30 DAYS OF CODE (DESIGN TRACK)
Day 3 – Make a Bowl

Extrusion modelling is a technique where a mesh is extruded into different forms. Extrusion can be used to collapse or expand vertices as well as extend or contract them. This is a common method in creating cubic models.

Hint: **Proportional editing** by hitting the **O**-key will help with creating objects like the pillow.