The Skin modifier creates meshes around extruded edges. There is a guide to making a tree with this process at https://users.soe.ucsc.edu/~yonge/02_PDF_guides/022_MakingTreesWithTheSkinModifier.pdf. There is also a good YouTube tutorial at https://youtu.be/l8LkOMU8OMg, which is the first of a series of six on creating a forest scene and contains many practical tips, though it assumes a good knowledge of Blender.

**Smoothing**

The mesh created by the Skin modifier is automatically flat shaded, and this cannot be changed by choosing Smooth in the left fly-in as for regular meshes. To make the mesh smooth shaded check the Smooth Shading box in the modifier tab.

**Useful key shortcuts**

- **Control_A** change the scaling influence of selected vertices or edges on the skin - note that you can use proportional editing with this command
- **G – G** move selected vertices along existing edges

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