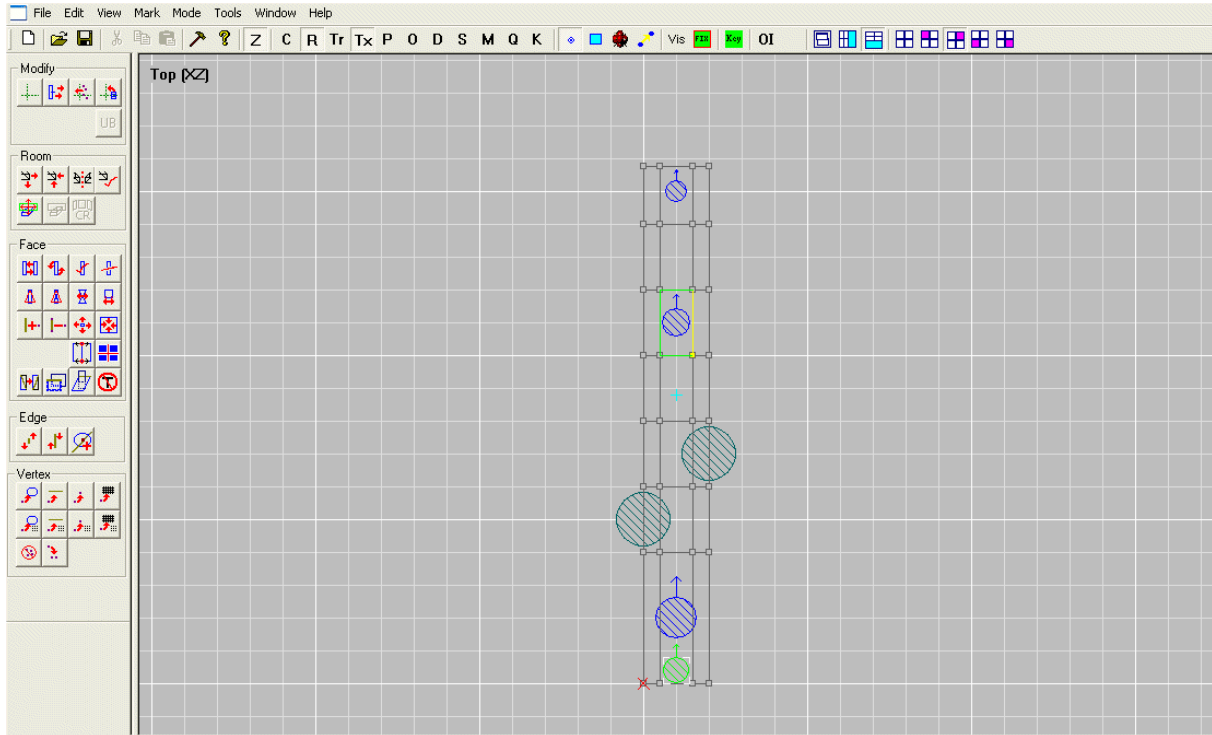


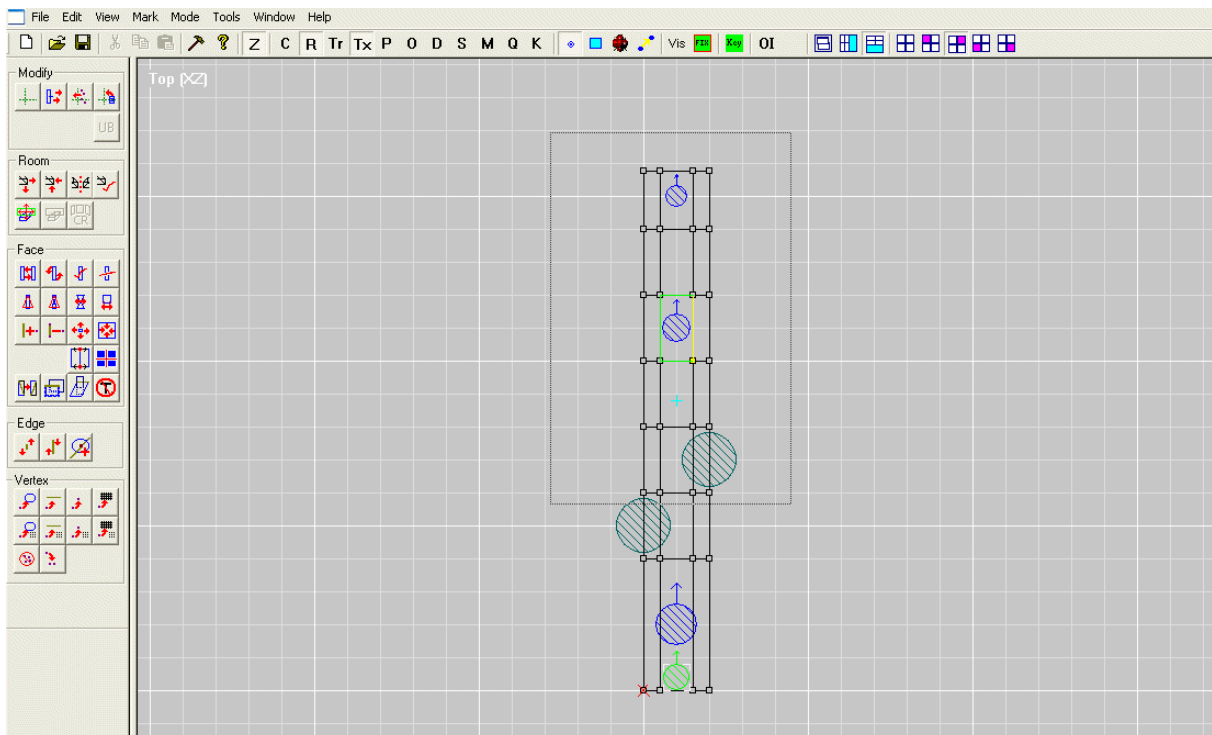
## **Bend, with Objects included ( v1.0 ) AT AN**

Bending seems a hard task. Sometimes it's like a miracle. Newer versions of D3Edit make this easier. But that's an other story so let's see how we can bend with Objects included. The result will not be perfect, but with less corrections it's fine enough.

Example:



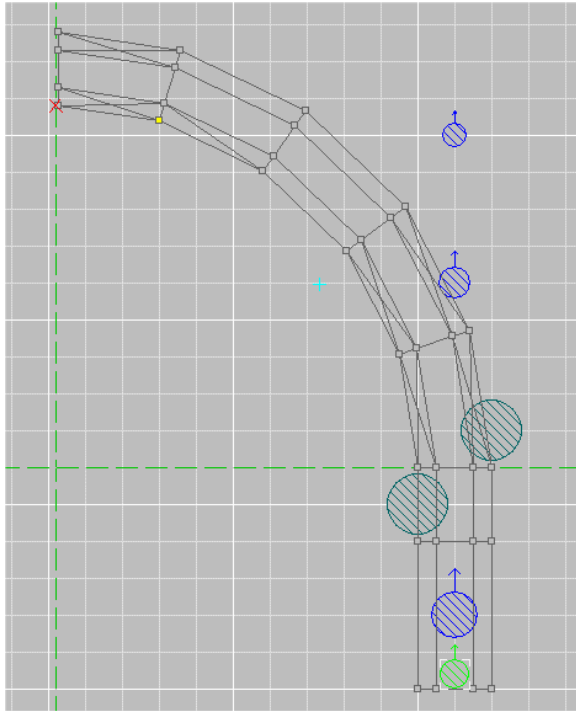
First mark all verts which should be included by bending. Use the mouse to draw a rect around this verts:



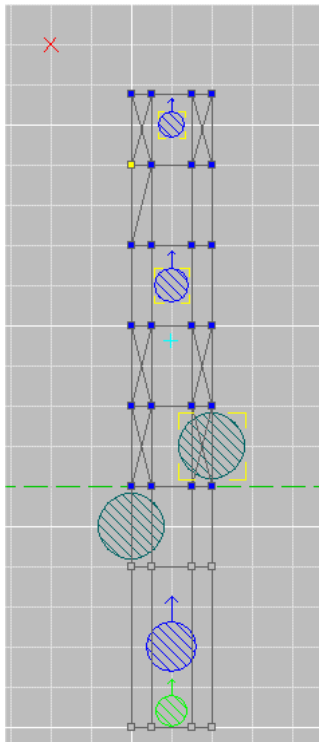
Now Bend for a test.



No Object has moved, they are still at their positions.  
Would be a lot of work to place them properly now.

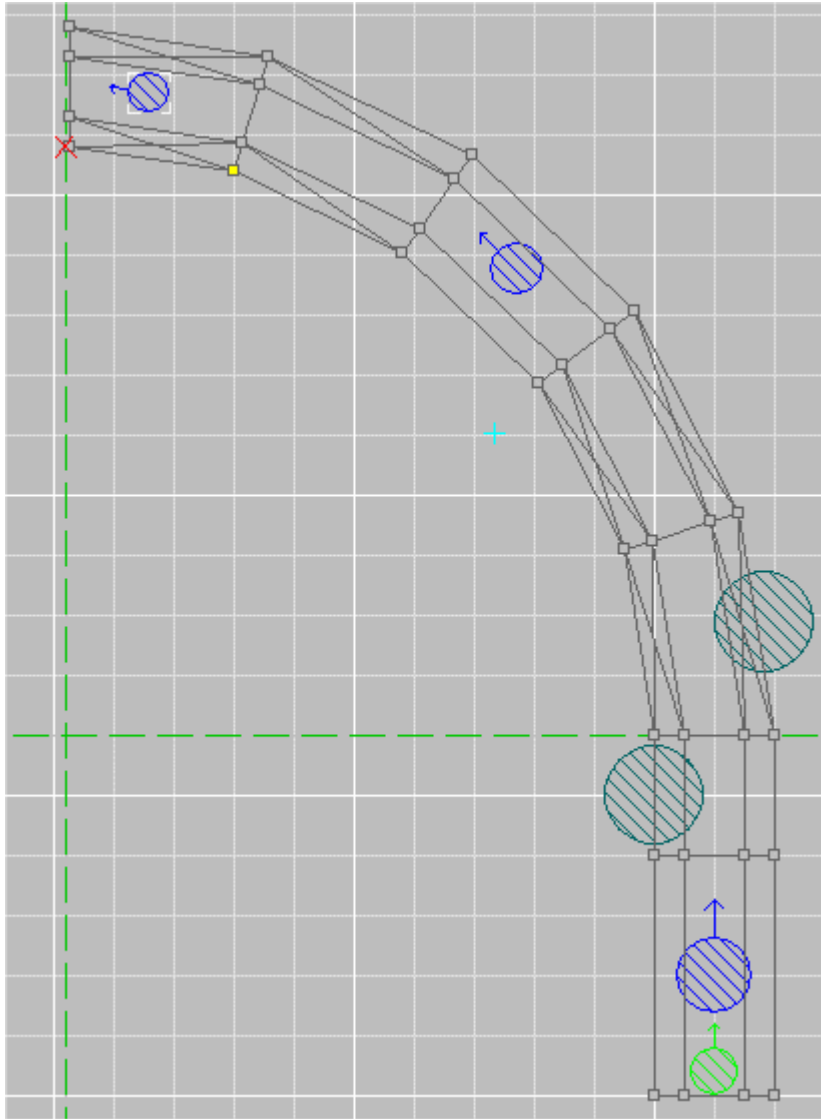


Use UNDO Bend to remove the verts. Mark the verts again. Switch to Object Mode and draw a rect around the wanted objects to select them.



Yellow marker identify the marked objects.

Bend again, now the objects moved too:



As I said before, not perfect, but just a few corrections are needed to finish this task.