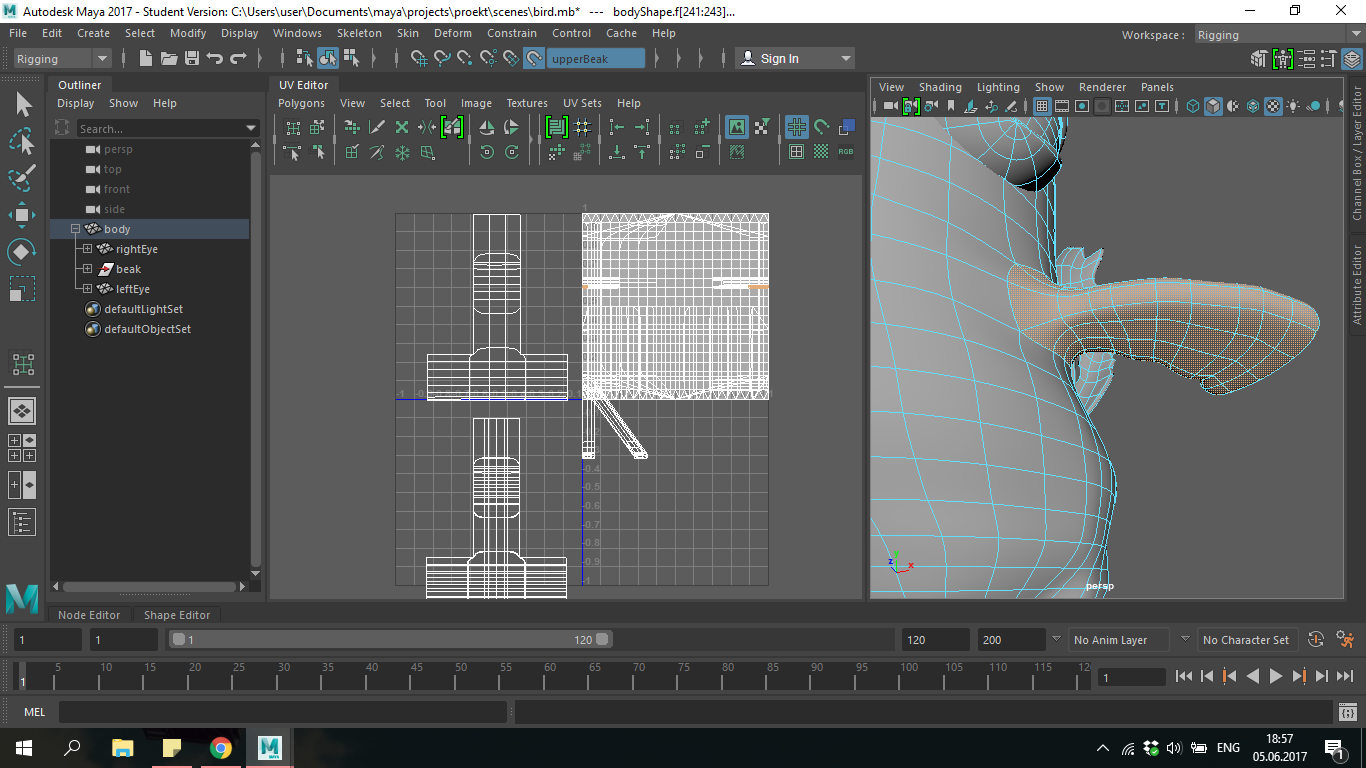
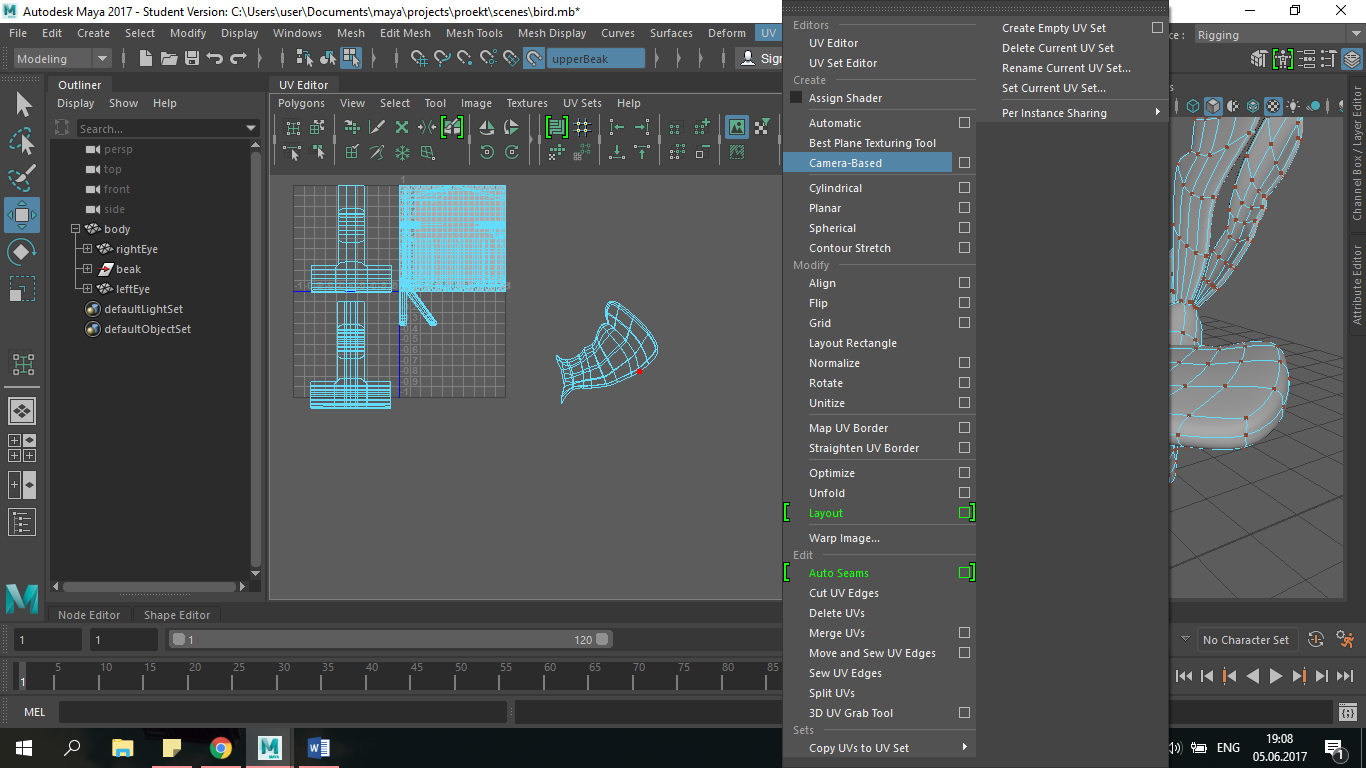


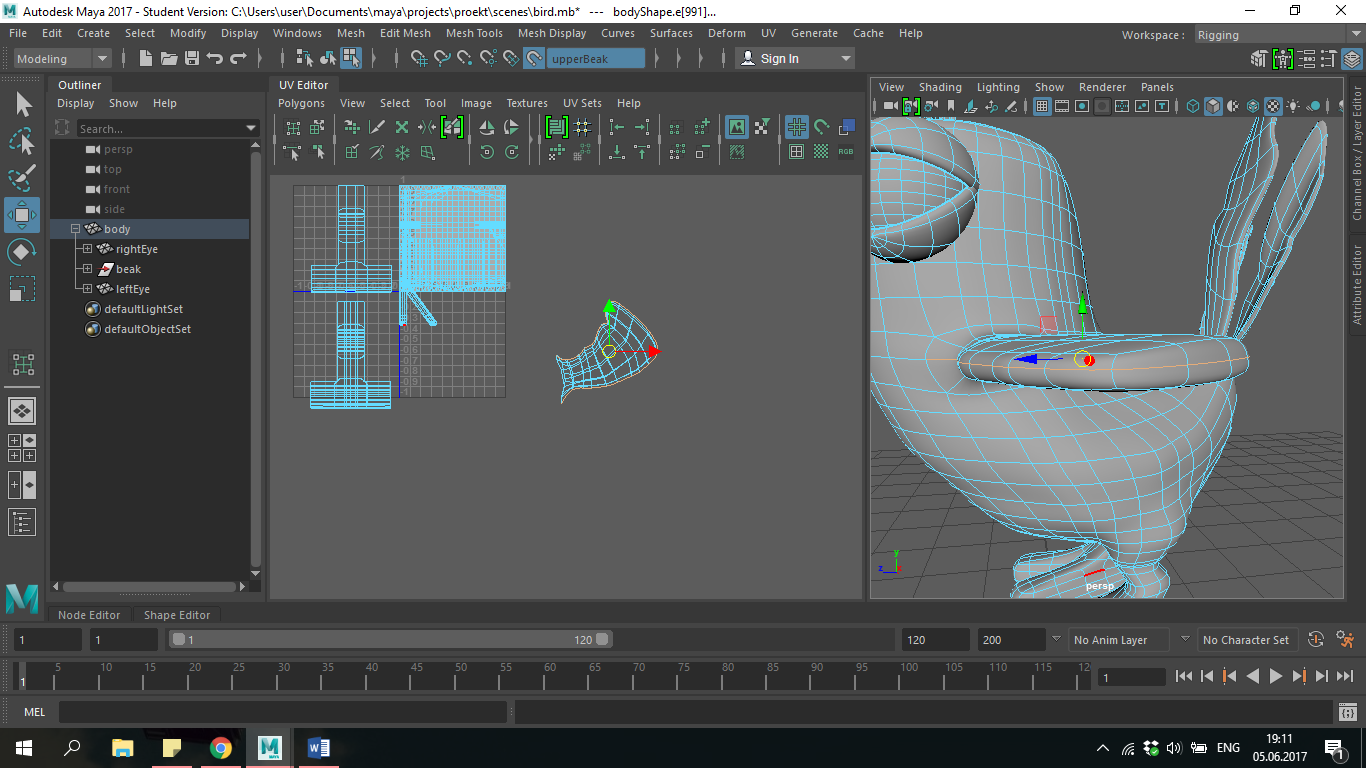


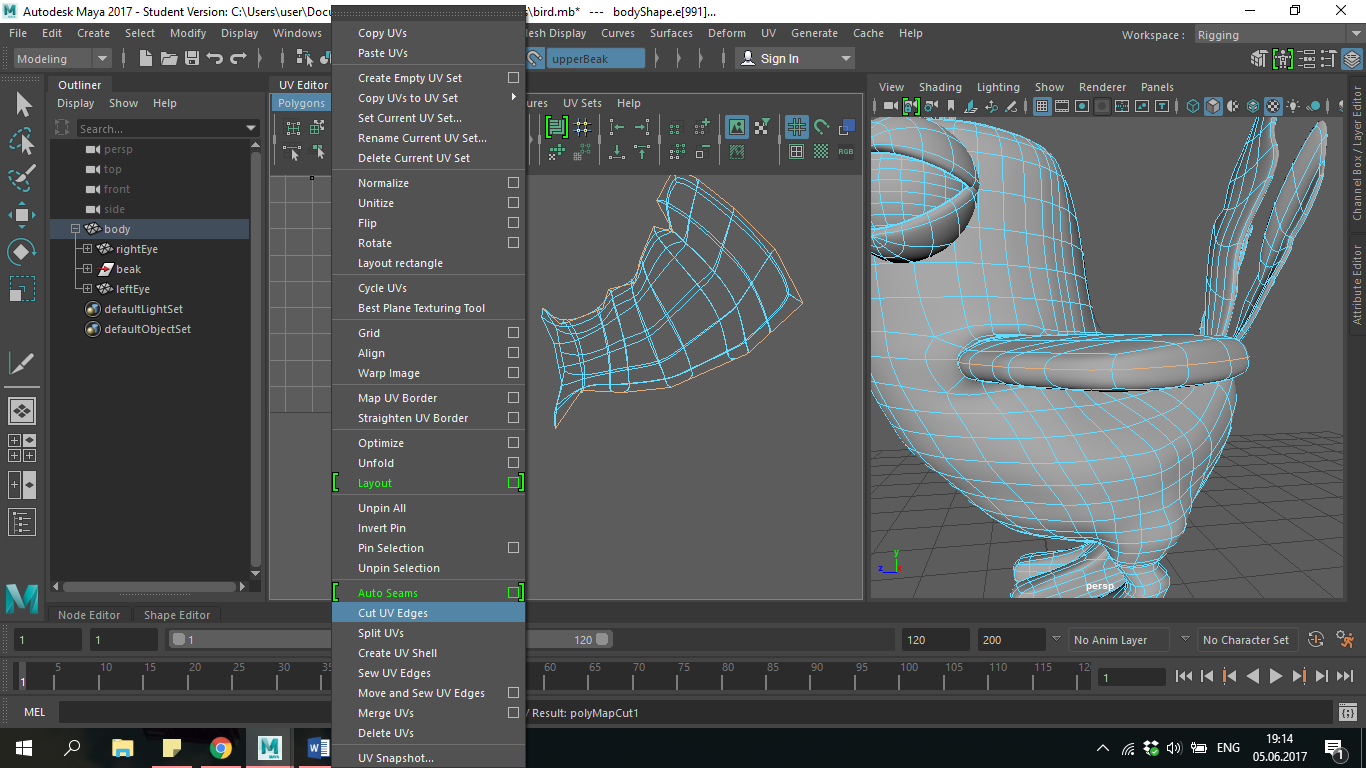
Select face



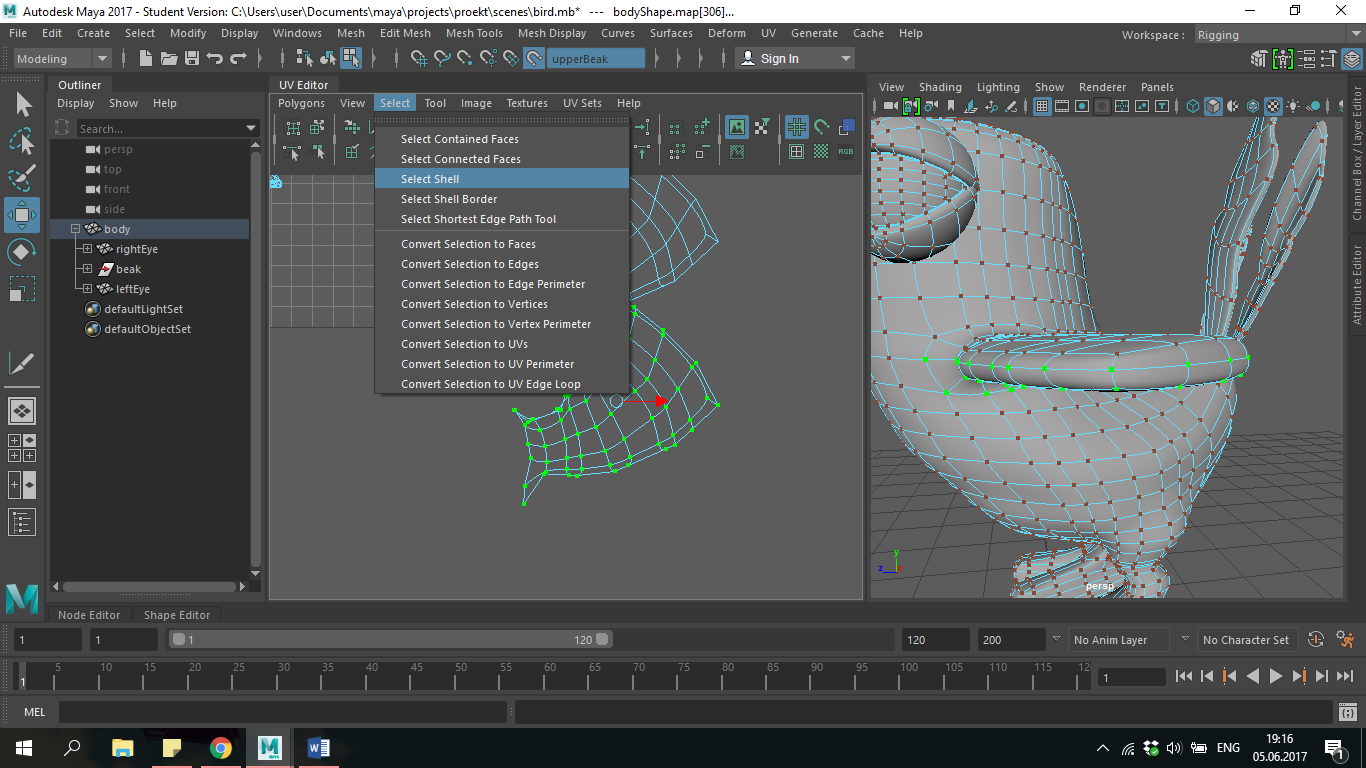
Se mesti kamerata I se odbira camera-based I se dobiva slednoto:

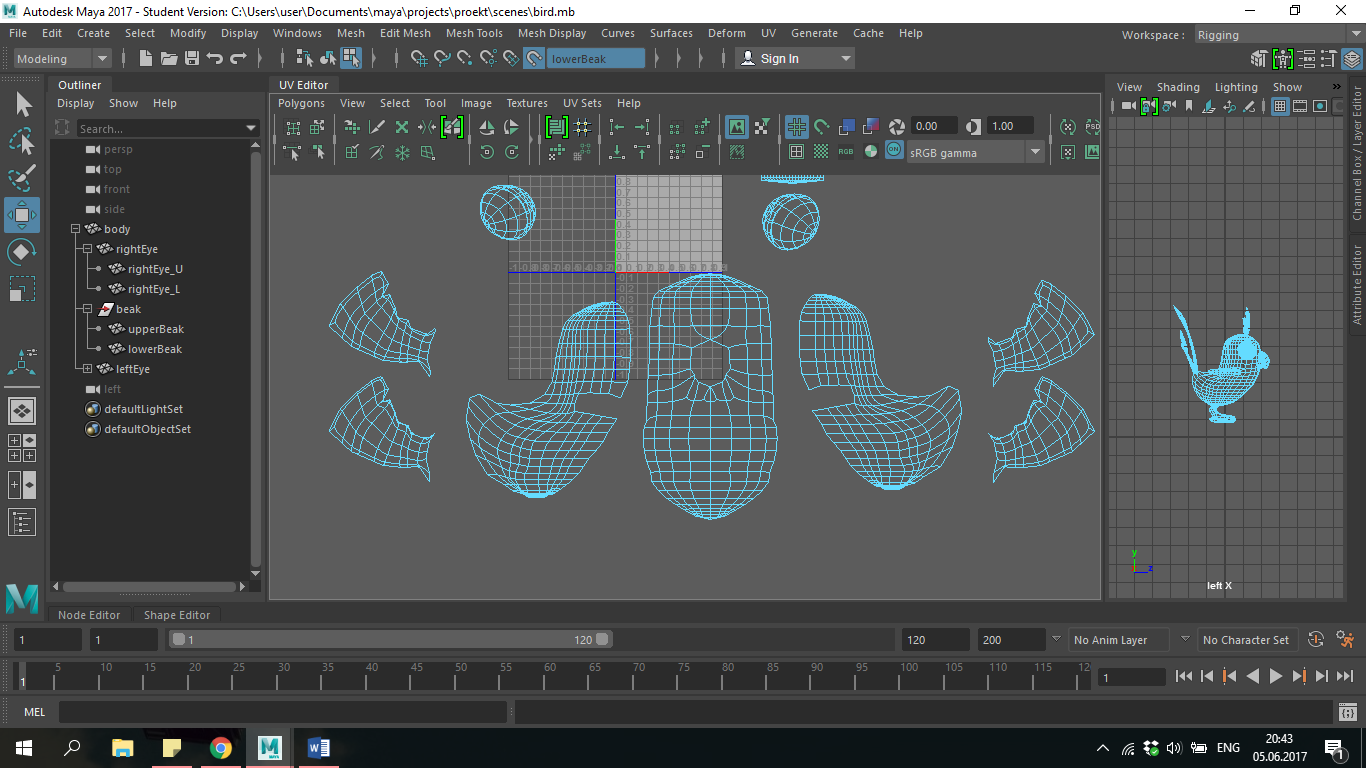
Potoa se selectira rabot



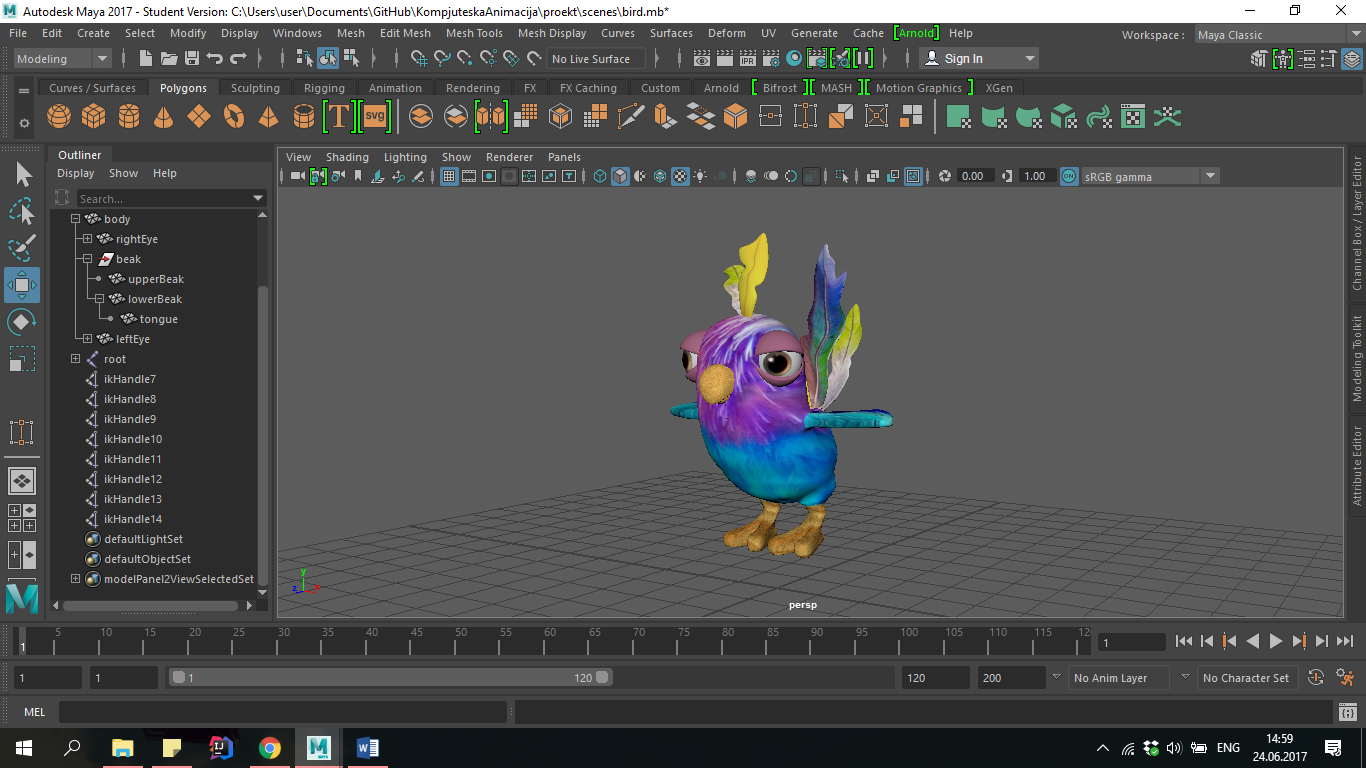


Selekcija na site uv na eden object

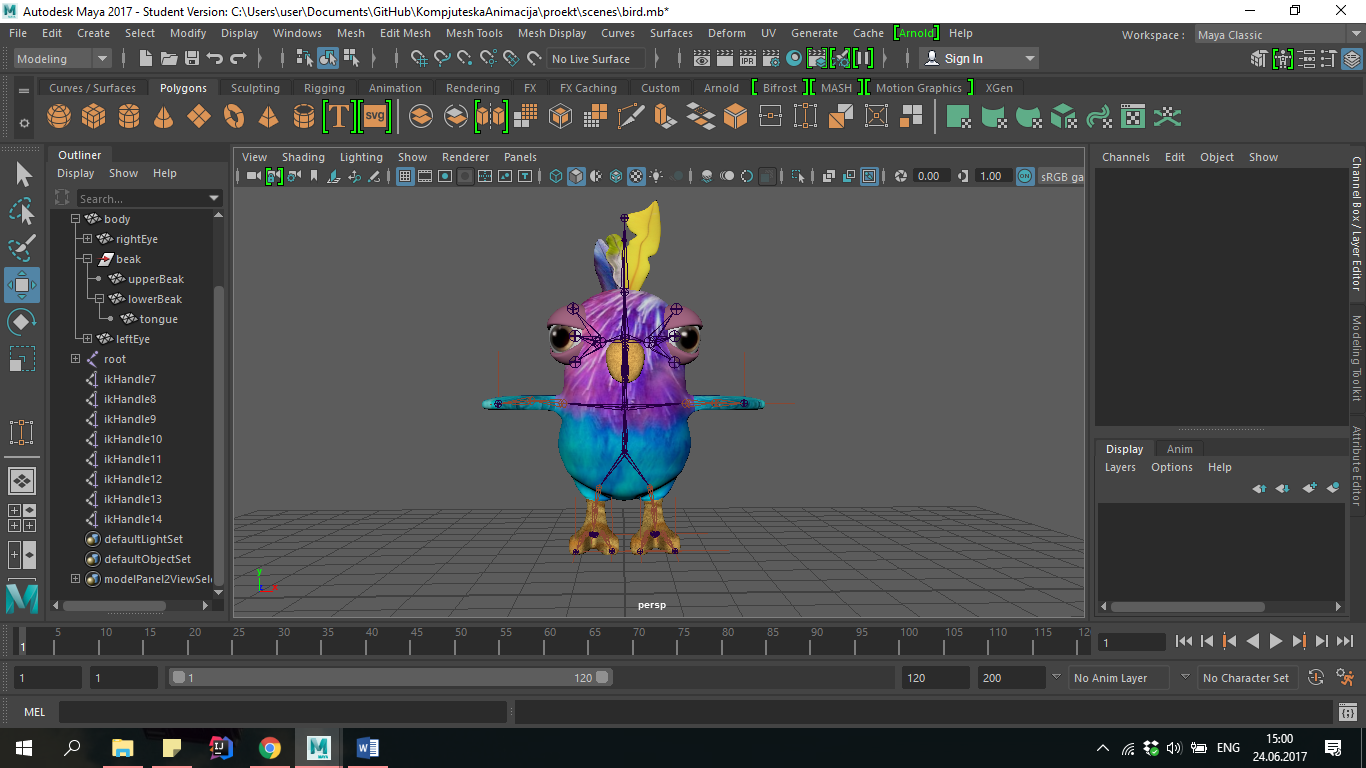


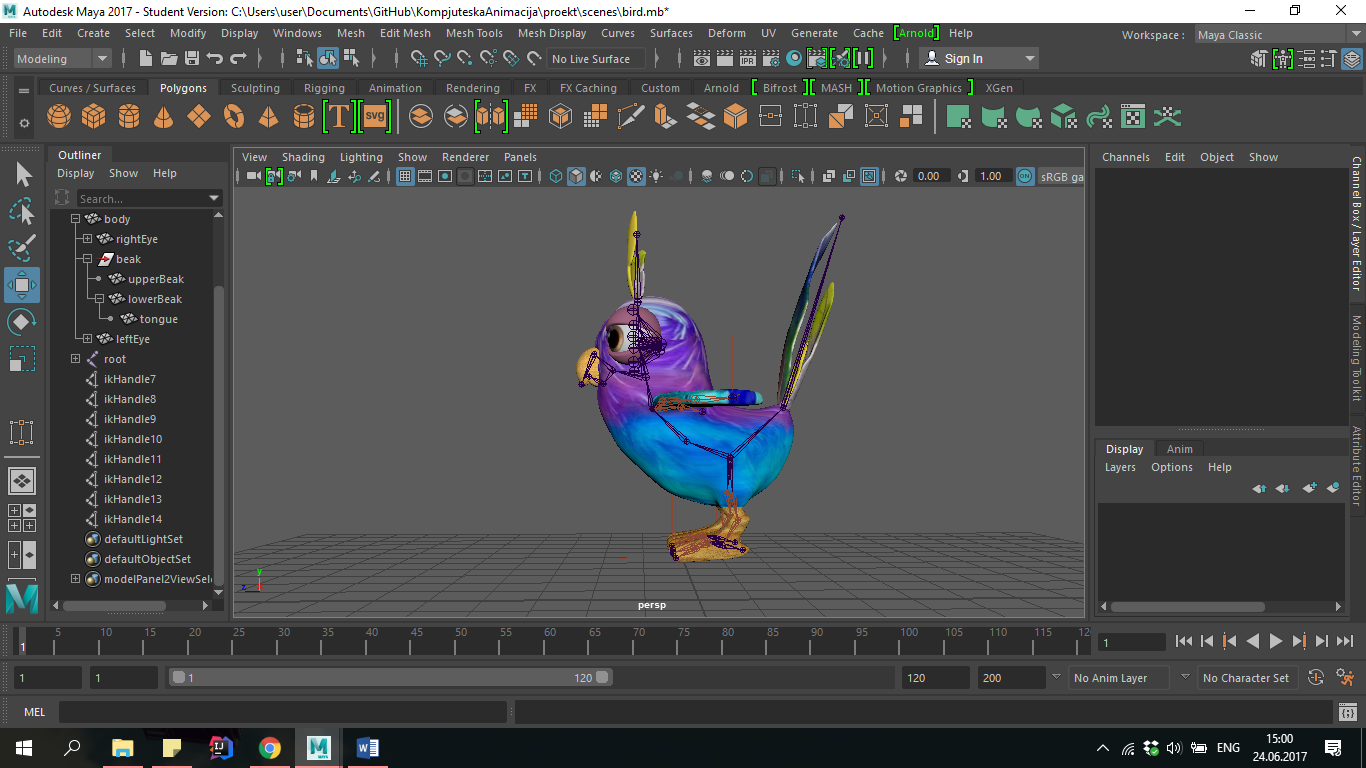


Kako izgleda posle teksturiranje



Rigging





So pomos na expressions I parent – child vrskata

