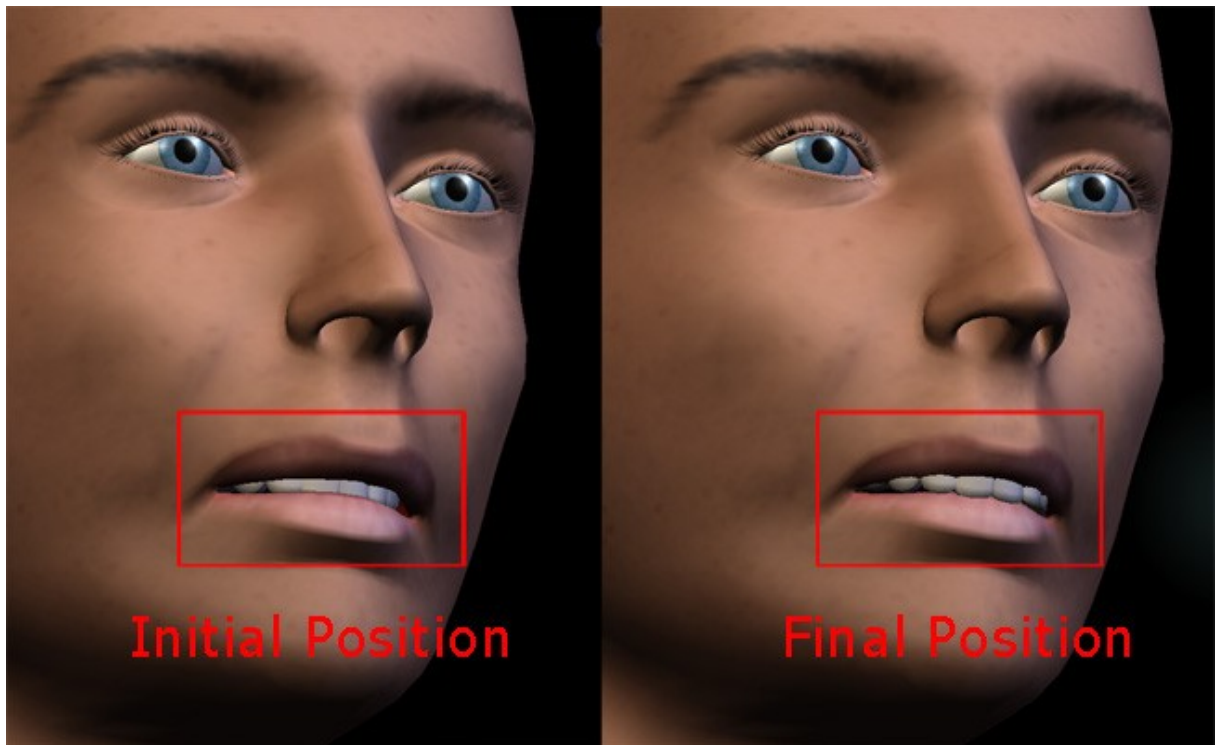


TUTORIAL : selection freeze

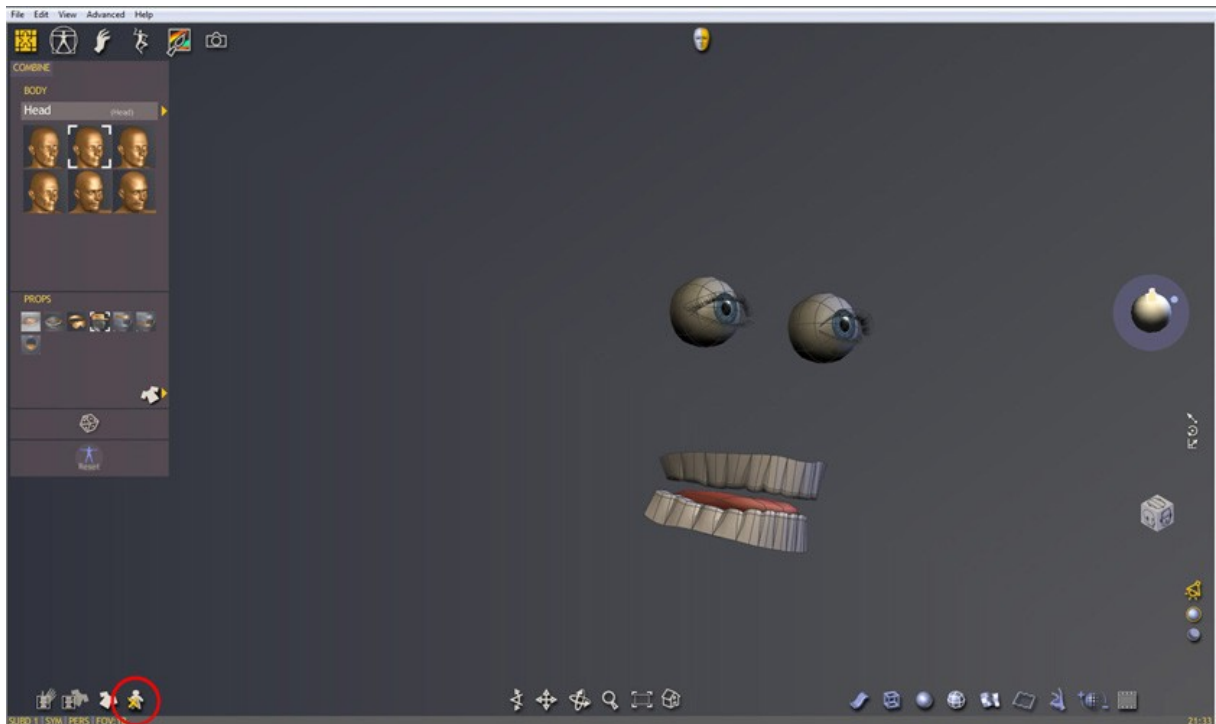
How to freeze a selection to move it independently.

→ Example with the teeth of the Man Models Pack.

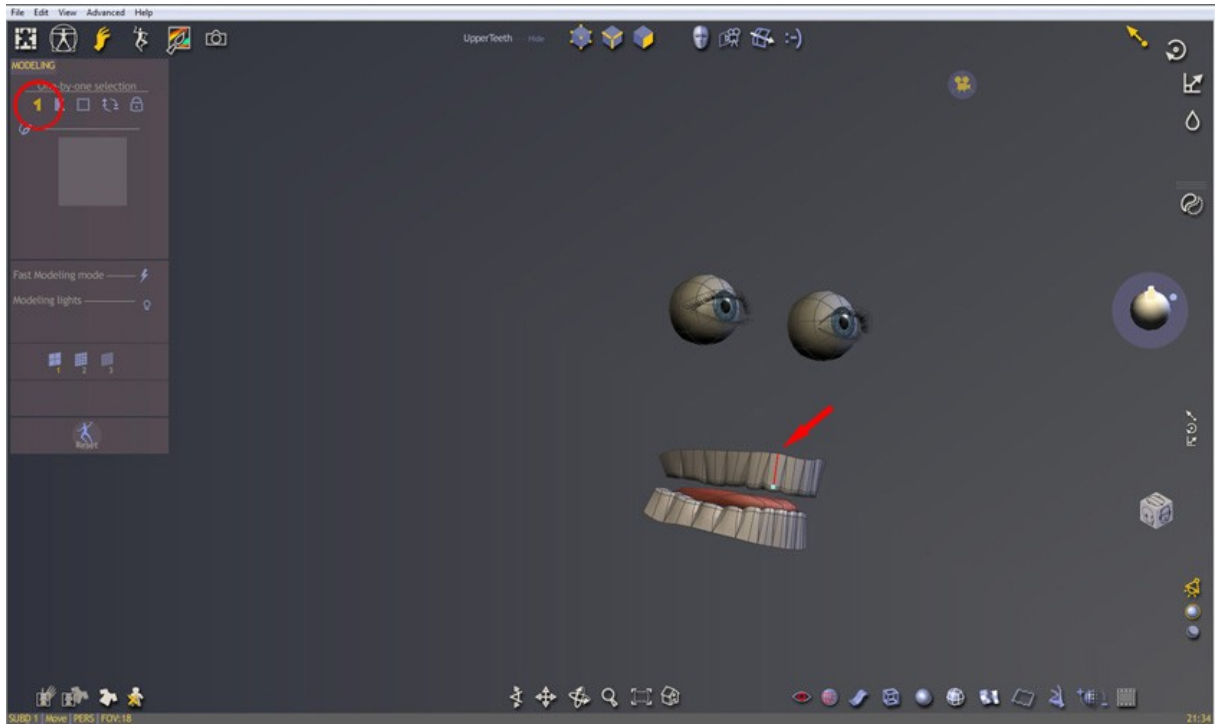




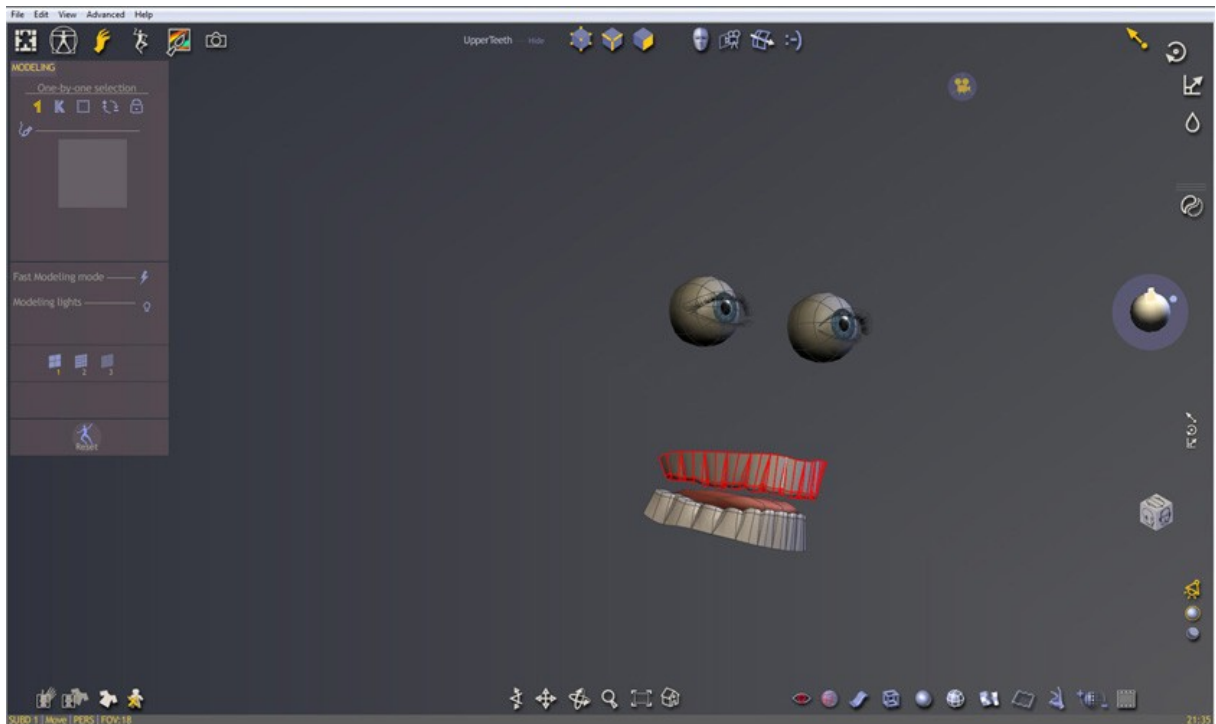
1. Launch a base in QUIDAM



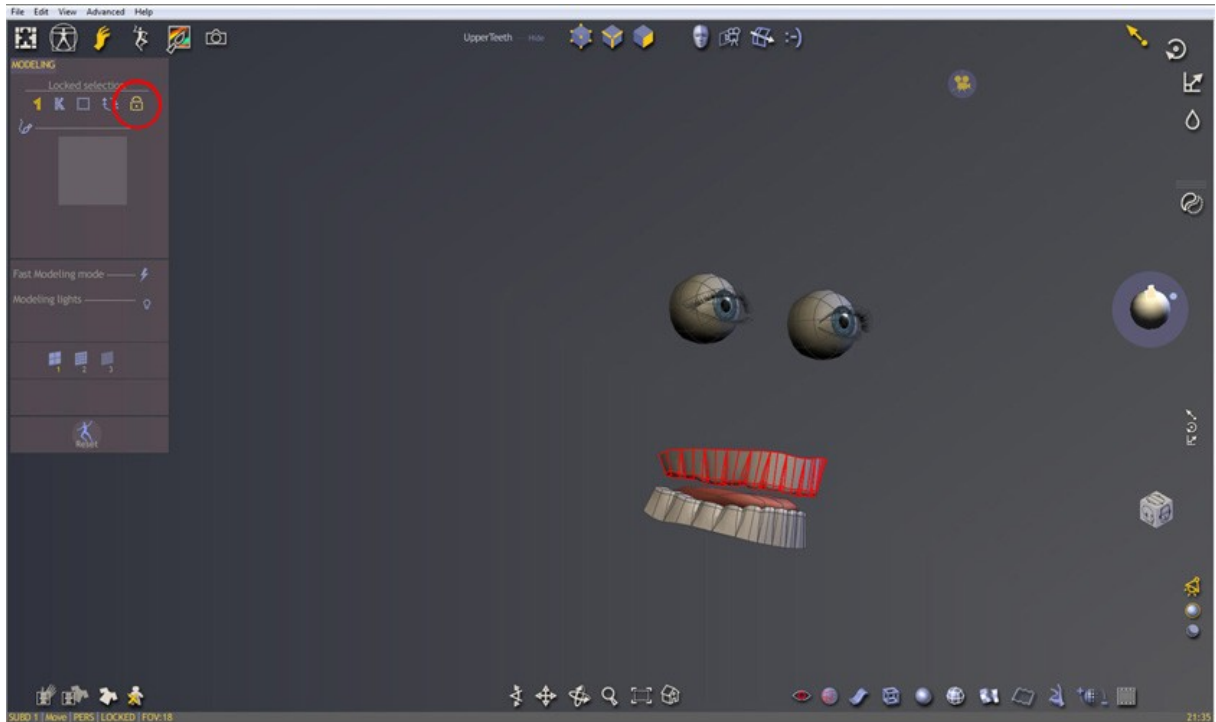
2. Click on the icon «View/Hide body »



3. Click on « One-by-one selection » and on one of the upper teeth



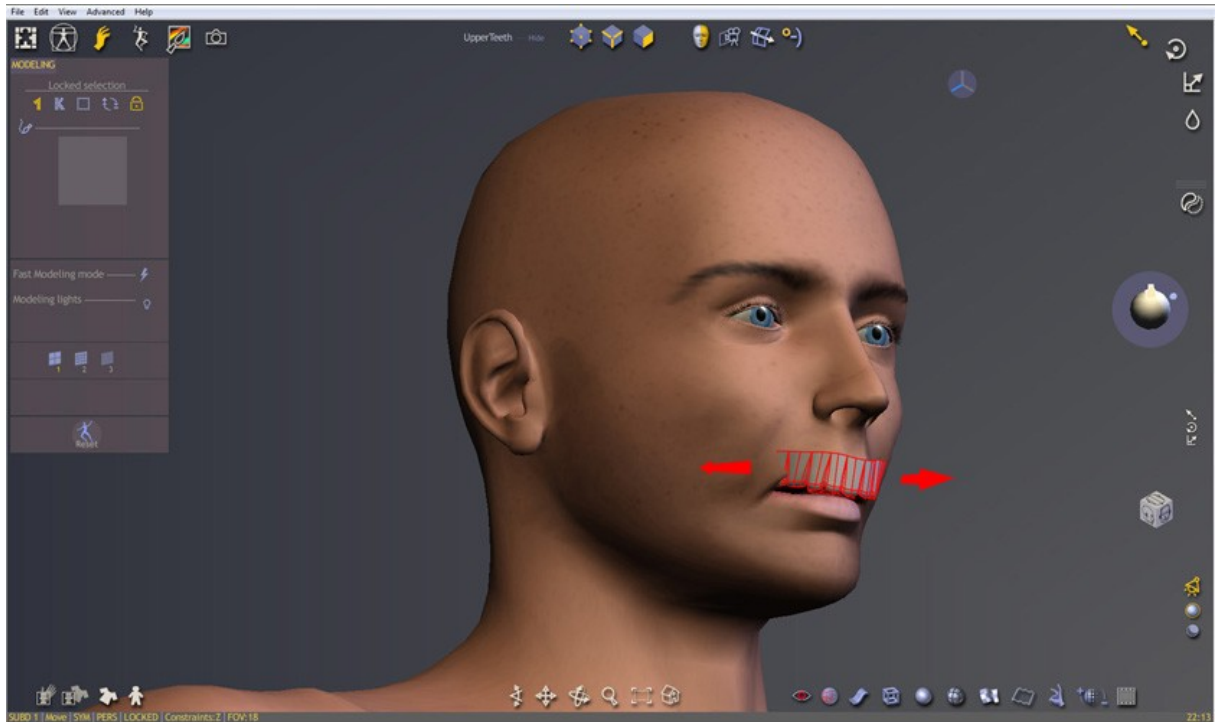
4. Click on « + » to select all the upper teeth



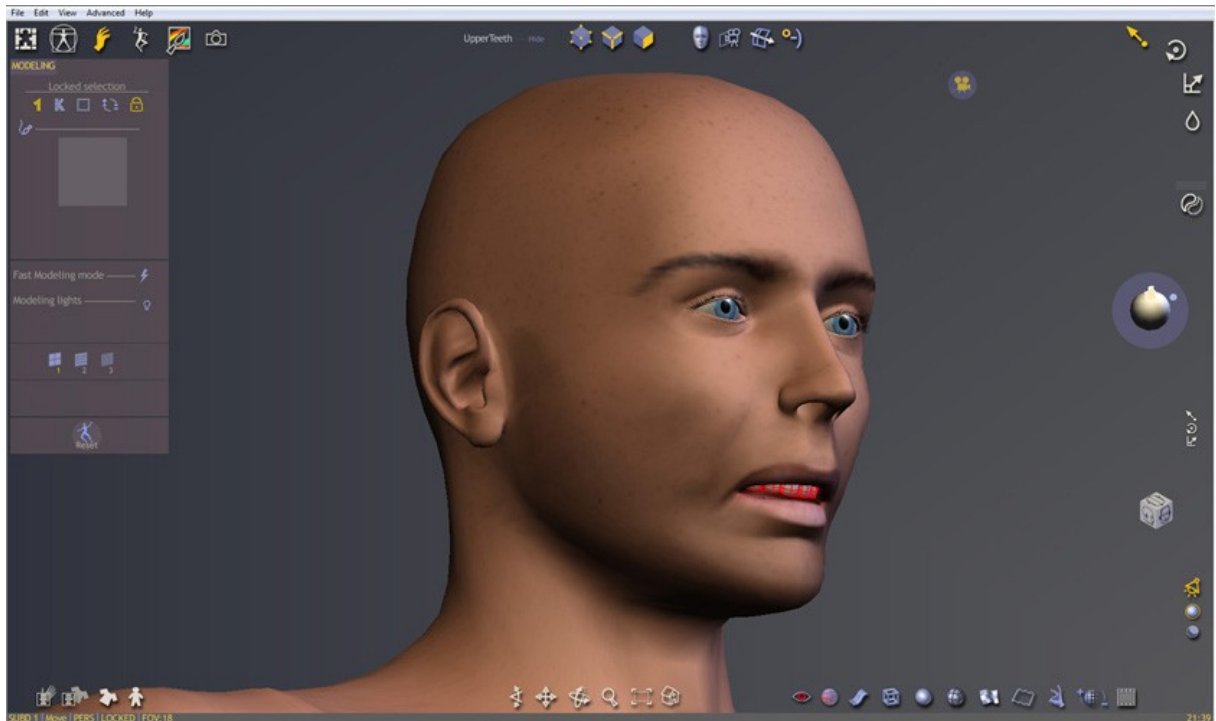
5. Click on « Locked selection »



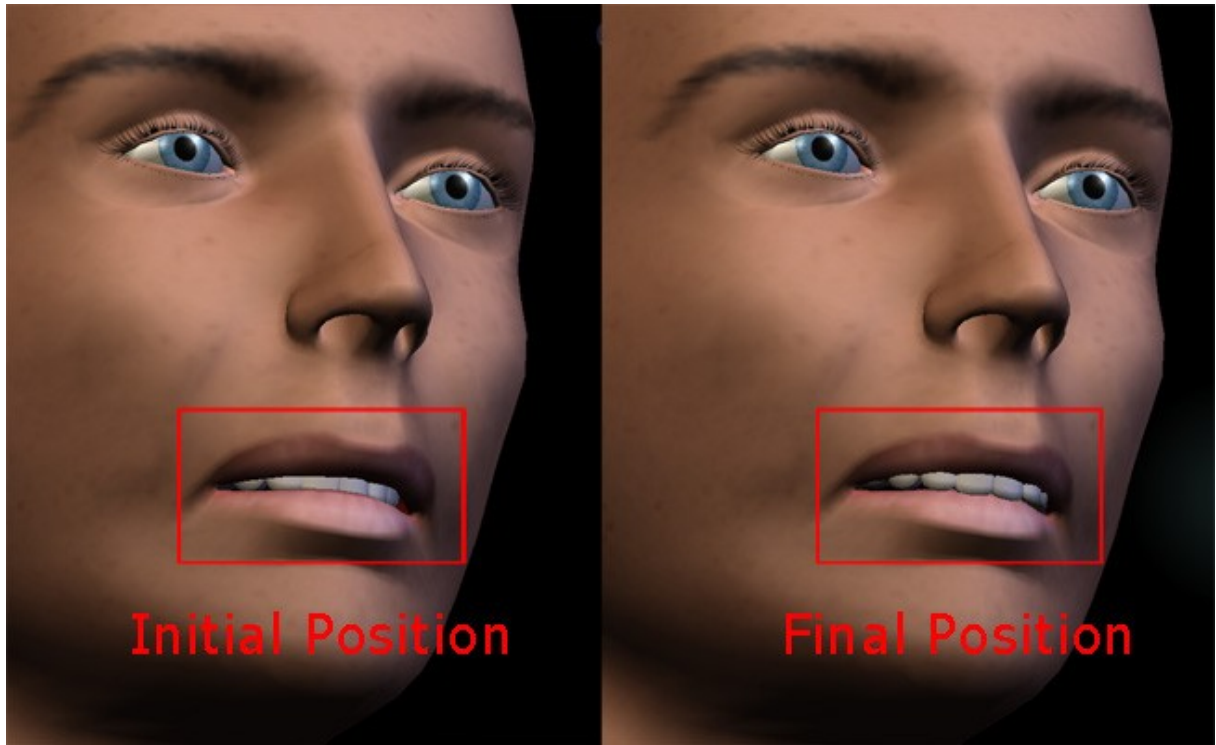
6. Click on « View/Hide body » and on "Constraint Z axis"



7. Displace teeth forward/backward



8. Place the teeth where you want (here a little bit forward vs initial position)



9. You obtain a mouth with teeth forward