Write Up

This week, we are going to check out G -Stretch in the Loop tools. This tool is a bit different, in that we will be working with either an annotation that we drew into a curve or a GPencil that we drew into a curve. The thing is we need to be using a curve for this to work and so we will need to set an additional step in our prep work to enable this.

So, if you would like to learn how you can get the edges of your mesh to mimic your own drawn - out curves then please join us for our brand-new article this week entitled:

# G-Stretch