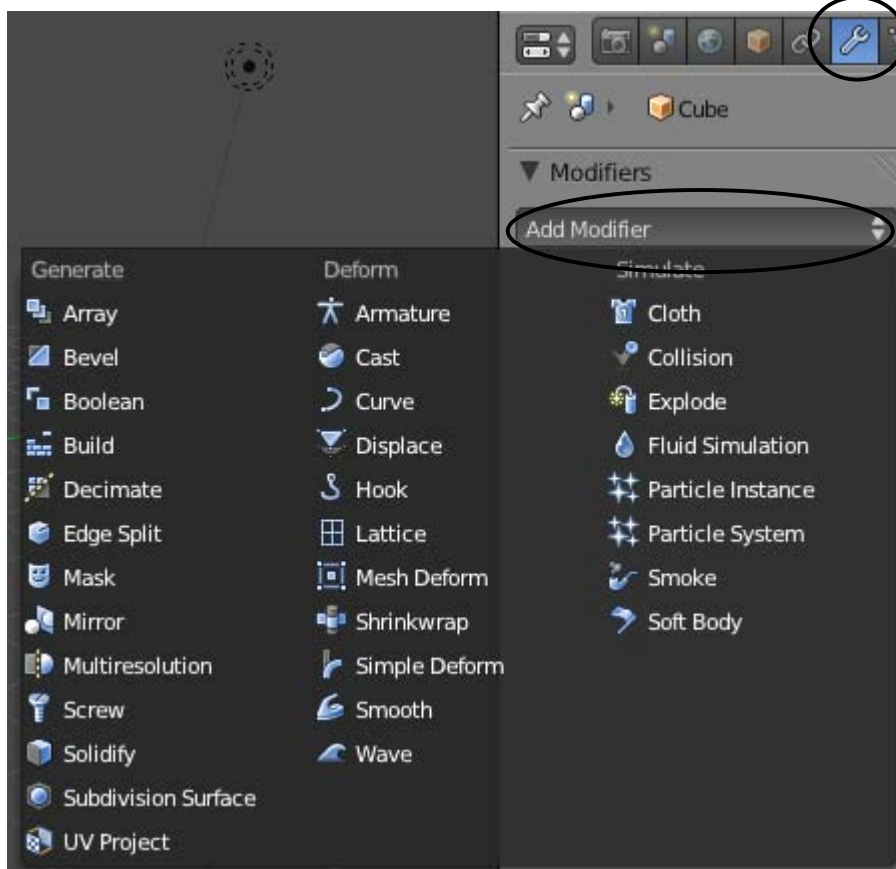




Modifiers have been reorganized in version 2.5/2.6 and placed in their own setting panel. We have already discussed the *Subdivision Surface (SubSurf)* modifier in previous chapters and will now look at some of the other modifiers. Others will be discussed in later chapters. Depending on the type of object selected, the modifiers fly-out may display different options. For basic meshes, here is what you see:



Generate Modifiers

Some of the Generate modifiers are self-explanatory while others need more discussion. Here are some of the basic options:

Array

The Array modifier works great for making patterned copies of an object. If you need rows and columns, add 2 Array modifiers and set the X,Y,Z Offsets as needed to obtain your pattern. By checking the "Object Offset" button and selecting a control object (like an Empty), you can spin and scale the array.

