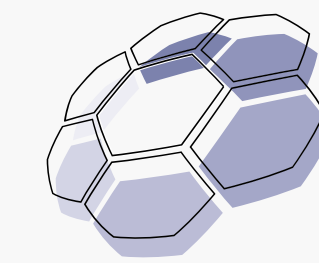


Blender Foundation  
Financial Report 2019



**blenderfoundation**





# A message from the Chairman

2019 has been a year of incredible growth for the Blender project. The adoption of Blender by more and more professionals has been matched by an increasing amount of organizations and brands joining the Blender Development Fund.

The freedom afforded by the Development Fund has allowed to expand the team both on the development and the management side, focusing on improving the organization of the project.

Next to the software project, a number of other activities (Spring Open Movie, various events and workshops) took place. These activities are essential to keep the community vibrant and connected, and make Blender a truly world-class initiative.

This report collects the highlights of 2019 and a financial breakdown of the Blender Foundation income and expenses, to transparently share result of the contributions of Development Fund members and other donors.

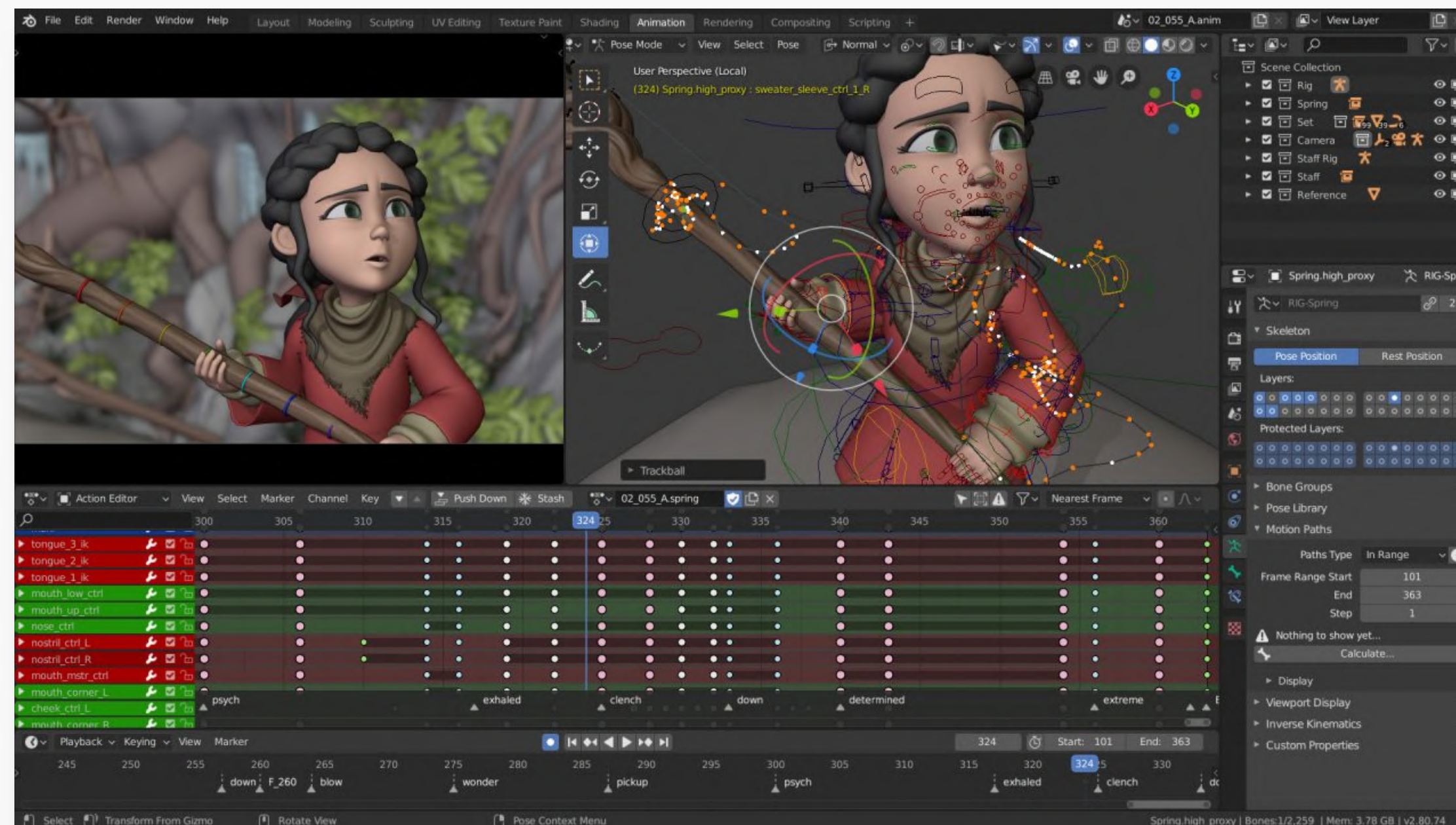
Ton Roosendaal

Amsterdam, August 2020

# About Blender

We build a free and open source complete 3D creation pipeline for artists and small teams, by publicly managed projects on blender.org.

The Blender Foundation (2002) is an independent public benefit organization. Its spin-off corporation Blender Institute (2007) hosts the foundation's offices and currently employs 22 people who work on the Blender software and creative projects to validate and test Blender in production environments.



# Highlights of the year

With a ground-breaking new Blender series and outstanding recognition and praise from the CG community, 2019 was a year of unprecedented growth for the project.



## Epic Games Mega Grant

The conversations with Epic Games already started years ago. It all became more tangible in February and March 2019 in discussions with general manager Marc Petit. It was clear that Epic Game's main topic was that Blender could improve in attracting more professional contributors – a recurring issue. The Mega Grant was instrumental to start and continue conversations with more Development Fund members.

Parts of the funds were invested in hiring the much needed managers – development coordinators Dalai Felinto and Nathan Letwory – but also people such as UI developers Julian Eisel and William Reynish, Mantaflow developer Sebastian Barschkis and social media hero Pablo Dobarro, the artist/sculptor/coder from Spain.



## Ub Iwerks Annie Award

The International Animated Film Society, ASIFA-Hollywood, granted Ton Roosendaal and the Blender Open Source Software the Ub Iwerks Award at the 46th Annual Annie Awards. As part of the juried awards category, the Ub Iwerks Award recognizes the technical advancements that make a significant impact on the art or industry of animation.

It was an incredible honour for Ton and for the Blender project to accept this award! This is the first time this industry award was granted to a free/open source software project.



## Homestretch workshop

In February, Blender Foundation invited the core 2.8 contributors (who previously participated to the Code Quest) for a one week workshop at the Blender Amsterdam HQ. The goal of the workshop was to:

- Tackle leftover 2.8 design issues before the first release
- Address early feedback from users (and the Blender studio team)
- Plan work on 2.80-release, assign tasks
- Define and schedule targets for 2.81 and 2.82

Being able to spend face-to-face time in design sessions and presentations was instrumental to achieve the targets set for the rest of the year.

## Blender at SIGGRAPH

The Blender team attended Siggraph 2019 to show off all the work going into 2.80.



## Spring Open Movie

The Blender Studio team used the in-development version of Blender 2.80 for the entire production of the Spring Open Movie, even before the software was in official Beta. As for all of Blender's Open Movies, the entire production process and all its source files are shared on the production platform Blender Cloud.



## Blender Conference 2019

With almost 600 attendees from all over the world and over 70 presentations packed with technical, educational and entertaining content, this was the best Blender Conference yet!

All presentations and speaker profiles are available on the [conference.blender.org](https://conference.blender.org) website. The Friday dinner featured a live music set by Andy Goralczyk and VJ set by Midge "Mantissa" Sinnaeve, while photographer Jelmer de Haas realized an entertaining series of portraits for all attendees, posing with props such as the Ubwerks Annie awards delivered to Blender early in 2019.

## Blender 2.80

Since the first announcement in 2013 the release number "2.8" has become almost mythical, it has created a lot of hype and expectations. Dozens of people were working on it tirelessly for years. It was a race against the clock, the planning kept shifting... but it finally happened. On July 30 2019 the biggest release in Blender's history was out there!

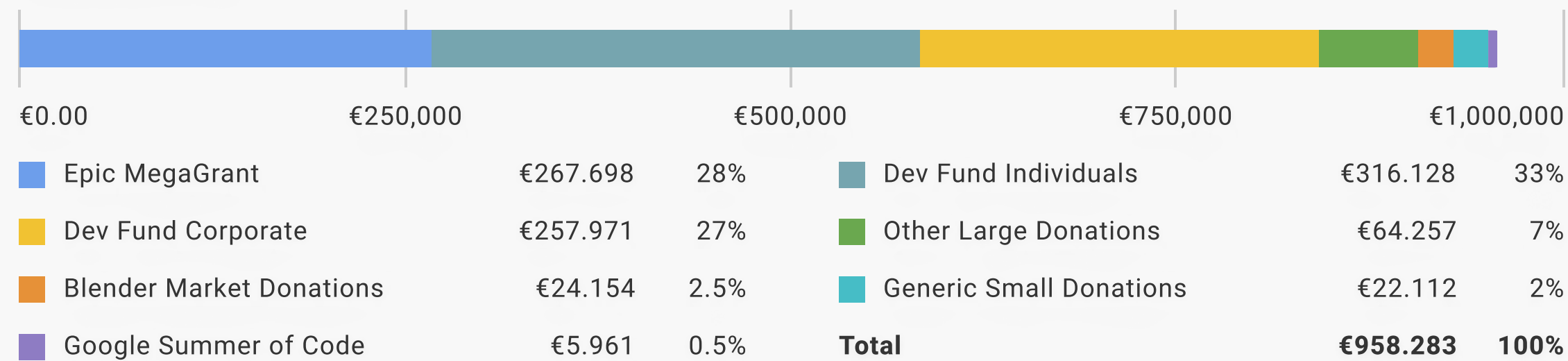
The 2.80 release is dedicated to everyone who has contributed to Blender. To the tirelessly devoted developers. To the artists inspiring them with demos. To the documentation writers. To the Blender Cloud subscribers. To the bug reporters. To the designers. To the Code Quest supporters. To the donators and to the members of the Development Fund. Blender is made by you. Thanks!



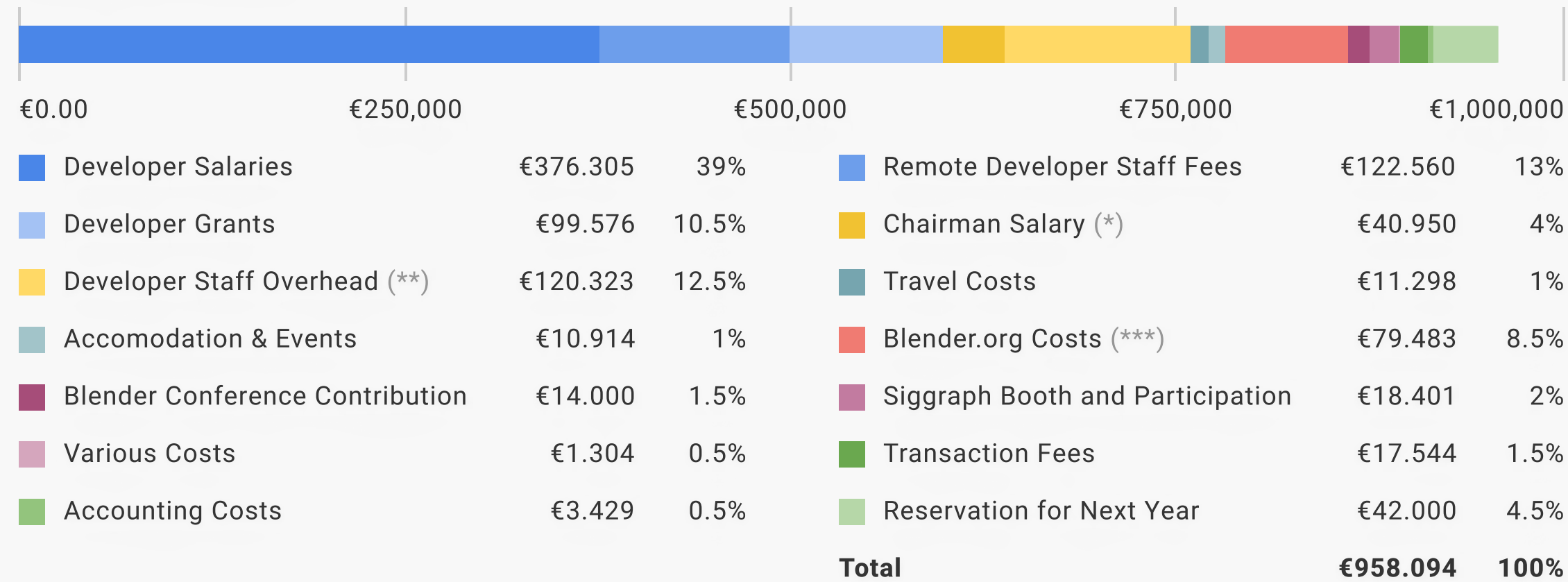
# Finances

This is an overview of the income and expenses for Blender Foundation during the year 2019.

## Income



## Expenses



(\*) 70% is covered by the Foundation, 30% is covered by the Institute  
 (\*\*) Insurances, employer taxes, wage administration, office rent and costs, computers, financial manager, system admin  
 (\*\*\*) Website admin, backend/frontend development, design, content, support, project coordination

## Salary Levels

Chairman/CEO (Ton Roosendaal) gross salary in 2019 was EUR 58,400. These costs are split between Foundation and Institute. This salary is the top level salary for a person in the Blender organization. Lowest gross full-time salary was EUR 32,500.

In order to attract experienced industry talent, Blender Institute hired HR expertise to migrate the organization to reward people better; including implementing functional reviews and performance indicators. Salary levels for key contributors will probably raise 20%-40% in 2020.

## Other Costs

Blender Institute covered substantial amounts of costs for Blender projects in 2019, these are not in this overview. In 2020 it will be more transparent, see next point.

## Institute and Studio

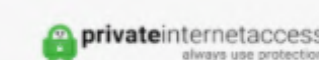
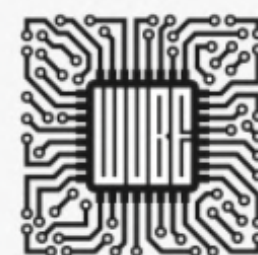
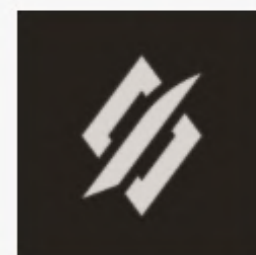
In 2020 the Blender Institute will separate the Studio (and Blender Cloud) into a separate entity with own budget. That way the Institute will become a 'working company' for the Foundation, to directly support the Blender Foundation's mission.

# Thanks to the Development Fund Sponsors

AMD



David Jeske





The Freedom to Create