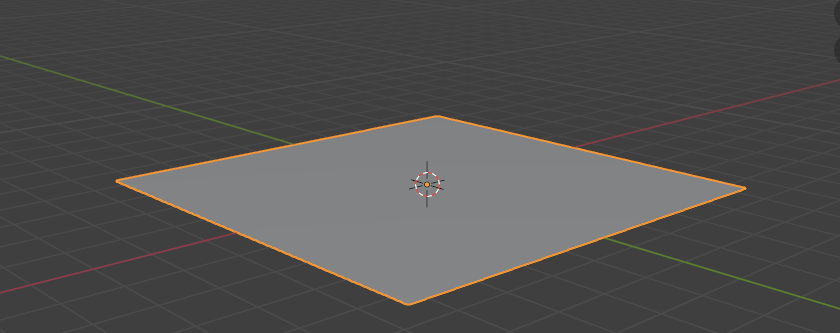
5 G- Stretch

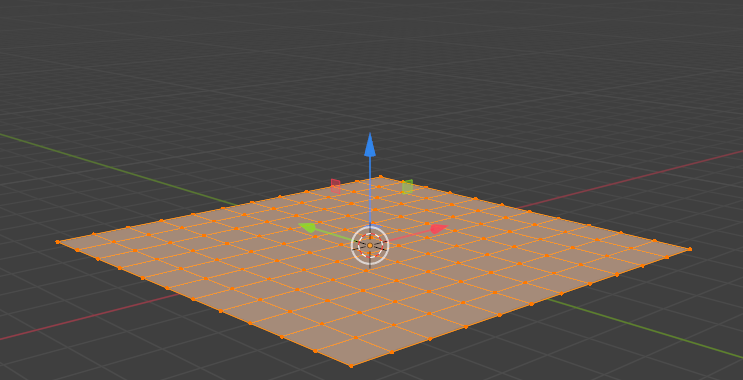
# What is G Stretch?

G Stretch is a bit different than some of the other tools. Mainly because it does take an extra preparatory step before we can work with it.

We can begin by adding a plane in Object mode through the top view. So, that it can appear to be laying flat on the floor.



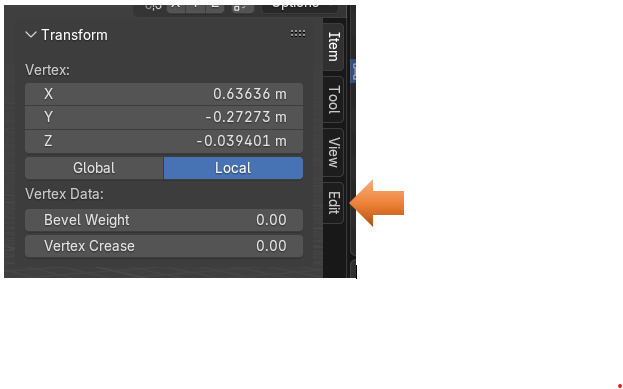
Then, with our plane we can subdivide it in Edit mode and add a few of the bumps and dips in it as we did before with flatten. I added 10 cuts.



# Setting the Tool to Either Annotation or G Pencil

Ok, now here is where things get a bit different. Hit the N key to open up the tools at the right side of the panel. The thing is what we want is not in tool tab for this side panel, even though what we are trying to get to is a tool.

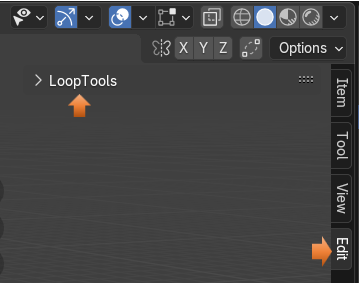
When you first open the Tools options by hitting the N key, you will come to this Item dialog box by default. We do not want **Item**, what we want to hit the Edit tab



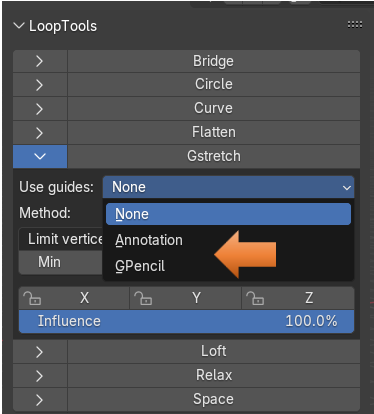
When you hit the Edit tab you will see this little piece of text at the top of the viewport that says Loop Tools.

\*Of course, you will only see any of this stuff if you have enabled your Loop Tools in the Preference section of Blender. We have gone over how to do this several times in previous tutorials on the Loop Tools.

But for now, we are here, and we need to open that arrow that points to Loop Tools on the screen.



You might have to widen this dialog box a bit to see the full text that describes the section that we are looking for. We need the section that says Use Guides. You will find that by default, it will say None. In order for this G-stretch to work, we need this to be set to either Annotation or G Pencil. Either one will work, it just can’t be set to none, or nothing is going to happen.



I’m going to choose the Option for Annotation here.

