Write Up

This week, we will be jumping temporarily outside of learning the Tools panel in Edit mode, inside of Blender, so that I can bring you into an important concept concerning Ngons.

Ngons are sometimes thrown at you on purpose by Blender, and sometimes you may unintentionally create them yourself. The thing is that these things are not 4 sided quads, and Blender for the most part prefers 4 sided quads. The problem with these things is that they tend to ignore some of your procedures, like loop cuts. This can be frustrating; in this tutorial I will try to present some work arounds for this problem.

So, if this sounds at all interesting to you then please join us for our brand-new article this week entitled:

# NGons