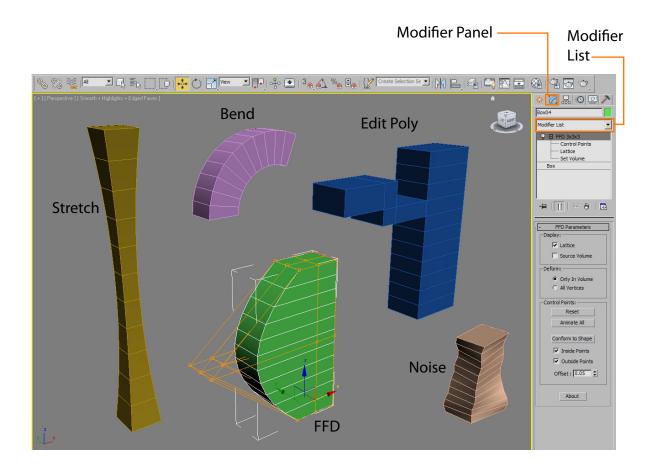
## Modifiers

Modifiers change the shape or behavior of a model. There are dozens of modifiers on the "Modifier List" but in this class we generally use only a handful.

Commonly use modifers include:



• 🔀 🗛 🎯 🖳 🥕 Box06 Selection Modifiers Mesh Select Patch Select Poly Select Vol. Select WORLD-SPACE MODIFIERS Camera Map (WSM) Displace Mesh (WSM) MapScaler (WSM) PatchDeform (WSM) Point Cache (WSM) Subdivide (WSM) Surface Mapper (WSM) SurfDeform (WSM) OBJECT-SPACE MODIFIERS Affect Region Attribute Holde Camera Mag Cloth DeleteMesh DeletePatch Disp Approx Displace Edit Mesh Edit Normals Edit Patch Face Extrude FFD 3x3x3 FFD 4x4x4 FFD(box) FFD(cyl) Flex HSDS Linked XForm MapScaler Material MaterialByElemen Mesh Select MeshSmooth Mirror MultiRes Optimize Patch Select PatchDeform PathDeform Physique Point Cache Poly Select Preserve Projection ProOptimizer Push Quadify Mesh reactor Cloth reactor SoftBody Relax Ripple Select By Channel Skew Skin Morph Skin Wrap Skin Wrap Patch Smooth Squeeze STL Check Subdivide Substitute SurfDeform Tessellate Turn to Mesh Turn to Patch Turn to Poly Unwrap UVW UVW Mapping Add UVW Mapping Clear UVW Xform