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 or models 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.
   N.B. More than 1 model can be sculpted at a time. However, all the selected models will be grouped into 1 model before sculpting taken place.

2. Redo and Undo commands can be used to help with sculpting.