Write Up

This week, we will be taking a look at the Inset Face Tool, while in Edit Mode, in Blender. This is a really nice tool because we can take a face and make another face inside of it. Not only does it create a face, but this face is new geometry on the 3D model, which we can use to further manipulate and mold our object into the desired outcome.

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

# The Inset Face Tool