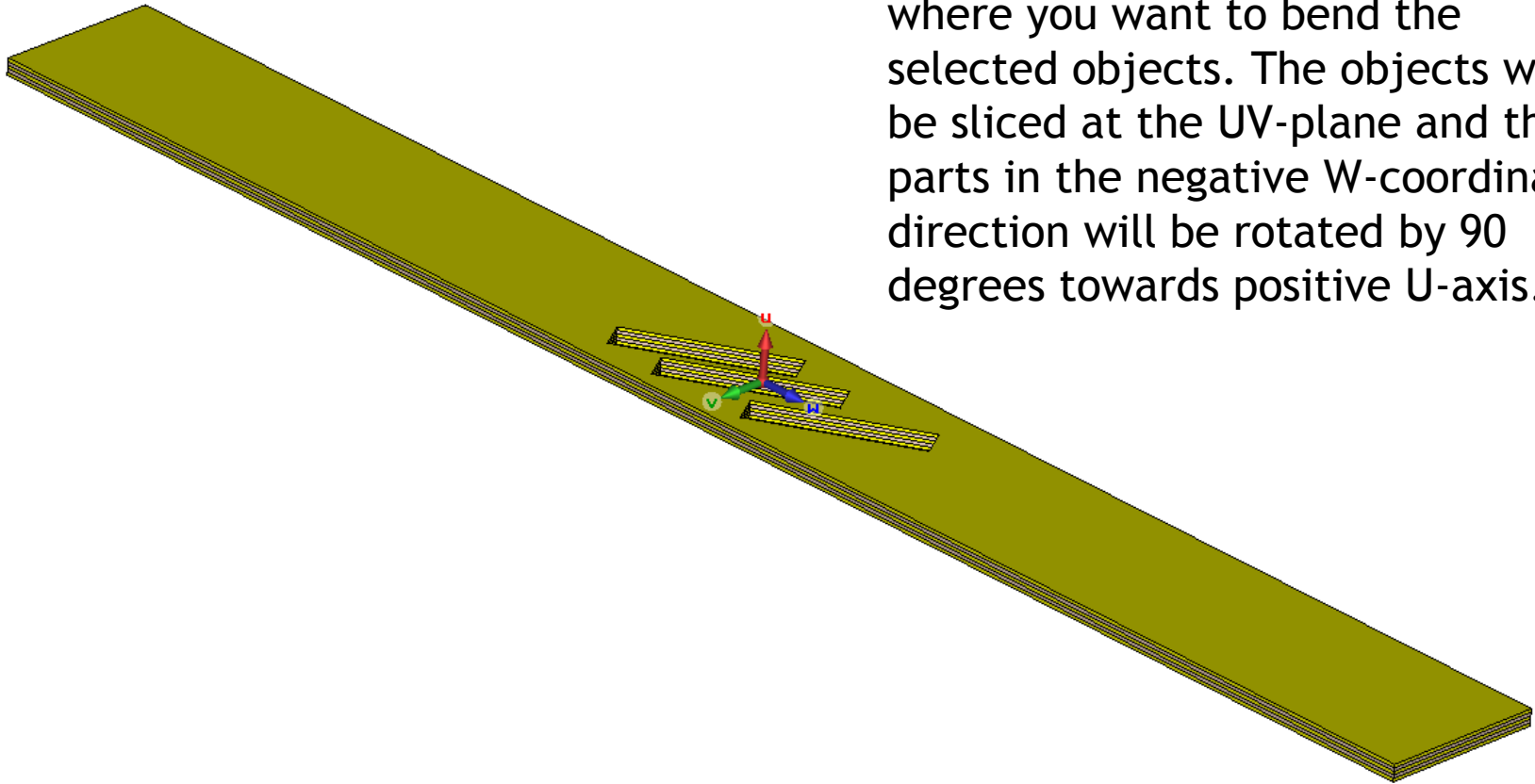


# Bend Selected Objects at UV-Plane

Place UV-plane in the section where you want to bend the selected objects. The objects will be sliced at the UV-plane and the parts in the negative W-coordinate direction will be rotated by 90 degrees towards positive U-axis.



# Bend Selected Objects at UV-Plane

