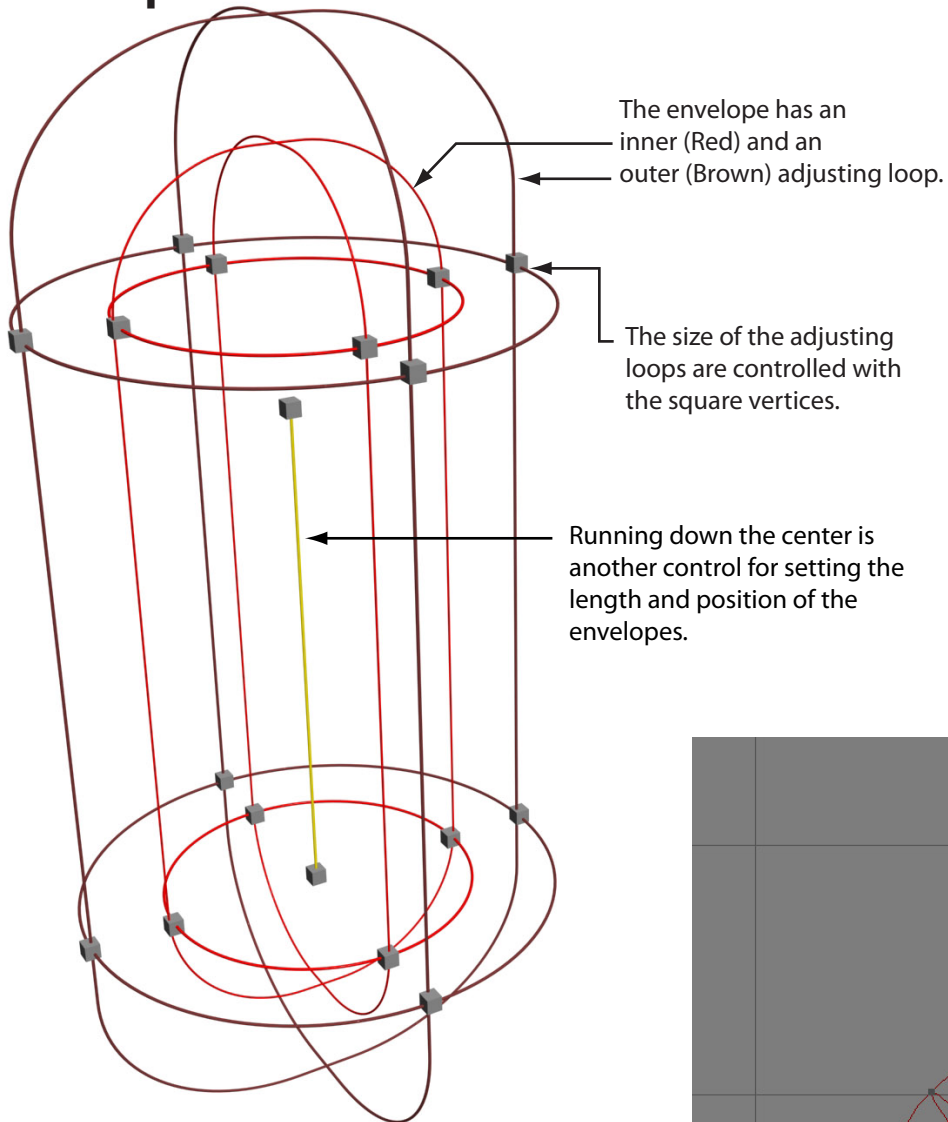


Bipeded

continued

If your character distorts when it moves, then you need to adjust the envelopes. This can be a tricky task, but with patience, you can succeed.

Envelope



Click and move the vertices.
The degree of envelope influence on the character mesh is indicated by color

