Write Up

This week, we will be looking at the Poly Build tool, which we can get to by going to the Tool box in Edit mode while working in Blender. This tool is great for creating new topology from scratch, and combines a few tools together into one, in order to work more efficiently in Blender.

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

# The Poly Build Tool