Write Up

This week, we will be starting to look at the Blender program in Edit mode. The first thing that we will be exploring is the Tools menu and the differences of this menu than the one that we were introduced to in Object mode. Oh, you will see some of the same tools in there as we had before, but edit mode comes with a lot more tools packed in its side menu. This week we will spend some time into looking at the extrude tool, and how we can use it to mold our objects into something really useful.

So, if you would like to start looking at this menu then please join us for our brand-new article entitled:

# The Extrude Tool