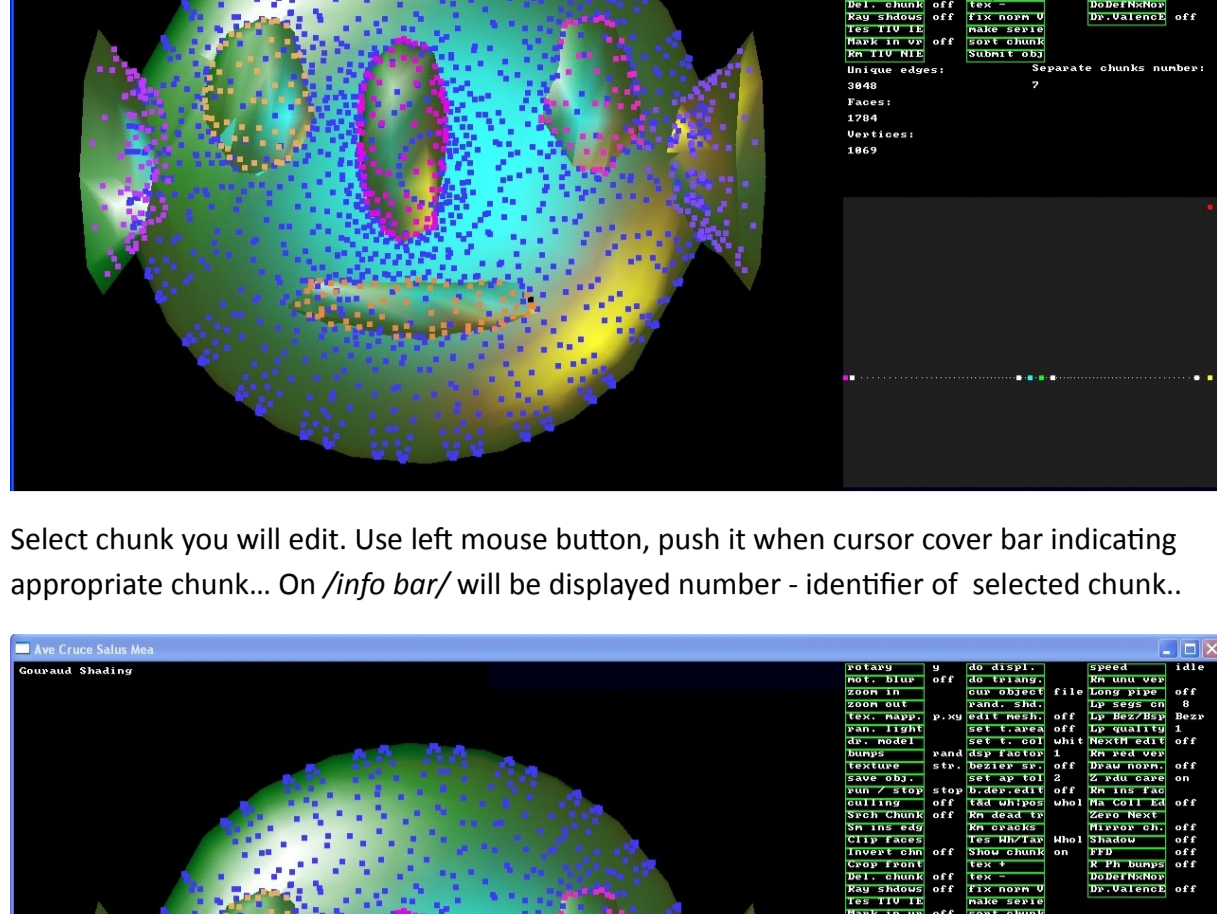


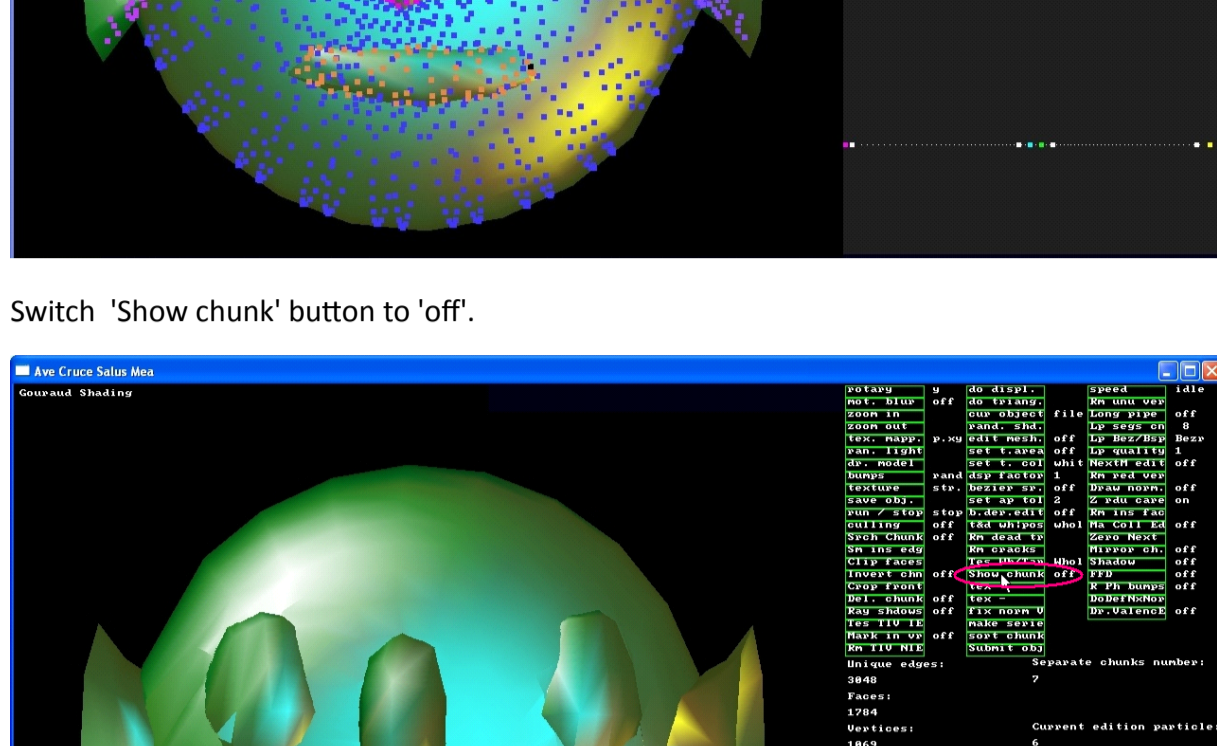
Below I will describe some chunks editing possibilities. I tried show some rebuilding mesh tips..

Tutorial with pictures..

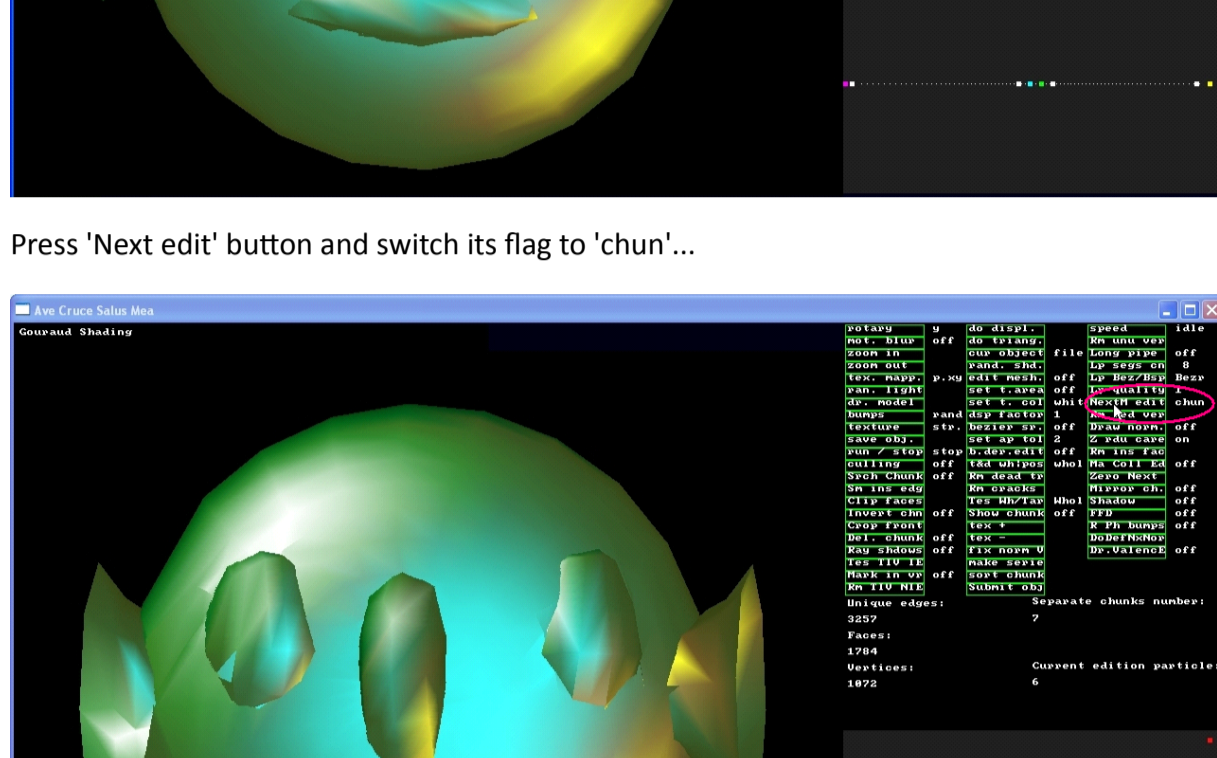
To edit separate manifold chunk - first display chunks handlers. On every triangle will be displayed bar - color unique for every chunk. Use 'Show chunk' button, and set its flag to 'on'.



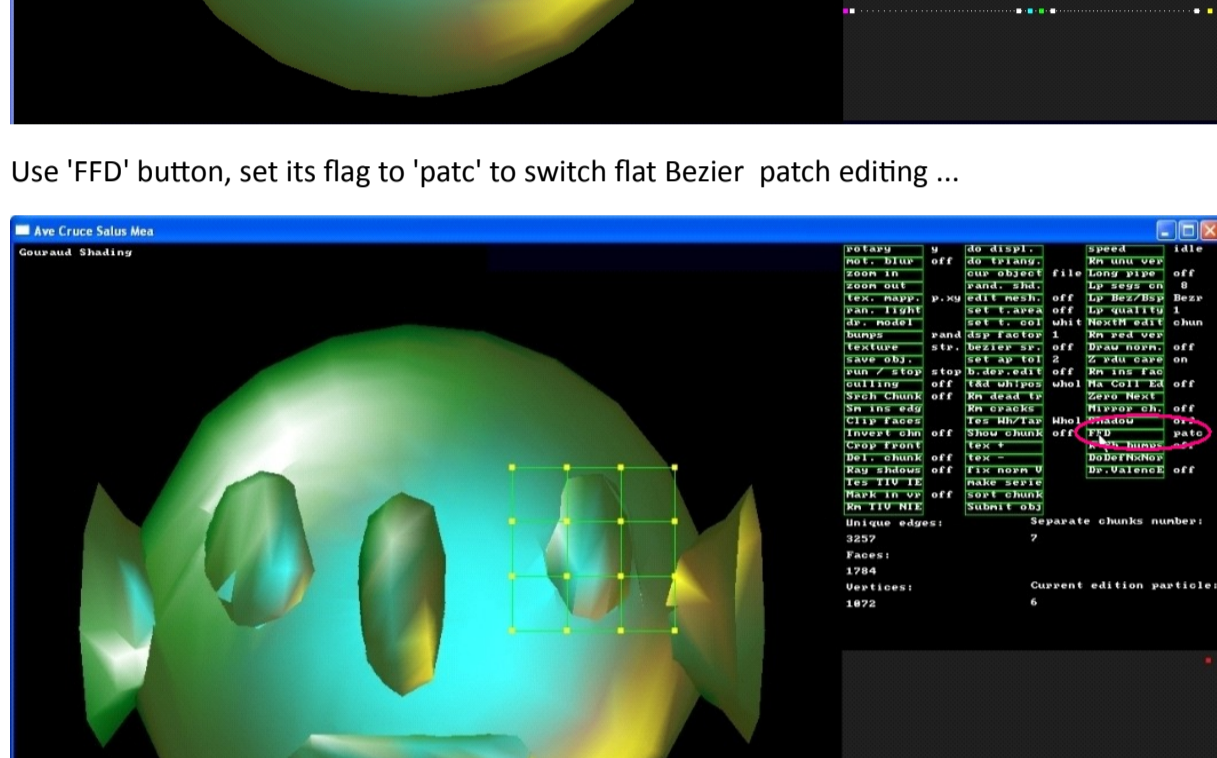
Select chunk you will edit. Use left mouse button, push it when cursor cover bar indicating appropriate chunk... On */info bar/* will be displayed number - identifier of selected chunk..



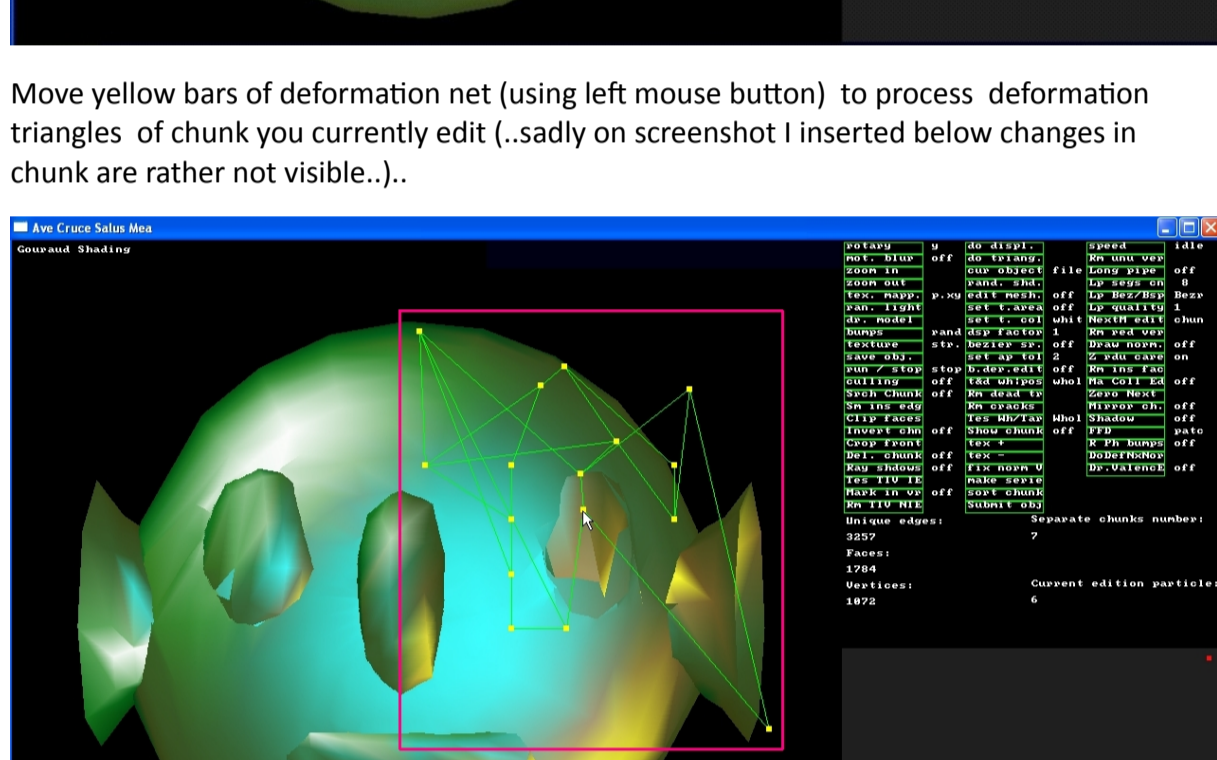
Switch 'Show chunk' button to 'off'.



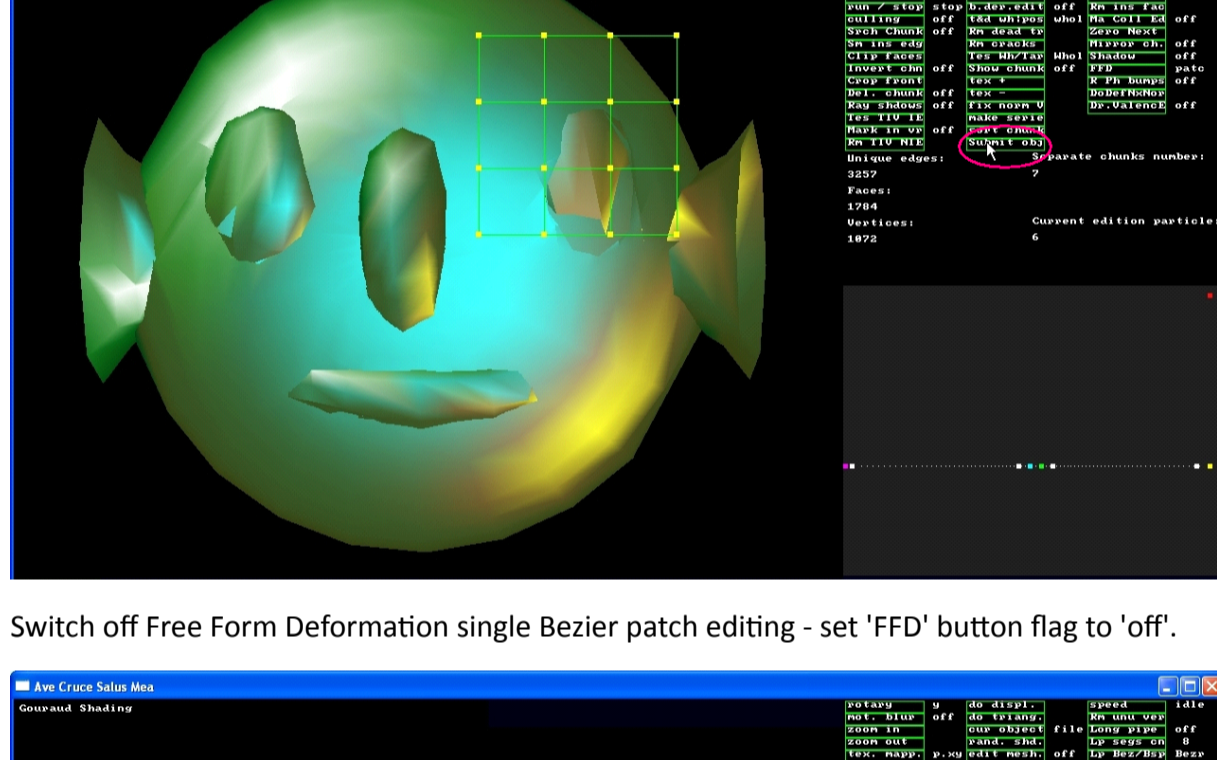
Press 'Next edit' button and switch its flag to 'chun'...



Use 'FFD' button, set its flag to 'patc' to switch flat Bezier patch editing ...



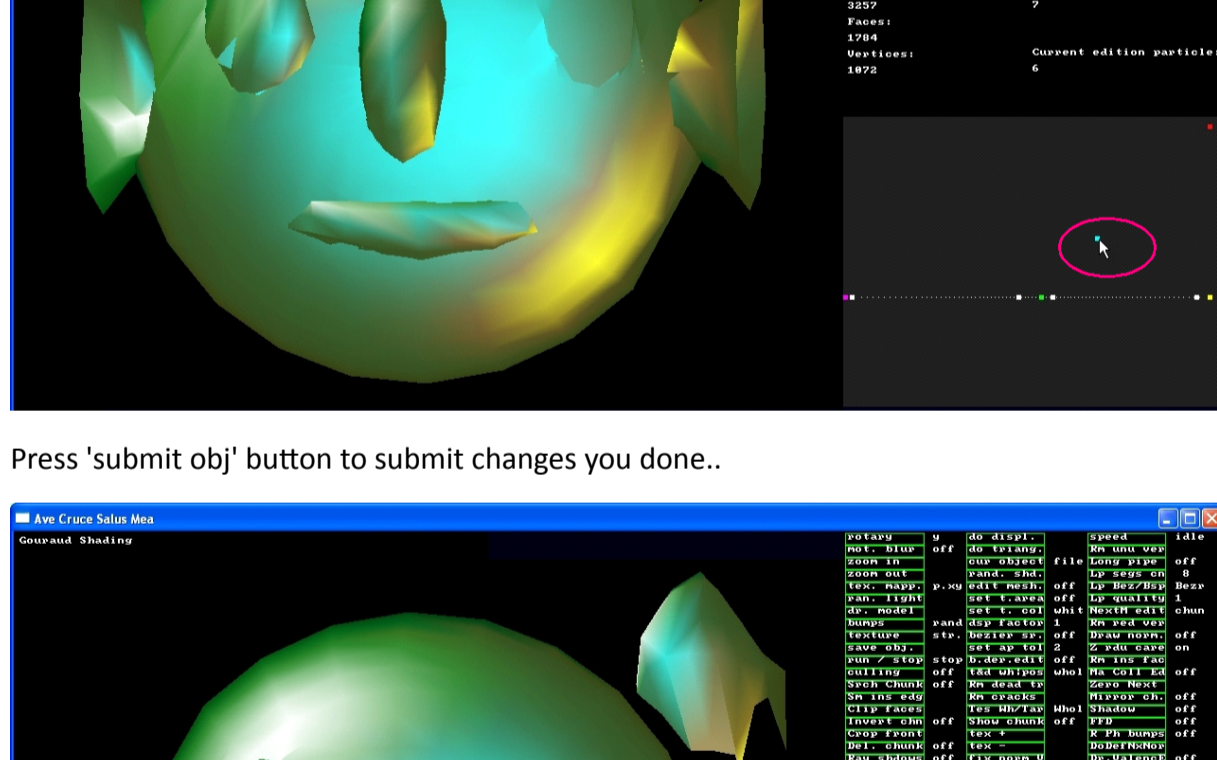
Move yellow bars of deformation net (using left mouse button) to process deformation triangles of chunk you currently edit (..sadly on screenshot I inserted below changes in chunk are rather not visible..).



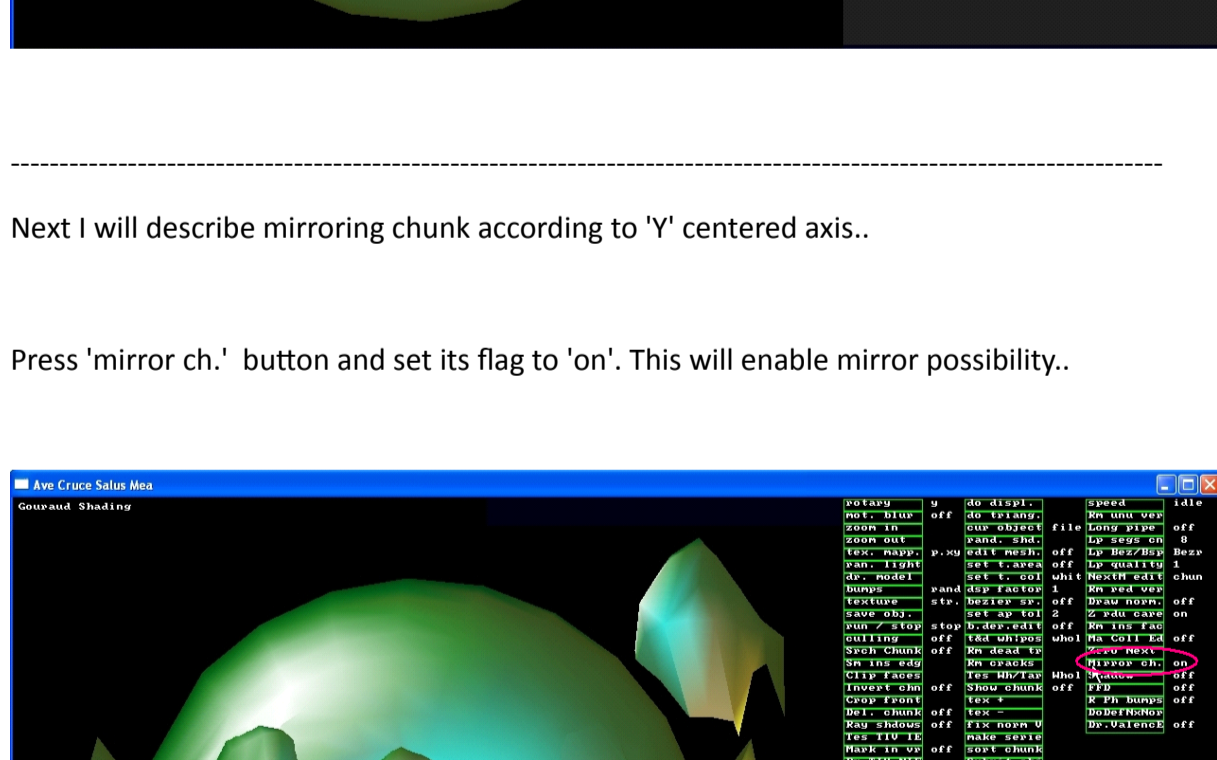
Push 'Submit obj' button to submit changes..



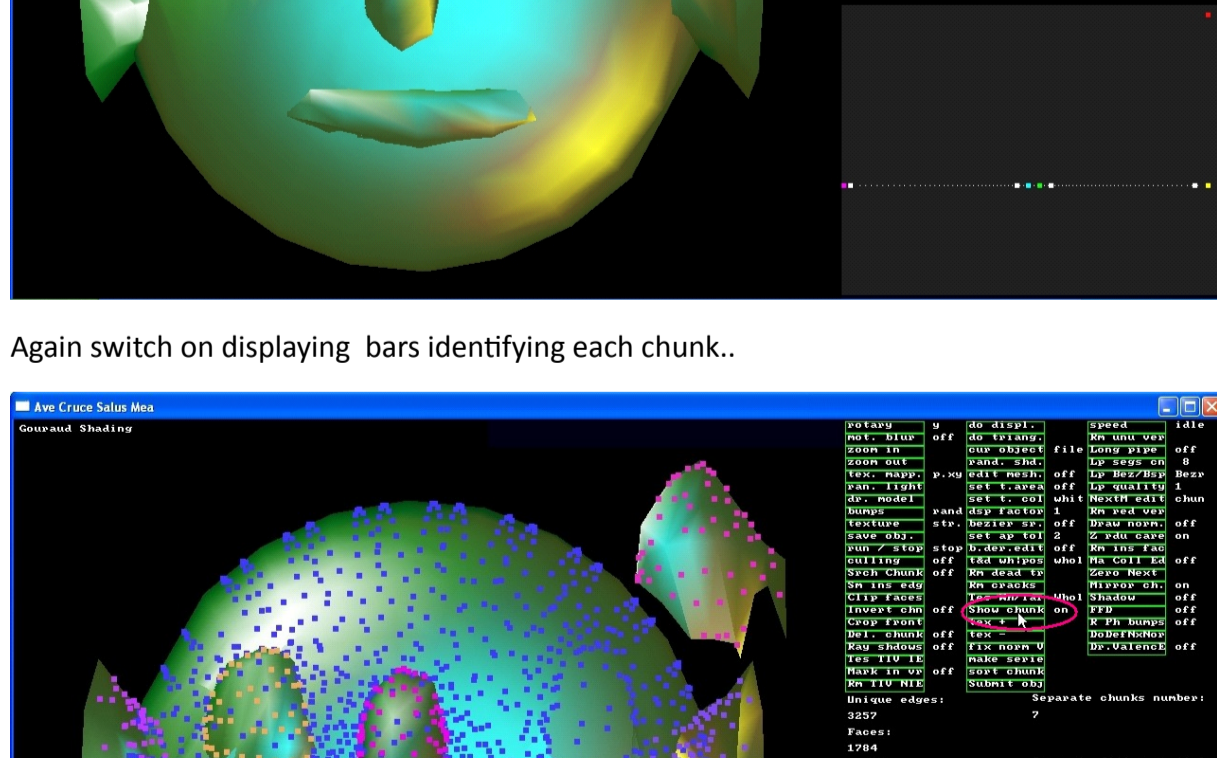
Switch off Free Form Deformation single Bezier patch editing - set 'FFD' button flag to 'off'.



To perform translate (move) selected chunk use blue bar on */next edit area/*. Move this bar - just drag it using mouse with pressed left button.

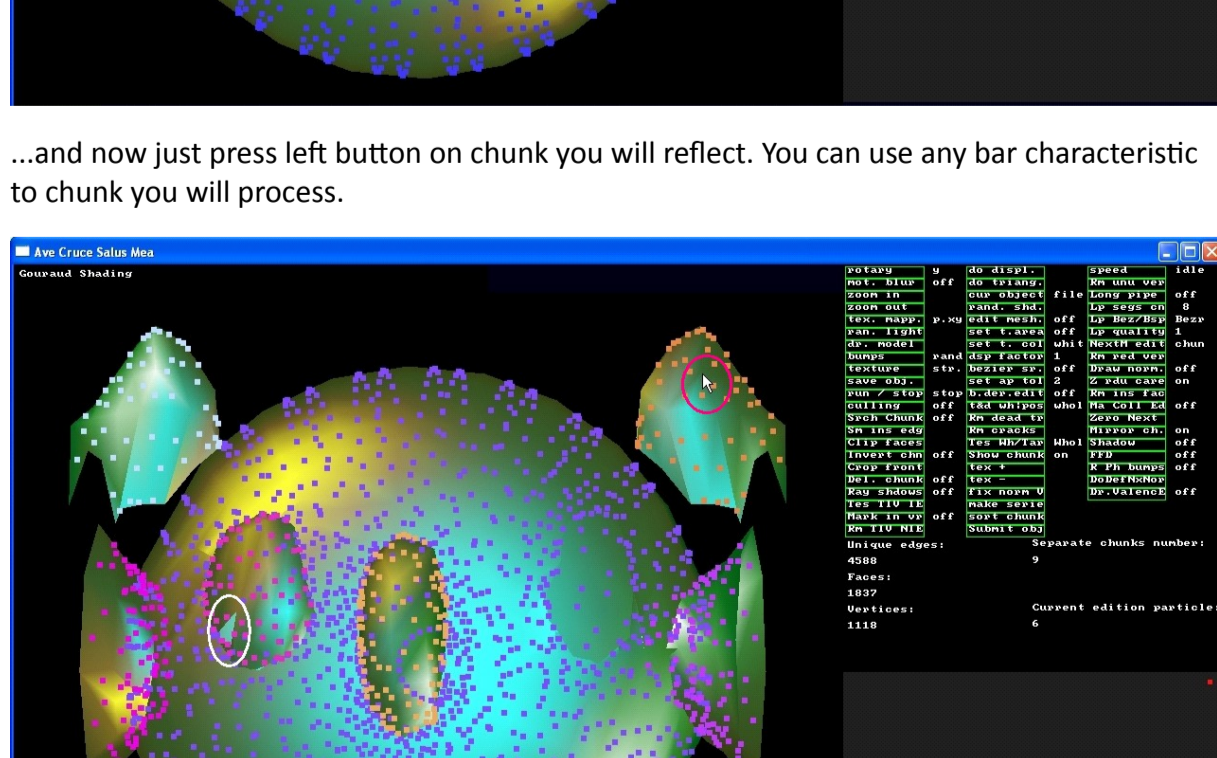


Press 'submit obj' button to submit changes you done..

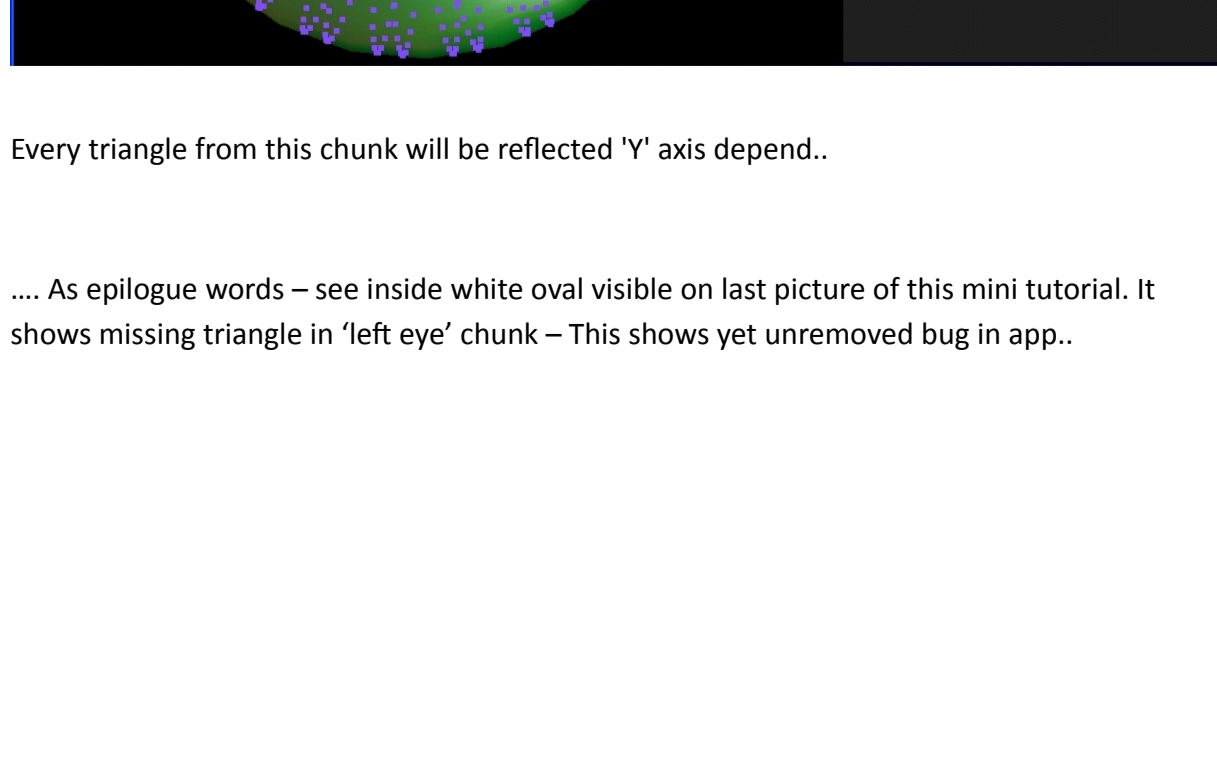


Next I will describe mirroring chunk according to 'Y' centered axis..

Press 'mirror ch.' button and set its flag to 'on'. This will enable mirror possibility..



Again switch on displaying bars identifying each chunk..



Every triangle from this chunk will be reflected 'Y' axis depend..

.... As epilogue words – see inside white oval visible on last picture of this mini tutorial. It shows missing triangle in 'left eye' chunk – This shows yet unremoved bug in app..