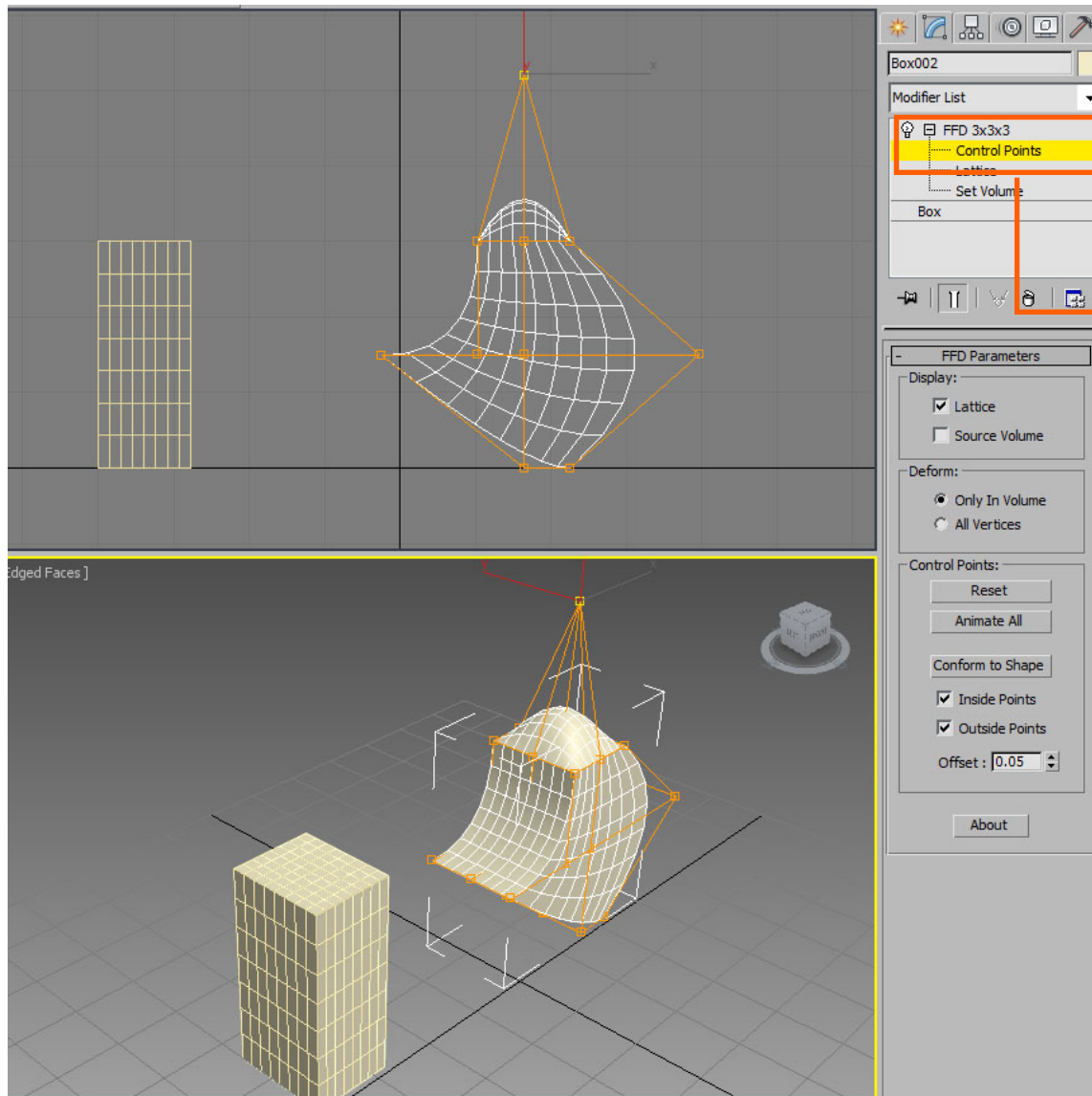# USING FFD's

FFD's are a set of modifiers that allow you easliy change the shape of a mesh. There are several FFD's on the modifer list.

1. Make sure you mesh has segments. Without segments the mesh cannot bend.

2. Select the mesh and from the modifier list choose one of the FFD's.

3. Open the FFD to its' sub-object layerand select "Control Points".