

# Skin Resize

## Reference

**Mode:**

Edit Mode

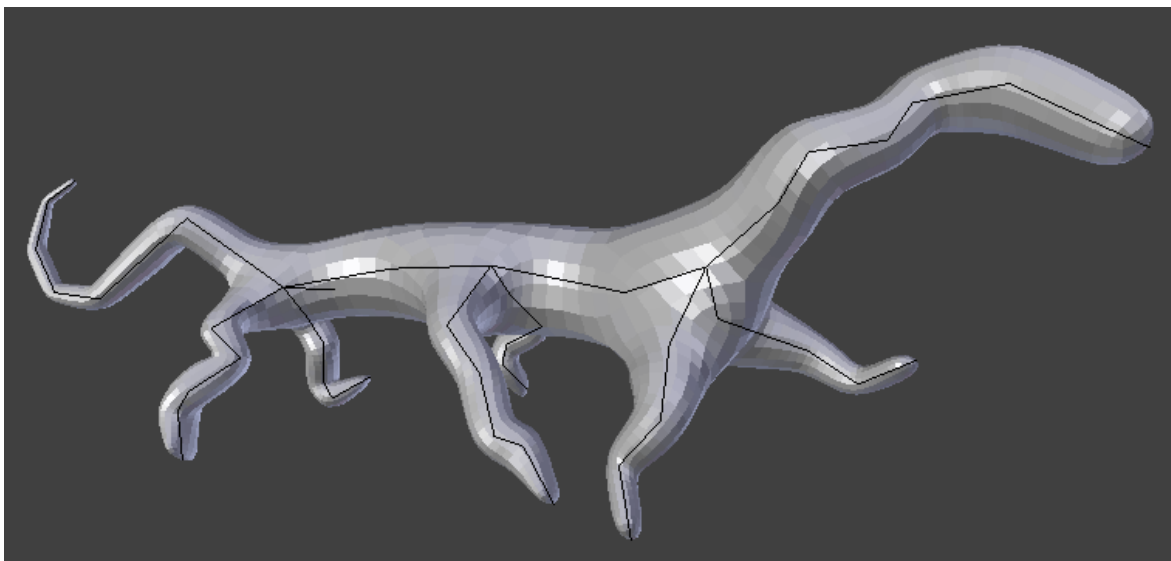
**Menu:**

Mesh ▸ Transform ▸ Skin Resize

**Shortcut:**

Ctrl - A

This tool is used to set a skin radius per vertex when using a [Skin Modifier](#). Non-uniform scaling of the X and Y axes is accessible by the usual axis lock with  $\text{X}$  or  $\text{Y}$ . The radius can also be adjusted in the *Transform* panel of the Sidebar, in the 3D Viewport. The mean radius of all vertices can be previewed in the 3D Viewport as a dashed circle around a vertex.



Simple creature, made with only the Skin and Subdivision Surface modifiers.

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