Write Up

This week, we will be looking at how we can move around the viewport. Blender is a huge program. I am going to try and take my time and explain everything in a very clear and concise manner. Being able to see the object, and move it around in the viewport is very important, so this week will be dedicated to just that.

So, if this sounds at all interesting to you, then please join us for this week’s brand-new article entitled:

# 3 Moving Around the Viewport