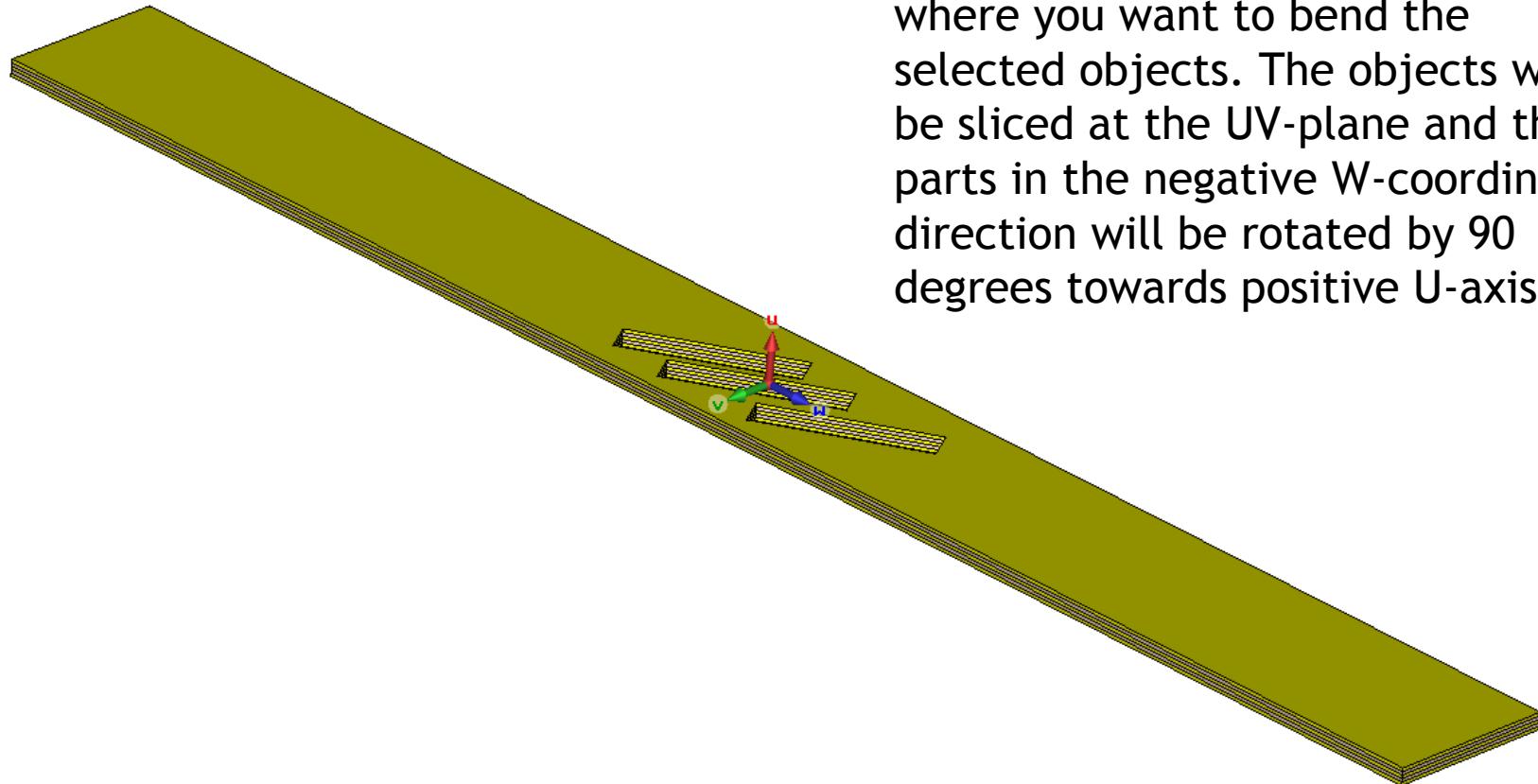


# Bend Selected Objects at UV-Plane

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# Bend Selected Objects at UV-Plane

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