

Blender 2.68 is smoky!

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The 2.68 version of Blender has arrived and as it happens with every release of the best open source 3D creation and animation tool suite it can't be overlooked! This release also shows the consistency followed by Blender developers coming 2.5 months after the previous 2.67 version.

2.68 Main new features

Improved smoke rendering

Smoke is one of those elements that are especially difficult for a 3D creator to portray and Blender was having quite a lot of difficulties until this version.

A new 'Full Sample' option was added to high resolution smoke panel and now the emitters take the finer grid into account. This also allows to use a lower base resolution for the simulation in many cases.

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