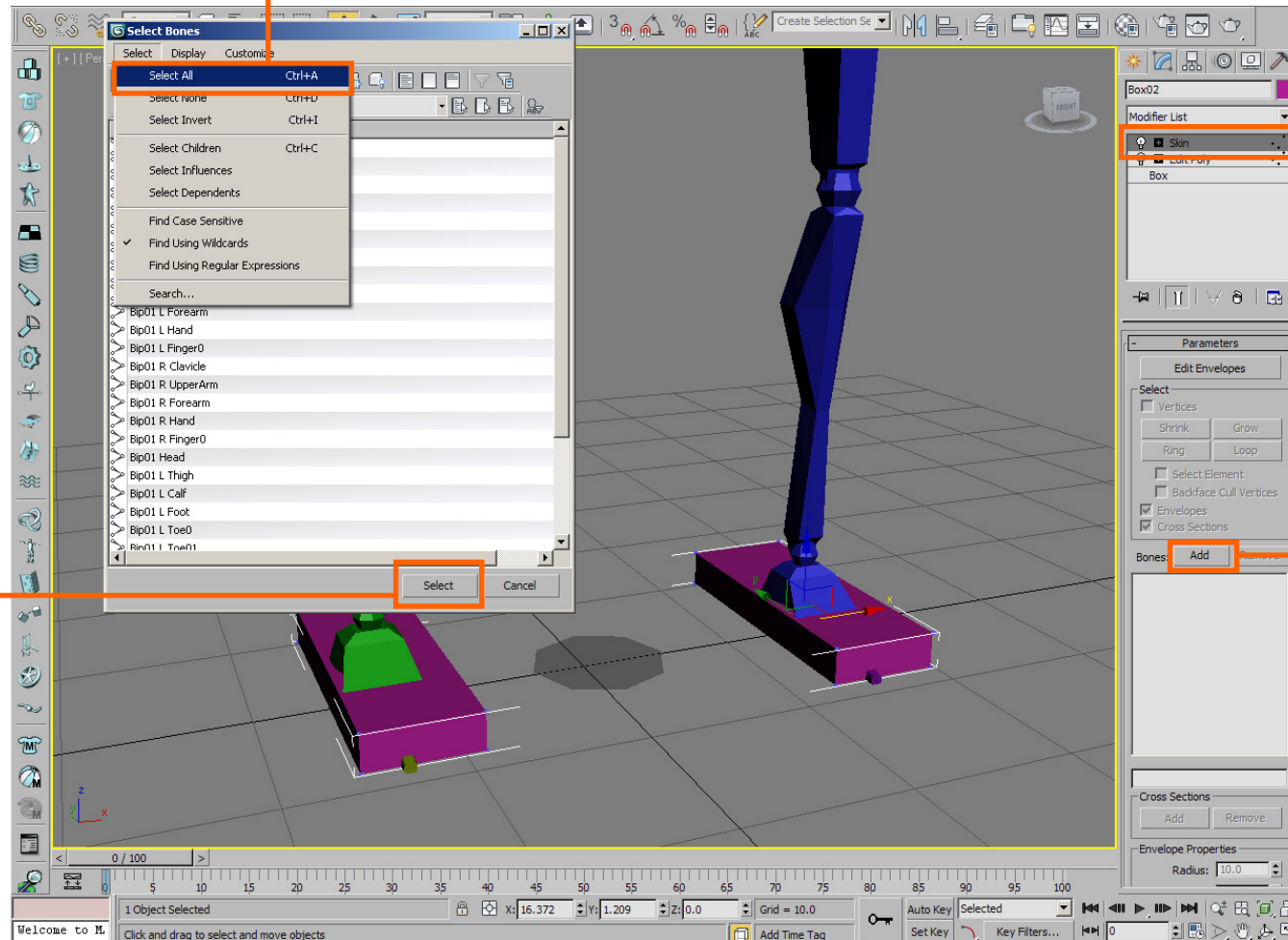


# Walking Teapot Character

3. Choose "Select All".

1. Now place the "Skin" modifier on the feet.

4. Click "Select".



2. Click the "Add" button on the Skin modifier parameters panel.