

Range of Movement

The head of the doll is connected to the body by a metal connector and can rotate freely from side to side. However, as the neck is fixed to a metal skeleton, it should not be bent forward or backward over 45 degrees.

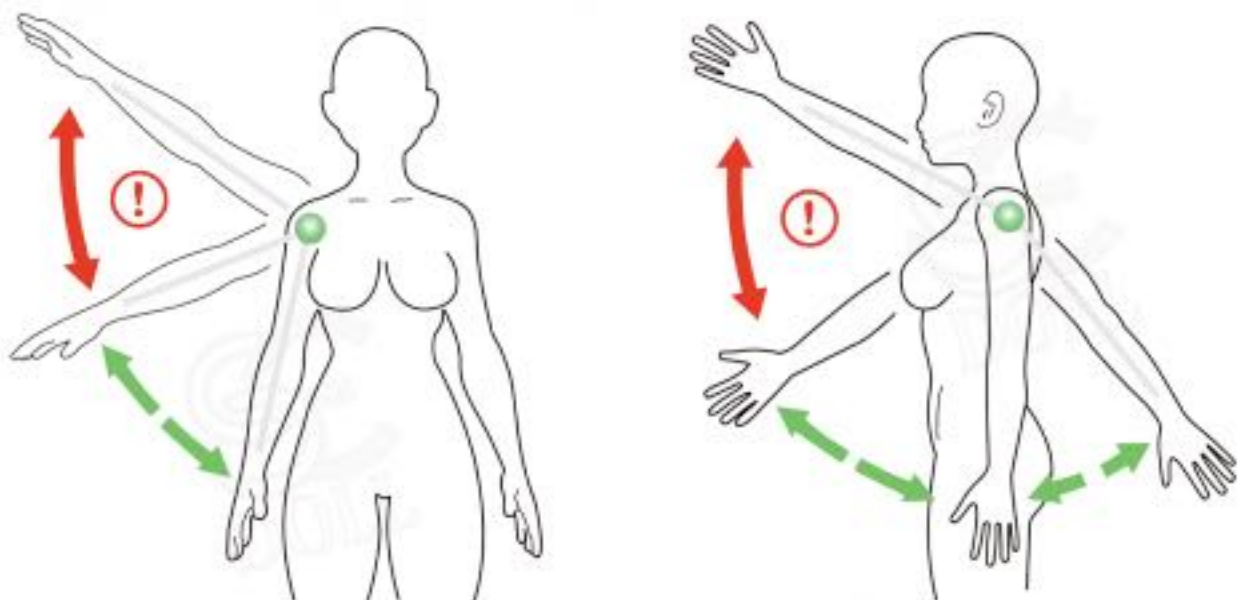
Head



The arms can be raised horizontally to the same height as the chest, that is about 60 degrees. It can go higher, but it is not recommended to do so, as excessive stretching may damage the material in the axillary area.

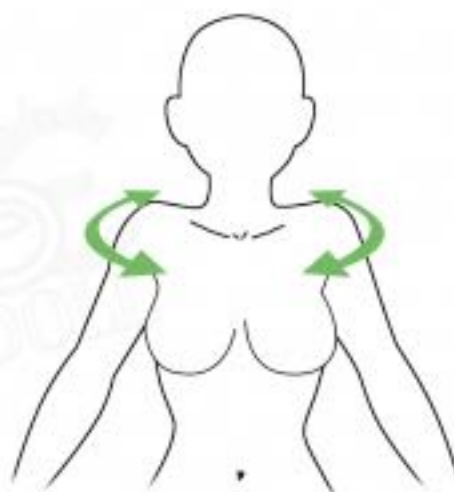
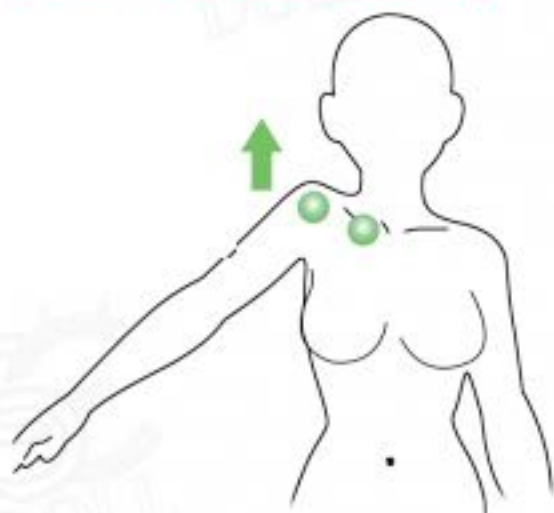
The arms can be raised about 90 degrees forward. They can also be bent slightly backward for 10 degrees. Further degrees are allowed, but it is not recommended, as excessive stretching may harm the material in the armpit area.

Shoulder and Upper Arm



Our SE doll generally adopts an EVO skeleton. This makes the placement of the upper arms more realistic and the doll look more natural and human-like when posing. The shoulders can also move slightly forward and backward about 15 degrees. Before attempting to impose complex postures, take some time to learn how hinges work. In general, placing a TPE doll should be done with great care!

Shrugging shoulders



The doll's forearm can move up, but since we set movement limitations on the elbow, it cannot be bent in the other direction (just like a real human).

The doll's forearm can rotate without limitations but it is not recommended to turn it further than a few degrees. Do not make a full turn!

Forearm

