



**[Forum: The Blender Clan &#039;tchat](#)**

**Topic: Blender 2.6x : actus, tests, feedback...**

**Subject: Re: Blender 2.6x : actus, tests, feedback...**

PostÃ© par: CoyHot

Contribution le : 19/9/2011 8:21:13

Citation :

Nicholas Bishop is working on "Sculpting Meshes with Self-Adaptive Topology"

Est-ce qu&#039;on doit comprendre par là qu&#039;il laisse tomber l&#039;Unlimited Clay au profit d&#039;un autre système ?