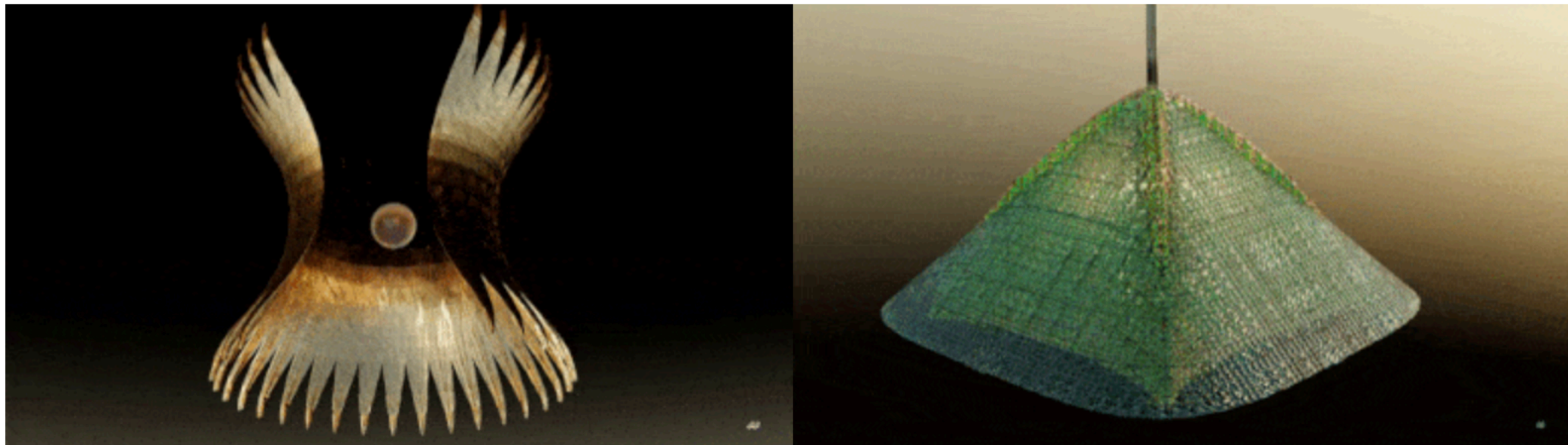# Animating Wolfram surfaces with Blender: Mesh deforming & Superellipse

Guenther Gsaller, Retired

Posted 2 years ago

Animating Wolfram surfaces with Blender: Mesh deforming & Superellipse
by Guenther Gsaller

This is a continuation to the posts listed at: https://community.wolfram.com/web/ggoff/