Write Up

This week, we are still in our Loop Tools arena. This time, we will be taking a look at a submenu tool that goes by the name of “Flatten” This thing does exactly what you would expect something that was named “Flatten” to do. It will take your mesh that make be all crinkled up, and flatten the mess out of it.

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:

# Flatten