Write Up

This week, we will be taking a look at the Shrink and Fatten Tool, which is located in the tool box of Edit mode, while working in the Blender application. This tool will allow you to enlarge or shrink the look of your image by moving the vertices along the normals. This movement is made by all vertices moving the same distance either outward to fatten your object, or inward to remove weight from an object.

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

# The Shrink and Fatten Tool