

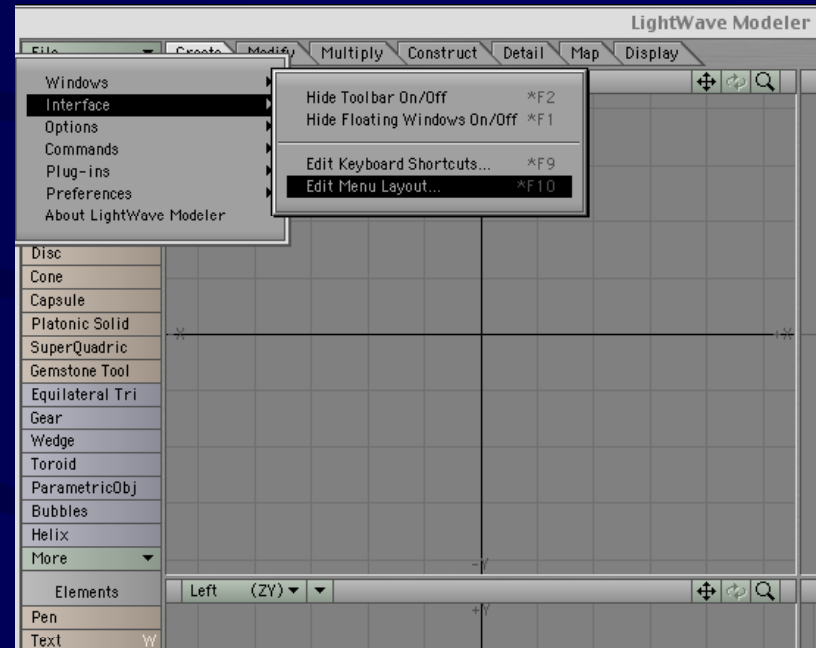
# The Magic Bevel Tool

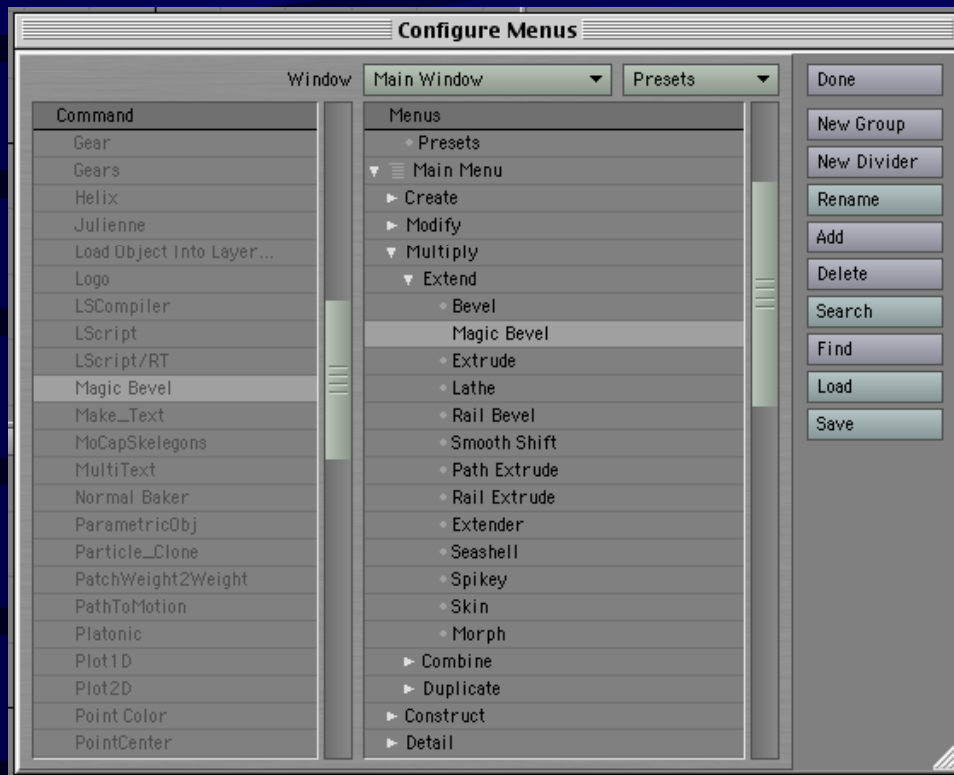
By Ross Brier

A quick guide to show you  
how to use this magical tool

# Getting started

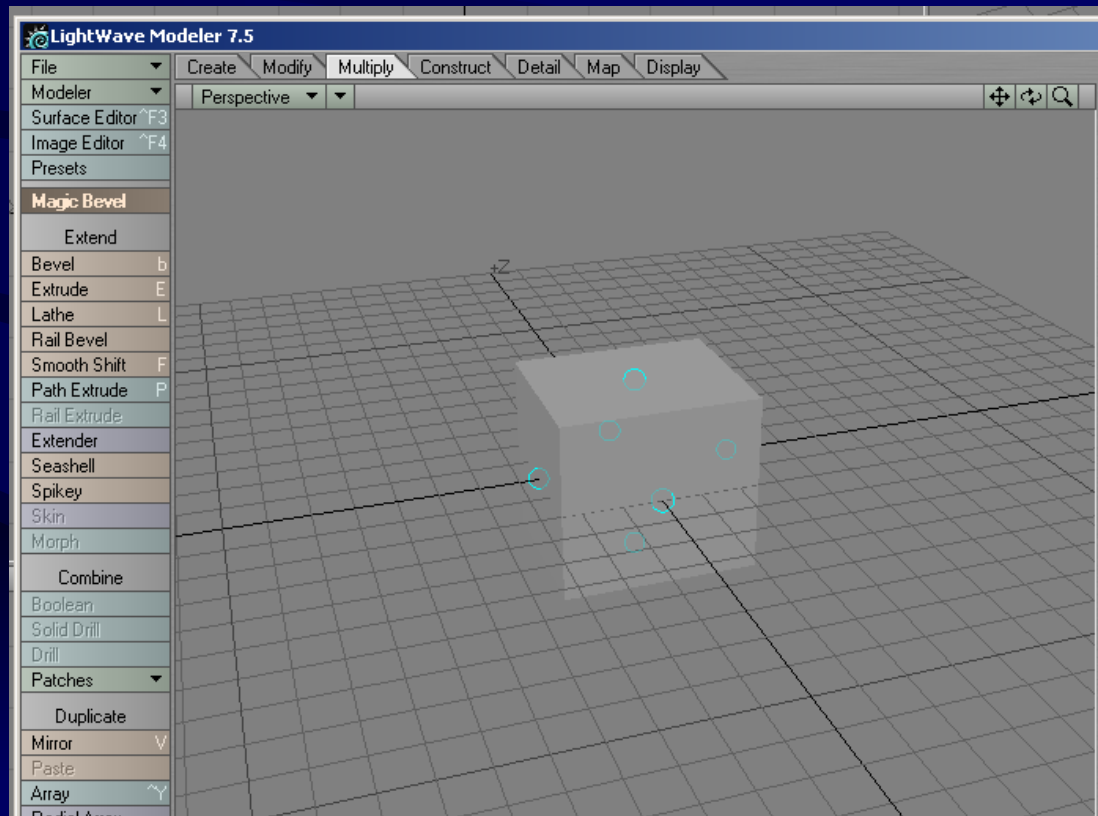
- The first thing to do is load all of the plugins so you can access all of the menus. Then load the magic bevel tool into your tool palette so you can use use.
- To load the Magic Bevel too, go into the “modeler” tab, then go to “interface”, and click on “edit menu layout”.

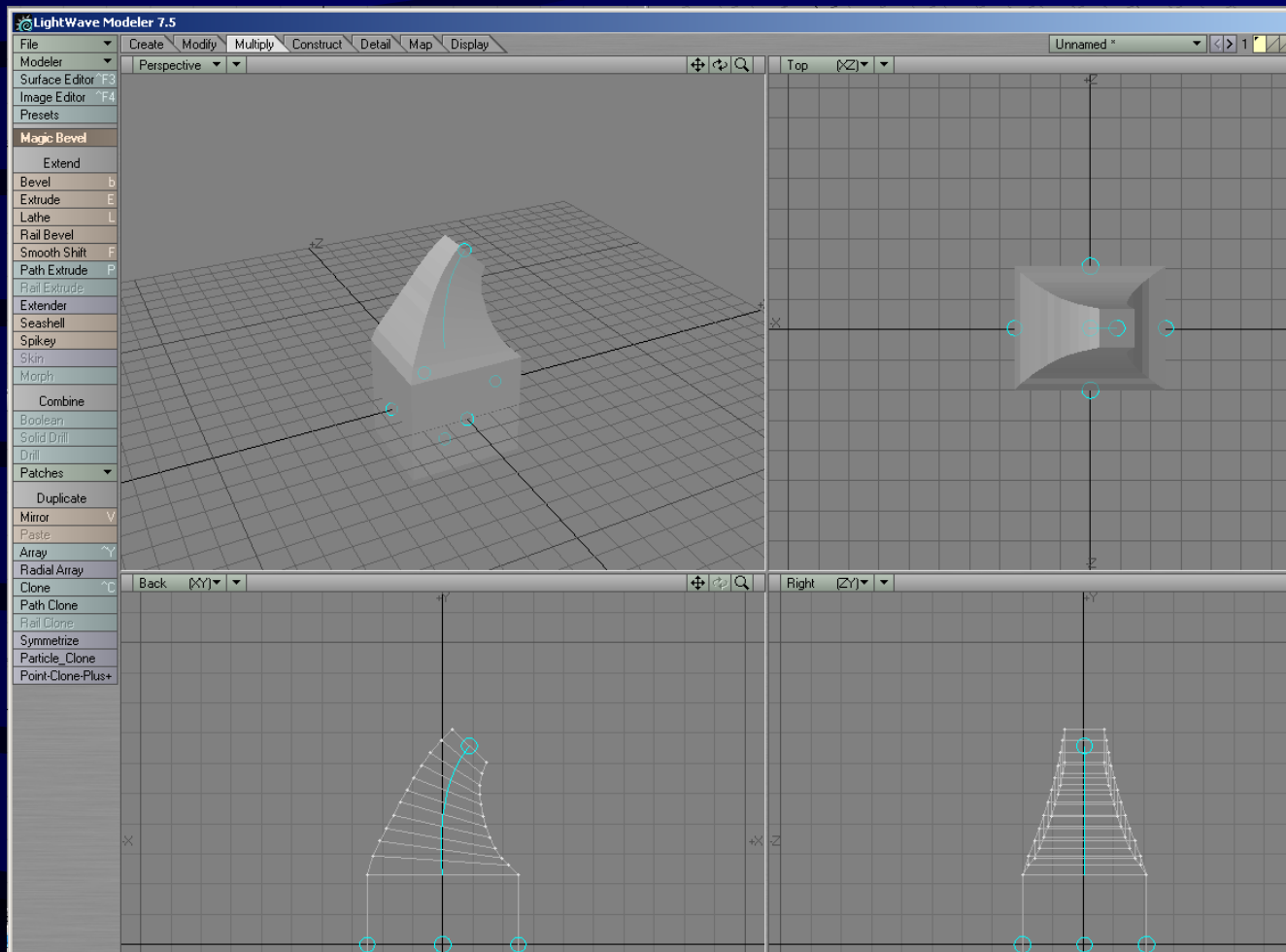




- A pop-up window will appear. On the left side, open up the Additional tab and scroll through until you find the magic bevel tool.
- On the right side, open up the Multiply tab, then the extend tab. Drag the words “Magic Bevel” from the left side to the right side and place it under the word “Bevel” on the right side.

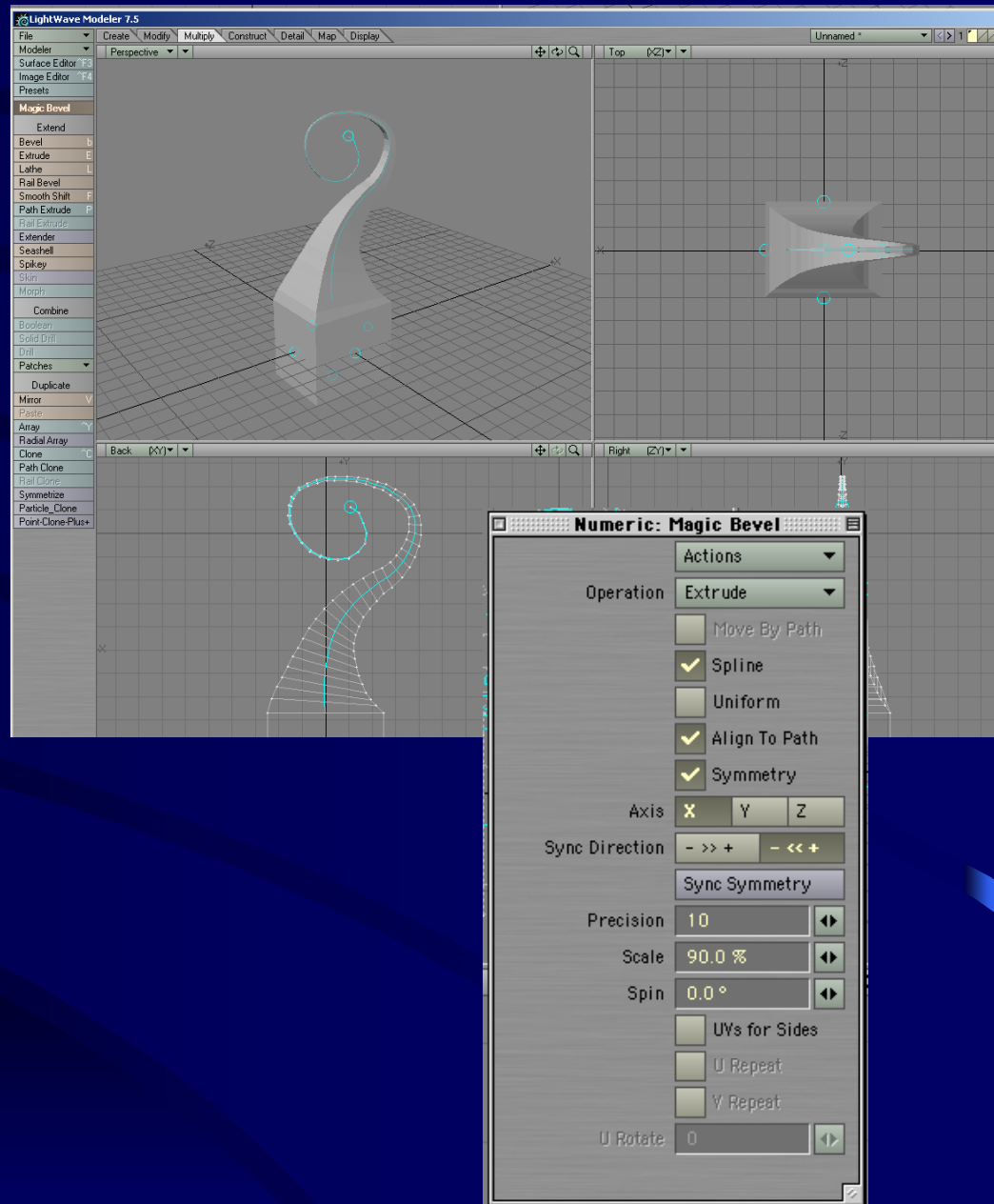
- The Magic Bevel tool is a simple tool to learn and can create interesting models quickly.
- Start with a box, then click on the Magic Bevel tool. Circles will appear on all of the polygons to show you what can be manipulated.





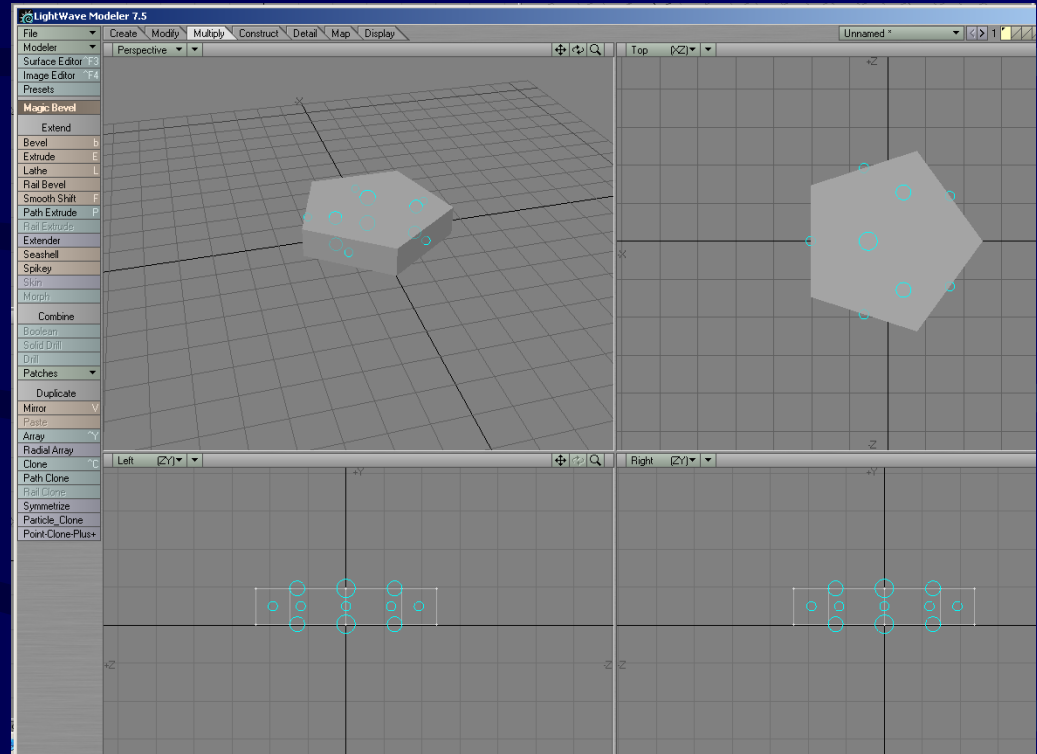
- To use the tool, pick one of the views, then click and drag in any direction and you will see that it begins to extrude the polygons in that direction. The polygons also get smaller as you continue to drag.

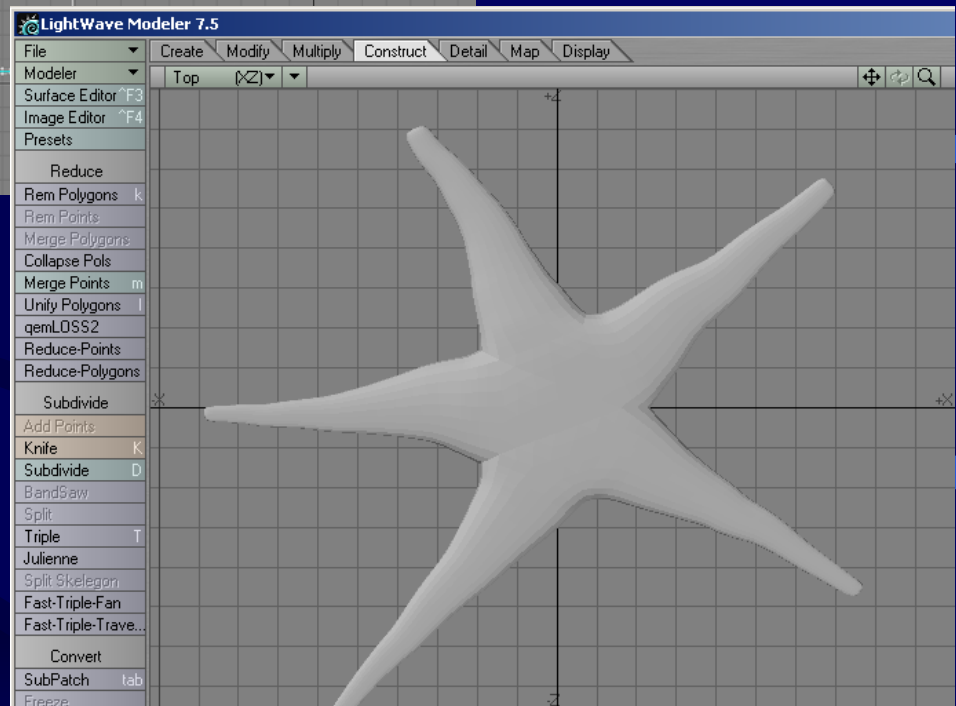
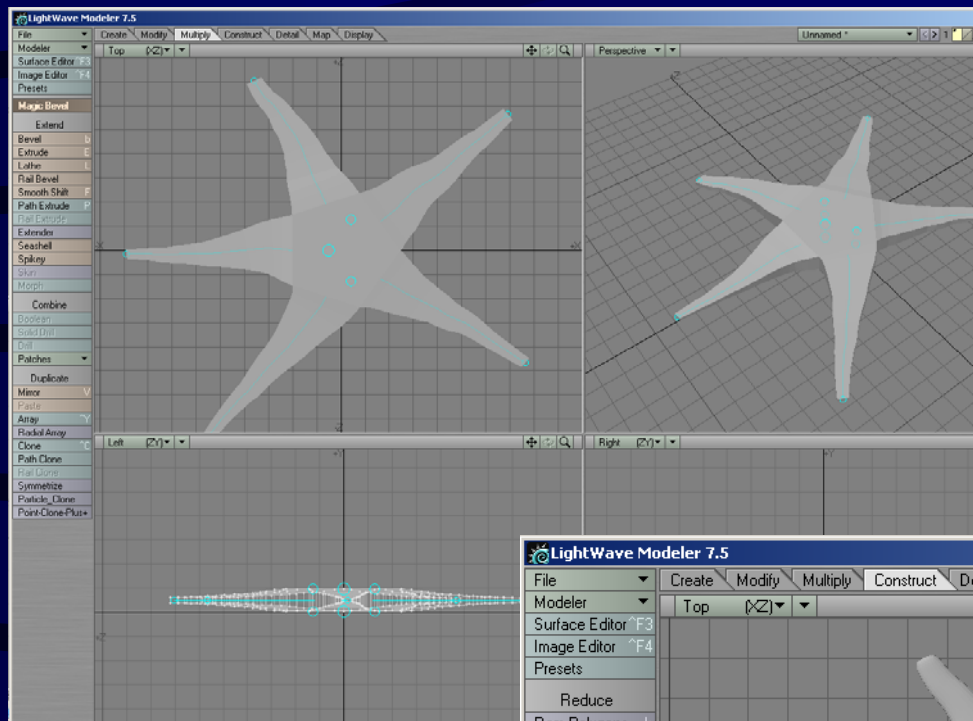
- You can drag for as long as you want to but it will only shrink to a certain size.
- To modify it more you can hit the “N” key to bring up the numeric options palette.
- That’s all there is to the Magical Bevel tool.



# Creating a starfish

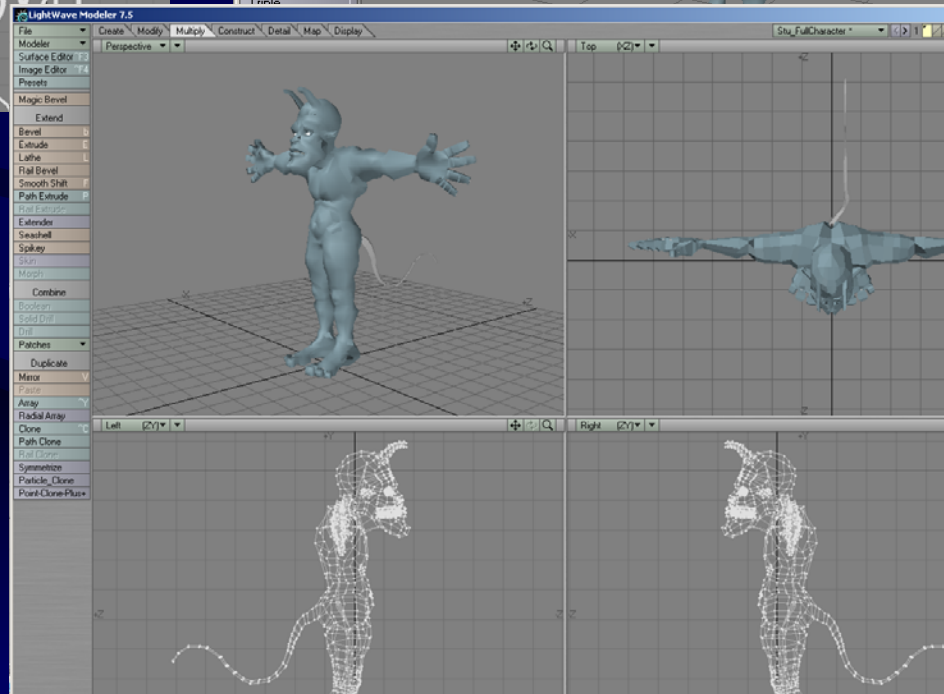
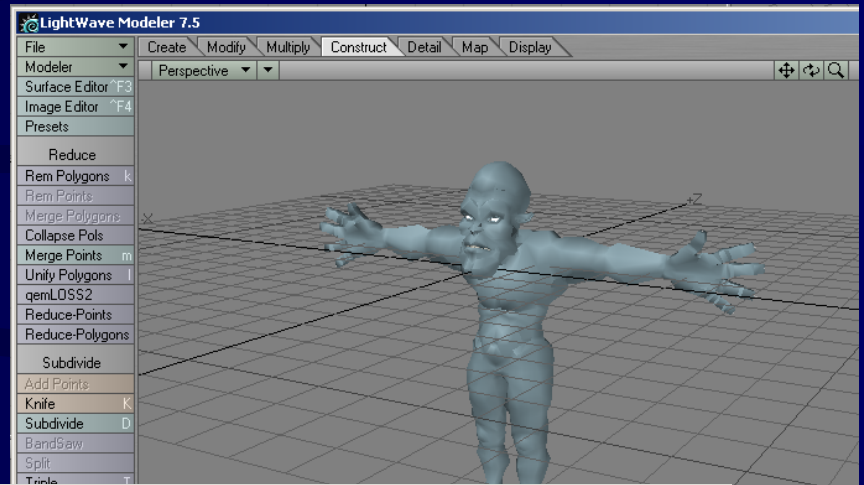
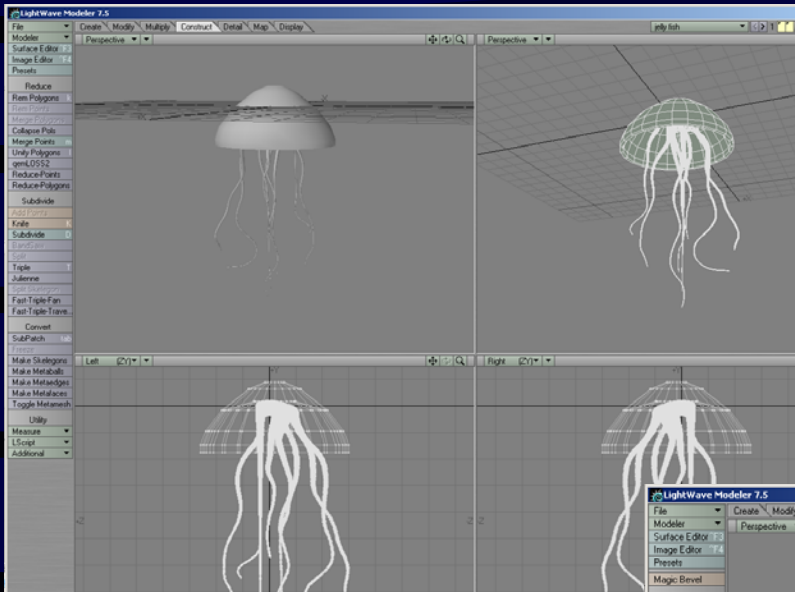
- First create a disc with 5 sides
- Then select the top and the bottom polygons and use the triple command located under the construct tab. This will help smooth out the model when you use the subpatch command at the end.





- Then click on the Magic Bevel Tool.
- Take each individual side and drag it out to form the legs of the starfish.
- The final step is to smooth out the model by using the subpatch tool.

# Examples of the Magic Bevel tool



Now you know how to use the Magic Bevel tool!