

A WORD ABOUT BLENDER SOFTWARE VERSIONS

The great thing about Blender is that it's frequently updated; the challenge for Blender Instructors is that Blender is frequently updated. ;)

It's understandable and quite common for a person just getting started with Blender, especially early in one's CG / Blender journey, to have the perspective that the software version I'm learning from must match the latest version.

But if a student follows every course with the Blender version used in the course, that eliminates a lot of need to ask questions.

While Blender updates frequently, **the core methodology of computer graphics has remained essentially the same for the 20 years we've been doing this.** Moving vertices around into models, laying out UVs, material parameters, simulation concepts, rendering characteristics—all of this is still the same.

We find many new users think Blender is drastically different from version to version, as if Blender 2.8 -> 4.1 is like SNES -> N64. Again, **the difference between versions is far less significant than the release hype makes you think.**

I encourage you to look at Blender holistically. You're learning the underlying methodology of computer graphics, not merely how to use a certain version.

A holistic understanding makes your skills transferrable between Blender versions and even 3D software entirely. Don't make the mistake of thinking previous Blender versions are obsolete. Treat each version like a chisel in a drawer of chisels. No carpenter has a single almighty chisel for every situation. They maintain a collection where each is useful in its own way.

Consider this: As a student learning Blender holistically, you can learn from countless courses and tutorials throughout the years! If you limit yourself to only learning the latest version, you restrict yourself to a handful of courses and tutorials before the next version releases.

Then your problem starts all over again: *A new version of Blender with zero tutorials recorded for it.*

Happy Blending!

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