

Blender 2.71 interface showing a 3D model of a creature with a skeletal rig. The rig includes bones for the spine (背骨 1, 2), neck (首), and legs (左前足, 右前足, 左後足, 右後足). The creature is in a dynamic pose, and the rig is used for animation. The interface includes a top menu bar, a left sidebar with tool options, a central 3D viewport, and a right sidebar with object and bone properties. The timeline at the bottom shows frame 1 to 250.

