

# Blender Value Wiki

- <https://developer.valvesoftware.com/wiki/Blender>

Русский Steam available.png This software/tool is available on Steam. Launch it now or buy it here.

Blender.png See Category:Blender for tutorials. (icon) Blender is a free and open source 3D modeling package that can be used to create models for Source. Blender has also been available on Steam since April 3 2015, it comes with automatic updates but has no support for the in-app steam overlay currently.

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## Features

Blender offers free 3D modelling and texture mapping features.

- You can create texture, and animate models.
- Use addons to import and export numerous different file types like SMD and DMX for your Source mods or the Steam Workshop.

## Blender and Source

The Blender Source Tools can import and export SMD and DMX. See Animation in Blender to learn how to rig and animate in a way that survives SMD export. You can store as many models as you like in the same .blend file. Use scenes and/or layers to easily manage the different elements.

## Where can I learn to use Blender?



Although the Valve Developer Community has limited information about using Blender, we offer a variety of external resources for you to learn and master Blender.

- [Official Blender Manual](#) - The definitive manual on Blender 2.6, provided by and hosted on the Blender website.
- [Blender 3D: Noob to Pro](#) A helpful online resource book hosted on WikiBooks, a site that runs on the same format as this site.
- [Blender Basics](#) - 4th Edition an online(but printable) classroom textbook released under

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## External links

Blender homepage Design3 Blender Video Training

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- [Blender](#)

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