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# Blender 2.71 Release Notes

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The Blender Foundation and online developer community is proud to present Blender 2.71. Much awaited new features for Cycles renderer include deformation motion blur, fire/smoke and volume rendering and a baking API. User interface now allows for draggable popups and resizable preview widgets. Animation has new interpolation types with ?easing equations? presets. Modeling now allows to ?split normals? and Sculpting/Painting has new HSL color wheel and constant detail in dyntopo. Game development now allows deactivating logic bricks, multi-threaded animations, cast only materials and ?unlimited? action layers. Freestyle NPR rendering has a new textured strokes feature, along with line sorting options.

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[3] [http://wiki.blender.org/index.php/Dev:Ref/Release\\_Notes/2.71](http://wiki.blender.org/index.php/Dev:Ref/Release_Notes/2.71)