

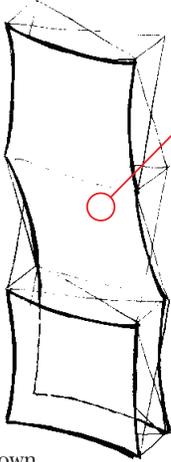
**Flat (front)**

- 4 corners attached to front

*A Flat (back) would be 4 corners attached at back*

shown

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



**Thread**

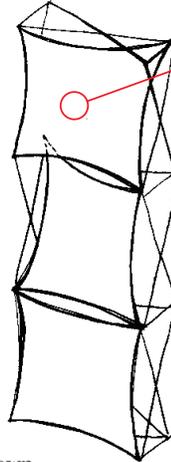
- Parallel corners attached to front
- Parallel corners attached to back

*Fabric "Threads" through unit without twists*

*Can be horizontal or vertical*

shown

**THREAD (front top to back bottom)**  
1 thread & 1 Flat (front) on a 1x3 unit



**Single Twist Skin:**

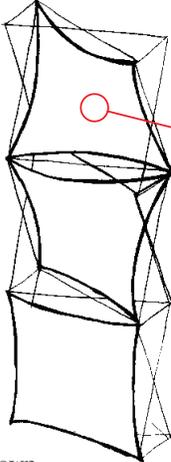
- 3 corners attached to front
- 1 corner back

*Single Twist Skin can also be reverse configured:*

- 1 corners attached to front
- 3 corner back

shown

**SINGLE TWIST (front)**  
2 single twist (front) & 1 flat (front) skins on a 1x3 unit

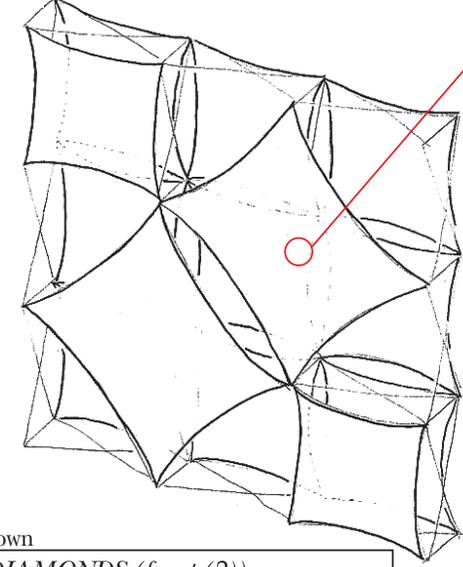


**Double Twist Skin:**

- 2 diagonal corners front
- 2 diagonal corners back

shown

**DOUBLE TWIST**  
2 double twist & 1 flat (front) on a 1x3 unit



**Diamond Skin:**

- 4 corners attached to front
- Skin has a Diamond Shape

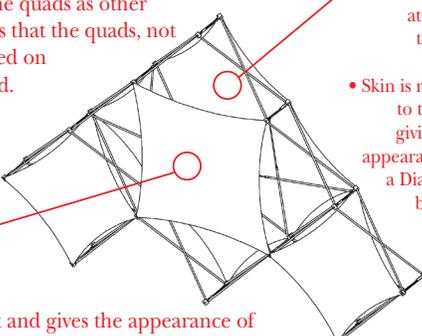
shown

**DIAMONDS (front (2))**  
2 flat (front) skins & 9 flat (back) skins on a 3x3 unit

**Special Note on Pyramid Skins:**

**Skins on Pyramids:**

Pyramid frames are constructed of the same quads as other Xpressions SNAP! frames. 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.



**2x2 Flat Skin:**

- 4 corners attached to back
- Skin is rotated to the left giving the appearance of a Diamond but it is not

**Diamond Skin:**

- 4 corners attached to front
- Skin is rotated to the left and gives the appearance of a larger version of a 1x1 flat

**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 manor.

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