

XForm / Quick Start Tutorial

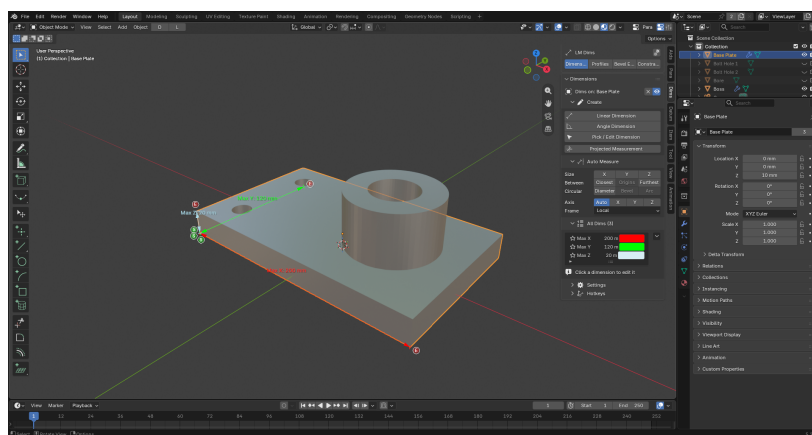
WORK IN PROGRESS | Development build 5.3.0. Features and interface may change. Reviewed 8 October 2026.

Create and revise a named mesh fillet

Allow around 15-25 minutes once installation is complete.

Before you start

Start a new Blender scene and save xform-practice.blend. Use one cube with no shape keys. Set Scene Units to Metric. This first exercise uses the Bevel tools within XForm.



Earlier Dims demonstration: dimensioned mesh geometry. These tools are now part of XForm.

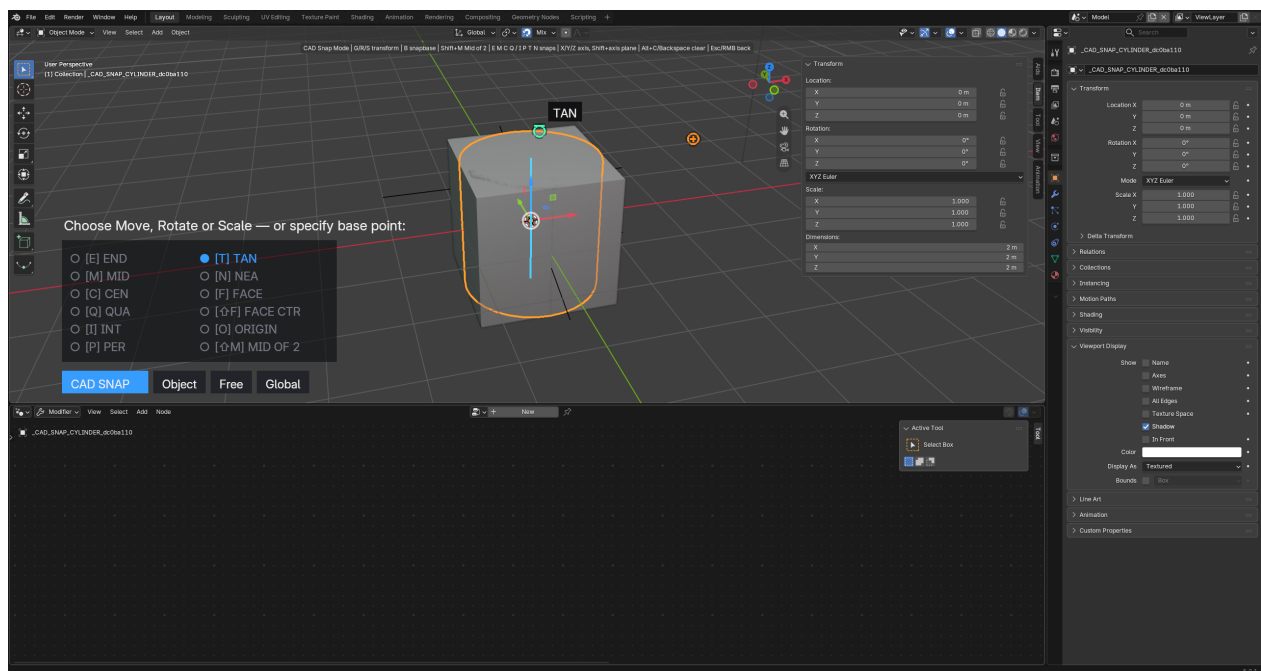
1 / Prepare a small test block

Select the cube. In the Item panel, set dimensions to 100 mm, 60 mm and 20 mm. In Object Mode, use Ctrl+A > Scale so its scale reads 1 on every axis.

2 / Select one edge

Press Tab for Edit Mode and switch to edge selection. Deselect everything, then select one exposed long edge. Open the XForm sidebar and its Bevel tools.

Build and inspect



Development capture: a tangent snap in the XForm modelling aids.

3 / Add a fillet

Choose Fillet for the selected edge. Set a small width, such as 2 mm, and use several segments for a smooth result. Rename the bevel Practice fillet so it is easy to identify.

4 / Revise the result

Change the width to 3 mm. Inspect the block from another angle and confirm the selected edge changes. Leave other edges sharp for comparison.

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 / Explore a second treatment

Select another edge and create a named Chamfer with a smaller width. Keep the two bevels separately identifiable. If they meet, inspect the corner before increasing either width.

6 / Save an editable model

Return to Object Mode and save. Leave the bevel operations unapplied. Reopen the saved file and confirm both named bevels remain available to edit.

Your completion checklist

- Scale is 1,1,1 before the bevel exercise.
- Only the chosen edges receive the intended treatments.
- Two named, editable bevels survive saving and reopening.

If something is not right

Tools are disabled

Make a mesh active and check whether the tool requires Object Mode or selected Edit Mode edges.

Uneven bevel width

Apply object scale before testing widths.

Missing assembly tools

Enable the separate Assy extension supplied with the bundle.

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.