



BLENDER FOUNDATION DEVELOPMENT FUND MEMBERSHIP REGULATIONS

By signing up as a member, the member agrees to have read and accept the regulations outlined in this document.

1. The goal of the Blender Foundation Development Fund

- **Support.** The fund will support activities to provide free and open accessible services for all Blender contributors - including professionals and corporations - on the blender.org websites. Support activities include bug fixing, code reviews, technical documentation and onboarding.
- **Core development.** The fund will provide grants and subsidies to developers on generic and widely agreed development projects. Such projects require approval by the blender.org administrator board.

2. Membership definition

- **Subscribe at fund.blender.org.** Blender Foundation Development Fund membership is being enabled by subscribing to the website fund.blender.org. On request, the Blender Foundation board will manage this subscription.
- **Donation intent.** Membership is a non-binding agreement between Blender Foundation and the member, with as only goal to facilitate regular donations to support the Blender free/open source software project on blender.org.
- **Membership management.** Membership can be upgraded, downgraded, renewed or cancelled by members using the website at any time. Membership is active for the period the donations are being paid. If new payments don't happen, a membership is considered to be "on hold" and becomes invisible for the outside world.
- **Donations.** Membership payments are being accepted as donations. Unless payments were done by error, no refunds will be provided.

3. Benefits

- **Transparency.** Members will get frequent reports about expenses, supported activities, scheduled activities and roadmaps.
- **Board contact.** Members will get a contact person assigned within the Blender Foundation board for feedback on management level. The member will assign a person within its own organization as the Blender Foundation board contact person.

- **Developer Liaison.** Members get a Blender developer liaison for development topics assigned. The member will assign one person within its own organization as the developer's contact person. The liaison's role is to help connect with the blender.org developer community.

4. Branding

- **Blender Logo.** To illustrate membership and support for the Development Fund, Members have the right to use the Blender logo and their Development Fund Badge on their websites and communication. Guidelines for logo usage can be found here <url>.
- **Member Logo.** Using the fund.blender.org website members can upload a logo to be used on the website and for Development Fund publications only.

5. Confidentiality

- **Blender Foundation public information.** By default, the Development Fund information and reports as shared with members will be public and is free to be used. What will not be public is occasional information containing privacy or personal related topics. These will be marked clearly as such ("for members only").
- **Foundation contacts are confidential.** All information shared by members with the Blender Foundation board or its employees will be kept confidential, unless agreed otherwise.
- **Developer level contact is public.** Information shared by a member with their Blender Developer liaison will be considered public and can be shared using blender.org channels, unless explicitly agreed otherwise.

About the Blender Foundation

The Blender Foundation is a public benefit corporation registered in the Netherlands (2002). As a spin-off, for conducting Foundation activities more efficiently, the Foundation chairman Ton Roosendaal established the limited liable company 'Blender Institute' in 2007.

Currently, all Foundation projects and administration activities are being managed by the Blender Institute.

Amsterdam, the Netherlands
2019 August 11th

Ton Roosendaal, Blender Foundation Chairman