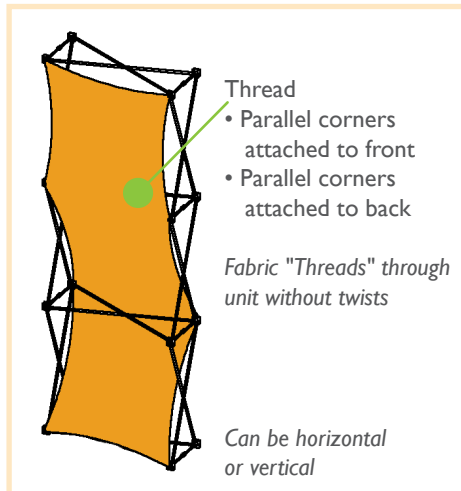
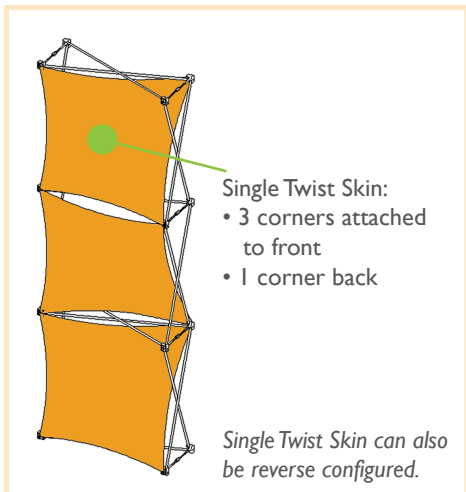


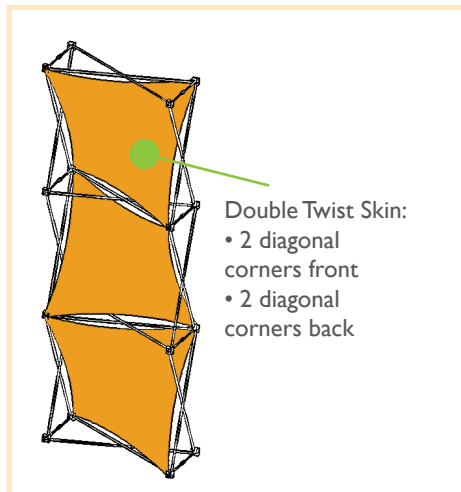
Flat (front)
3 flat (fronts) skins on a 1x3 unit



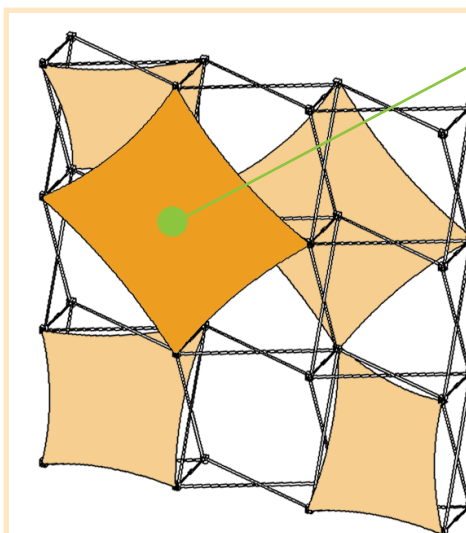
Thread (front top to back bottom)
1 thread on a 1x3 unit



Single Twist (front)
3 single twist on a 1x3 unit



Double Twist
3 double twist on a 1x3 unit



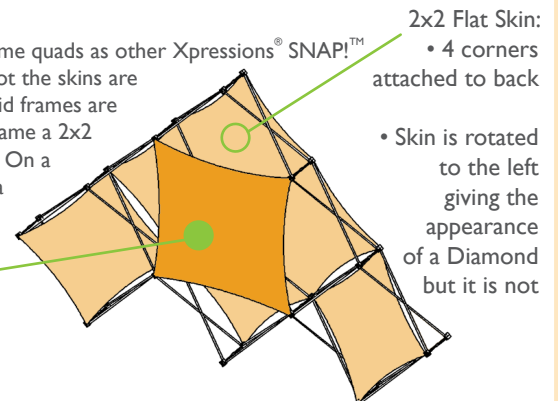
Diamonds (1 front, 1 back)
2 single twist & 1 double twist on a 3x3 unit

Diamond Skin:
• 4 corners attached to front
• Skin has a Diamond Shape

Skins on Pyramids:

Pyramid frames are constructed of the same quads as other Xpressions[®]SNAP![™]. The difference is that the quads, not the skins are rotated to the left. Skins placed on Pyramid frames are also considered rotated. On a Pyramid frame a 2x2 flat will appear as a Diamond but it is not. On a Pyramid frame a Diamond will appear as a larger version of the 1x1 flat but it is not.

Diamond Skin:
• 4 corners attached to front
• Skin has a Diamond Shape



Flat: skin has all connection points on the same plane of the display. i.e., all front or all back.

Single Twist: skin has only one connection point on a different plane. i.e. a 1x1 single twist would have three connections to the front and one connection to the back of the display. A 1x2 single twist would have five connections to one plane for example, the front and only one connection to the back of the display.

Double Twist: skin has two opposing corner connection points on one plane, and the other opposing corners on the other.

Thread: Skin threads from one plane to the other in a parallel manner.

Diamond: Skin appears as a diamond on the display. Pyramid frames create a unique exception. See the Special Note on Pyramid Skins below.