The MAGIC Bevel Tool

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Step 1

- First you must retrieve the magic bevel tool
- It is located in the modeler menu
- Go to interface
- Edit menu layout
Step 2

• In the left side of the box open the additional tab
• Scroll down to find Magic Bevel then press find
• Now notice that the right side of the box has highlighted the Magic Bevel tool
Step 3

• Scroll up on the right side of the box till you find the main menu. Open the tab and then open the Extend tab.

• Go back down and drag the Magic Bevel tool up and place it under the Bevel tool.

• Press done.
Your new tool has been added!!!

• You can now find the Magic bevel tool in the multiply tab under extend. It is located right under the bevel tool (or as I call it the non-magic bevel tool)

• With the Magic Bevel tool you can make all sorts of objects. It is quick and easy.
What does the Magic Bevel Do?

- It works like the regular bevel tool, it allows you to manipulate each polygon individually.
- The difference is that the magic bevel tapers as you pull it.
Lets Try it out!!

• Make a ball shape
Press the Magic Bevel tool

- Each polygon should have a blue dot in the center
• Select a polygon by placing your cursor on the blue dot.

• Then hold down and pull
• Use the perspective view to rotate around the circle and pull out seven more polygons.

• Add some minor details and you just created.....
A Magic Octopus