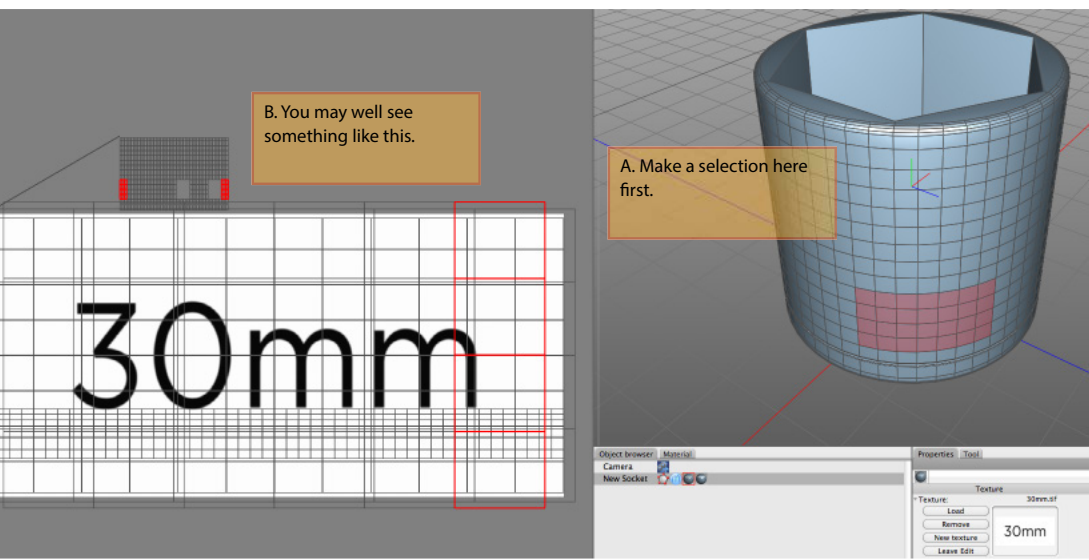
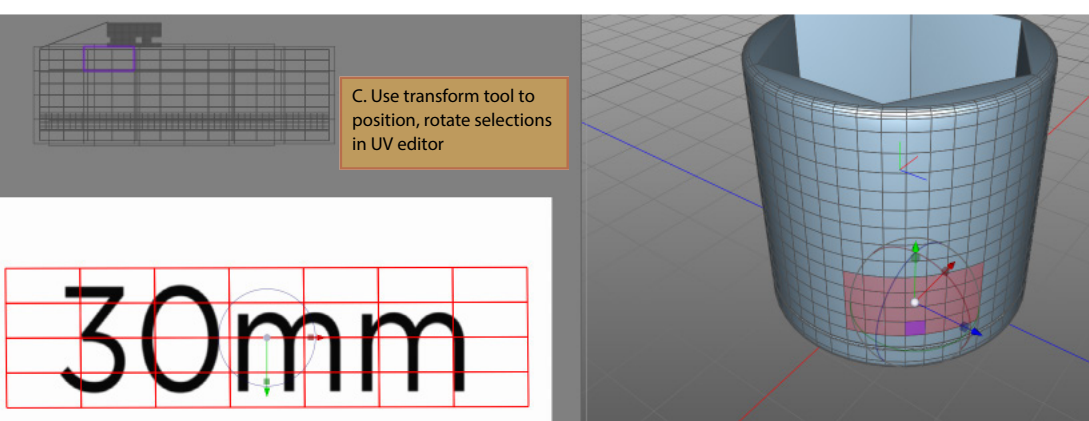


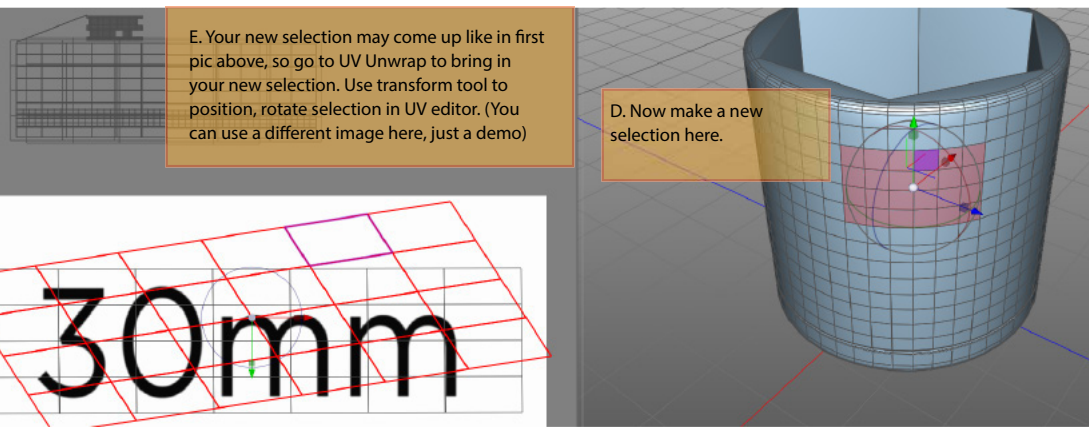
1. Select area in editor window, go in to UV editor, then into edit image mode.



2. Go to menu for UV unwrap (select inverse to scale/move other parts away)

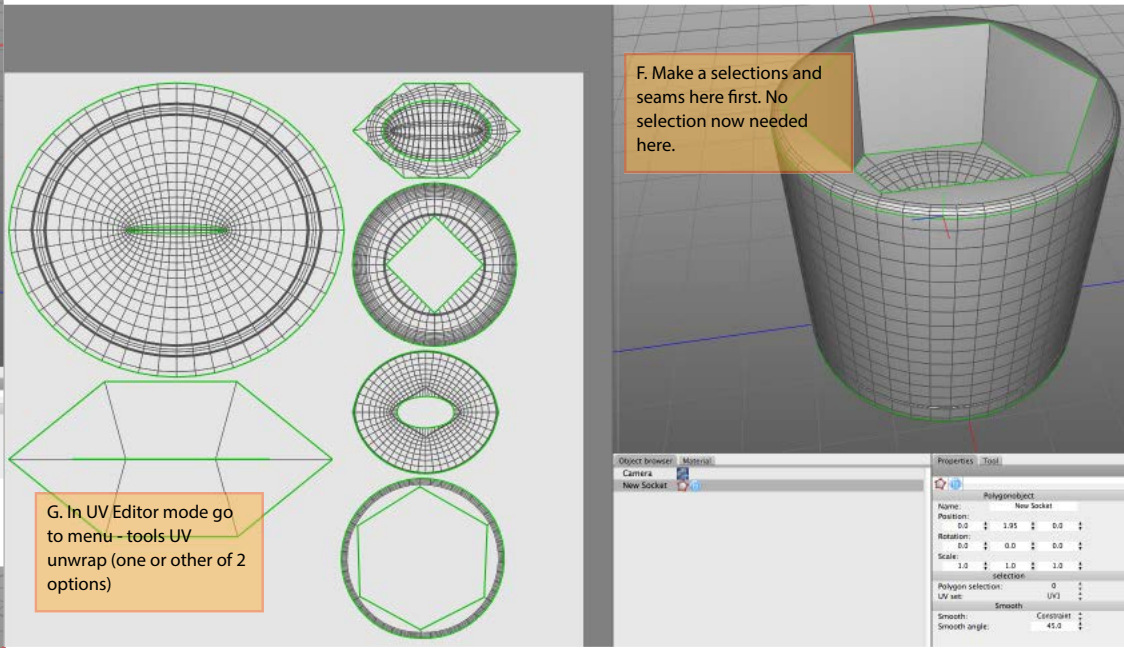


3. Make new selection in editor window, then use UV unwrap for new selection.



This is the way to split things up using seams.

1. Select edges, loops, rings etc. as needed then toggle seams. Now go into UV editor and use UV unwrap which splits everything up nicely.



2. Area select in the UV editor makes a full selection on the model. See Cheetah help topics and tutorials for more info.

