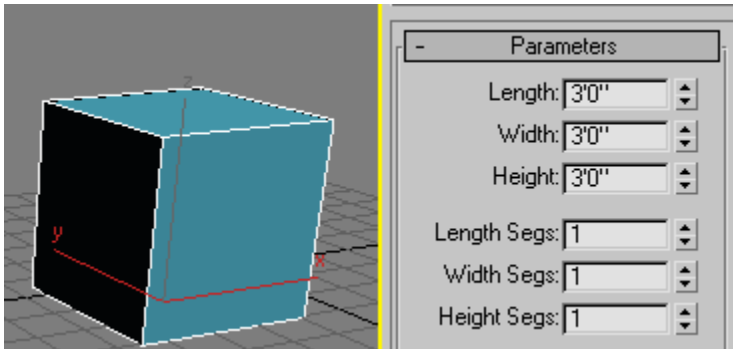
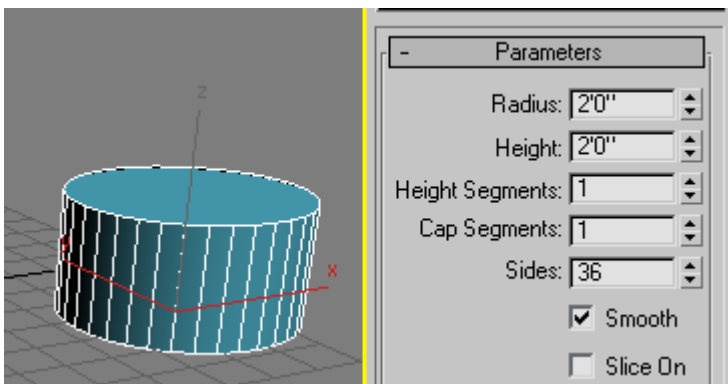


Bevel

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

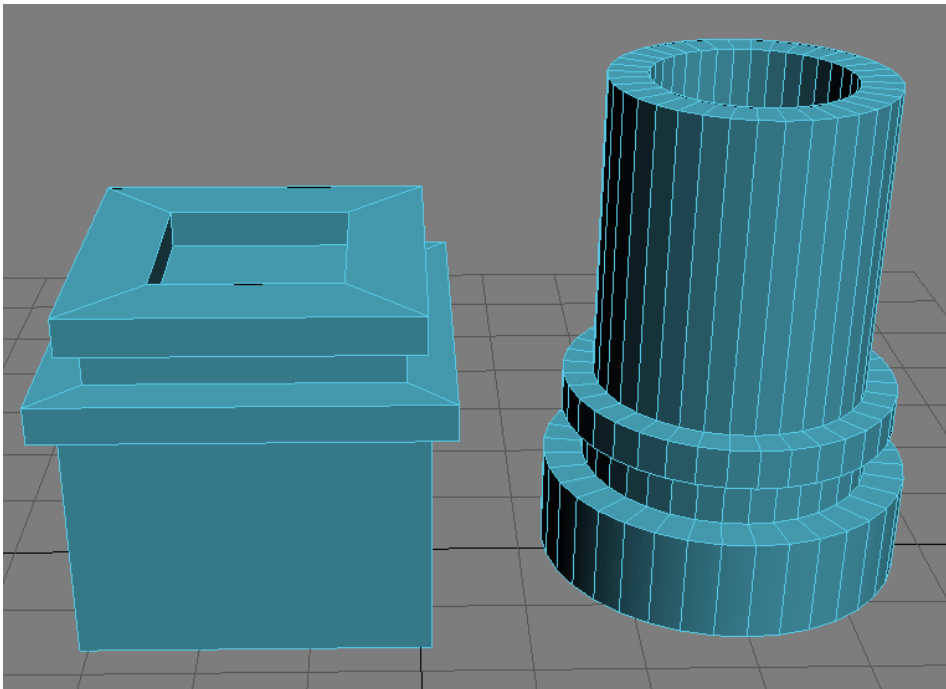


The cylinder has 36 sides, 1 height segment and 1 cap segment.

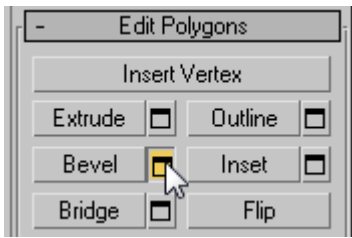


Right click and convert them both to editable poly.

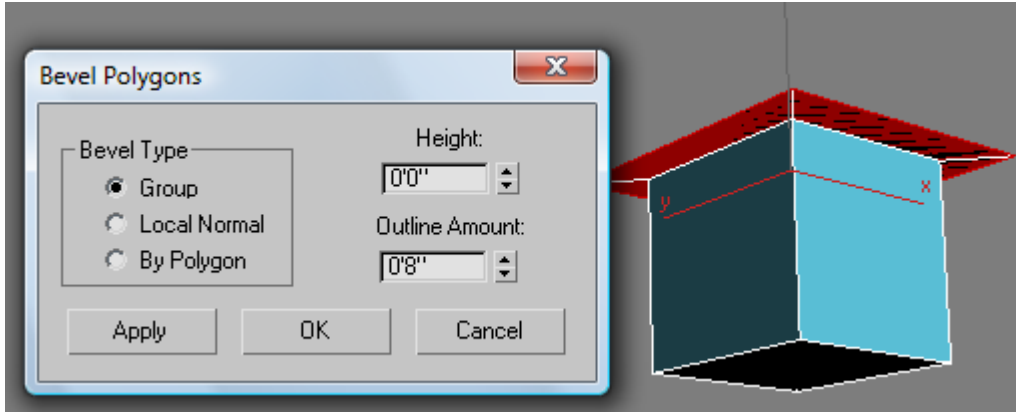
Go to the sub-object level polygon and select the top polygon.
Make these shapes using Bevel.



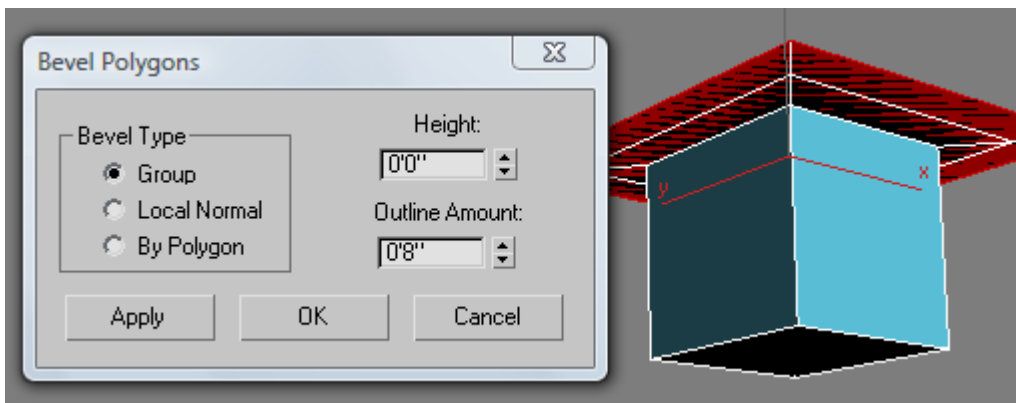
Tips on using bevel: Use the type in settings found here



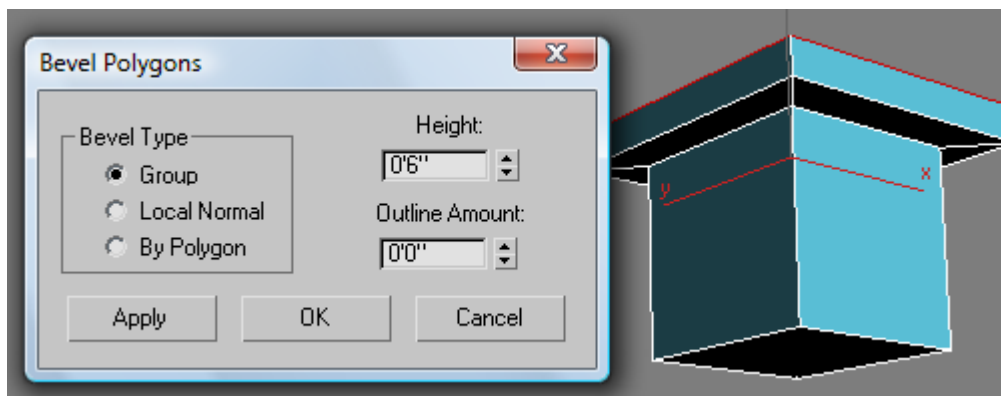
To make an overhang like a roof eave, make Height = 0 and Outline = a positive number.



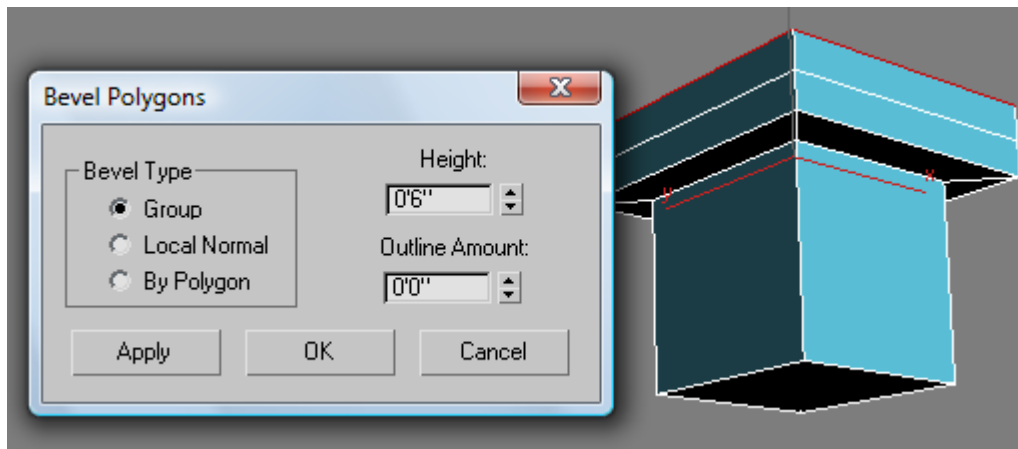
Apply a second time to "set up" the next bevel:



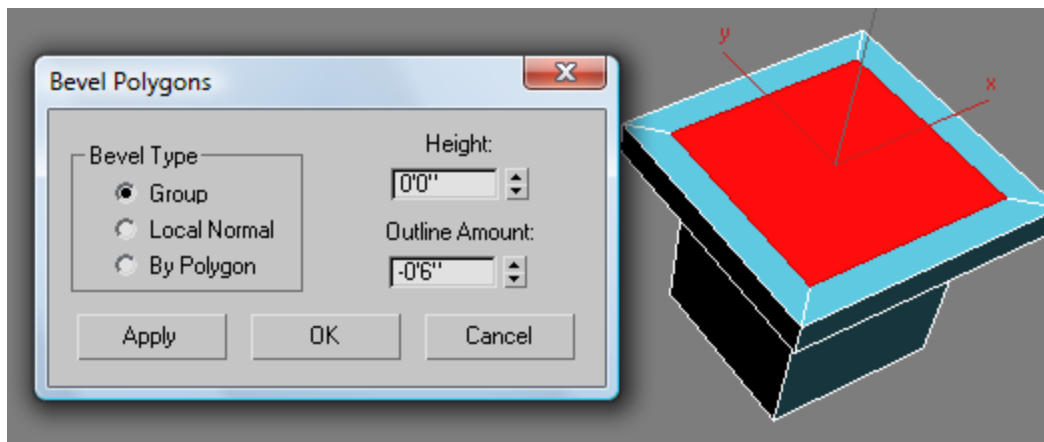
For a straight up extrude, change settings to A positive height and outline = 0.



To make an inset, apply again ...



... then make settings
Height = 0 and
Outline a negative number.



Keep going in this manner until you approximate the image from the first page, using bevel on both the box and the cylinder.