

# blender.org top level navigation

1. Download	2. Features	3. Support	4. Get Involved	5. About	6. Store
Auto detect OS					
<div>- Download (autodetect) - All OS + Source, all mirrors - Documentation downloads - Add-ons - External (render) engines - Archive (link) - Release Logs (wiki?)</div>	<div>- List of features/editors. - Use Cases for Blender, in film/animation, research, architecture/product viz, games.</div>	<div>Online Official Documentation Community forums or websites Tutorial links Blender Network Report an issue: developers</div>	<div>Developers Documentation/tech writers Education Science BFCT Sponsors / Donate</div>	<div>Who is making Blender Blender focus &amp; roadmaps Blender Foundation and Institute Blender Conference(s) Open Projects Contact info</div>	

## "Hubs" - landing pages

blender.org gets a flattened structure, with a dozen of "hubs" that each have a front page. Each hub has its own local page tree with a two-level menu bar for navigation. Apart from the standard top level hubs, here are couple of others:

## common navigation requests

- I want to download Blender for free
- I found a bug in Blender
- I want free tutorials
- I want professional training
- I want to see a gallery
- I want to help Blender and make a donation
- What is the license of Blender
- Can i use Blender for paid work?
- I want to start Blender development
- I want to talk to Ton
- How can i contact developers
- I want to translate Blender
- My Blender just crashed
- Can I bring my data from Maya to Blender

Foundation	Blender Conference BFCT Blender Network Contact info Press Logo	Developers	Project organization Scripting: Blender Python API Bug reports IRC channels, Mailing Lists
Institute	Goals/Description Open Movie Projects Blender Institute Training	Conference	Current Conference Suzanne Awards Older Conferences
BFCT		Open Projects	Mango Durian Apricot Peach Orange