Write Up

This Week, we will be working on another one of the Loop Tools. This one is the second one in the submenu for this tool, and it is called Circle. The reason that it is called this is because this tool will add circles or loop shapes to the mesh of your object by adding loop cuts to them and shaping it into a circle.

So, if you would like to learn a bit more about this tool then please join us for our brand-new article this week entitled:

# Circle