To create caution

1. On default cube **S+Z + 0.01** (Object mode)
2. **Ctrl + r > Number of cuts 79 two times x & y**. Don't do **RMB + Subdivide + 79** (edit mode) as it adds subdivision at the thin side of the pillow where as in 1st step it only add 79 loops cut to the thin side.
3. Add Cloth modifier and go to the properties (Physics properties) (In object mode)
4. Under the **Field weights** set gravity to 0
5. Shift a > Force Field > Force> set strength = 1000 (in number pad.)
6. Press the spacebar to Play the simulation. Don't go to edit mode before Appling the cloth modifier as it will lead to loss of simulated output.
7. Find the best frame and apply the cloth modifier. (Simulation will not be preserved)
8. **LMB*2** Or Alt + left to select the row of faces. (While in Face Select)
9. **Alt + e** > Select Extrude along normal, offset = 0.02m.
10. In object mode **add Subdivision modifie**r to make it look smooth and soft.
11. First apply the subdivision modifier, only then it works
12. In sculpt mode **cloth** brush to add some wrinkles and variation.

Blanket

1. Color
2. Subdivide 50
3. Object mode
   Object modifier
   i) Cloth
      NOTE: while adding the cloth modifier sometime object get displaced elsewhere, this due to animation being played.
   ii) Solidify =.01
   iii) Subdivision
4. Shade smooth
   Properties or physic properties
   Quality Step= 10
   Self-collision check mark
5. Select other object and add collision.
6. Press space bar to start the simulation.