# Desect Images to Body Parts

Because sometimes the limbs of the character is covered with each other, when you use the free bone to animate the character, some unexpected distortions show.

By desecting the image into parts, you can have a specific body parts to be driven by assigned bones without being driven to move when other bones are moving.
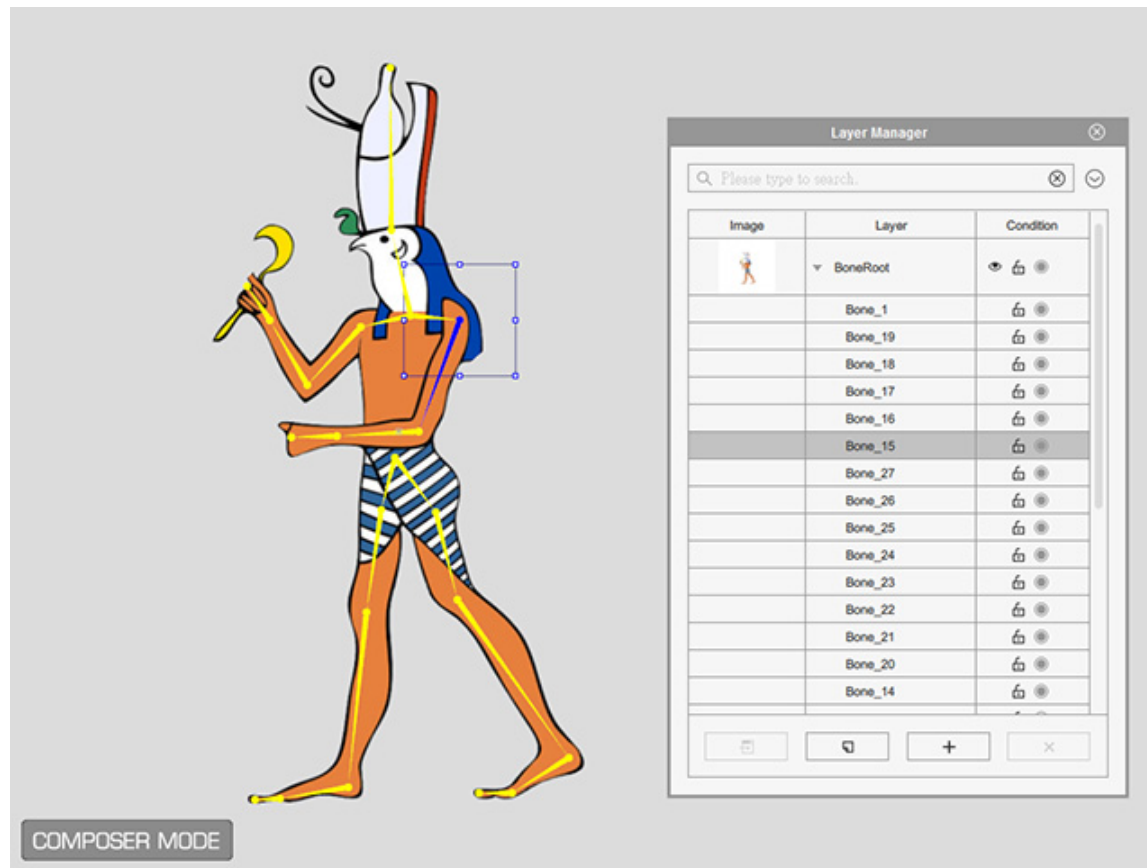
# 1. Create a bone-based character with custom structure in the **Composer Mode**.
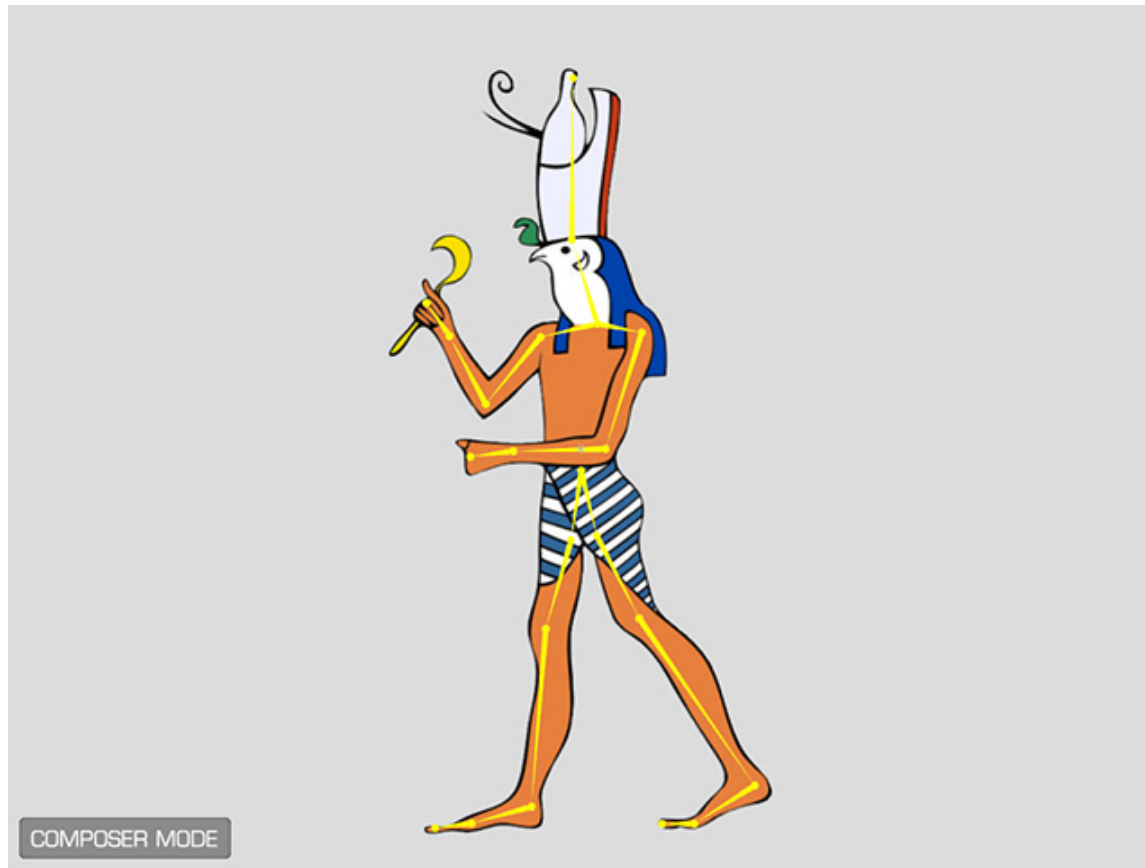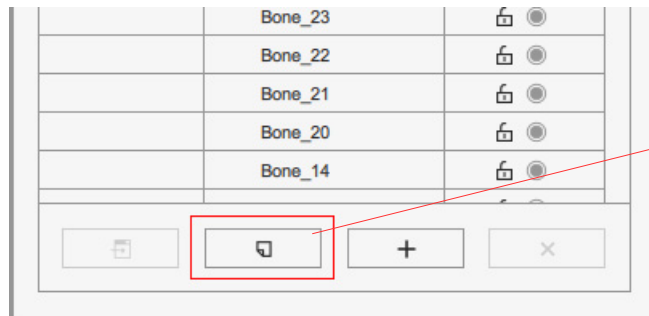
2. Preview the motion of the hand above the upper body. You will see serious distortion. Therefore, you need to dissect the image into two parts.
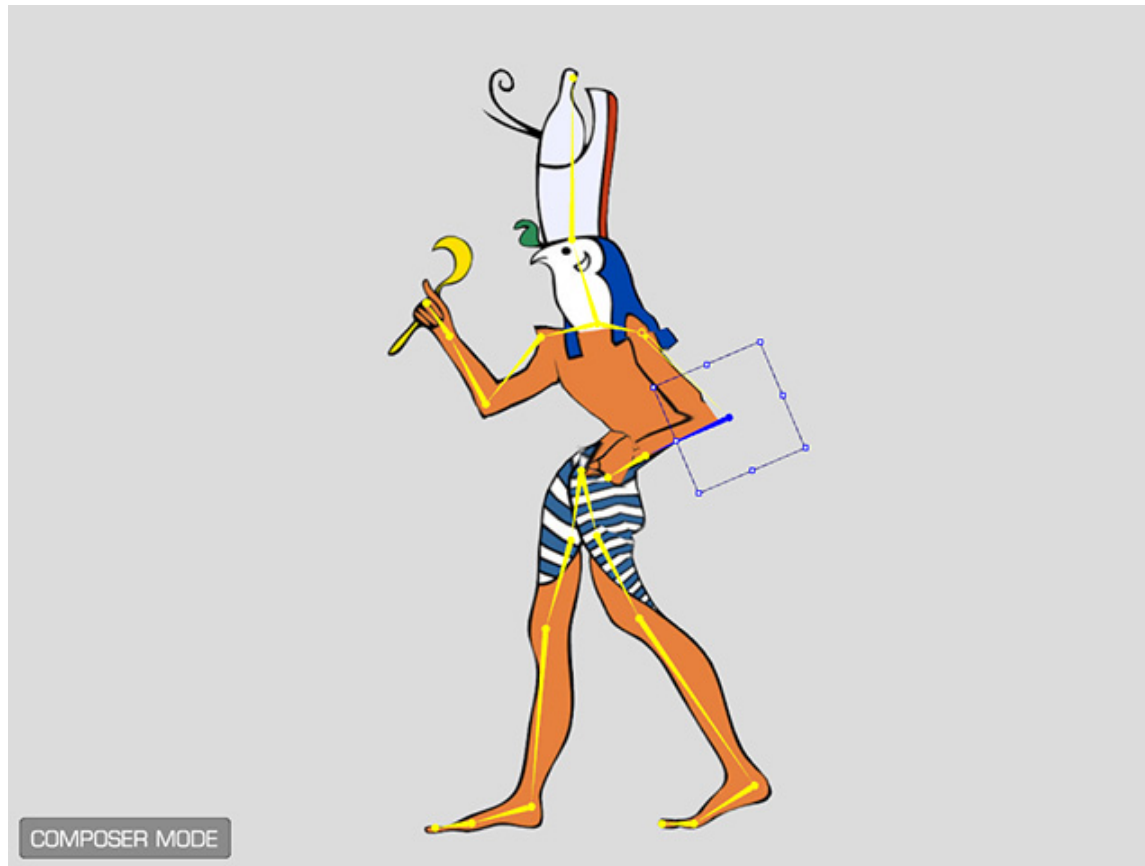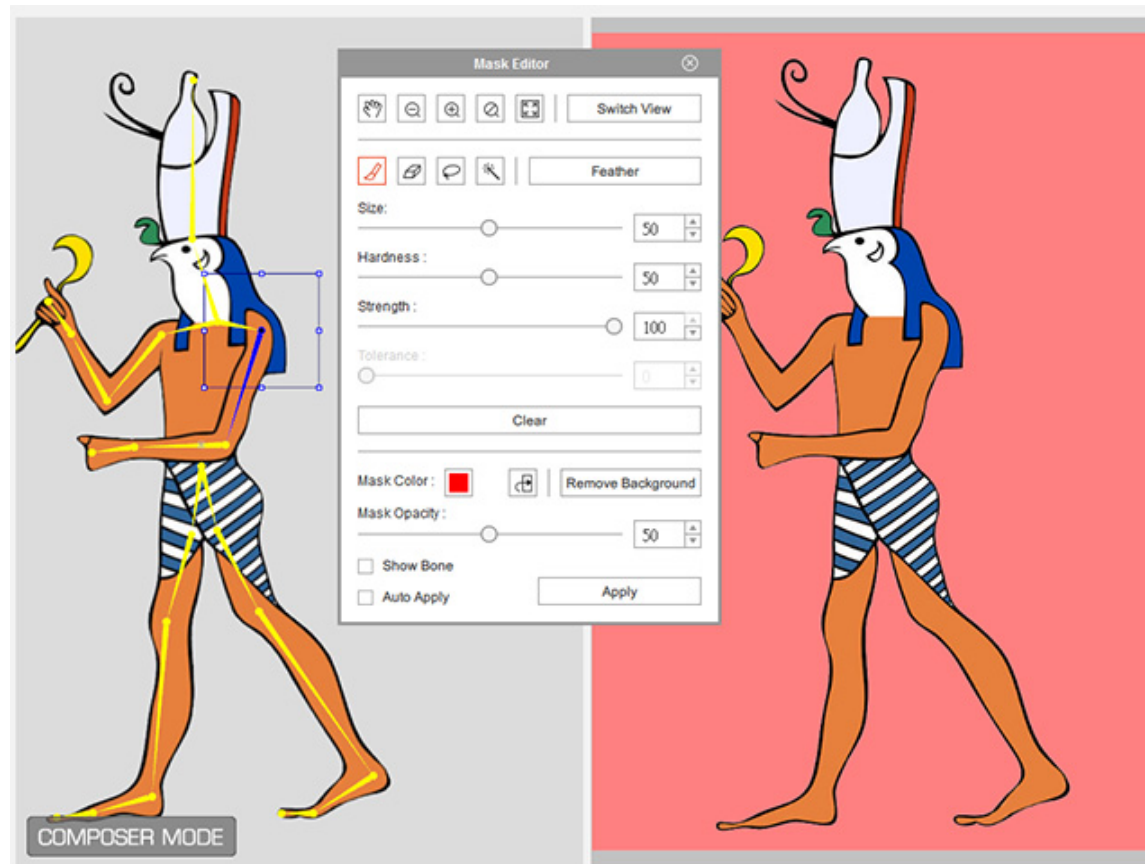
3. Select the sub-root bone in the working area or on the **Layer Manager** for dissection.
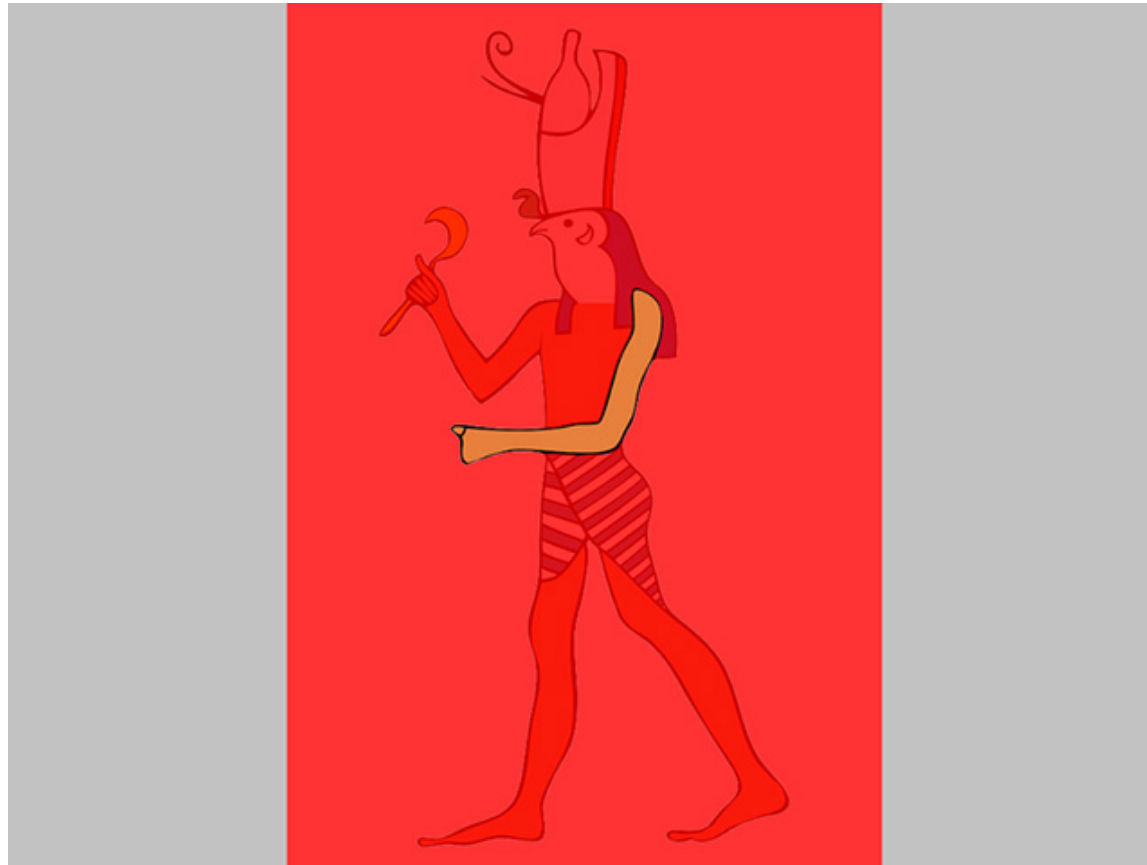
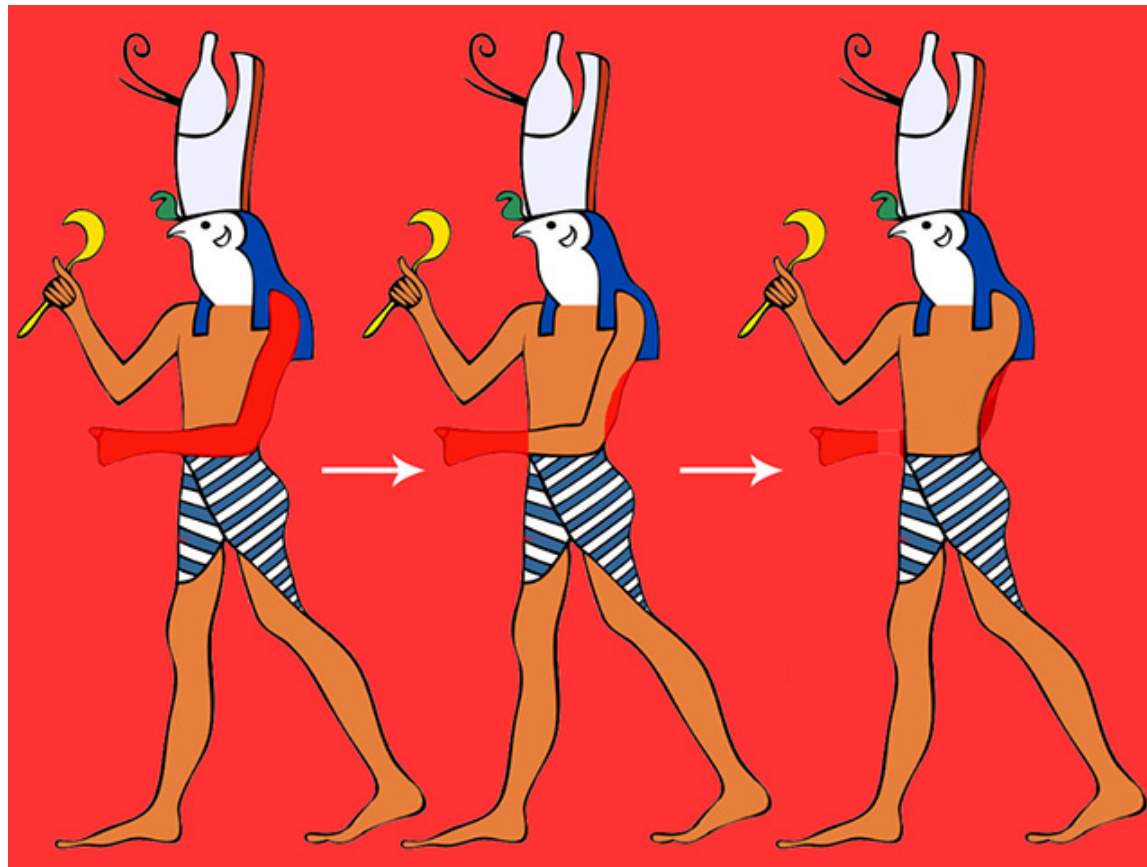# 4. Click the **Add** button to add a new layer that contains this sub-root and it's sibling bones.
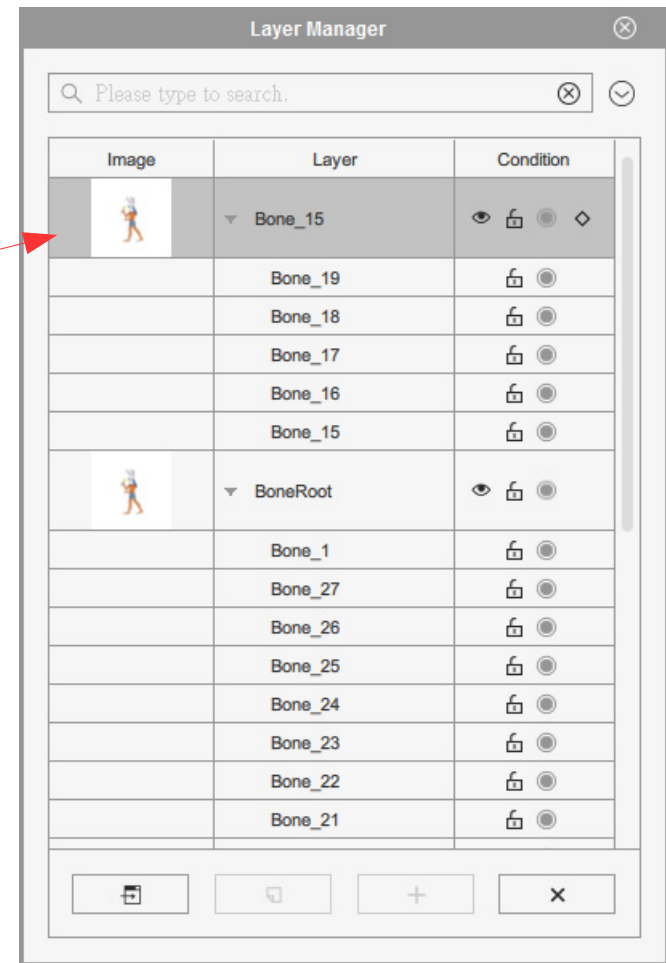
5. You will be lead to **Mask-editing Mode** becuase currently, both bone trees use the entire image.

6. Use the mask tool to filter out the hand.

7. The rest part (body) of the image must be fill up with mask tool or external image editor.

8. Preview the mask results for the hand and the body. Modify the masks and images again if necessary.