries. Therefore they came up with the Cosmic Sensation project.

David Revoy
PAINTING MASTERCLASS

11.30 / SALON

David Revoy - Sintel art director - will give extensive tutorials on how to get into sketching and painting with free/open software such as Alchemy, My-

Paint and GIMP. (Repeats on Saturday)

Jonathan Williamson
**TOPOLOGY - IN THEORY
AND PRACTICE**

13.30 / SALON

Topology is arguably the single most important aspect to keep in mind while modeling. It largely determines how well your model will deform in animation, it determines the cleanliness and level of control of your model, and when used correctly can enable you to maintain better control of the details in your mesh.

This workshop is set to provide a overview of how topology applies to both organic and hard-surface modeling, why topology is important and how to create clean, structured topology that is animation-friendly.

Toni Alatalo & Pablo Martin
**PUBLISHING BLENDER SCENES
ON-LINE USING BLENDER2REX**

13.30 / THEATRE

RealXtend is an open virtual worlds platform, using an extended Second Life (tm) protocol and OpenSim servers. The client uses the Ogre graphics engine, and its mesh, material, animation formats. It features hosting worlds on-line for multiuser usage, and APIs for application functionality -- be it meetings, education, gaming, architecture visualization or simulation.

The b2rex tool streamlines using Blender for authoring RealXtend worlds. It builds on the Ogre dotscene

exporter, adding material previews and direct upload of the scene to a server on the net. Work is continuing to support collaborative authoring by making blender2rex talk interactively with the world and asset servers.

Ejner Fergo

LOOKING THROUGH THE BLENDER CAMERA

14.00 / THEATRE

The camera is one of the most important aspects of CG, as it is in the real world, being the virtual eye we tell our story through. Unfortunately the Blender camera is not as flexible when used with live action footage, or in a mixed software pipeline, making it difficult to use in a VFX production. With relative small additions, the Blender camera can resemble a real camera, resolving these problems. From there we can think of what can push the camera even further, to help us in areas such as camera projection, matching and tracking. The subject of Stereoscopy is included.

Rosario Azzarello

BLENDER FOR SERIOUS GAMES AND AUGMENTED REALITY

14.30 / THEATRE

Blender is a professional open source 3D package that includes all the necessary to produce and sell commercial products. In this presentation I'll show you some of the commercial products that I've made with Blender like the Serious Game for physiotherapy made for the children of Zurich and

how I'm using Blender in Vanija.CH to produce Augmented Reality.

Andrew Price

HOW TO RAISE YOUR PROFILE AS AN ARTIST

14.30 / SALON

If you built the worlds best roller coaster but placed it in the middle of a forest, would anyone ride it? Without proper exposure even the best portfolio can go unnoticed. With thousands of unemployed artists now looking for work, simply being good just isn't enough. Learn the essential steps to increase your exposure and get noticed by the people who matter.

In this presentation you will discover:

- The 5 biggest reasons most artists are unemployed
- How using Facebook and Twitter effectively can land you a job
- Why being active and approachable on forums is crucial to your success
- Countless secrets I learned through internet marketing seminars, but geared specifically towards artists.

Benjamin Walther-Franks
& Marc Herrlich

INTEGRATING MULTI-TOUCH INTO BLENDER 2.5

15.00 / THEATRE

We report on enabling Blender 2.5 for single- and multi-touch devices. For this, we extended the event management system and incorporated multi-

finger gestures, created interaction concepts for the bimanual control of the interface, and designed specific techniques for modelling and animation. This is a first exploration of the possibilities of multi-touch control for Blender, and is not yet ready to be ported to the Blender codebase.

Jiri Hnidek

INTRODUCTION OF NEW VERSE PROTOCOL

15.45 / THEATRE

The Verse protocol allows several graphical applications to share data over network in real-time. The original Verse protocol has many lacks in own specification and implementation. The specification of new Verse protocol was simplified and it tries to overcome old mistakes. Implementation of Verse server and Verse library is near to be finished. This paper will introduce own design of new Verse protocol as well benefits of new Verse API for developers.

Andy Goralczyk

EXTRUDE

15.30 / SALON

Helmut Satzger

BLENDER AT THE LEIBNIZ SUPERCOMPUTING CENTRE

16.30 / THEATRE

- “Frankie on the Moon”: Adapting the Yo Frankie! game into a 3D stereoscopic scientific presentation. We will give a demo (without

the stereoscopic 3D).

- Interactive Molecular Dynamics with the Blender Game Engine:
- HTML-Server in Blender Game Engine
- Showcase: “High Quality Scientific Animations with Blender”

Nathan Letwory

COMPILING AND CODING WORKSHOP

16.30 / SALON

Hands-on tutorial on compiling Blender with SCons and CMake and tips on the Blender codebase.

Luc Wens

USING BLENDER IN A SMALL STARTUP COMPANY

17.15 / THEATRE

I have founded my own software company, writing software for motion analysis for towing tanks, and use any chance to use Blender in assisting me in various aspects of running this company (logo design, animations, tutorials, manuals). During my presentation I want talk about these different aspects and at the same time I would like to establish contacts with experienced artists.

Joe Eagar

BMESH FEEDBACK SESSION

17.15 / SALON

Monica Zoppè & Mike Pan
**BIOBLENDER - A COMPLETE
3D PACKAGE FOR STRUCTURAL
BIOLOGISTS**

17.45 / THEATRE

In this presentation, Mike and Monica will give a direct demonstration of BioBlender, a branch developed on the basis of Blender 2.5, to be used by biologists willing to work with the nanomachines of life in a more creative setting relative to classical molecular manipulation programs.

BioBlender can be used to import, move, calculate chemical features and render proteins with strictly rigorous scientific accuracy, using a visual code studied for immediate and intuitive representation of electric and lipophilic potentials. At the same time, biologists will have all the instruments of Blender to allow creative use of proteins and other molecules. This implies the use of several programs, all controlled directly via Blender, thanks to an easy and intuitive user interface.

Ton Roosendaal

**BLENDER 2.5
SHORT FEEDBACK SESSION**

18.00 / SALON

The Blender 2.5 project is nearing its completion now, but several crucial topics in the original design have to be worked on still. Each day Ton Roosendaal and other developers will be available for an informal feedback session. Special interest is for usability topics raised by experienced Blender

artists, to ensure the new Blender version works as fast and smooth as people expect it to be. Ton will be back coding after the conference, and will devote his time especially on getting power users confident and happy with the next releases as well.



**ANIMATION FESTIVAL
SCREENING + SINTEL**

19.30 + 21.30 / THEATRE

SATURDAY

Andrew Price

THE BIG ISSUES

10.00 / THEATRE

How many people are using Blender for commercial purposes? How likely are users to switch to commercial software?

In an exclusive survey conducted at BlenderGuru.com, 2,800 blender users revealed what they use Blender for and how the software can be improved. This presentation will reveal the surprising statistics for the first time ever, and what they mean for the future of Blender.

In this presentation you will discover:

- What the biggest age demographic is
- The key areas of Blender that users are frustrated with
- What the community can do to boost Blender's image
- And much more.

Ton Roosendaal and others
**ROUNDTABLE DISCUSSION ON
TECH SPECS FOR VFX IN**

BLENDER
10.00 / SALON

Kapil Kadam

**INTRODUCING A MICRO-CONTROL-
LER INTERFACE IN BLENDER**

11.00 / THEATRE

As Blender is a platform for learning 3d animation and game development to a wide range of programmers, it is also undergoing continuous modifications through new ideas implemented in the open source domain. In line with this thought, the application of adding wireless micro-controllers to the software to simplify the process of applying ideas to the interface and to eliminate the complexity of game control will open larger avenues to both the platform as well as the audience.

Jan-Willem van Dronkelaar
SCULPTING HUMAN HEADS

11.00 / SALON

Extensive workshop/tutorial about sculpting realistic humans in Blender, from start (sketching, planning) to a final result.

Luca Bonavita
DOCUMENTATION ROUNDTABLE

11.15 / SMALL THEATRE

Richard Olsson
BLENDER IN AN

ADOBE FLASH WORKFLOW

11.30 / SALON

I wish to present some case studies where I've used Blender for recent commercial Flash projects, e.g. for big brands like McDonalds and the BBC. These case studies will show how the Blender Python API has allowed me to very naturally tailor Blender to be used in my Flash development workflow, not only for simple modelling, but also as a level editor, keyframing tool et c. These projects were made with 2.4x, but I will also touch upon how things have improved even further with the 2.5x Blender versions.

Eduardo Damasceno & al

**THE DETAIL LIBRARY
PROJECT**

12.15 / THEATRE

Eduardo Damasceno, Daniel Pinheiro Lima and Filipe Dilly: The Detail Library will be a virtual space of knowledge transit that allows the constant interconnection between elements that instigate narratives, promoting this way the collaborative creation of entertainment products. The project began to rise it's conceptual structure in 2007, having Blender Foundation open movie projects as a major inspiration. Presently, the Detail Library Committee counts with the support of Abuzza Filmes Productions and the NGO Contato.

ANIMATION FESTIVAL SCREENING

12.15 / SMALL THEATRE

Nathan Letwory

HOW TO PARTICIPATE IN DEVELOPMENT AS A USER

13.30 / THEATRE

Blenderstorm and bug tracking. Actual coding of Blender is done by coders, but users are an important part of the development process. In this short talk Nathan shows some tools and gives some advice on how to be part of the process as a user. How to make good bug reports and feature proposals.

David Revoy

PAINTING MASTERCLASS

13.30 / SALON

Luis Enrique Caamano Navas

STEPS IN THE CREATION OF A BLENDER WORKFLOW FOR A 3D GAME FOR IPAD / IPHONE WITH BLENDER

14.00 / THEATRE

The new iPad opened a new wave of possibilities in 3D interfacing and application development. With a powerful OpenGL ES embedded in iPads, and a new screen size, an obvious objective would be: How do I make a business in the iPad 3D World?

This presentation will show the steps done in that process, from the simple idea, to huge technical burdens overcoming, until the creation of a full gesture-rich IK-Based character rigging scheme, able to deploy on an iPad App. From idea, to concept,

sketch-up, model, texture, rigging, assembly, coding and testing, these are the steps followed in the creation of a state-of-the-art character for game development.

Wolfgang Draxinger

PREMIERE: ELEPHANTS DREAM IN STEREO 3D

14.00 / SMALL THEATRE

Alfonso Montón

PROTOTYPING FOR GAME DESIGNERS WITH BLENDER

14.30 / THEATRE

As a game designer I find Blender a really important tool for making prototypes, in this new era of freeware, I started working with videogames doing prototyping and using freeware.

I am going to talk about logic bricks, limits and creativity, I used logic bricks for making a whole prototype of one game called Trolechaun, at this game I didn't use any scripting and it is a finished work.

Gilberto Echeverria

THE MORSE ROBOTICS SIMULATION PLATFORM BASED ON BLENDER

15.00 / THEATRE

This paper describes a robotics simulation system developed on top of Blender's Game Engine. This Modular Open Robots Simulation Engine (MORSE) makes use of Python scripts and the physics simulation to reproduce the behaviour of real world robotic sensors and actuators. The

simulator is composed of a library of individual components, which can be mixed and combined to build custom robots.

Durian Animators
BRINGING SINTEL TO LIFE

15.00 / SALON

Several of the Durian animators will present shots they did for the open movie Sintel, how to use rigs, how to block out the rough motion, finalize, and do facial animations.

Jaime Aguilar Ortiz
**USING BLENDER IN
TEACHING OF MATHEMATICS**

15.45 / THEATRE

The aim of this paper is to present how the firm GSC, Asociados, S. C., is using Blender in the development of a comprehensive system that supports the teaching and learning of mathematics at secondary level in Mexico and Latin America called Open Mathematica.

Miroslav Brozovic & al
**TOSMI TRAINING COURSE
PAST AND FUTURE**

16.30 / THEATRE

Miroslaw Brozovic, Bassam Kurdali, Petko Dourmana. We would like to briefly summarize the goals of the courses, topics covered, experience and knowledge gained and opinion on achievement from the trainers. Focus is on the second advanced course

on witch the topics covered were 'advanced rigging and animation' and 'compositing' in Blender. Trainees attending the course had previous knowledge of Blender who wanted to learn more about the topics or people coming from other software wanting to transfer their work to Blender.

Pedro Bastos
EASY FACIAL CONSTRAINTS

17.00 / THEATRE

I intend to present to the audience my PhD research investigation, which is taking place in the University of Porto, in Portugal. The aim of this research is to identify the largest number of facial animation restriction methods (constraints) used for different types of characters in CG.

Today, artists need to manually create and assign bones and constraints every time they create a new facial rig. I intend to develop a series of standards to speed up the facial rigging process and make it much more efficient. In this way, the artist will have a number of valid references to animate different facial styles. The question I'm asking is: what type of facial animation methods, techniques, configurations and interactions are more suitable for a specific region of a specific facial style, be it a cartoon face, photorealistic, machine, creature, abstract or other.

Soenke Maeter
**LIGHTING AND COMPOSITING
IN SINTEL: SHAMAN AND SHAMAN
HUT SCENE**

16.30 / SALON



Ton Roosendaal
BLENDER 2.5
SHORT FEEDBACK SESSION

18.00 / SALON

Peppe Cirotti
& Michael Padilla

**ACADEMIC BLENDER,
PERSPECTIVE FROM THE
UNIVERSITY OF COSTA
RICA**

17.30 / THEATRE

This presentation discuss about the important role of Blender in the academic setting, using the University of Costa Rica as a case study.

Three interdisciplinary scientific projects that use Blender as a central tool for research will be exhibited in order to highlight: a) the relevance and versatility of the software as a research support through different neurosciences disciplines, and b) the actual possibility to improve Blender in the course of reciprocal collaborations among academic communities and software developers.

Thomas Dinges & others

**GERMAN LANGUAGE MEETING
BLENDERDAY AND OTHER TOPICS**

17.30 / SALON

OPEN STAGE!

18.00 / THEATRE

Show your work, do demos, make stuff, anything goes!

Marcel van den Assum,
greenbutton.co.nz
**RAYGUN COMPETITION
AWARD ANNOUNCEMENT**

19.30 / THEATRE

Ton Roosendaal
SUZANNE AWARDS 2010

19.45 / THEATRE

DINNER

20.30 / DE KRAKELING



SUNDAY

Pablo Vazquez

**LIGHTING AND COMPOSITING
IN SINTEL**

10.30 / THEATRE

Practical demonstration of how Sintel's lighting, rendering and compositing was done. The artists will use several shots from the film and explain every detail.

Arnd Marijnissen

**THE JUSTACLUSTER, HOW (NOT) TO
BUILD A RENDER FARM**

11.30 / SALON

Arnd volunteered to build a render cluster for the Durian Open Movie

project. Inspired by the geeky Helmer cluster, he decided to put it in a file cabinet, giving space to 16 i7 motherboards. In this presentation he will share his experience and show the building process.

Raimon Guarro i Nogues

**USING BLENDER FOR
AN XBOX GAME**

12.00 / THEATRE

The goal of this presentation is to show an overview of the techniques used to model and UV-Unwrap 3D-things, generate and bake textures, and other cool techniques and processes discovered during almost a year of work, using Blender or other free software tools, although Blender was actually the workhorse for the whole art section of the game, since even the video edit of the trailer was done in this app.

Wolfgang Draxinger

**MAKING ELEPHANTS DREAM
IN STEREO 3D**

12.00 / SALON

Ton Roosendaal

**THE BLENDER NETWORK: A PRO-
POSAL FOR AN OPEN
BUSINESS NETWORK TO
FACILITATE PROFESSIONALS**

12.30 / SALON

Giampiero Moioli

BRERA ACADEMY VIRTUAL LAB

13.30 / THEATRE

Blender for art and architecture, virtual worlds and augmented reality.

I would like to present our virtual sculptures made with Blender and exported to Opensim and Second Life and a moving sculpture we made and animated in Blender and we exported to an Augmented reality application.

The second topic is education with Blender: we are starting up Bubbles Factory which is an Association teaching and developing Open Source projects in Monza.

Wolfgang Draxinger

**RE-RUN: ELEPHANTS DREAM
IN STEREO 3D**

14.00 / SMALL THEATRE

Jason van Gumster

**HOW TO SUCCESSFULLY PRODUCE
ANIMATION OVER THE INTERNET**

14.00 / THEATRE

One of the common things that many Blender users aspire to do is produce their own animations and video games. As evidenced by the many (many) threads on forums like BlenderArtists.org, quite a few want to produce these projects with a team assembled across the internet; a virtual studio that knows no geographical boundaries. Unfortunately, most of these projects fail. This presentation is an attempt to explain why those projects have not been successfully



completed and presents solutions on how to rectify that problem.

Reibe Studios

FROGGY IS BACK: THE MAKING OF

14.30 / THEATRE

Instead of a formal slide talk we will show a short video that we are producing in these days that will illustrate in a visually attractive way the process that lead a mixed group of students from the Catania Computer Science School and the Art Department to interact and cooperate toward a unified goal: the making of a short animated movie in a "pixar style" using Open Source resources.

We will document some of the lessons learned in this process. Moreover we will illustrate how Open Source and the access at the Blender community at large has been essential to the success of this educational project.

Julius Tuomisto & Nathan Letwory

BURP AND RENDERFARM.FI

15.00 / THEATRE

This presentation demonstrates BURP, open source software that, by using the Berkeley Open Infrastructure for Network Computing (BOINC) framework, enables the distributed rendering of 3D graphics over the Internet using a network of volunteer computers. While covering the basics of the technology, the presenters will discuss the motivation and key topics in making the technology and why they believe in making the technology

available to as many people as possible. Topics covered include findings on our Blender community centric model, how we're pushing for Blender use in independent movie production (our affiliation with Wreckamovie.com) and how we are employing Creative Commons licensing and an entirely bottom-up, user-centric, job submission model in a volunteer computing project.

Ton Roosendaal

BLENDER 2.5 SHORT FEEDBACK SESSION

15.00 / SALON

Michiel Klaarwater

BLENDER AS CAD TOOL IN FABLAB

15.30 / THEATRE

I can show in a short presentation what I have done the past year with Blender as a CAD tool. I have an example of plexiglas shelves that I designed in Blender. I used the 3D design files to make 2D machine file (export them as DXF files) to cut the shelves with a laser cutter and mill slots in the shelves stands with CNC milling tool.

I also made a design of a mould for a casting with Blender. The 3D file was exported in STL format and used on a CNC milling machine to make the mould. The examples of the mould and the cast results can be shown.

I have used machines (Laser cutter and CNC milling machine) from Fablab Amsterdam (De Waag society) and Utrecht (Protospace).

Bassam Kurdali
**RIGGING AND ANIMATION
FOR THE SHORT FILM "TUBE"**

15.30 / SALON

Nelson Goncalves
**RESEARCH: BLENDER
LEARNING EXPERIENCES**

16.00 / THEATRE

The paper presents a Ph.D. research project that intends to portrait the Blender learning ecosystem, describing the strategies and resources that people are using to learn Blender. Based on blenderheads personal perspective of their own trajectories of participation and learning and the researcher's own experience, we aim to trace a Blender socio-technical learning landscape, identifying key entities or components and relevant patterns or interactions.

It's our strong belief that studying the actors and the networks of Blender's open participatory learning ecosystem will allows us to develop a better understanding of what learning is and might be in the 21st century, with a special focus on informal and non-formal learning.

DEVELOPERS MEETING

16.00 / SMALL THEATRE

Olivier Amrein
RGBPROD: MAKING THE ROBOTS!

16.30 / THEATRE

I work at a small studio called RGB-

prod and I give a presentation of our use of blender for 3 of our recent animation centered around robots. I will try to focus my presentation on how we worked in a small production environment, with freelancers (Pablo Vasquez and Francesco Siddi).

Ton Roosendaal
CLOSING SESSION AND FEEDBACK

17.30 / THEATRE

SPEAKERS

ANDREW PRICE

Blenderguru.com, Australia

Australian based artist with 8 years Blender experience. Since starting BlenderGuru.com I've gained new insight into what users want from Blender and what they are struggling with.

Since speaking at last years Blender conference, I've attended seminars on public speaking and internet marketing.

ANDY GORALCZYK

artificial3d.com, Germany

BENJAMIN WALTHER-FRANKS

dm.tzi.de, Universität Bremen, Germany

I studied in the international interdisciplinary programme Digital Media in Bremen, Germany. While my bachelor studies were a broad education in the fields of computer science, media studies and media design, in my master studies I took a more scientific approach to digital media. After completing my master's degree in 2007 I commenced work as a research associate of Prof. Dr. Rainer Malaka. Here, next to research and teaching I coordinate the Graduate School Advances in Digital Media. In my dissertation I am investigating multi-touch interaction for computer animation.

BASSAM KURDALI
freefactory.org, USA

BEORN LEONARD
Australia / UK

DALAI FELINTO
cosmicsensation.nl, Brazil

Dalai Felinto, who is currently living in Vancouver, Canada / Rio de Janeiro, Brazil, has been using Blender since the beginning of his graduate study in Architecture and Urban Studies back in 2003. His participation in the Blender Community includes a few papers, workshops and talks presented at events such as the BlenderPRO, BlenderDay and GNUGRAF in Brazil, Che Blender in Argentina, Blender Conference in Amsterdam and Blender Workshop in Canada. He contributes with patches and code to Blender since its version 2.47.

DAVID REVOY
davidrevoyn.com, France

David Revoyn works as freelancer in Concept Art, Digital Painting and Art Direction. He is well known for several fantasy book illustrations and board games in France, for using free/open source graphics tools, and as concept artist and art director for Sintel.

DETAIL LIBRARY
detaillibrary.blogspot.com, Brazil

The Detail Library committee was organized in 2007 by the teachers and artists – Eduardo Damasceno, Daniel Pinheiro Lima and Filipe Dilly – responsible for the conception of the Detail Library Project.

Eduardo graduated in Publishing Production and, besides teaching Digital Illustration, Concept Art and Digital Publishing at Casa dos Quadrinhos, works as Art director and Production Designer for animation since 2003.

Daniel has a Masters Degree in Creation and Critique of the Moving Image. Directed several short animated movies and teaches Animation and Modeling at Technical School of Arts Casa dos Quadrinhos and university PUC-MG.

Filipe Dilly graduated as a Technologist in Graphic Design. Created the Blender course at Casa dos Quadrinhos and was one of the invited speakers at BlenderPRO 2008.

EJNER FERGO

slowmotionfx.dk, Denmark

Working in different parts of the Danish CG industry for the past 5 years, Ejner is now working mostly with VFX compositing at www.slowmotionfx.dk, a small company where Blender fits their need

for 3D perfectly (except for the camera..!)

Being a firm believer and advocate for FLOSS, and also being a CG geek, Blender has been a prime interest and a dream come true. Fairly recent interests include photography and Python, but in general new knowledge inspires him.

GIAMPIERO MOIOLI

bubblesfactory.it, Italy

I was born in Monza. I am a sculptor, an architect and a professor of sculpture at the Brera Academy of Fine Arts in Milan where I am the director of the Master of Art in Sculpture.

I graduated in sculpture from the Brera Academy of Fine Arts in Milan in 1987 and in architecture from the Milan Polytechnic University in 1995. I work with Stefania Albertini -professor of sculpture at the same Academy- on four hands

sculptures and three-dimensional projects since 1992.

The interest in the physical and tangible third dimension has been evolving towards the relationship between the sculpture and the architectural and urban space to get to interactive virtual sculpture in virtual world.

GILBERTO ECHEVERRIA

www.laas.fr/morse, France

I was born in Mexico City, Mexico. Ever since I first saw the beginnings of CGI I always had an interest in computer graphics and software development. After working for several years in various companies I did an MSc in Advanced Computer Science at the University of Sheffield, UK, with an emphasis on OpenGL programming. The MSc was followed by a PhD in 3D Geometry and Graphics at Sheffield Hallam University. During this period I started playing with Blender as a hobby to create basic renders and animations, and used it to create simple special effects for a locally funded short film.

I became interested in the scripting capabilities of Blender and in using it as visualisation for other applications. This is precisely what I am doing in my current job as a Post-doc at the Laboratoire de Architecture et Analyse de Systemes (LAAS) in Toulouse, France, developing the MORSE simulator.

HELMUT SATZGER

www.lrz.de, Leibniz-Rechenzentrum der Bayerischen Akademie der Wissenschaften, Germany

Dr. Helmut Satzger joined the BAdW-LRZ in 2008 after working as a post-doctoral fellow at the National Research Council of Canada in Ottawa, Canada, where he worked in the field of laser physics and studied ultrafast processes in biophysics. He received his doctoral degree from the Ludwig-Maximilians Universität München in

2004 for his work on laser physics and protein folding. He was a lecturer at the Munich University of Applied Sciences. At the BAdW-LRZ, Dr. Satzger is now responsible for remote visualisation in the high performance computing environment, user support, training and outreach.

JAIME AGUILAR ORTIZ

GSC Asociados, S.C., Mexico

JASON VAN GUMSTER,

handturkeystudios.com, USA

Jason van Gumster is the owner and lead production monkey at Hand Turkey Studios, a small animation company based in Richmond, Virginia, USA. Best known as the author of Blender For Dummies, Jason has used Blender for 12 years and internally, his company uses open source software at every step in its production process. For three years in a row, Jason has assembled a team of international artists over the Internet to take part in producing an animation for the Richmond 48 Hour Film Project, winning awards in the last two years' events. Jason is very passionate about producing animations in Blender and is very interested in sharing what he's learned over the years with the community.

JAN WILLEM VAN DRONKELAAR

Netherlands

JEREMY DAVIDSON

UK / Australia

JIRI HNIDEK

University of Liberec, Czech Republic

I received a master degree of computer science at Technical University of Liberec in 2005. I'm still Ph.D. student at same university. Topic of my Ph.D studies is to design network protocol for sharing data between graphical applications. I have been Blender developer since 2003, but I'm not active now. I implemented old Verse protocol to Blender 2.4.

JONATHAN WILLIAMSON

blendercookie.com, USA

I have been actively working in Blender for 7.5 years, primarily focusing on modeling. In that time I have committed a large amount of time to grasping topology and its applications. My time is largely spent creating video tutorials and training for Blender via <http://blendercookie.com>. Since joining the site in October of 2008 I have produced over 50 individual tutorials. I am also in the midst of producing a complete training series for Blender and authoring a book on character modeling in Blender.

JULIUS TUOMISTO

renderfarm.fi, Finland

KAPIL KADAM

Institute of Technology Bombay, India

I am currently pursuing my PhD in Educational Technology at the Indian Institute of Technology Bombay, India. I have completed my masters in Computer Science with first class



honors. Having used blender over the last year and a half, I have conducted a few blender awareness seminars and workshops among students and engineering faculty alike. Along with a few colleagues, I have also used the Blender tool to teach 'Computer Graphics' as a part of a course to engineering faculty. Participation with under graduate students in their bachelor's project in relation with Blender is a continuous activity undertaken by me.

I plan to complete my PhD in Educational Technology with my area of research being the development of a combination of a methodology, tool and framework to educate people in the area of 3D game and animation development.

LEE SALVEMINI

cgmasters.net, Australia

LUC WENS

ctechmetrology.com, Belgium

Born as the son of the head of an IT department, I came in contact with computers at the time that pons-cards were still in use. My life changed when my father decided to buy a Texas TI-99 in the early eighties. This was a wonderful machine, it had 16 kb of RAM, used a tape recorder as harddisk and we could even predict the weather with it: 2 hours before it would rain, it would refuse to start up, which is very handy in a country like Belgium.

It was not more than logical that I would follow my father and my brother in their footsteps and would become

an engineer oriented versus software development.

LUIS ENRIQUE CAAMANO NAVAS

inhumanvision.com, Venezuela

I've been a passionate about PDA's and Pocket-sized computers since a kid. So, I am an iPhone enthusiast since it came to my hands.

I met the 3D world at the same time I met Blender (Siggraph 1999, Blender V1.6x). During the early 2000's I've been involved in Game Development and 3D for Web research.

My consultancy businesses (IBM Lotus Domino Development) allowed me to take a spare time to concentrate in creating my own dream: a company who mixes both IT and 3D in one multimedia consulting agency for serious businesses.

I'm now running inhumanvision.com, which started as a small company for 3D consulting, and iPhone Application Development. It evolved to a 3D-For-iPad-Specific company, and other 3D advanced research, mainly using Open Source, and Blender Centric.

MARCEL VAN DEN ASSUM

Green Button / InterGrid, New Zealand

Since leaving Fonterra to work closer to home and family, Marcel has focused on a governance career as Professional Director and Independent Advisor working with startups, medium businesses, charitable entities and government agencies. He is motivated by his passion for New

Zealand, the energy created associating with likeminded individuals, and the desire to make a meaningful positive contribution.

MICHAEL PADILLA MORA

University of Costa Rica

Peppe Cirotti - Video Producer in educational environment since 1980, own a graduate degree in Pedagogy from Università la Sapienza (Roma - Italy, 1975) and a Academy of Fine Arts degree (Roma - Italy, 1980).

Has been Chief of Communication Projects in Costa Rica (1986-1990), Mozambique (1992 -1993) and Perú (1999). Since 2002 had been working as Video Producer at the Universidad de Costa Rica and since 2009 coordinate the Audiovisual Production Unit of the VAS - UCR.

For the past 6 years, he had been actively promoting the use of Blender in Academic environment through conferences and courses.

MICHIEL KLAARWATER

The Netherlands

I am an independent furniture designer, starting up my own business. With a technical background in electronics I have started to become interested in design of furniture. I discovered Blender and started to use it to make visual models and sketches. The past year I also got to know the Fablab in Amsterdam and Utrecht and did use their equipment. I have learned there to use their equipment (Laser cutter and CNC milling machine) and use Blender as a 3D and 2D front-end in

the design trajectory.

MIKE PAN

Vancouver, Canada

Mike is an aspiring CG generalist with knowledge in modeling, animation, lighting, special effects, realtime graphics and programming. Using Blender, an open source 3D animation package, Mike had done considerable work in the field of scientific visualization over the past 4 years with University of British Columbia's Fisheries Centre on an underwater visualization, and with Italian National Research Council's Scientific Visualization Unit on a biomolecular visualization software. Mike is currently pursuing a degree in Computer Engineering.

MIROSLAV BROZOVIC

tosmi.org, Croatia

Miroslav Brozovic, 31yrs old, former student of mechanical engineering, has been working in technical 3d applications (Catia, ProEngineer) since 1999 and in Blender since 2005. Currently a freelancer working mainly on commercials and presentations in 3D using Blender. Since 2008 involved in educational activities in Croatia lecturing and organizing workshops and presentations in various cities. This year a second time on TOSMI as a trainer.

MONICA ZOPPÈ

IFC - CNR, bioblender.net, Italy

Monica is a biologist, who turned to



3D animation with the scope of getting a better idea of what she's been doing in the laboratory for so many years. With the team of the Scientific Visualization Unit, assembled at the Institute of Clinical Physiology of the CNR in Pisa (Italy), they have invented a new visual code for the representation of chemical and physical features on the surface of biological molecules, developed a way to use the Blender game engine for the study of molecular motion, and produced some biological movies (winning a nomination for the Suzanne Award in 2009, and a Special Mention from the Jury at the Melzo Film Festival in 2010). All of this has gone collectively under the name of BioBlender, whose latest product is the program itself, based on Blender 2.5

NELSON GONÇALVES

nafergo.intervir.net, Portugal

Nelson Gonçalves is an Educational Technology and ICT teacher at the School of Education of the Polytechnic Institute of Viseu (Portugal), since 2003. He's currently a Ph.D. student at University of Minho (Portugal) where he concluded his Master's Degree in Educational Technology.

His passion for education, arts, animation and Free Software are combined in a recent project - OpenLab ESEV (www.esev.ipv.pt/openlab) that aims to promote, foster and support the use of Free/Libre Open Source Software and Free File Formats for creative and educational purposes. He's also a member of the portuguese Associação Ensino Livre (Free Teach-

ing Association) and a Free Software Foundation Associate Member. So, when he's not working at school or on his research project, he puts his efforts into the Free Software community, by producing tutorials/ documentation, filing bug reports and collaborating in language localisation.

OLIVIER AMREIN

rgbprod.com, Switzerland

PABLO VASQUEZ

pablovasquez.org, Argentina

PEDRO BASTOS

Portugal

I was born in the city of Coimbra, Portugal, in 1982, where I graduated in Multimedia Design and Communication in 2004. During this graduation I decided I should enrol in an Erasmus program in Cumbria Institute of the Arts, in the city of Carlisle, England. I was abroad for nine months, and in the end of this period I received a Cumbria Bachelor of Arts in Multimedia Design and Digital Animation in 2005. I returned to Portugal and started doing freelance in 3D involving professional projects for companies and also lecturing in several institutions. This period of my life made me realize how demanding this field is, so I enrolled in a masters degree to improve my knowledge while still working. I completed my masters on Time Exploration of Virtual Cultural Environments in 2008. Currently I have shutdown my freelance activity due to the fact that I have received a 4-year PhD scholarship to perform an in-

vestigation entitled Easy Facial Constraints: A Dynamic Industry Standard. The Blender software will play a very important role in my investigation.

RAIMON GUARRO I NOGUÉS

imatgedart.com, Spain

At age of 16, I discovered Internet and its immense field of new possibilities. Start interesting on computers, but keeping mainly on painting. At 18 I entered at Fine Arts studies, and at 20 I leave my parents house and begin living on my own. So this time was not so orderly nor peaceful, even in the creation field. Since then I became much more interested in digital ways of creation -video, 3D and web, mainly- and

left aside my work in traditional medias. Now I feel comfortable in both digital and traditional ways of visual creation, and I want to return a little to the latests and mix together with the formers.

Five years ago I presented at the Blender Conference my "Alfanhuí Project" and now I came with my adventures at game creation.

REIBE STUDIOS

dmi.unict.it, Italy

RICHARD OLSSON

richardolsson.se, Sweden

I'm primarily a Flash developer by profession. I do freelance work for a lot of big brand clients, mostly campaign/micro sites, with my main focus being 3D in Flash. I'm a core developer of the open source Away3D engine, on

the subject of which I've recently authored a book along with a colleague, published by Friends of ED and called "The essential guide to 3D in Flash." Finally I'm a long time Blender user and sporadic patch contributor.

ROSARIO AZZARELLO

gamedesign.ch, Switzerland

I'm a Swiss Game Designer specialized in Serious Games and Augmented Reality Games.

SOENKE MAETER

visual-noise.org, Germany

TONI ALATALO

playsign.net, Finland

Toni Alatalo works as an entrepreneur and developer in a small game design studio, Playsign, in Oulu Finland. He's been involved with the Realxtend project since late 2007, and is interested in utilizing it for the company's games but also in applications in other areas. He is currently assigned to be the lead architect for RealXtend, responsible for the technical decisions, but is also programming the plugin and scripting APIs for Python and Javascript in the Naali viewer. Now that there are several parties who are interested in getting Blender better integrated to the Realxtend platform, he's looking forward to combining previous knowledge from working with Blender in project Orange, and learning more about the new 2.5 architecture.

FRIDAY

29/10/10

THEATRE

SALON

10.00 Doors open

11.00 Ton Roosendaal, Blender Foundation
Keynote & welcome

11.30 Dalai Felinto, Mike Pan
Cosmic Sensation

12.00

12.30

13.00

13.30 Toni Alatalo and Pablo Martin
**Publishing Blender scenes on-line
using blender2rex**

David Revoy
Painting Masterclass
(repeats on Saturday)

Jonathan Williamson
Topology - in Theory and Practice

14.00 Ejner Fergo
**Looking though the
Blender camera**

14.30 Rosario Azzarello
**Blender for Serious Games and
Augmented Reality**

Andrew Price
How to raise your profile as an artist

15.00 Benjamin Walther-Franks and Marc Herrlich
Integrating Multi-Touch into

15.30 **Blender 2.5**

Andy Goralczyk
Extrude

15.45 Jiri Hnidek
Introduction of New Verse Protocol

16.30 Helmut Satzger
**Blender at the Leibniz
Supercomputing Centre**

Nathan Letwory
Workshop compiling/coding

17.15 Luc Wens
**Using Blender in a small software
company startup**

Joe Eagar
Bmesh feedback session

17.45 Monica Zoppè & Mike Pan
**BioBlender, from idea to reality: a
complete 3D package for structural
biologists**

18.00

Ton Roosendaal

Blender 2.5 short feedback session (1)

19.00

**Animation Festival screening
+ Sintel**

21.30

**Animation Festival screening
+ Sintel**

Check the front desk for schedule changes and additions.

15.00	Gilberto Echeverria The MORSE Robotics simulation platform based on Blender	Durian Animators Bringing Sintel to life
15.45	Jaime Aguilar Ortiz Using Blender in teaching and learning of mathematics in secondary schools of Mexico and Latin America	
16.30	Miroslav Brozovic / Bassam Kurdali, Sebastian Koenig TOSMI training course past and future	Soenke Maeter Lighting and Compositing for Sintel: Shaman and Shaman hut scene
17.00	Pedro Bastos Easy Facial Constraints: A Dynamic Industry Standard (using Blender)	
17.30	Peppe Cirotti Academic Blender, Perspective from the University of Costa Rica	Thomas Dinges & others German language meeting, BlenderDay and other community topics
18.00	Open stage!	Ton Roosendaal Blender 2.5 short feedback session (2)
19.30	Marcel van den Assum, greenbutton.co.nz Raygun competition, award announcement	
19.45	Ton Roosendaal Suzanne Awards 2010	
20.30	Dinner in "De Krakeling"	

Check the front desk for schedule changes and additions.

SUNDAY

31/10/10

THEATRE

SALON

SMALL THEATRE

Note: Daylight Savings Time ended last night. One more hour sleep for everyone.

10.00 Doors open

10.30 Pablo Vazquez
**Lighting and Compositing
for Sintel**

11.30

Arnd Marijnissen
**The making-of the
JustaCluster, the Sintel
render farm**

12.00 Raimon Guarro i Nogués
**Using Blender for an
XBOX game.**

12.30

Ton Roosendaal
**The Blender Network
(roundtable discussion)**

13.00

Wolfgang Draxinger
**Re-run Elephants
Dream in stereo 3D**

13.30 Giampiero Moioli
**Brera Academy virtual
lab: Blender for art and
architecture, virtual
worlds and augmented
reality**

Durian Animators
Bringing Sintel to life

14.00 Jason van Gumster
**How to successfully pro-
duce animation over the
internet**

14.30 Reibe Studios
Making of "Froggy"

**Re-run of Friday's ani-
mation festival + Sintel
HD screening**

15.00 Julius Tuomisto / Nathan
Letwory
**Accessible publicly dis-
tributed rendering: BURP
and Renderfarm.fi**

Ton Roosendaal
**Blender 2.5 short feed-
back session (3)**

15.30	Michiel Klaarwater Blender as CAD tool	Bassam Kurdali Rigging and animation for the short film "Tube"	Re-run of Friday's animation festival + Sintel HD screening
16.00	Nelson Gonçalves Researching BLENDER: Blender Learning Experiences in a Network		Developers meeting
16.30	Olivier Amrein, Pablo Vazquez, Francisco Siddi RGBprod: making the robots!		
17.30	Ton Roosendaal Closing session & feedback		
18.00	De Balie Grand Cafe		

Check the front desk for schedule changes and additions.

Production
Ton Roosendaal

Speaker Assistance
Nathan Letwory

Desk/Store
Anja and Anne Vugts-Verstappen

Booklet
Andy Goralczyk



blenderfoundation