Write Up

This week, we are going to do something simple in edit mode, and show you how you can trace an image. We will be starting with a cube and turn that into a single vertex, where we can extrude and make more vertexes to go around the object.

So, if this is something that you would like to learn how to do than please join us for our brand-new tutorial entitled:

# Making a 3D object from a 2D image