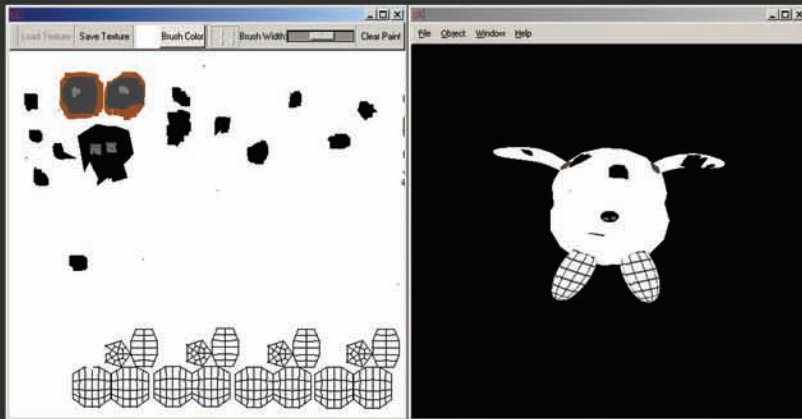
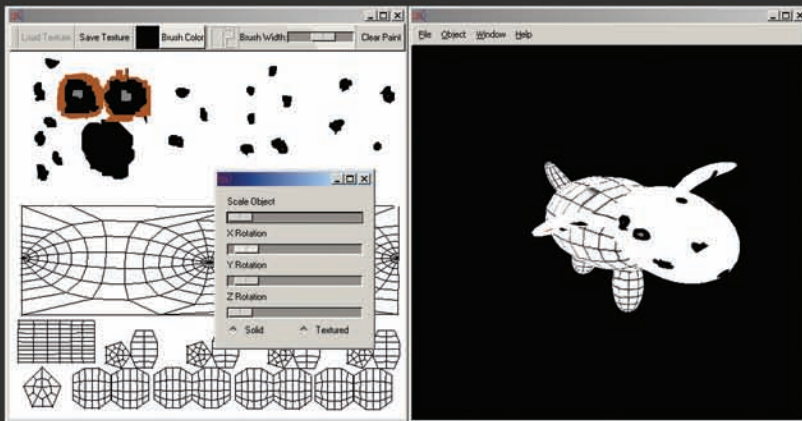


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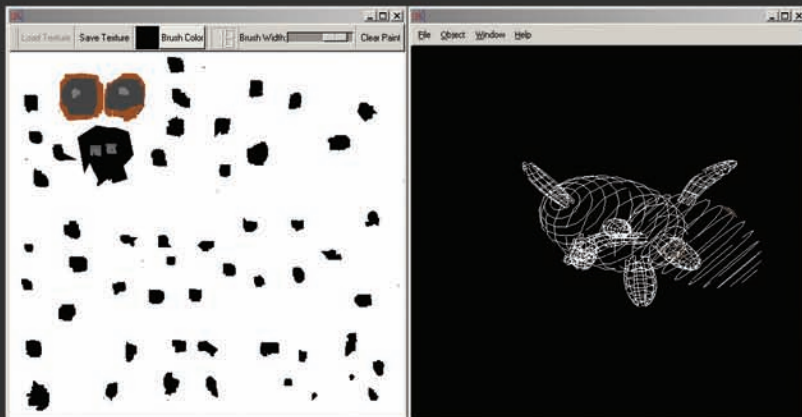
suzieQ



**Painting:**  
Here you can see the painting in action how the paint window works directly with the 3D window. Also note the ability to change brush color and size.



**Object Control:**  
This screenshot demonstrates some basic controls to rotate, scale, and change the solidity of the mesh. This gives the user control to see the mesh and texture at any angle or size.



**Wireframe View:**  
A simple but neat viewing option for your mesh texture. Here you can see what your texture looks like without having to rotate around and try to get things lined up. Now you don't have to paint and wonder if it is lined up.