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Subject: Changing a model while keeping the paint job  
Posted by [wondercat](#) on Sun, 16 Dec 2012 06:15:13 GMT  
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I use sculptris to do all of my 3d modeling work. One thing that's been irritating is after painting a model I end up noticing a tiny error in the sculpt...which means I have to scrap the paint job if I want to fix the error.

Is there another way to do this or do all programs prevent you from editing the model while a skin is applied?

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