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Subject: Helpful link to all you skinning wannabies :-)  
Posted by [maytridy](#) on Fri, 27 Jun 2003 18:09:59 GMT  
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It's easy.

Select the object(s) you want to Unwrap. Assign a Unwrap UVW modifier, expand the + sign thingy and hit select faces. Select the faces, then hit edit.

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