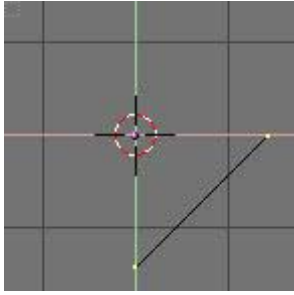
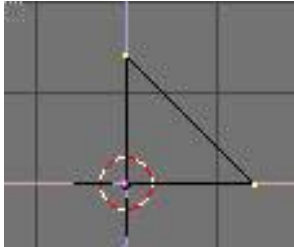


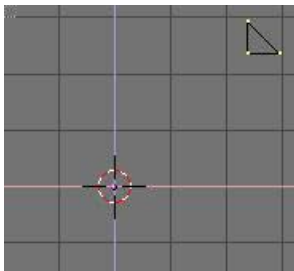
Making a Beveled Cube



Make a plane in top view and delete the two left verts. Rotate the two right ones 45 around the cursor.



Go to front view and select the vert to the right. Duplicate it and rotate it -90 around the cursor. Select all and make a face.



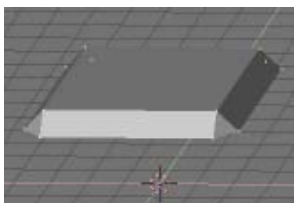
Now scale it up around the cursor, then scale it down around itself.



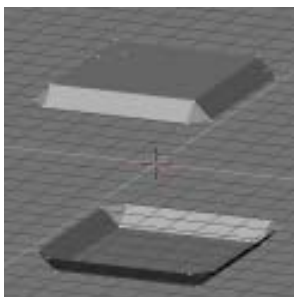
In the edit buttons, set Degr:360 and Steps:4



Press Spin Dup and then click in top view. Select all and press Rem Doubles.



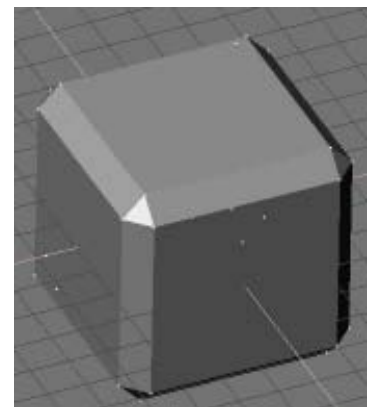
Fill in the faces and the top of the cube is done. Now all that's left's to mirror it and fill in some more faces.



Select all and duplicate. In front or side view (with scaling around cursor set) press S, then Y and left mouse button. It's important you don't move the mouse while doing this. (Rotating 180 would also work in this case.)

Use B-key in top view to select vertices and make the side faces.

Maybe this helped someone ;)
Pontus (p.forsberg@excite.com)



PS. It can be a good idea to make a .blend with objects you use often, for example a beveled cube. Once you've made the cube you can append it into whatever .blend you work with, change the amount of bevel with fatten (alt-S in edit mode). Make sure that all normals point out first by selecting all verts an pressing ctrl-N.