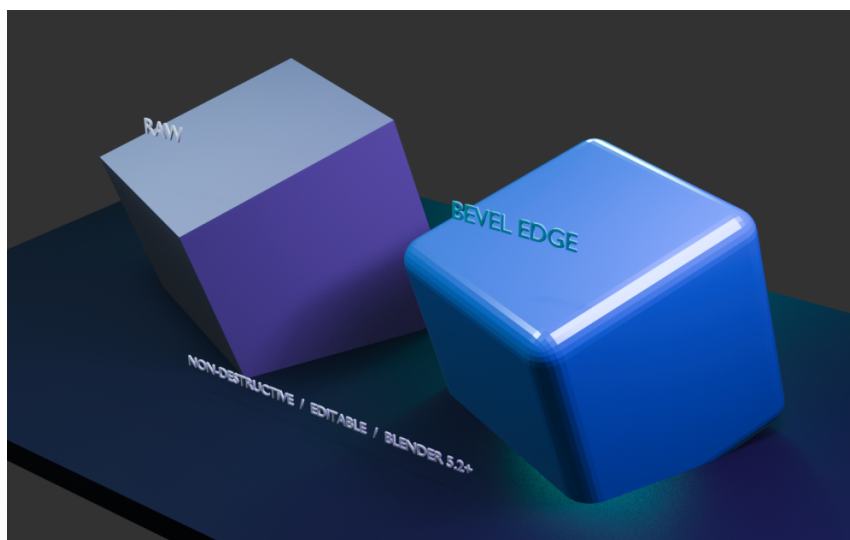


Bevel Edge / Overview

Established standalone product. See the supplied download for version compatibility.

A better edge. An editable result.

Bevel Edge is the existing standalone Lake-Mist product. Control individual edge treatments, taper widths and explore custom profiles. The newer XForm bundle incorporates these bevel tools.



Existing Bevel Edge demonstration render: a sharp block beside an edited bevel result.

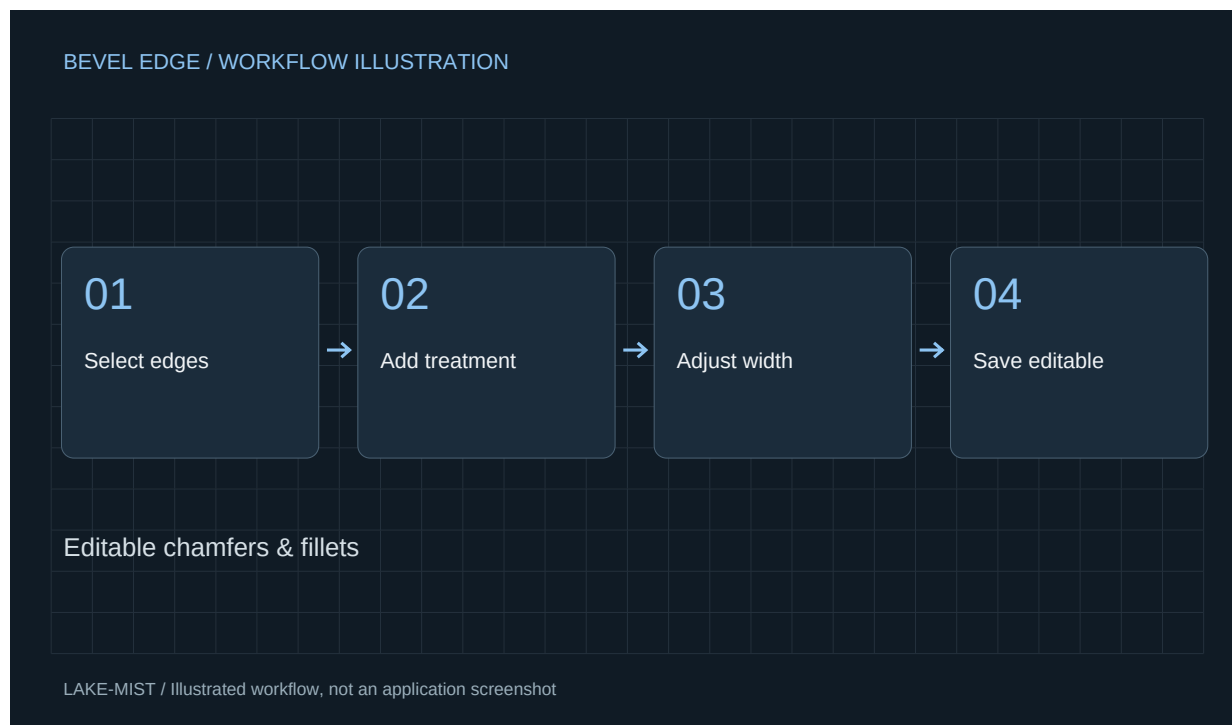
Name each treatment

Keep separate bevels identifiable and revisit their settings.

Choose the scope

Apply treatments to selected edges, vertices or the whole mesh object.

Where it fits



Illustrated workflow: Select edges > Add treatment > Adjust width > Save editable

Control the profile

Use chamfers, fillets, tapering and custom profile geometry.

Finish the surface

Assign bevel materials and inspect intersections before applying the result.

Platform and package

Standalone Blender edition. Use the standalone Bevel Edge package supplied with your purchase. The 5.3 toolset is included within XForm.

Before you rely on the result

Follow the compatibility information supplied with the standalone download. This page retains the existing Bevel Edge product; the current 5.3 toolset incorporates its bevel tools into XForm.

Next: [Installation of Addon](#), then the [Quick Start Tutorial](#).