

# The Bforartists 2 Reference Manual



**bForartists**



Version 2.8.0

# Introduction

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 29 explains the single editors and their tools. And everything afterwards is additional information.

This manual is for Bforartists 2 version 2.8.0

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

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