Write Up

This week, we will be dealing with the Shear tool. We can find this tool near the bottom of the tool box when we are in Edit mode. The tool will use the Pivot point of an object to determine where it will shear an object. The pivot point of an object is determined by where Blender’s gizmo is located. For example, the colored arrows on an object representing something like Move. It will then move the vertices horizontally above this point, in the same direction that the mouse is moving. What is below this point will be left untouched.

So, if this is something that you would like to learn more about then please join us for our brand-new article this week entitled:

# The Shear Tool