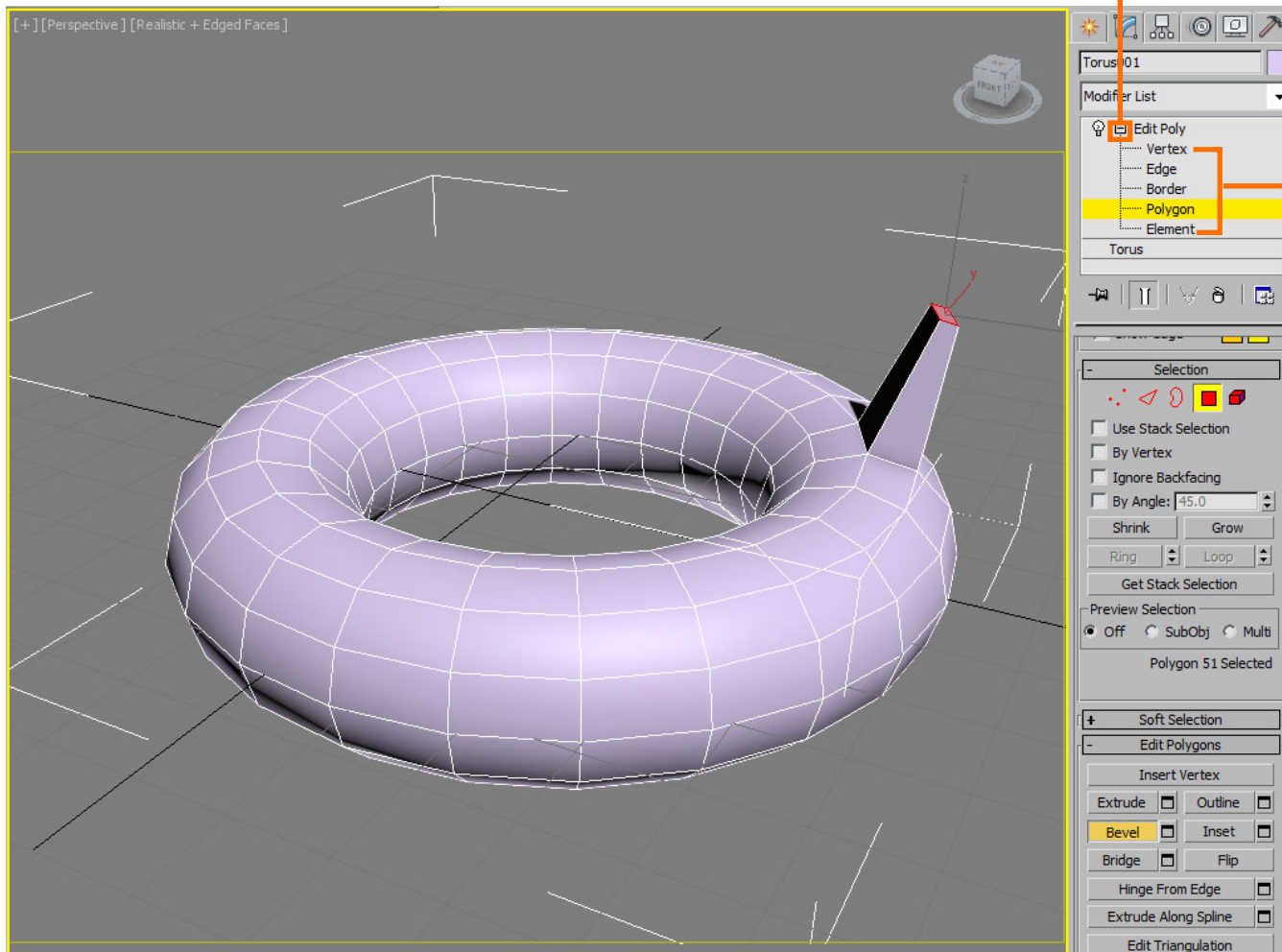# SUB-OBJECT LEVEL

Generally, sub-object refers to clicking the "+" sign in front of an object or modifier to reveal the parts from which it is constructed.

A typical use of sub-object level is to "Box Model".

Here, a torus mesh has an "Edit Poly" modifier stacked on top. The Edit Poly modifier is opened to reveal it's "Sub-Objects".

The "Polygon" sub-object level is selected and the "Extrude" function is used to extrude new geometry from the torus.