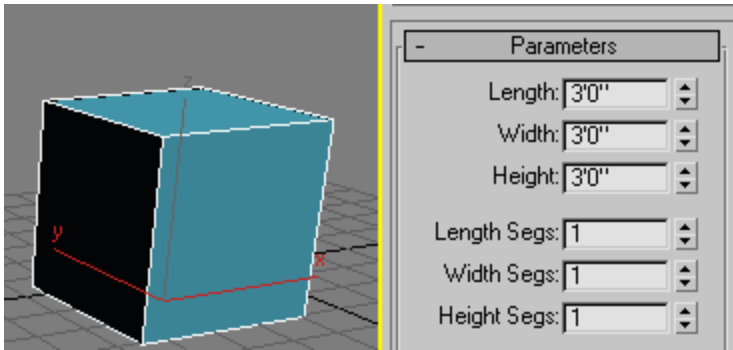
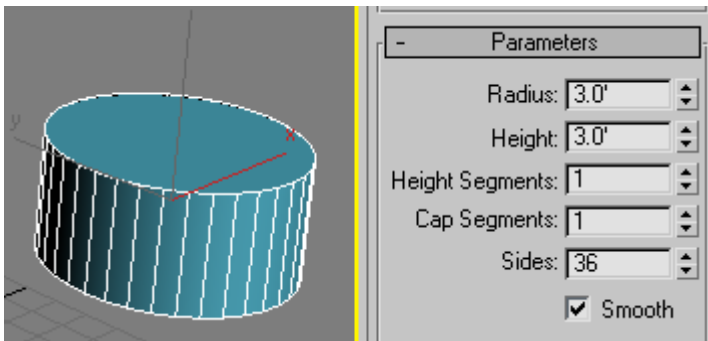


Bevel Out

Make a box and a cylinder
The box is 3 ft x 3 ft x 3 ft.



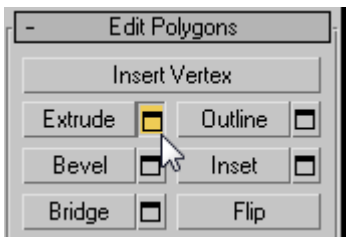
The cylinder has 36 sides, 1 height segment and 1 cap segment.

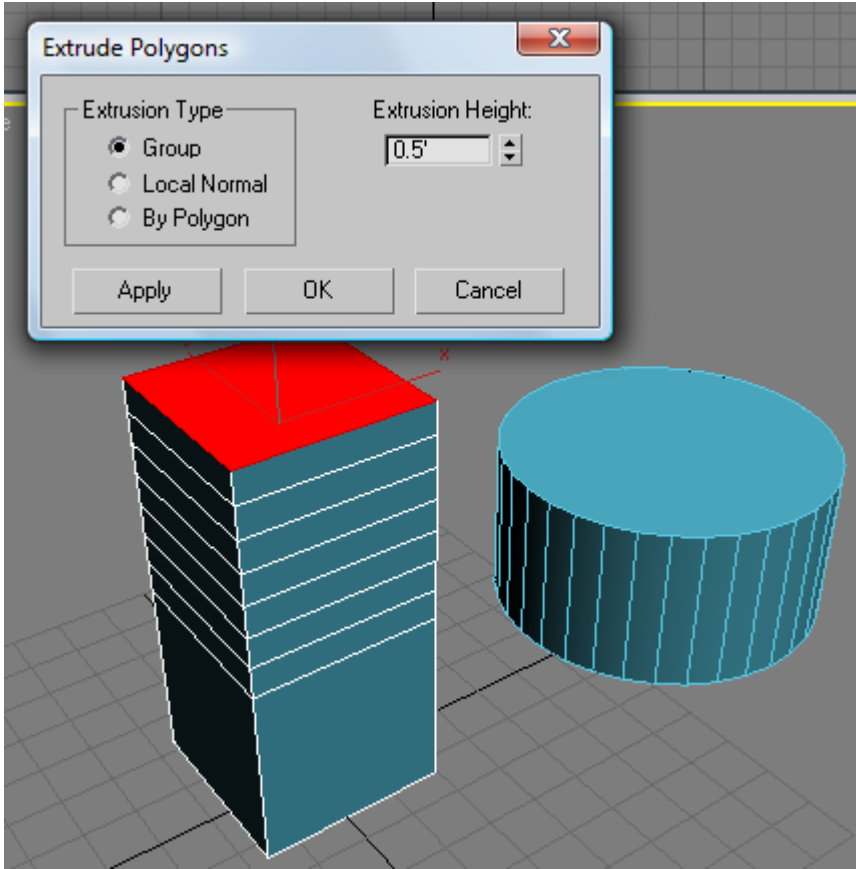


Right click and convert them both to editable poly.

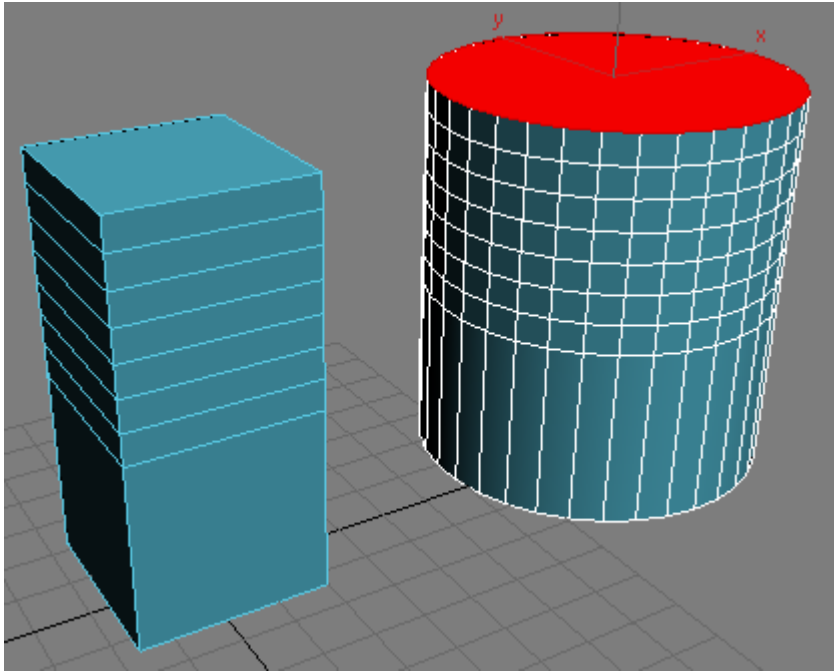
Go to the sub-object level polygon and select the top polygon.

Make a series of 7 extrudes up like this:

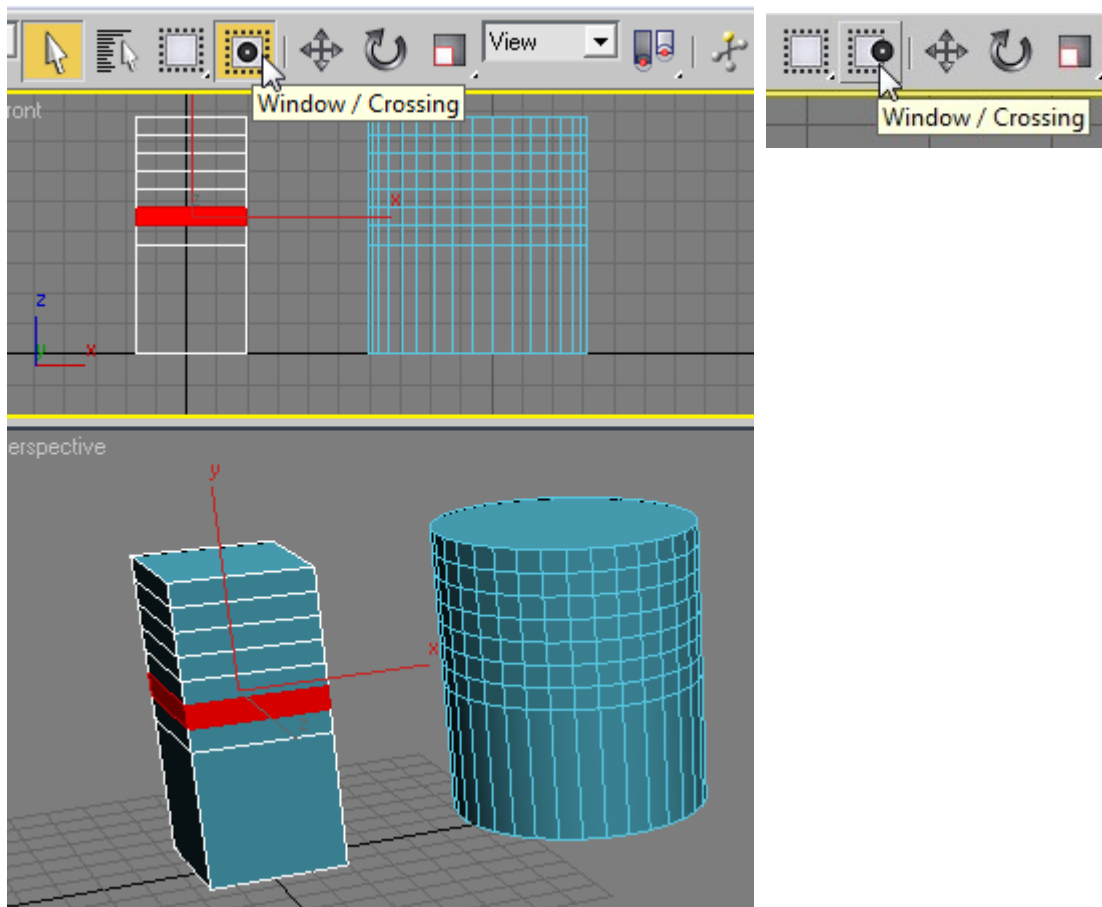




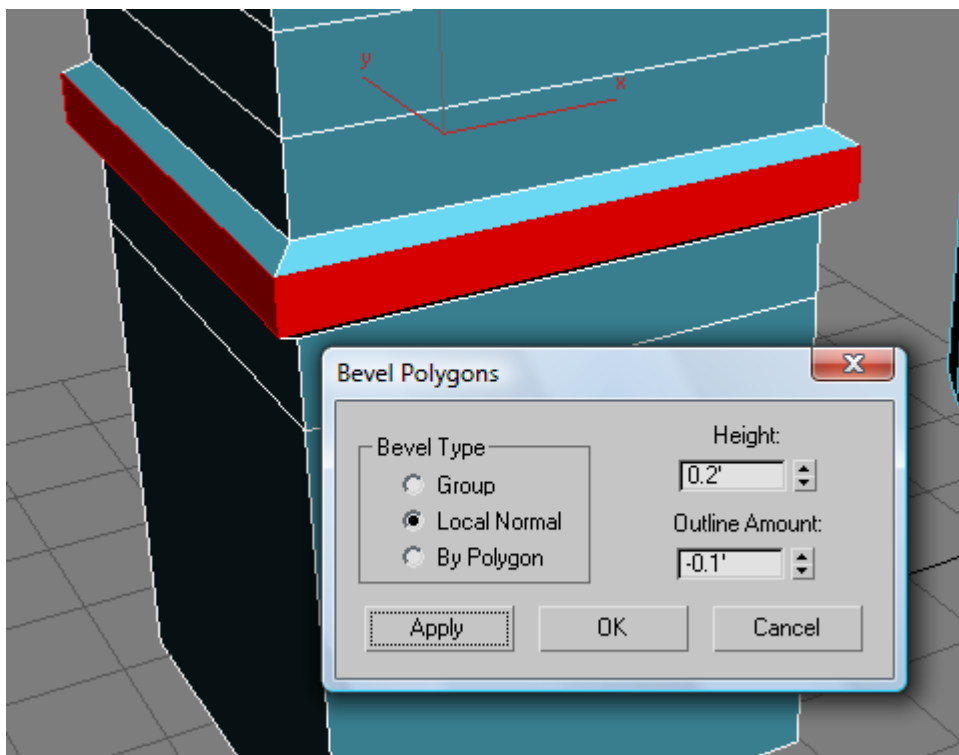
Do the same for the cylinder:



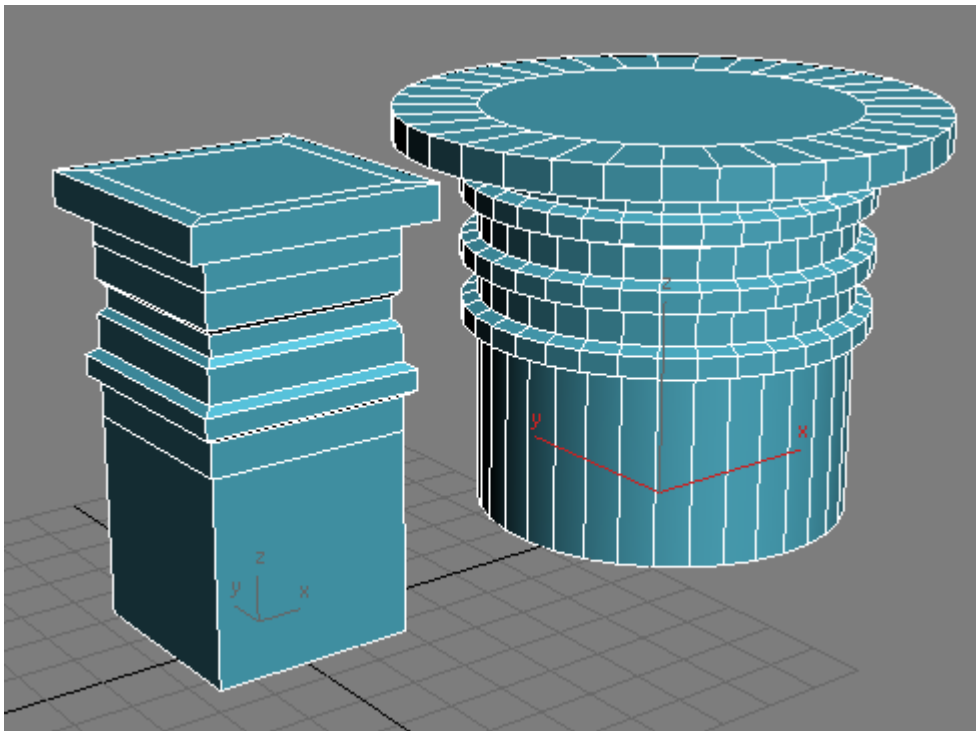
Set window/crossing to select a row of polygons as shown in the way that is easiest for you. Experiment.



Use bevel to bevel out like this. Note that Local Normal is selected.



Do a series of bevels in and out to make these shapes.
The "roof" is flat on each object.



Render and print.