



bforartists4

The Bforartists 4 Reference Manual

Version 4.4.0



Introduction

Welcome to the reference manual for Bforartists 4, the free and open source 3D creation suite.

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

What this is not: this is not a general CG tutorial. This manual will not explain workflows on how to create artwork. If you'd like to learn the creative fundamentals, there are numerous courses and tutorials for Blender from the community which will translate to Bforartists workflows seamlessly. This manual does however cover the needed workflow to get a tool working or explains how the tool is meant to work.

Chapters 1 to 5 covers general interface fundamental concepts. Chapters 6 to 30 explain the single editors and their tools. And every chapter afterwards is additional information.

This reference manual is for Bforartists 4 version 4.4.0 published on 03.04.2025



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Release Notes

<https://www.bforartists.de/release-notes/>



Source Code

<https://github.com/Bforartists/Bforartists>