



### Blender Market – Multi Instance Blender v1.1.0

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**Blender Market – Multi Instance Blender v1.1.0:** From Cinema 4D, I was surprised that Blender does not allow multiple files to be opened simultaneously.

My workflow is built on using elements, be it components of textures, colors, lighting setups, or even light sources - that I have gathered from previous models or my colleagues. It is also a matter of determining the size, hue, or from where elements are designed. The fact that I had only one file open was very restrictive.

In addition, adding other elements through Append was just as confusing to me as closing the current model, opening an earlier one, copying elements you wish to use, closing the earlier model before opening the current one, and re-inserting the elements. (This is a bit awkward when written in the text; however, it becomes a significant problem when working with complex models containing many elements.)

Luckily, Blender can run multiple instances, provided you have sufficient memory. However, this can only be done using slow terminals or techniques.

Multi-Instance for Blender is the ideal solution for all platforms to open a new Blender instance from the menu easily. It is compatible with Linux distros using the gnome-terminal. M.I.B. works on all platforms making working with multiple files an easy task.



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