

Bevel Edge / Quick Start Tutorial

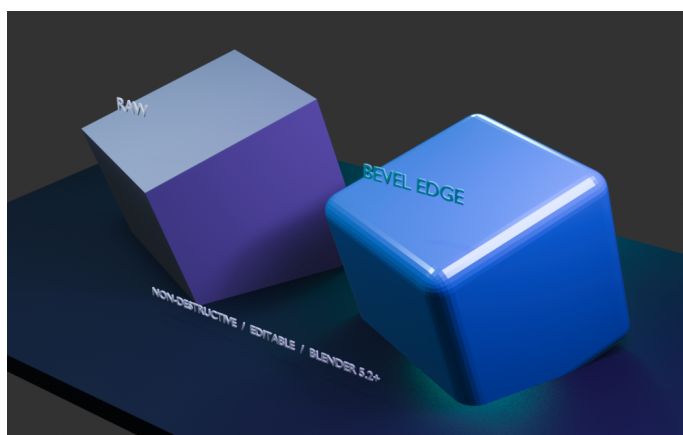
Established standalone product. See the supplied download for version compatibility.

Give a test block an editable fillet

Allow around 15-25 minutes once installation is complete.

Before you start

Use a new Blender scene and save bevel-practice.blend. Set Metric units. This tutorial describes the shared bevel workflow; the standalone edition may place the controls differently from XForm.



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

1 / Prepare the block

Select a cube, set its dimensions to 100 mm x 60 mm x 20 mm and apply Scale with Ctrl+A in Object Mode. Work on this practice object.

2 / Select an edge

Enter Edit Mode, enable edge selection and select one exposed long edge. Open Bevel Edge, or the Bevel section in your installed product.

Build and inspect



Existing demonstration render: chamfer, fillet and soft profile.

3 / Add the treatment

Choose Fillet. Start with a 2 mm width and several segments. Name the treatment Practice fillet. Inspect the result before changing more edges.

4 / Edit the width

Change the same named fillet to 3 mm. Confirm the chosen edge changes and the other edges remain as intended. Try a smaller value if the corner becomes crowded.

Checkpoint

Inspect the result before continuing. If it differs from the expected operation, undo the last change and repeat with a simpler selection. Save a practice checkpoint once it looks correct.

Finish and verify

5 / Compare with a chamfer

Add a smaller named Chamfer to a different edge. Orbit to compare the flat cut with the rounded fillet. Keep both operations unapplied.

6 / Save and return

Save the .blend and reopen it. Find the named bevels and change one width again. This confirms the saved model retains an editable treatment.

Your completion checklist

- The block has applied scale.
- The two treatments are named and visually distinct.
- Their settings remain editable after reopening the file.

If something is not right

Cannot add a bevel

Make a mesh active and select appropriate edges in Edit Mode, or use the whole-object mode.

Inconsistent widths

Apply scale and check the original mesh for overlapping vertices.

Bevels meet badly

Reduce the width and inspect the intersection before using clamp overrides.

Guide scope: instructions were checked against the supplied source and documentation. This is not a certification that every exercise has been run on every build. Development images and earlier captures are labelled.