

The Bforartists 2 version 2.5.0 Manual

Welcome to the reference manual for Bforartists 2, the free and open source 3D creation suite.

First let's explain what the manual is and what not. It is a reference manual. This means it lists and explains the available tools, the interface and general concepts.

What it is not: it is no general CG tutorial. It will not explain workflows. That's a task for tutorials. It covers however here and there the needed workflow to get a tool working or to explain how it is meant to work.

Chapters 1 to 5 covers general concepts. Chapters 6 to 27 explains the single editors and their tools. And everything afterwards is additional information.

This manual is for Bforartists 2 version 2.5.0.

Web page: <https://www.bforartists.de/>

The source code can be found at GitHub: <https://github.com/Bforartists/Bforartists>