Write Up

This week, we will be taking a look at the vast number of menu systems that Blender incorporates inside of its interface. Each workspace will present a different version of menus specific to the work that is done while in those spaces. This week, we will basically be focusing on the different menu systems that are available while in Object mode.

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

# 3 The Different Types of Menus