Bevel Tool

Making a robot

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Create a box and make sure that there are three segments on the x, y, and z axis. In the perspective view change it to wireframe shade. It makes it easier to see what you are doing when selecting polygons.
Making the neck

Select the polygon on the top of the box and select the bevel tool. You may also hit “b” to select the bevel tool.
Making the head

Notice by moving the mouse around that the box will skew in different shapes, pick one you like.

Hit enter and “b” again to make another box come from the neck.
Making the head

Now you have a head with a neck.
Making the legs

To create the legs, select symmetry mode at the bottom. This selects the polygon and its reciprocal. Make sure to deselect extra polygons selected by using the ctrl key.
Alright... good job.

Now, let's start with the arms.
Making the arms

Select the polygons desired, remember to deselect any unwanted polygons by using the “ctrl” key.
Making the arms

Select the “bevel” tool move your mouse to pick the size upper arm, hit “enter” than “b” again for the bevel tool to make the forearm.
Making the arms

Now you have a robot. If you want to smooth the edges of your object than just hit the “tab” key.

TIPS

Try using the bend tool with the arms. Select those polygons and than the bend tool. Have FUN!