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# Blender 2.64 released

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Blender, popular 3D graphics manipulation app, was updated to version 2.6.4 today. "This release was targeted at improving Blender for the Mango open movie project, along with integrating branches and patches from the past years." In addition, Blenders' fourth open movie recently premiered.

The highlights of this release include:

Mask Editor

"Masks can now be created in the image and movie clip editor. They can be used in compositing to define areas of influence for nodes or block out unwanted objects."

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[1] <http://www.tuxmachines.org/taxonomy/term/38>

[2] <http://ostatic.com/blog/blender-2-64-released>