













3. How long have you been using Blender?

		Response Percent	Response Count
<3 months		10.9%	402
3-6 months		11.8%	436
6 - 12 months		15.7%	579
1 - 2 years		25.1%	926
2 - 3 years		15.7%	578
3 - 4 years		7.9%	290
4 - 5 years		5.7%	210
More than 5 years		7.2%	267
answered question			3,688
skipped question			1

4. If you had to describe yourself, what level of blender user would you say you are?

		Response Percent	Response Count
Beginner		35.8%	1,318
Intermediate		53.2%	1,960
Advanced		11.0%	405
answered question			3,683
skipped question			6


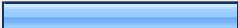





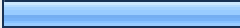






5. What is your primary use of Blender?

		Response Percent	Response Count
Industrial Design		1.2%	43
Motion Graphics		6.4%	236
Scientific Visualization		0.9%	35
Hobby		52.7%	1,945
Game creation		7.2%	264
Architectural Visualization		5.4%	199
Medical Visualization		0.3%	12
Product Visualization		2.0%	74
VFX		4.9%	182
Educator		2.1%	77
Freelancing		8.8%	325
Other (please specify)		8.0%	296
answered question			3,688
skipped question			1



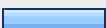
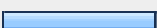


6. Which of the following external renderers have you used, if any?

		Response Percent	Response Count
Yafaray		70.3%	1,714
LuxRender		53.8%	1,311
Indigo		17.6%	430
Octane		5.7%	138
VRay		10.3%	250
Mental Ray		10.8%	264
Sunflow		5.1%	124
Maxwell Render		3.2%	77
Renderman		4.6%	113
Fryrender		0.6%	15
Other (please specify)		12.0%	293
answered question			2,439
skipped question			1,250

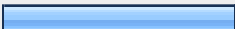

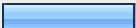


7. Which of these commercial 3d applications have you used, if any?

		Response Percent	Response Count
3ds Max		51.6%	1,414
Maya		35.6%	974
Cinema 4D		16.0%	439
XSI		7.6%	209
Lightwave		11.2%	307
Houdini		5.0%	137
Vue		7.8%	215
Sketchup		35.8%	980
Rhino		6.7%	183
AutoCAD		22.2%	607
Mudbox		5.4%	149
ZBrush		23.7%	650
Modo		6.1%	167
Other (please specify)		16.0%	437
answered question			2,739
skipped question			950


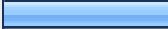
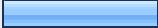
8. Why did you originally start using Blender?

		Response Percent	Response Count
It was free		47.4%	1,736
Didn't like the commercial alternatives		6.2%	229
Heard great things about Blender		14.9%	546
Impressed by what you saw others create		23.0%	842
Great supportive community		4.1%	152
Saw Elephants Dream / Big Bunny		4.4%	161
answered question			3,666
skipped question			23



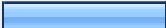


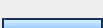
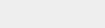
9. Can you see yourself switching to another 3d application permanently in the next 5 years?

		Response Percent	Response Count
No way! Blender for life!		35.0%	1,283
I doubt it		39.2%	1,437
Possibly		19.4%	711
If things don't improve, then yes		5.2%	189
Definitely		1.3%	46
answered question			3,666
skipped question			23




10. What aspect of the software needs the most improvement?

		Response Percent	Response Count
User interface		18.5%	630
Modelling		21.1%	718
Sculpting		14.6%	497
Compositing		13.1%	446
Render engine		39.1%	1,331
Animation tools		19.1%	648
Game engine		19.5%	664
Simulation		24.9%	845
3rd party software support		23.0%	781
answered question			3,400
skipped question			289

11. In your opinion what is the biggest problem with Blender?

		Response Percent	Response Count
Lack of publicity/exposure		16.6%	573
Lack of professional support		8.5%	293
Lack of documentation		24.6%	848
Lack of professional training		16.2%	560
Young/immature community		4.2%	146
Dispersed community (too many websites)		14.7%	506
Other (please specify)		15.2%	525
answered question			3,451
skipped question			238

12. Have you ever made money using Blender (freelancing, employment, etc)?

	Response Percent	Response Count
Yes 	23.0%	846
No 	72.3%	2,655
I would prefer not to say 	4.7%	172
answered question		3,673
skipped question		16

13. Any random comments or suggestions you want me to present at this years Blender conference?

	Response Count
	1,088
answered question	1,088
skipped question	2,601