Write Up

This week we will be looking at the final section of the sub-heading menu in Object mode. The Blender application is so vast that even a sub-menu needed to be broken up into bite-sized pieces in order to not overwhelm anyone trying to take on the venture of trying to learn this program. This section deals with options dealing with Gizmos, Overlays, Viewing Mode Options, and the tools on the right side of the viewport.

So, if this sounds at all interesting to you, then why don’t you join us for our brand-new article entitled:

# The Sub-Menu Part 3