



Annual Report
2024

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Our mission

The Foundation's Mission is to financially support the growth, initiatives and activities of the Godot Engine project, an open-source project that provides a free suite of tools and educational materials around the Godot Engine.

The Foundation strives to help the Godot Engine continue to break down barriers to video game development and make it possible for everyone to create high quality video games, regardless of who they are and where they are located.

The Godot Foundation Board

The Godot Foundation board has only seen a change in 2024. Ilaria Cislighi is no longer a board member at the Foundation and we began to search for new members to join the board. The board members during 2024 were:

Ariel Manzur

Ariel Manzur is the co-founder of Godot. He is also the founder of Lone Wolf Technology, and co-founder CTO of Ramatak Inc.

Bastiaan Olij

Bastiaan Olij has been developing graphics software since his teens. After a detour in business software he got involved with Godot when he started creating Virtual Reality projects in his spare time and decided to take on the challenge of adding VR support to the Godot engine. He now works full time on the Godot engine both as its XR lead and contributing to the rendering engine.

Clay John – Secretary

Clay John is a member of Godot's rendering team. In 2017 he started contributing first to Godot's documentation, then later to the engine itself. Currently he is employed by W4 Games.

George Marques

George Marques has been a contributor to the Godot Engine since 2015 and member of the PLC since 2017. Currently he is working full-time for the project and is responsible for the development of the GDScript language, while also helping in other areas such as GDExtension.

HP van Braam – Treasurer

HP van Braam is a seasoned member of the Godot community and a passionate advocate for open-source game development. Since 2017, HP has been actively contributing to the Godot project, eventually founding two successful Godot-related businesses, Prehensile Tales b.v and Ramatak Inc. In addition to their professional

work, HP is also a member of the Godot Code of Conduct team and strongly believes in the importance of Godot in education, as many people start learning to program through game development.

Juan Linietsky

Juan is one of the co-creators of Godot and currently serves as its Technical Lead. Along with Ariel Manzur, he was instrumental in the development of Godot and continues to oversee its technical direction. In addition, Juan is a co-founder of W4 Games, where he is currently the CEO.

Julian Murgia

Chairperson

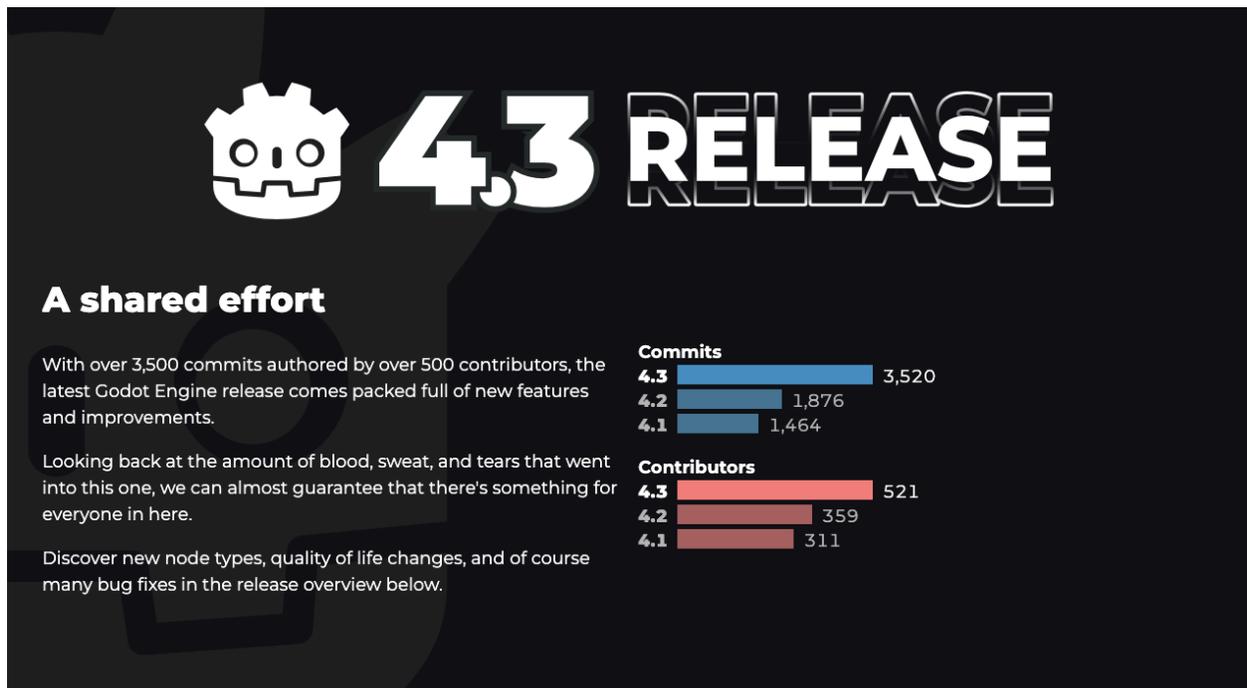
Julian Murgia started using Godot in 2015, first as a user, then as a small contributor to code and documentation. He was historically part of most real-world events organization around Godot Engine in Europe.

Rémi Verschelde

Rémi Verschelde is a long-time free and open source software advocate, who came to the Godot project in 2015 with experience as a maintainer for the Mageia Linux distribution, and various open source games. He helped organize the contribution infrastructure and workflow (issue triage, PR review, release management, documentation, communication, etc.). Since 2018, he works full time as Project Manager & Maintainer of the Godot project. He is now also Co-Founder & COO of W4 Games, a company which develops products and services to strengthen the Godot ecosystem.

Godot Engine Highlights

After the major release of Godot 4.0 in 2023, the pace picked up in 2024 with the first development snapshot of 4.3 only [11 days into the year](#). We ended up releasing [Godot 4.3](#) and we got started with Godot 4.4.



Godot 4.3 was a feature packed release with over 3,500 commits by 521 contributors. We made an effort to present this progress in a new format; instead of a long blogpost, we made a [release page](#) that better explains what each feature with videos visually showing them in action. This is an ongoing effort to highlight the real impact of each release and make it more approachable for everyone to see the improvements a release has. We will keep working on improving the presentation of the releases to make sure the community of users and content creators know where to look when trying new versions of the engine.

Some big improvements in this release were features such as Direct3D 12 as a new rendering driver, Wayland support for Linux, physics interpolation, and much more.

We also released a new version of the battle tested [Godot 3.6](#) to keep providing support to projects who started before Godot 4 was released. And Godot [4.2.1](#), [4.2.2](#) and [4.1.4](#) for those who were close to release and needed to benefit from the latest patches.



Godot 4.3 addressed many areas of the engine, and we made some progress reports and posts in our blog going deeper into them:

- <https://godotengine.org/article/rendering-priorities-january-2024/>
- <https://godotengine.org/article/rendering-acyclic-graph/>
- <https://godotengine.org/article/parallax-progress-report/>
- <https://godotengine.org/article/introducing-reverse-z/>
- <https://godotengine.org/article/progress-report-web-export-in-4-3/>
- <https://godotengine.org/article/migrating-animations-from-godot-4-0-to-4-3/>
- <https://godotengine.org/article/design-of-the-skeleton-modifier-3d/>

We finished 2024 very close to getting Godot 4.4 ready for release with the release of [dev 7](#) on December 19th.

Web Infrastructure updates

Development Fund

<https://fund.godotengine.org/>

We made significant progress on our main donation platform and added a new payment processor (Stripe) as an alternative to Paypal which was the only option when we launched. This allows more people to pick a different payment method where Paypal wasn't available. We also made some distinctions in how we calculate the donations that we show on the page so it better reflects the one-time donations and the recurrent ones. You can read more in the Development Fund section of this document.

Conference

<https://conference.godotengine.org/2024/>

We reused 2023's template and added some new elements to make the page for the 2024 GodotCon in Berlin. We also managed and self-hosted all the ticketing system ([pretix](#)) and the speakers administration ([pretalx](#)) so we didn't have to use third-party platforms such as Eventbrite (like we did in 2023), thus saving us an extra percentage of the revenue. We will reuse this setup for future Godot conferences making it less costly overall for us to get a page and the system up and running without with little to no cost.

Community Comments on the Documentation

<https://github.com/godotengine/godot-docs-user-notes>

Following the lead of other software documentation (famously [PHP](#)'s), we added a comment section to the Godot Docs using [Giscus](#). This allows users to add clarifications without having to open a pull request, mention a workaround for a common issue, or link to useful third-party resources that are relevant to the current page, such as tutorials or add-ons.

Events

GodotCon 2024



GodotCon keeps going around the globe, and this time it was held in Berlin. This year, we almost doubled the size from 300 attendees last year to 574. People were very eager to attend and we sold out our tickets within an hour.

The conference was a huge success and we expanded the activities by adding a showcase area for people to showcase their games, and an area for having booths for our sponsors, and we held a game jam at the venue during the main days.

All the talks and workshops were recorded for everyone that couldn't attend, and we publish them in our YouTube channel.

The GodotCon requires a lot of effort to put together so we will explore ways to make the organizing of the event easier for future editions. We will try different models to see how to reach different communities in different areas of the world and to lower the overhead required to make them happen.

Relevant links:

- <https://conference.godotengine.org/2024/>
- <https://godotengine.org/article/review-godotcon24/>

- https://www.youtube.com/watch?v=hKLI03A9Kws&list=PLeG_dAglpVo6TS0q858NajyeglRuvb7hs

GDC 2024

There was a big difference between the previous and this year's GDC. This time around, we didn't have to explain what Godot was, almost everyone already knew about it. Visitors were excited to play the [showcased games](#), and many recognized titles without knowing they were made in Godot. We had some insightful conversations with studios and companies in the space that were excited to give Godot a try and start using it internally or supporting it. You can read more about our experience there in this retrospective:

<https://godotengine.org/article/gdc-2024-retrospective/>



Presence at other events

This year, we participated in events like [gamescom latam](#), [gamescom Germany](#), and others. These events provided valuable opportunities to fundraise, engage with the

community, and address questions about Godot's capabilities and potential applications within the industry.

Development Fund

The Development Fund is our primary way to collect donations from the users and companies willing to sponsor our work on free and open-source software. Last year we started migrating away from our reliance on platforms such as Patreon to have our own independent infrastructure.

The Development Fund ended the year with €49,678 per month, with 1,518 individuals donating monthly, and 18 corporate sponsors. This year, we introduced an option to accept one-time donations and we closed the year with a little over €100,000 in one-time donations.

There are four key categories of data presented in the [Development Fund](#):

- Euros per month
- Euros in one-time donations this year
- Members
- Sponsors

Euros per month

This figure represents the total amount of recurring donations we receive each month. It combines contributions from multiple sources: active subscriptions processed through Patreon, legacy PayPal subscriptions and donations via our new subscription system.

Since Patreon donations are made in USD, we convert them to EUR to keep everything consistent. Additionally, some sponsors contribute monthly via bank transfers or other methods that aren't updated automatically, so we manually calculate and update them each month or whenever there is a big change.

In summary, the total monthly donations are calculated by adding together:

1. Patreon donations (converted to EUR)
2. Legacy PayPal subscriptions
3. New subscription system donations

4. Other monthly donations from sponsors

Euros in one-time donations this year

This figure represents the total sum of all one-time donations made to the Godot Foundation within the current year. The total resets every January to reflect the donations for the new year.

One-time donations come from two main sources: individual contributions made through the Development Fund website and sponsors who choose to make a single donation.

Before introducing this category, we used to prorate large one-time donations over 12 months and include them in the monthly donations total. For example, when Re-Logic donated \$100,000 in 2023, we spread the amount across the year. However, this approach led to confusion, as it made it seem like donation levels dropped significantly at the end of the year, even though that wasn't the case. By creating a separate category for one-time donations, we can now better represent the actual donation levels.

The total for one-time donations this year includes:

- One-time donations made via the Development Fund website
- One-time donations made by sponsors

Members

This category represents all the individuals who support the Godot Foundation through recurring donations. Anyone who signs up for a subscription on the Development Fund website is automatically added to this count.

The Members total updates automatically whenever a new subscription is created, ensuring that the number always reflects the current level of individual supporters.

Sponsors

This category lists all the corporate sponsors of the Godot Foundation. Corporate sponsors are companies or individuals who provide significant recurring donations or resources to support our work.

Unlike other categories, the Sponsors count is updated manually because each sponsorship is evaluated on a case-by-case basis. For example, a sponsor may be added because they made a large donation of time or sponsored an event like GodotCon.

As a result, adding a new sponsor doesn't always lead to an increase in the total amount of monthly or one-time donations, as their contributions may take other forms.

We strive to keep the information in the Development Fund as accurate as possible, but it's important to note that this isn't the full picture. Factors such as fees, currency conversions, and other costs are not accounted for in these calculations, which may affect the final amount received by the Godot Foundation.

We will keep making improvements on the Development Fund platform to better reflect the level of support the Foundation has and to give more ways for people to contribute to further our mission.

Updates

Financial Report

We published our second financial report, providing detailed information on the organization's income, expenses, assets, and liabilities. This report offers valuable insights into the financial health of the Godot Foundation and demonstrates how donations are utilized to support the project. You can read the full report done by EJP here:

<https://godot.foundation/downloads/Godot-Foundation-Financial-Report-2024.pdf>

Community Poll

Each year, we conduct a community poll to gain valuable insights into how users work with Godot and their expectations for the engine and the Foundation's priorities. In 2024, we received 10,763 responses, a significant increase from the 7,671 responses in 2023. This feedback has been instrumental in helping us align our efforts with the community's needs and aspirations. If you want to check the results, you can do so here:

<https://docs.google.com/forms/d/1eicOppRQG2RFZ8CjIGFf5Kha5yklO854fV8-YFtIWxk/viewanalytics>

Showreel

This year, we once again combined the mobile, tools, and desktop/console categories into one video showcasing 38 projects and making it the most viewed video in 2024 in our YouTube channel. We usually edited the video in-house, but since this edition we started to look for people in our community to collaborate and reduce the workload on the Foundation staff. Moving forward, we explore new ways to involve more community members in the process.

https://www.youtube.com/watch?v=n1Lon_Q2T18