

Additional Content Volume 1: More Blender Tools and Modifiers

In this Tutorial we will learn how to in Blender.

We will be covering the following main topic:

- Learn how to

At the end of this Online Tutorial, you will understand how to WIP...

Let's first start with an introduction to ... WIP...

Technical requirements

The following is the technical skills and software you would need to complete this chapter.

- A computer that can run basic 3D animation software.
- Have a basic understanding of how to navigate and manipulate meshes in Blender. This has been covered in *Chapter 1, Introduction to BLENDER'S 3D Modeling and Sculpture Tools*.
- You need to have installed **Blender** (Open-Source Software) from: <https://blender.org/> (At the time of writing). The Blender version in this chapter is 2.93.5. Even if your version of Blender is newer, the examples should still work without any problems.

More Modeling Tools

WIP...

More Sculpture Tools

WIP...

More Modifiers

WIP...

Summary

You now know how to ... WIP...