

Beveling the Top of a Concrete Column

Reference Number: **KB-00796**

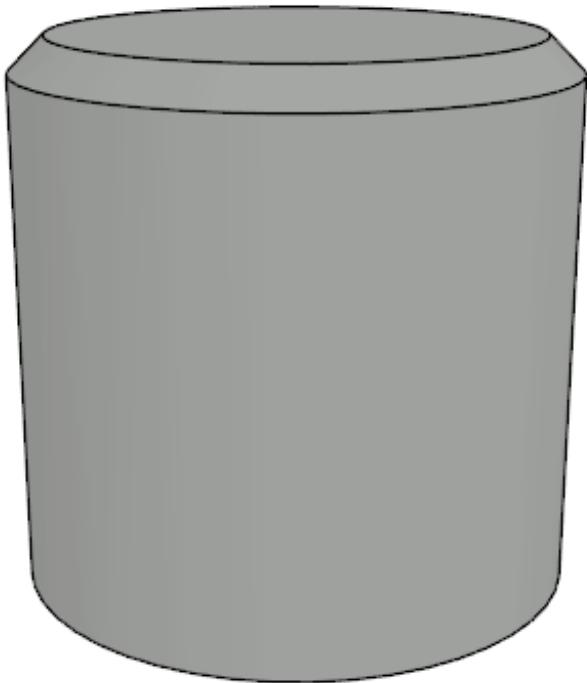
Last Modified: **November 30, 2022**

The information in this article applies to:



QUESTION

How do I create a chamfer or bevel at the top of a concrete column?



ANSWER

You can utilize 3D solids to create a wide variety of custom shapes and symbols, such as a concrete column.

In this example, we will convert a CAD circle to a 3D solid and use the chamfer edit tool to create a concrete pillar with a 2" chamfered edge.

To create the cylinder

1. Select **CAD>Circles>Circle** , then click and drag to create a circle.
2. Using the **Select Objects** tool, select the newly created CAD circle, then click on the **Open Object** edit tool.
3. In the **Circle Specification** dialog set the **Diameter** to 24" and click **OK**.

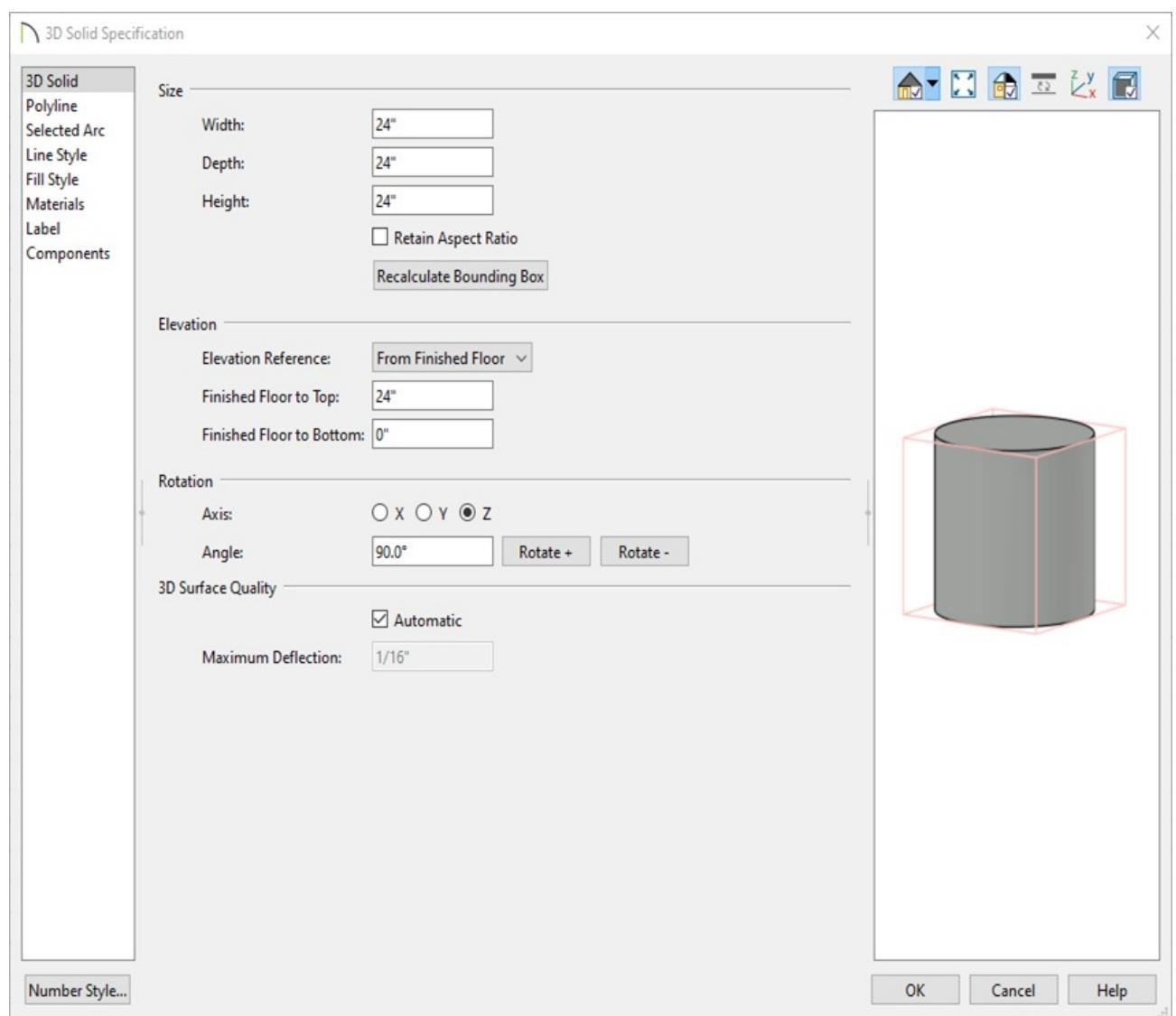
4. With the CAD circle still selected click the **Convert Polyline**  edit tool.

5. In the **Convert Polyline** dialog select the **3D Solid** option and click **OK**.

In X13 and prior, select the **Polyline Solid** option and click **OK**.

6. In the **3D Solid Specification**, on the **3D SOLID** panel, give the column your desired height and click **OK**. In this example we will be using a 3D solid with a height of 24".

In X13 and prior, the **Polyline Solid Specification** will open instead. On the **GENERAL** panel change the **Thickness** to 24".



To chamfer the top edge of the concrete pillar

1. Open a 3D view by going to **3D> Create Perspective View> Perspective Full Overview** 

2. Bring your cylinder into focus by using the **Select Objects**  tool, selecting the cylinder, and using the **Focus on Selected**  edit tool.

Be sure to select the body of the cylinder and not the top or bottom face.

3. With the cylinder selected, select the **Chamfer Lines**  edit tool.

Notice on the bottom toolbar that you have four different chamfer options:

- **Set Chamfer Distance** 
- **Chamfer All Corners** 
- **Chamfer Edges** 
- **Chamfer All Edges** 

Note: In X13 and prior, you will only see the Set Chamfer Distance tool because instead of selecting the Chamfer Edges tool, you will just select the edge that you would like to chamfer.

For this example we are going to use the Chamfer Edges tool with a Chamfer Distance of 2".

4. Set the chamfer distance to 2" by selecting the **Set Chamfer Distance**  edit tool, setting the value to **2"**, and clicking **OK**.
5. Select the **Chamfer Edges**  edit tool and click the edge you would like to chamfer.

In X13 and prior, instead of using the Chamfer Edges tool you will just need to click on the edge you would like to chamfer.

Related Articles

- [Adding a 3D/Polyline Solid to the User Catalog \(/support/article/KB-00035/adding-a-3d-polyline-solid-to-the-user-catalog.html\)](/support/article/KB-00035/adding-a-3d-polyline-solid-to-the-user-catalog.html)
- [Locating and Importing 3D Symbols \(/support/article/KB-00117/locating-and-importing-3d-symbols.html\)](/support/article/KB-00117/locating-and-importing-3d-symbols.html)
- [Modeling Custom 3D Objects \(/support/article/KB-00761/modeling-custom-3d-objects.html\)](/support/article/KB-00761/modeling-custom-3d-objects.html)
- [Using 3D/Polyline Solids \(/support/article/KB-02925/using-3d-polyline-solids.html\)](/support/article/KB-02925/using-3d-polyline-solids.html)
- [Using the Fillet and Chamfer Edit Tools \(/support/article/KB-00389/using-the-fillet-and-chamfer-edit-tools.html\)](/support/article/KB-00389/using-the-fillet-and-chamfer-edit-tools.html)



[\(https://chieftalk.chiefarchitect.com/\)](https://chieftalk.chiefarchitect.com/)



[https://www.facebook.com/ChiefArchitect\)](https://www.facebook.com/ChiefArchitect)



[https://www.youtube.com/user/ChiefArchitectInc\)](https://www.youtube.com/user/ChiefArchitectInc)



[https://www.instagram.com/chiefarchitect/\)](https://www.instagram.com/chiefarchitect/)



[https://www.houzz.com/pro/chiefarchitect/\)](https://www.houzz.com/pro/chiefarchitect)



[https://www.pinterest.com/chiefarchitect/\)](https://www.pinterest.com/chiefarchitect/)