



**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 apposing corner connection points on one plane, and the other apposing 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.

