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## Using Blender for Earth Science's visualization

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Blender is an open-source 3D creation suite with a wide range of applications and users. Even though it is not a tool specifically designed for scientific visualization, it proved to be a very valuable tool to produce stunning visual results. We will show how in our workflow we go from model's output written in netCDF to a finished visual product just relying on open-source software. The kind of visualization formats that can be produced ranges from static images to 2D/3D/360/Virtual Reality videos, enabling a wide span of potential outcomes. This kind of products are highly suitable for dissemination and scientific outreach.