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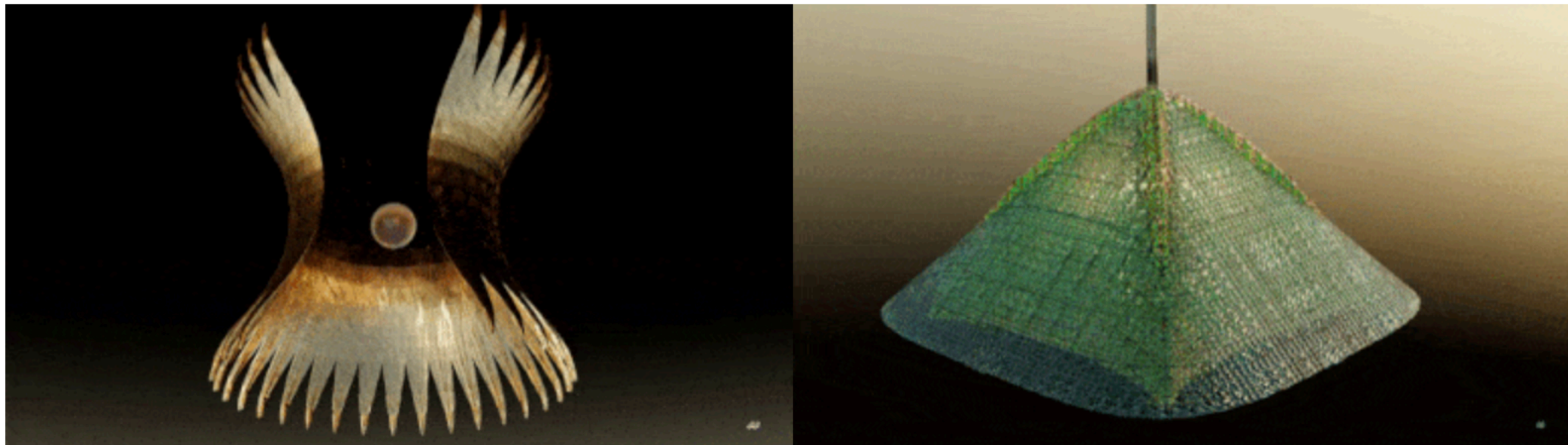
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## Animating Wolfram surfaces with Blender: Mesh deforming & Superellipse



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/>