

Bevel

Access:

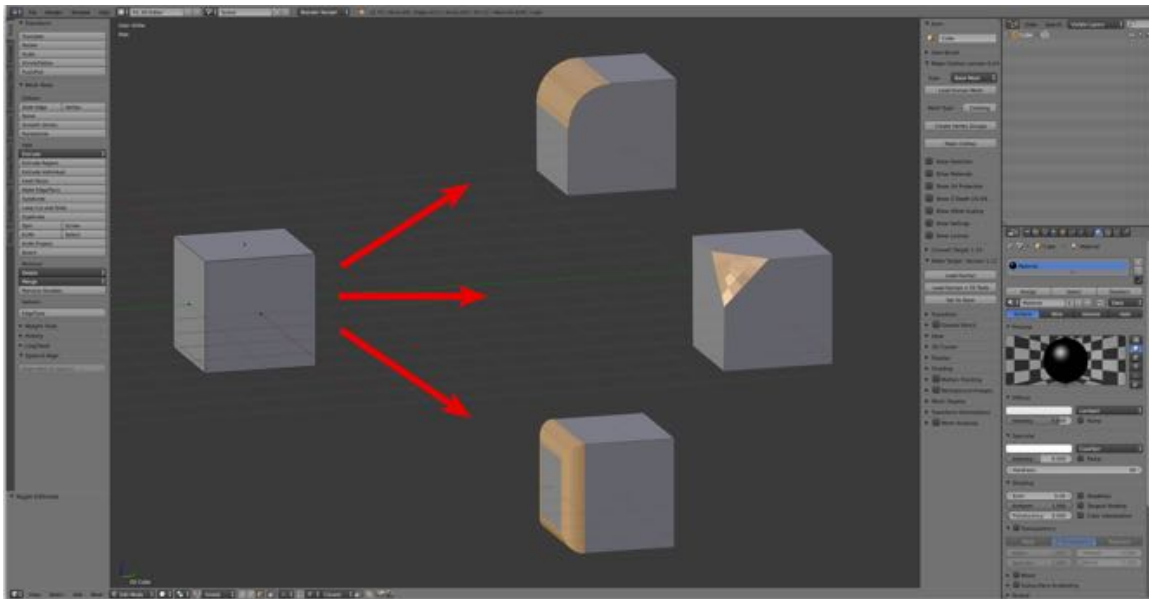
Keyboard Shortcut: **CTRL + B-KEY** (edge, face)
SHIFT + CTRL + B-KEY (vertex)

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Edges > Bevel (edge)
Mesh > Vertices > Bevel (vertex)
Mesh > Faces > Bevel (face)

Description:



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The Bevel Tool allows you smooth selected edges by rounding the edges or selected vertices (corners) by rounding vertices.

To bevel vertices (corners) one used the “vertex only” mode.

Edges and/or corners (vertices) are replaced with segments (faces) to make a smooth profile. Adjusting the number of segments, which may be entered in the Tool Shelf’s Operator Pane, controls the smoothness.

To Use the Tool:

Edge(s)

- **Select** the edge(s).
- Press **CTRL + B-KEY** > **drag** the mouse to set the bevel offset > **scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to confirm or **RMB** to abort.

Vertex or Vertices

- **Select** the vertex or vertices.
- Press **SHIFT + CTRL + B-KEY** > **drag** the mouse to set the bevel offset > **scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to confirm or **RMB** to abort.

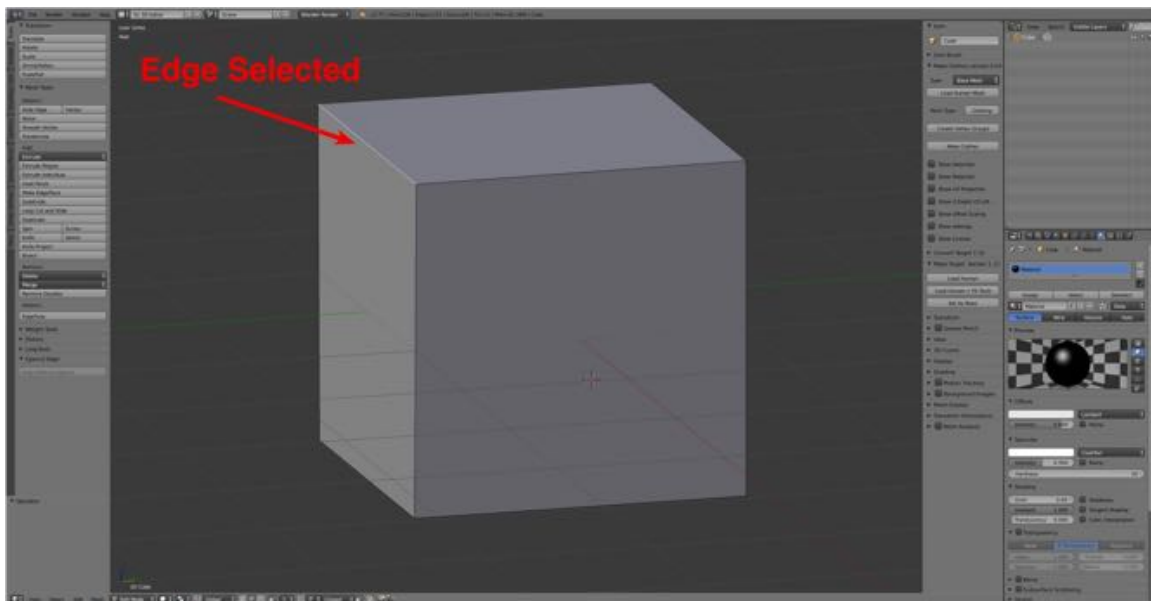
Face(s)

- **Select** the face(s).
- Press **CTRL + B-KEY** > **drag** the mouse to set the bevel offset > **scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to confirm or **RMB** to abort.

Let's Try It:

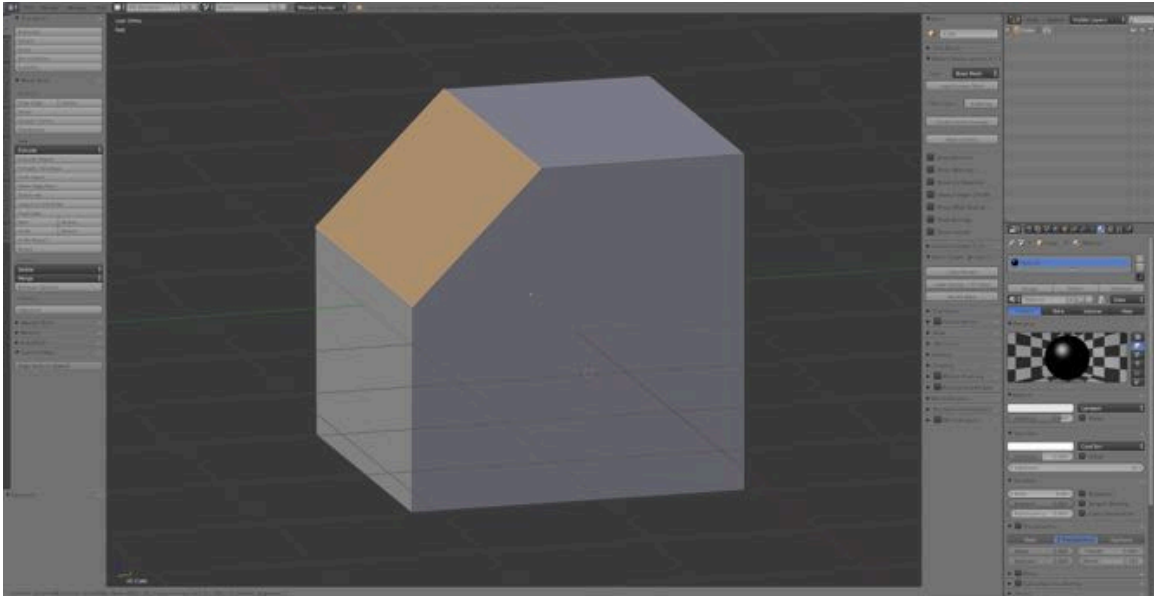
Edge

- **Open** Blender.
- Switch to **Edit Mode** in the 3D Editor.
- Switch to **Edge Selection Mode**.
- **Select** one **edge** of the default cube.



One edge of the default cube **selected**.

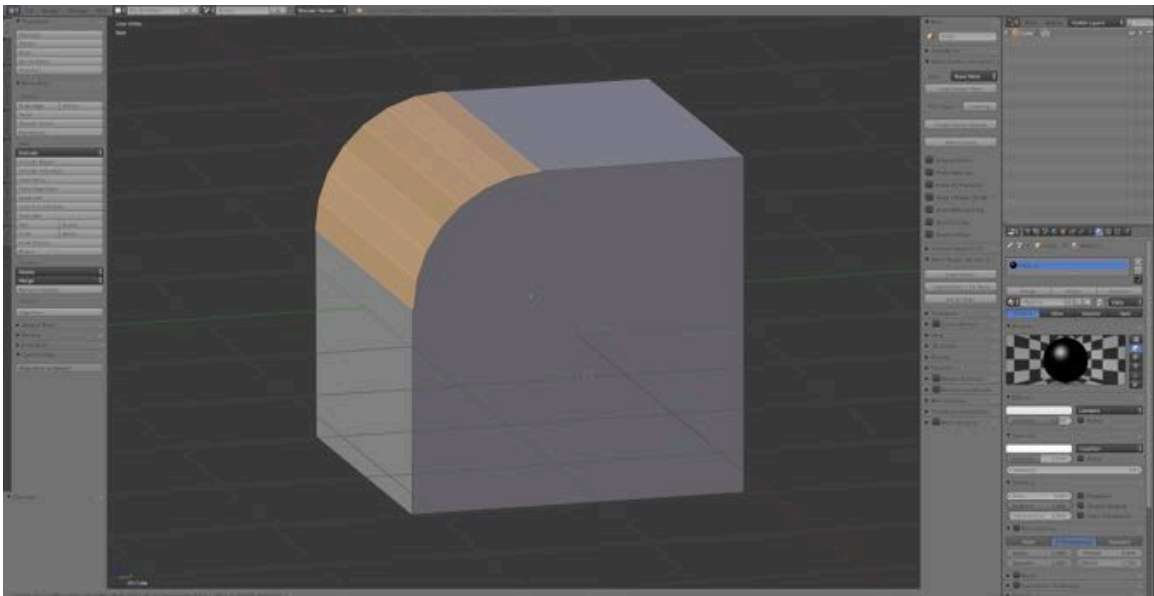
- Press **CTRL + B-KEY** > **drag** the mouse to set the bevel offset.



Bevel offset set by **dragging** mouse.

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- **Scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to apply or **RMB** to cancel.



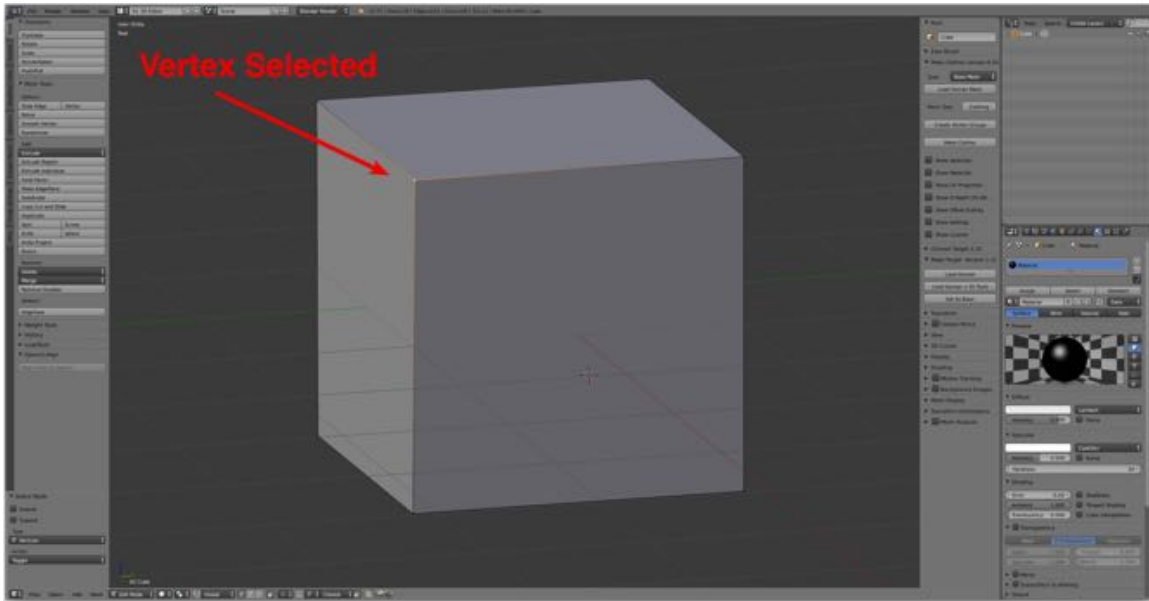
Number of segments set by **scrolling** mouse wheel.

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Vertex

- **Open** Blender.
- Switch to **Edit Mode** in the 3D Editor.
- Switch to **Vertex Selection Mode**.

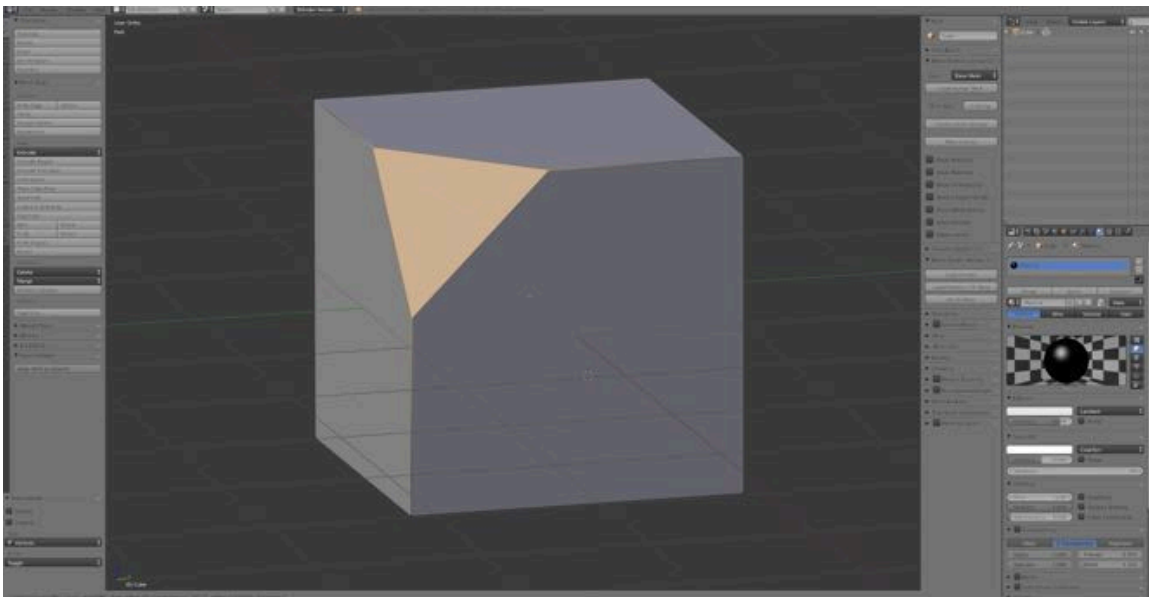
- **Select a vertex** of the default cube.



One vertex of the default cube **selected**.

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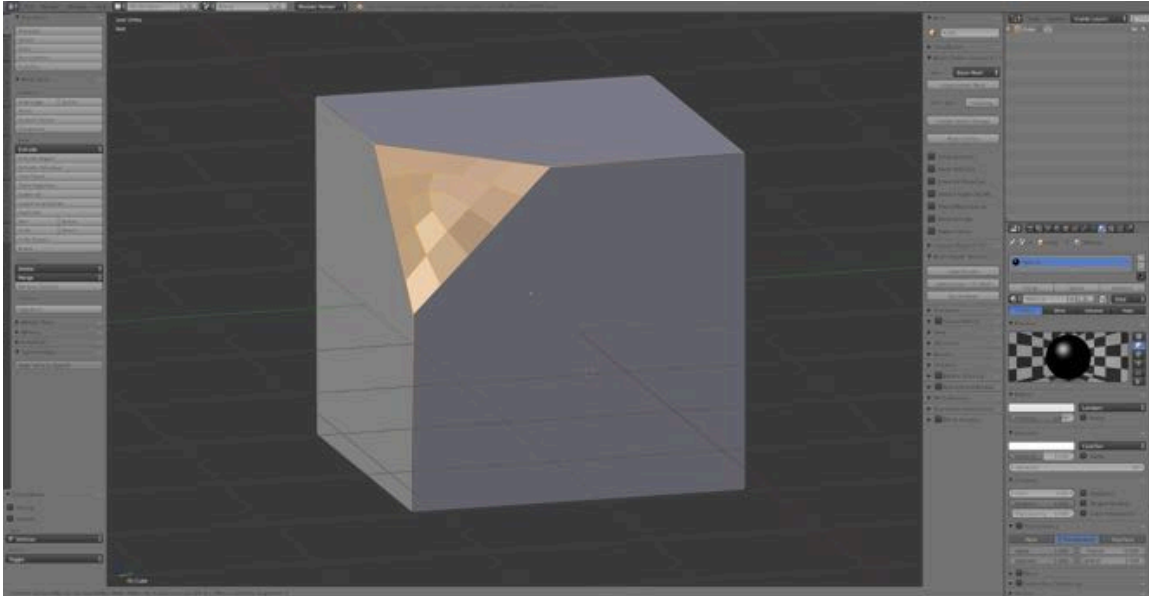
- Press **SHIFT + CTRL + B-KEY** > **drag** the mouse to set the bevel offset.



Bevel offset set by **dragging** mouse.

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- **Scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to apply or **RMB** to cancel.

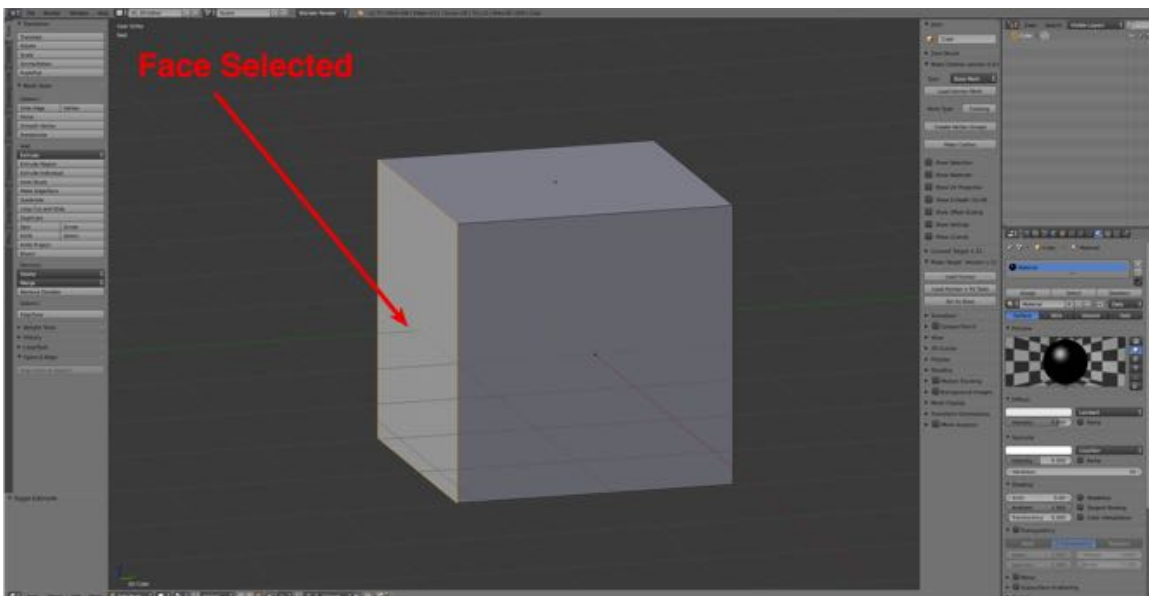


Number of segments set by **scrolling** mouse wheel.

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Face

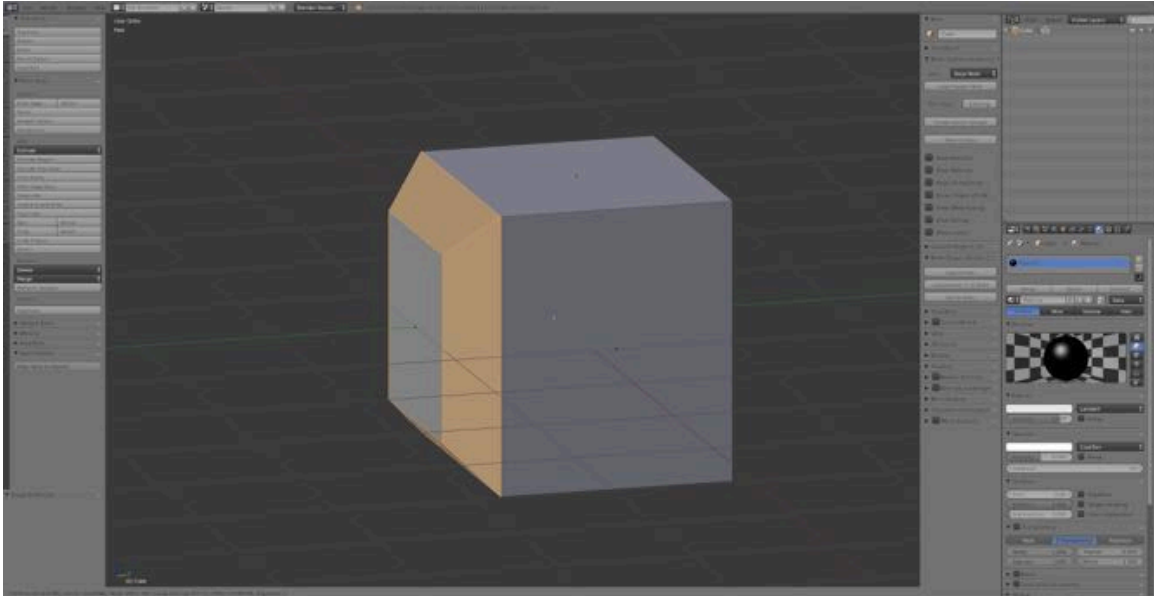
- **Open** Blender.
- Switch to **Edit Mode** in the 3D Editor.
- Switch to **Face Selection Mode**.
- Select one **face** of the default cube.



One face of the default cube **selected**.

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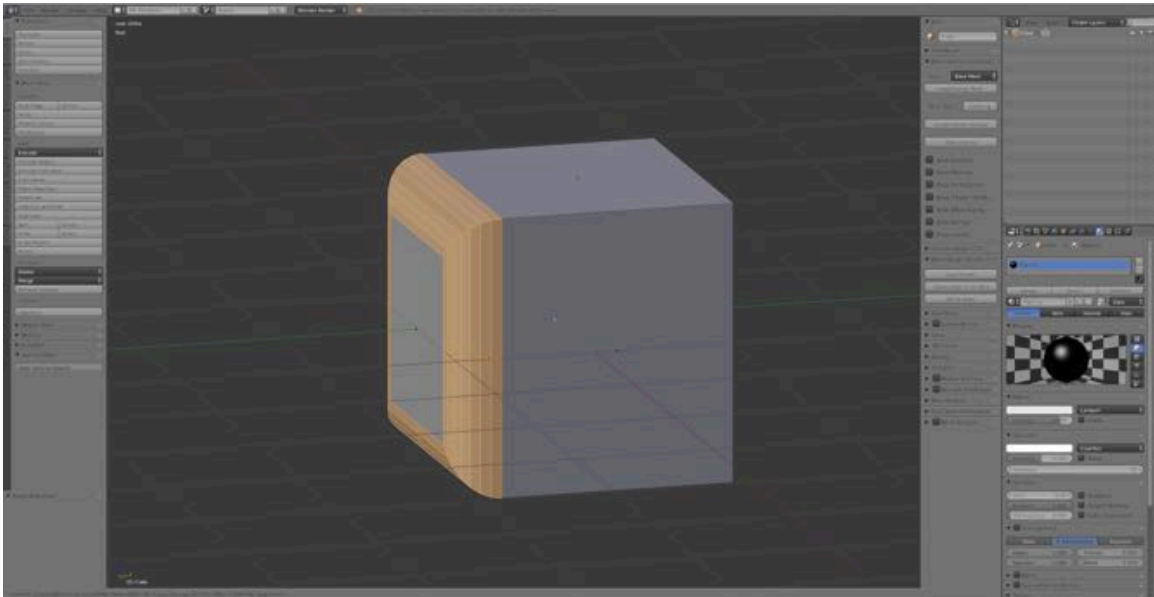
- Press **CTRL + B-KEY** > **drag** the mouse to set the bevel offset.



Bevel offset set by **dragging** mouse.

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- **Scroll** the mouse wheel to increase or decrease the number of segments.
- Press **LMB** to apply or **RMB** to cancel.



Number of segments set by **scrolling** mouse wheel.

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Video Demo (see website)

Additional Comments:

Right after confirming your bevel, in Operator Panel (bottom of the Tool Shelf) a number of parameters may be adjusted including the amount of offset and number of segments.

For More Information:

Blender Reference Manual, Bevel Tool

<https://www.blender.org/manual/modeling/meshes/editing/subdividing/bevel.html>

Blender 2.7 Tutorial #19: The Bevel Tool by BornCG

https://www.youtube.com/watch?v=yHh-Xj6wHDg&list=PLda3VoSoc_TR7X7wfbIBGiRz-bvhKpGkS&index=20