Z Learning Tutorial Links

<https://www.youtube.com/watch?v=rLrDsHRwgnU>

<https://www.youtube.com/watch?v=lqQL3Cq3yf8>

The Smooth and Randomize tools in Blender are used to modify the shape of a 3D model. The Smooth tool smooths out a surface by averaging the angles of vertices. The Randomize tool displaces the vertices of a mesh along their normal.