

Modeling

Skin tool - When I am skinning something, parts of the object twist.

The best way to create a skin object is to make sure all of the ribs (2D objects) to be skinned have the same number of points, and that they are all corresponding to each other.

This means that the start point of one rib is in the same location as the start point of the next, etc. Often, duplicating the first rib and then resizing or reshaping it to create the second rib will yield smooth results.

For more information about using the Skin tool, see Chapter 5 in the User Guide, which is located in the Help menu.

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