# Mock Exam Q2 Part C-2

Normal Extrusion is a popular example of a vertex deformation, research it and implement it.

The idea is to modify the vertex by using the normal values.

One simple way is to move the object vertex along the normal which will make the whole object look bigger or smaller.

Graphical user interface, text, application, email

Description automatically generated

Test it on different 3D object to see the effect.