User Manual

This user manual only describes how to use the newly implemented 2 functions, namely *Skinning Surface* and *Digital Sculpting*.

**Skinning Surface**

1. Scroll down the right most bar, find *B-Spline Skinning* and click on the button.
   A default surface skinning model and a control panel are displayed on the screen.
2. Adjust the model using the panel.
3. Hit *confirm* so that the model is added to the scene.
   N.B. Before *confirm* is hit, *sculpt* is not allowed to be enabled.

**Digital Sculpting**

1. Select a model in the scene, hit *sculpt*.
   Notice that the handlers and text labels are hidden. A radius scaler is displayed on the top-right corner of the scene.
   N.B. When sculpting is enabled, no new model is allowed to be added and no new command is allowed to be performed.

Known problem:

If more than one model is selected for sculpting, they will be grouped first. However, transform matrix goes wrong.

Alternative:

Manually group the set of models first, then enable sculpting.