

Chamfer

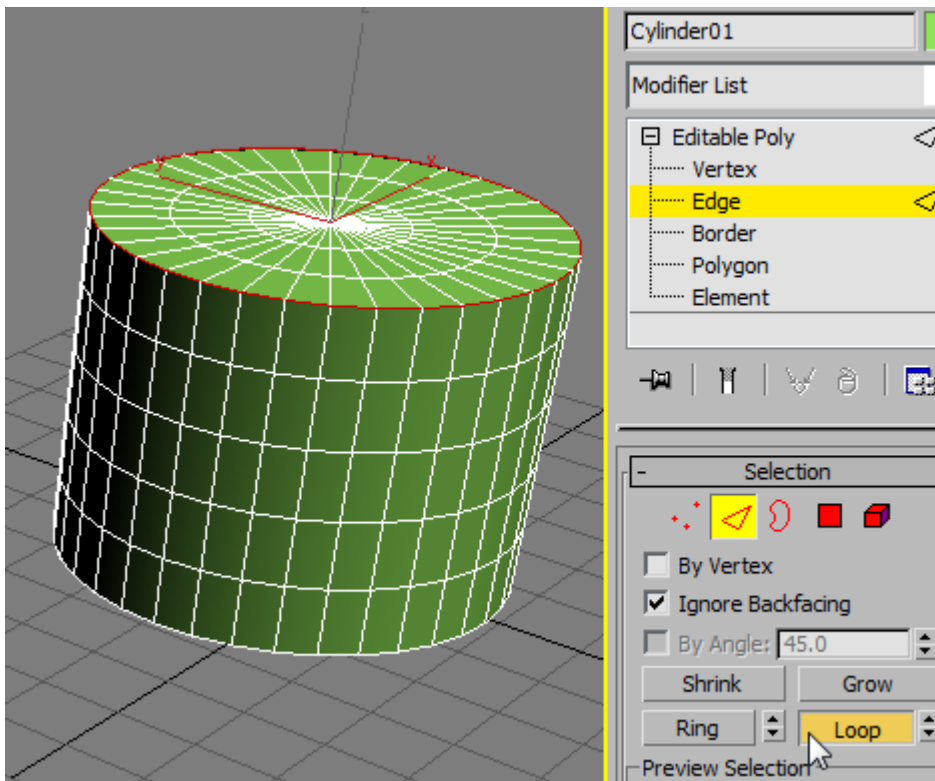
Make a box that has 1x1x1 segments and a cylinder that has 36 sides. Give the cylinder 3 cap segments.

Clone them each, once. Do not select instance or element.

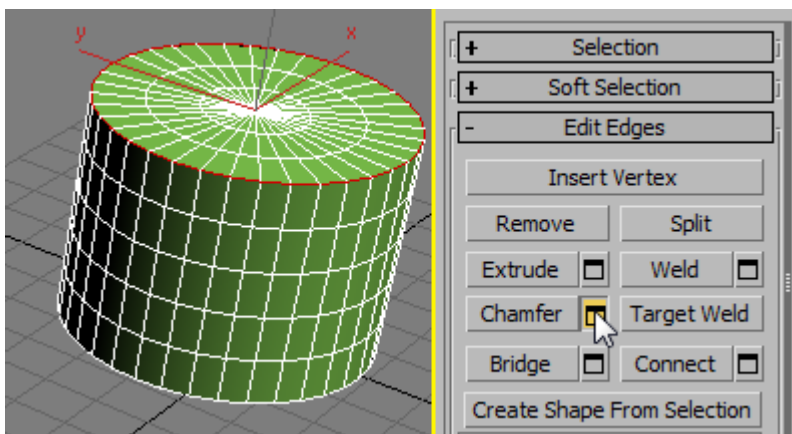
Convert both the box and cylinder to editable poly.

Select the top 4 edges of the box. Enter Edge subobject level. Under Edit Edges rollout, apply a chamfer. Select 1 to 4 segments and note the difference. Exit the edge sub-object level.

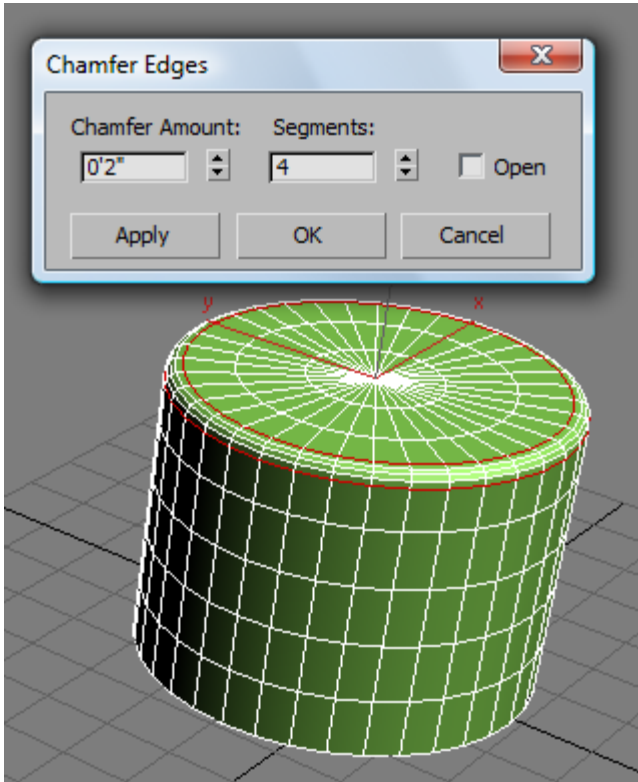
Select the cylinder. Enter Edge subobject level. Select the top outer edges of the cylinder. A neat tip is to select on edge segment then hit loop.



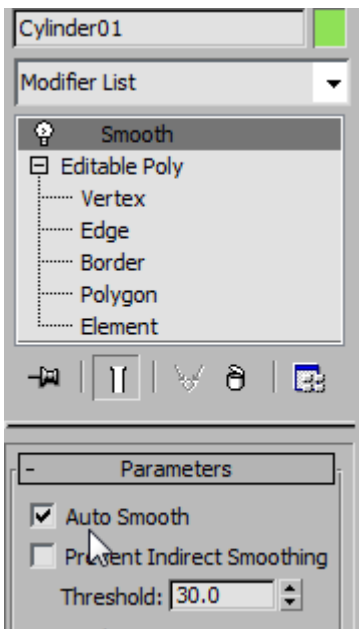
Under Edit Edges rollout, apply a chamfer. Use 1 to 4 segments.



The size of the chamfer is up to you. The idea is to get a nice edge on the cylinder.



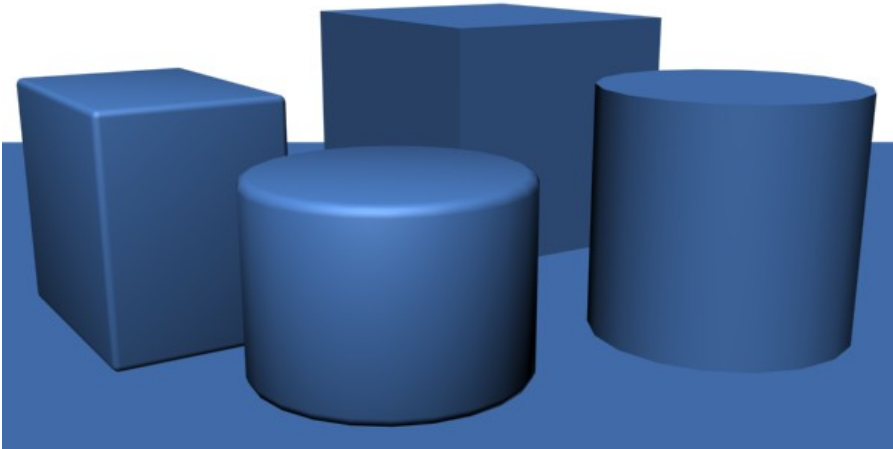
The chamfer on the cylinder might appear a little uneven upon render. Look at the top edges of the render and see if they look bumpy. To remedy this, add a Smooth modifier, and turn on Auto Smooth. Re-render to see if it looks better..



Now, make a chamfer box and a chamfer cylinder as geometry. They are under extended primitives. Drop down Standard Primitive to find Extended Primitives in the Create Tab.

Arrange all these objects on a plane. You will have 6 boxes total (screen shots show only 4.)

Render and note the differences between the objects without chamfer and the ones with chamfer.



Last ... add 2 point lighting

Key light – shadow on, overshoot on (in Spotlight parameters rollout)

Fill light – .33 multiplier, no shadow, overshoot on.

