Write Up

This week we will be taking a look at where to begin when starting to work with Blender. Well, I would think that the first thing that most people would like to do is to add an object. Sure, you can come into the program and start with the default cube that is always sitting there waiting for you, when you begin. But still, a really good place to start is to be able to start with the object that you actually want. And so that is where this tutorial will be dedicated to.

So, if this is something that you would like to learn just a bit more about then why don’t you join us for our brand-new article this week entitled:

# How Do I Begin?