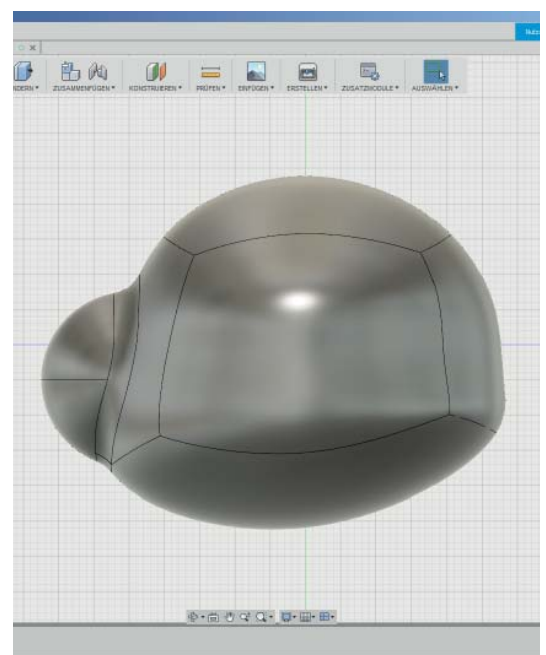
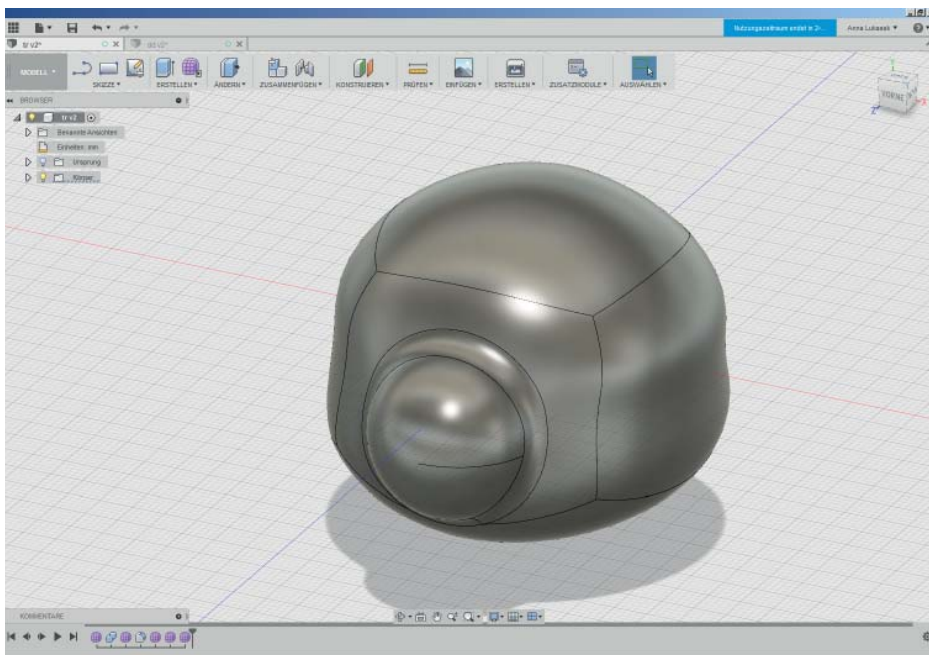
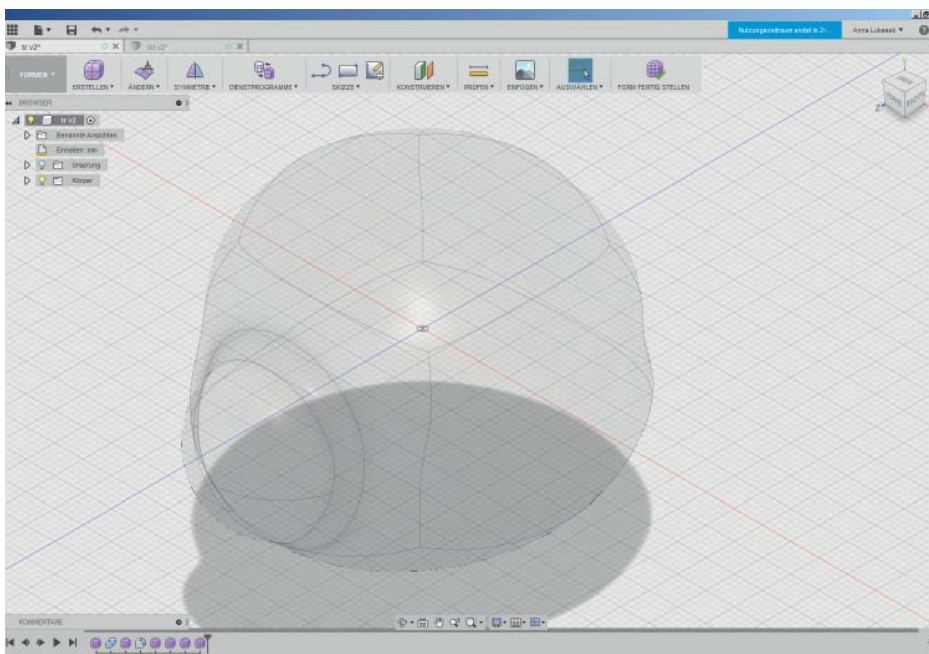


First, I created a Quadball and made some changes with the edit form command. Then I created a second form (ball).



The small ball ought to become the snout of my character. But in order to join both forms I had to leave the “sculpt mode” to the “model mode”.



Back in “sculpt mode” I cannot edit the merged/joined form anymore!??? It got transparent grey like you see in this screenshot. But I need to add ears and I would like to continue shaping the snout, adding a nose etc.