Using Blender - Topics - Change Material, Modifier, etc. for Multiple Objects at Once

Change a material for multiple objects at once:

* Select the object with the material first (if not using ‘b’ directions below, then shift click it last).
* Select the objects ('z' for wireframe to allow selecting objects behind them, press 'b', then draw a box around them)
* Click the Material (dark checkered sphere) button
* (If you see the material you want skip this step--you should see it if you selected the one with the material first) Choose the material by clicking the checkered sphere beside the "new" button in the Material button window
* Move the mouse over the 3D view, then press Ctrl L (shortcut for “Object”, “Make Links” menu)
* Choose "Materials"

Use the same steps except replace the word "Material" with "Modifier" & choose the modifier from the list.