

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.