Application for a BFCT certificate

My Blender course 2011 in the VHS Dillingen. I'm the second guy from the right side

Hi, my name is Thomas Beck, I'm 31 years old and living in Saarlouis/Saarland/Germany. In IRC I'm also known as "plasmasolutions", my companies name.
I'm using Blender 3D since several years now, I even remember the Blender publisher key - so I would consider myself as an "ancient" user ;)

My first contact with a Blender training material has been the official blender 2.0 guide and I was a fan since then ;) I'm following the developments now for a quite long time and helping users wherever I can (mostly on IRC) and time permits. I'm giving courses to teach blender and use it mainly in my pipeline for all kinds of media. Even the VSE got a really big place there.

In the next pages I'll try to introduce myself a bit better, starting with my shortened CV on the next page.

Shortened CV:

1981	Born in Saarlouis, kindergarden, elementary then secondary school
2001 - 2003	**Apprenticeship as an application programmer** Company: Hydac Electronics (http://www.hydac.com)
2003 - 2010	**HYDAC Electronics employee:** 1) Flashing & service tools for our devices (mostly atmega / atmel powered) 2) Intra-net services and frontend 3) Measuring software (HMGWin http://www.hydac.com/de-de/service/downloads-software-auf-anfrage/software/software-download/electronic.html) 5) WPF and WinForms abstraction layer and implementation for all our tools 6) Icon design task force for all our tools (down to 12x12 pixel) 7) Since 2008: leading a 4 man devs group (developing tools for our c / c++ / c# toolchain)
2005 - 2010	**Distance study "media and computing"** in Munich, MDH university, alongside with my job at HYDAC
2010 - today	**HYDAC International employee:** 1) Developing a graphic library based on "clutter" for an embedded Linux system (running on machines in the off road area like cranes, wine harvester and so on). 2) Programming and designing all sizes of displays: Application logic and graphic routines in the previously mentioned machines. 4) Building a salable software compound (sdk) of all different tools and libraries that one need to get started with our HYDAC devices and components 5) Responsible for customer relations
2003 - today	**Foundation of Plasmasolutions:** Based on a pure open source pipeline (Blender, Gimp, MyPaint, Inkscape, Ubuntu) consisting of me and other freelancers that help me with websites or programs if time is short…which is often :) I'm heavily service oriented: 1) 3D services for architects (animation / stills) 2.) Programming specific client solutions / Websites 3) Giving courses how to program (C(++)/C#/Java) / and how to design websites / UIs 4) Teaching people on the VHS program how to use Blender 3D, more later…
2007	**Open source project GnomeArtNG released** A project to style up your desktop with a single click. Every gnome theme on art.gnome.org supported, preview and unlimited undo functionality, very easy and intuitive interface. No knowledge at all required to change icons, log-on screens, window decorations, backgrounds and so on… For more information head to http://gnomeartng.plasmasolutions.de or http://www.webupd8.org/2009/07/gnomeart-nextgen-icons-themes.html

As stated in the blender.org BFCT page, an applicant should know what the Blender Foundation and Institute is, he should know the history of Blender, what open source is in this context and what it means for Blenders development. I'll prove that in the following parts of this document.

The history of Blender 3D

In the late 80s, Ton Roosendaal co-founded an animation studio named NeoGeo that should soon become one of the largest 3D animation studios in the Netherlands. Ton developed an in-house animation software tool that was used several years until it finally got an overhaul. This complete rewrite in 1995 was the birth of Blender 3D as we all know it today.

1998, Ton founded another company to make more market share with blender and develop it further – named NaN (NotANumber, pretty geeky but cool name in my opinion).

In 2000, several investment companies firmed the will to develop a free tool for everyone that likes to create 3D (and on-line) content – but 2002 all investments were stopped and the development freezed.

In May 2002, Ton founded the Blender Foundation, whose first task was to find a way to continue the blender development. In July, the investors agreed on open sourcing the blender code when the foundation raises 100.000€. The community (even in this early times very strong) donated greatly and made it - in 7 weeks – so Blenders code base was released and put under the GPL on 13th of October.

From there on, the development is progressing really well. Nowadays the foundation got 2 devs working full time and 2 working half-time on blender, not mentioning the amazing mass of free devs out there that contribute every free time to the blender code. How the development is pushed and what actions were taking place after the release can be seen in the following sections.

What is the Blender Foundation?

The Blender Foundation is a non-profit organization responsible for the development of Blender. It is situated in the Netherlands / Amsterdam and chaired by Ton Rosendaal, the "father" of blender since the good old NaN days.

It was founded to "free" Blender as it was closed source after the NaN insolvency. The stakeholder were demanding 100.000 Euro to release the source. This amount of money had to be collected from the community – and it was (in 7 weeks). Therefore, the Blender Foundation has been founded to collect the sum, open source blender and to keep the development going.

The foundation pushes Blenders development by taking several actions:

1. Create and raise the recognition of Blender 3D by making short films that are entirely done with open source software and distributed on a cc-license. The tools used are (afaik): 3D, compositing, video editing – Blender, 2D – Gimp / Krita / Mypaint / Inkscape. Make Blenders tools production ready with those movies.
2. Educate starter and intermediates with different training DVDs that are handling different topics like modeling, matchmoving, compositing or animation, just to name a few.
3. Collect and distribute donations to developers with important development targets

What is the Blender Institute?

The Blender Institute is an office (or studio) where open projects like the upwards mentioned movies and training DVDs can be efficiently produced and mentored. It is located in Amsterdam / the Netherlands and is meant for giving content creators that like to publish their creations openly under a creative commons license a room for their work.

Since all contents are cc-licenced, all projects should be pre-financed, f.e. by pre-sale campaigns, funding (culture funds, EU funds…), workshops, books, corporate sponsoring and so on.

What means open source to us?

Open source does not only mean that the source code is open. It means also that the user can take part in the complete Blender 3D development and support process. The user got several possibilities to interact:

1. Buy a training DVD, shirt or smth else in the blender.org shop, the money goes into blender development right away…
2. Document a feature you know in the blender.org wiki system.
3. Stumbled across a bug? Write a bug report in the blender.org bug reporting system.
4. Help users by posting on blenderartists, in IRC #blender on freenode.org, forums on blender.org or where ever they need help elsewhere.
5. Good at scripting? Write helpful little addons to make (y)our life easier
6. Missing a feature? Post a detailed feature request in the wiki and be in IRC to answer questions.

VHS Blender courses

I'm teaching men and women of all ages in the VHS, a government organization that cares for human development in a specific state (Saarland in my case). When you're trying hard, they are enrolling some special courses. And those two have been luckily accepted.

The courses are 30 hours parted in 5 weeks and are giving a general overview on Blender, modeling with it and getting the feets wet with animation and physics.

3D Design:
http://www.vhs-dillingen.de/Kurse%20Details/fachbereich-FS4ec2207610cf5/semester-112/autowert-FS4f16812042969

Animation:
http://www.vhs-dillingen.de/Kurse%20Details/fachbereich-FS4ec2207610cf5/semester-112/autowert-FS4f168120433b7

I'm hoping that those are all it takes to certify me as a blender trainer…and I'm really looking forward to developing blender further the next years.

Yours, Thomas Beck