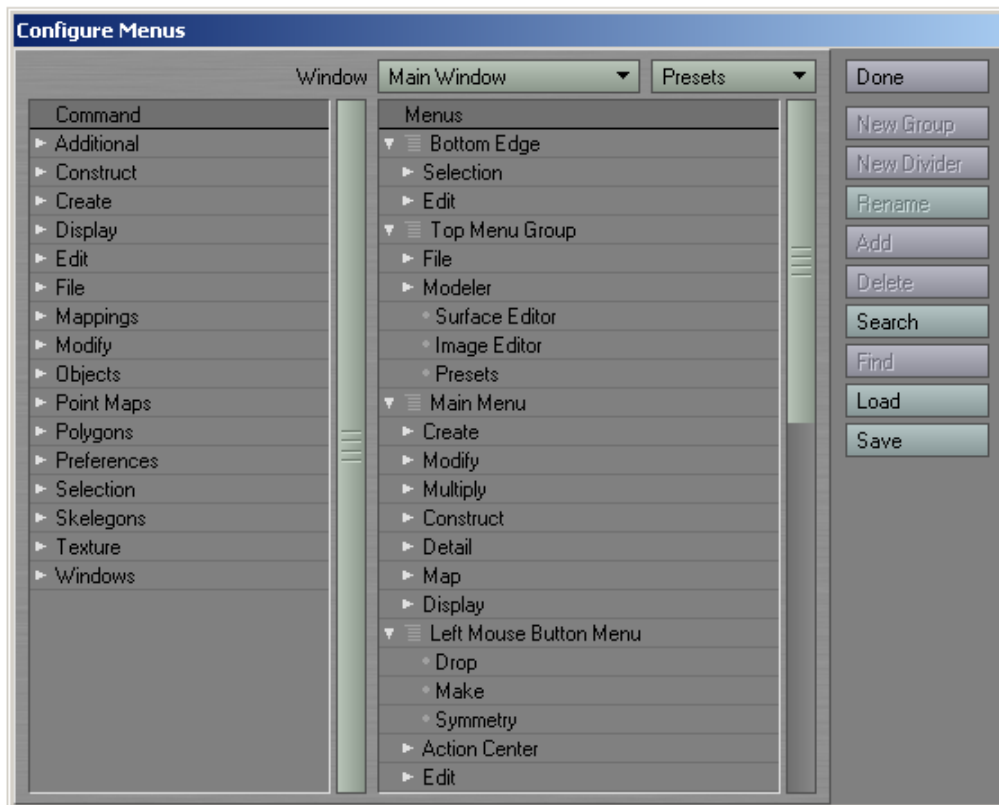


Magic Bevel Tool

Getting Started

First one must add magic bevel to the menu

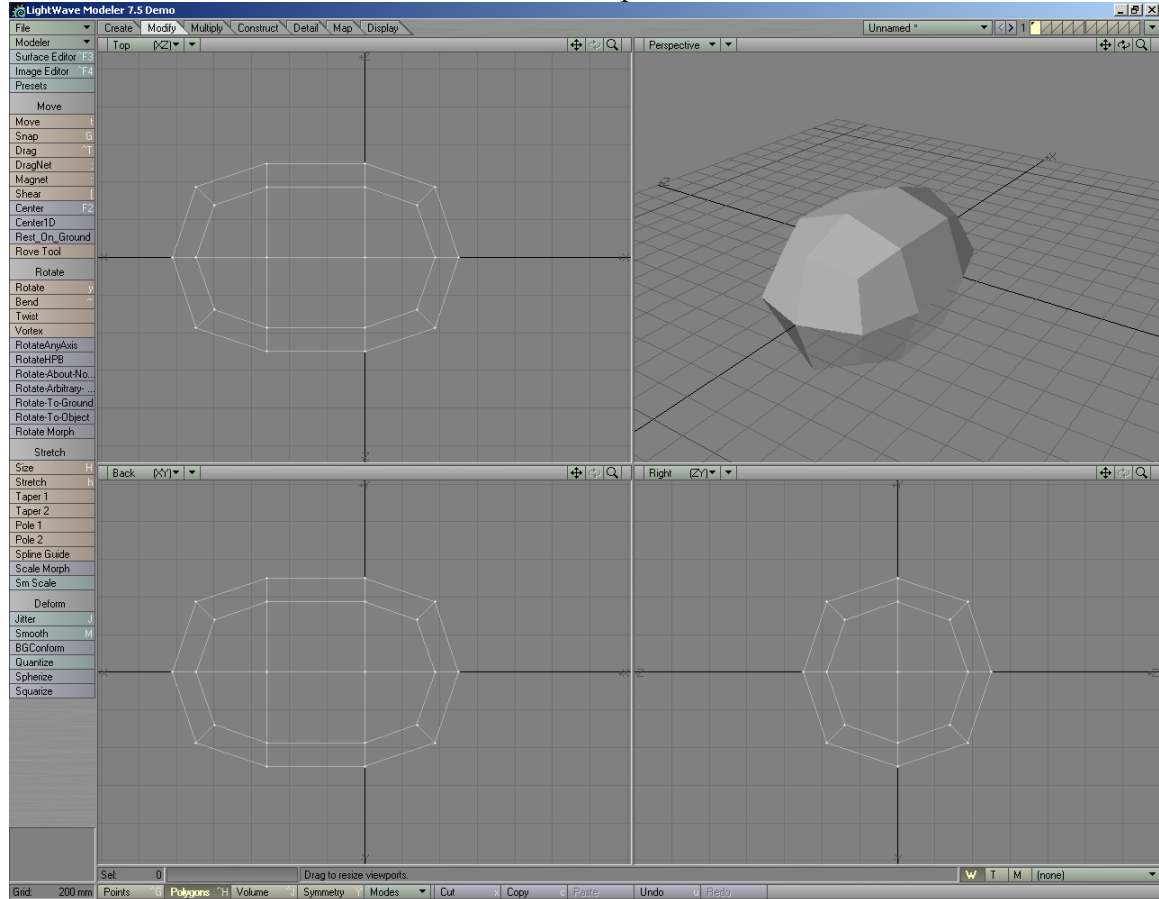
1. Goto Modeler > Interface > Edit Menu Layout



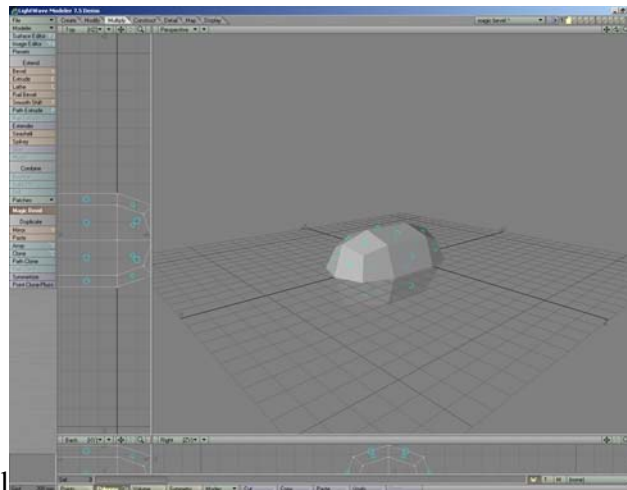
2. Find Magic Bevel under the Additional Menu.
3. Select Find
4. Then Go Back up to Main Menu and add Magic Bevel where you like.

Magic Bevel Basics

1. Create a box and Subdivide/Metaform its shape

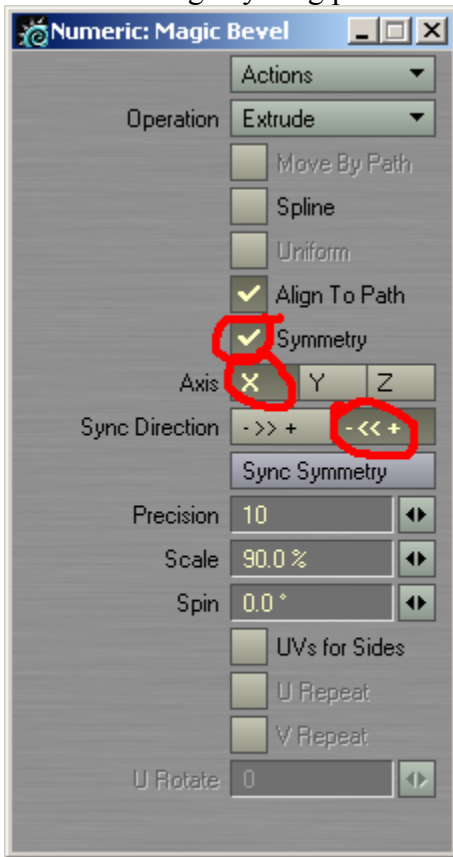


2. This will be our animal body and we will use magic bevel to create the legs, neck and tail.



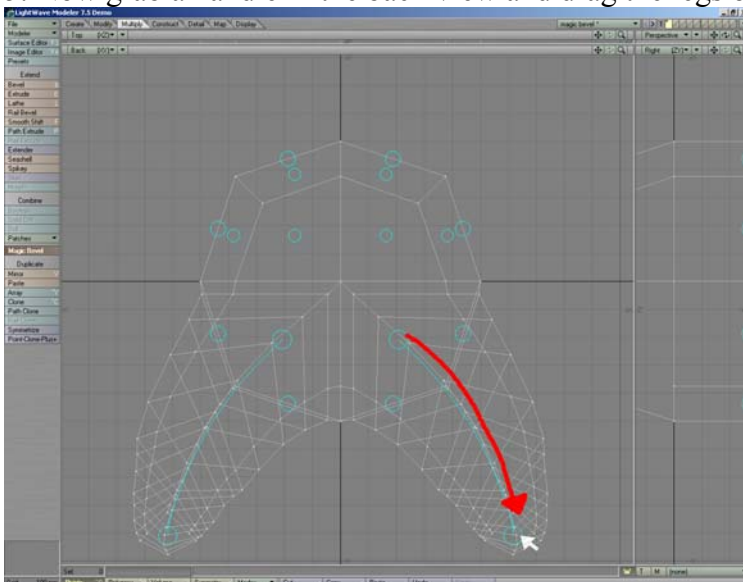
3. Press magic bevel

4. Before doing anything press “n”

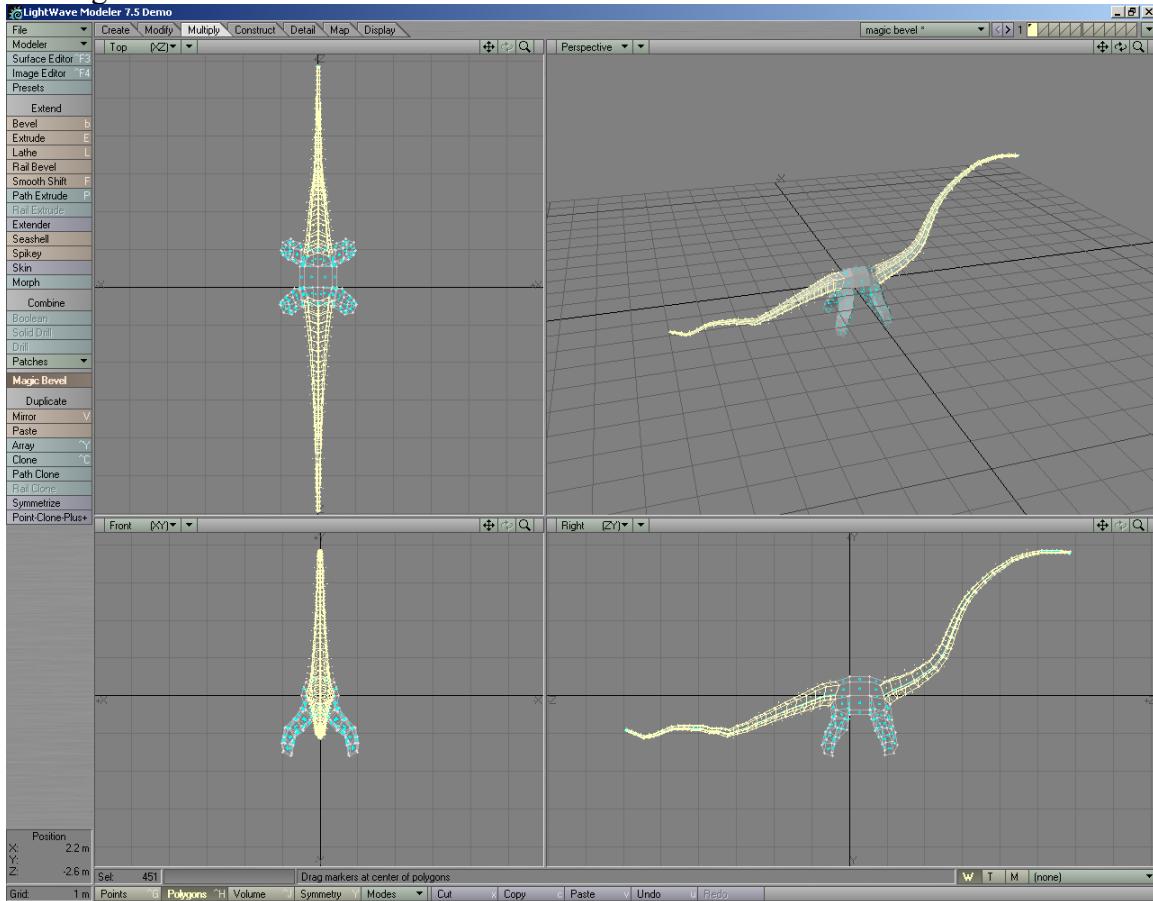


Make sure Symmetry is on , the axis is X and “ -<<+” is clicked. This will allow symmetry on the X Axis.

5. Now grab a handle in the back view and drag the legs out.



6. Do the same for the front view so there are four legs.
7. Stay in magic bevel and press “n” again
8. Under operation Goto delete knots then delete them by pressing on them.
9. Under operation Goto edit path and then move the knots to a desired position
10. Magic bevel out the neck and tail



Now make a head and you have a dinosaur!!