



bforartists4

The Bforartists 4 Reference Manual

Version 4.0.1



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 not. It is a reference manual. This means it lists and explains the available tools and operators, the interface and general concepts.

What it is not: it is not a general CG tutorial. It will not explain workflows. That's a task for tutorials. This manual does however cover the needed workflow to get a tool working or explains how it is meant to work.

Chapters 1 to 5 covers general concepts. Chapters 6 to 30 explains the single editors and their tools. And everything afterwards is additional information.

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

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