

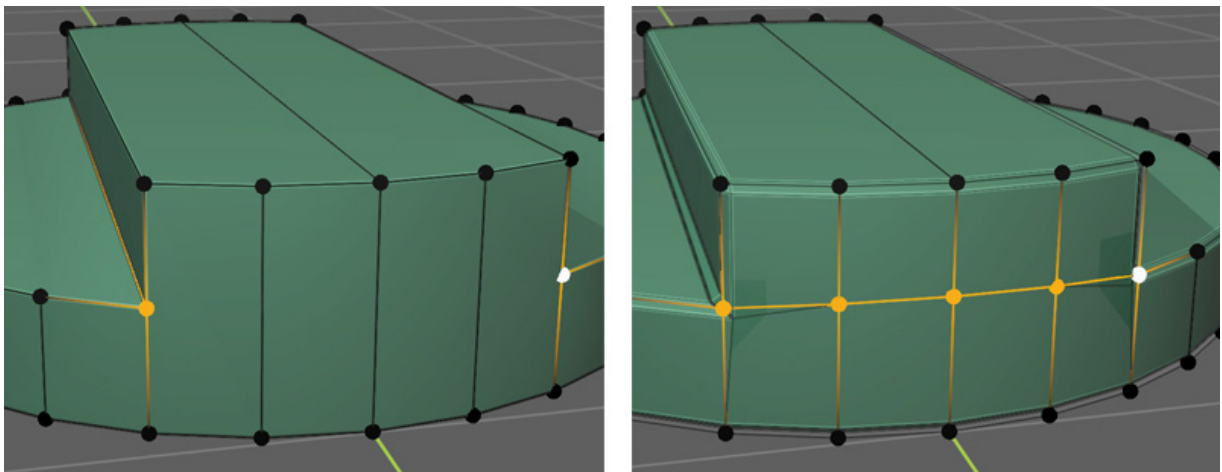
5 Reasons your Bevel may not be working

It can be frustrating when you try to add a Bevel modifier, but nothing seems to happen. Let's look at some cases where you might have Bevel issues, and how to solve them!



Ngons

The below cylindrical object has some Faces which have more than 4 vertices. This is stopping the Bevel modifier from doing its thing. Luckily, by selecting the two vertices at opposing ends and pressing J we can connect them, adding an Edge in between and thus easily getting a Quad Faces mesh.



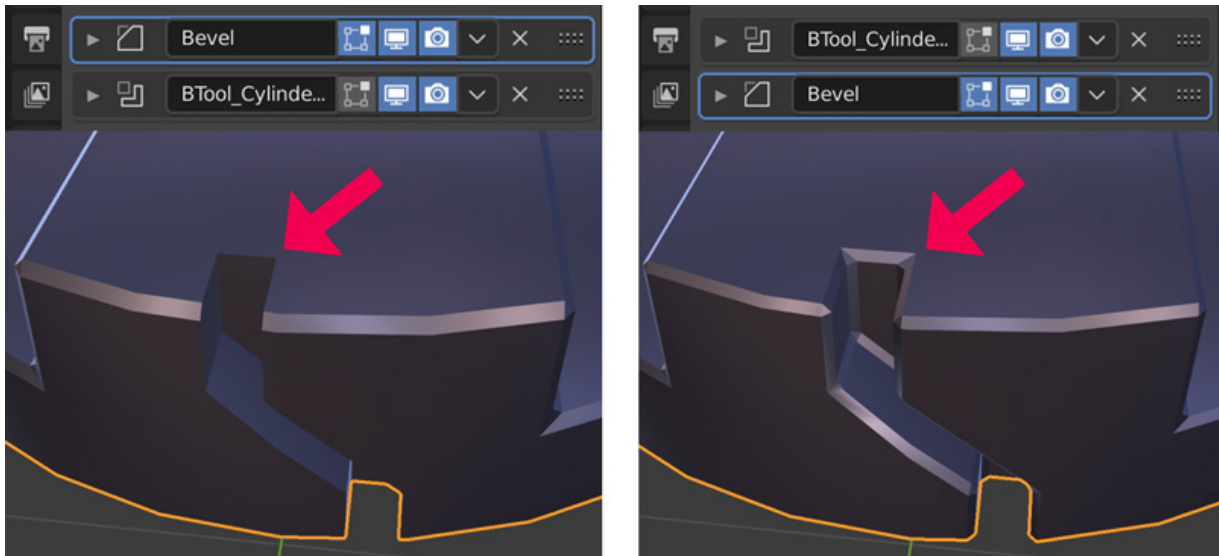
This results in the Bevel modifier working as intended:



Wrong modifier order

In case you're using a Boolean modifier to cut a shape out of your model, it's important that the Bevel modifier comes after the Boolean modifier in the modifier stack (which means that it's visually below it in the modifier stack, because the modifiers are read from top to bottom.)

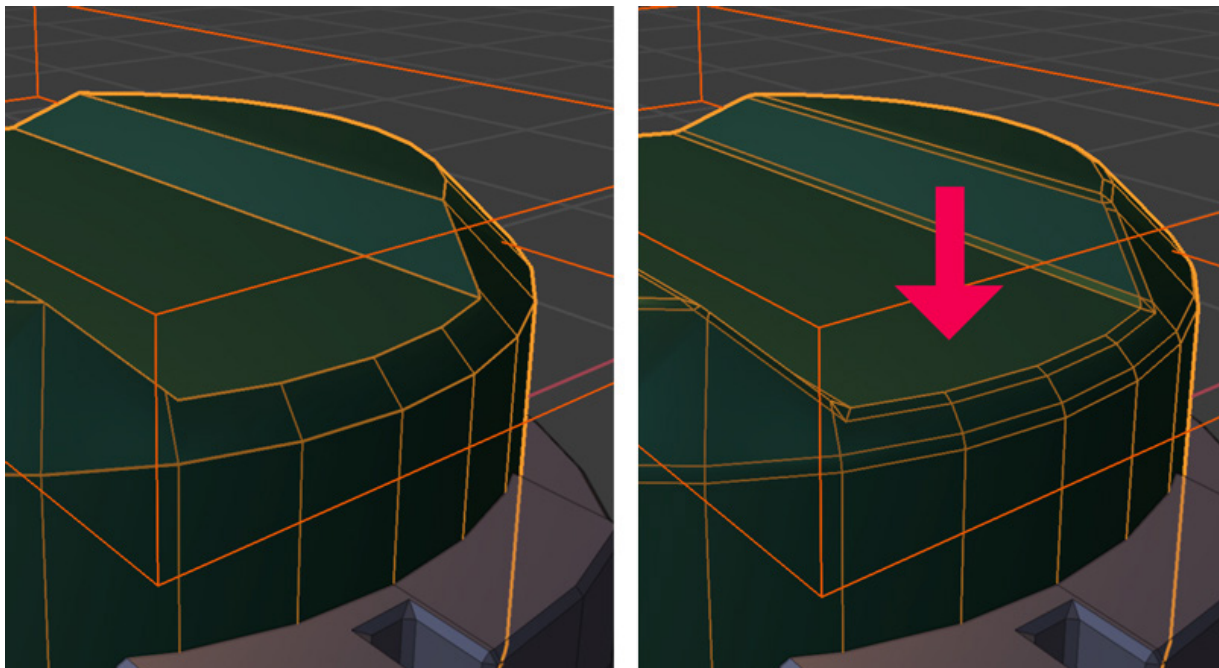
Below you see the difference the modifier order makes. Neither is "wrong" or "right", it just depends on what you want to achieve (Note that the boolean cutter object is hidden).



Boolean cutter placement

Sometimes, a boolean cutter object can be placed in such a way, that it creates some vertices or edges which are very close together, closer than the Bevel Amount value. That makes it impossible for the Bevel to do a nice job.

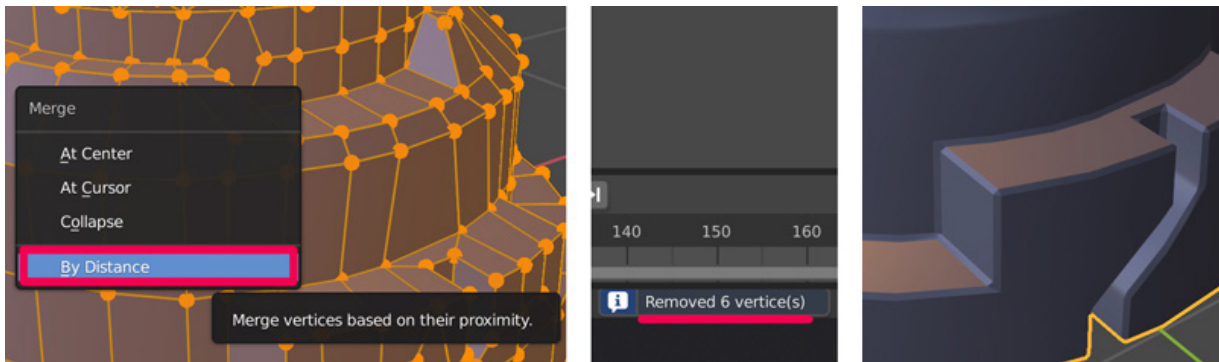
Just moving the cutter object slightly can easily solve the problem in such a case. In this example I moved it down slightly.



Double vertices

Another thing that might be stopping your bevel from working is overlapping or double vertices. This can be solved by selecting all vertices in Edit Mode, pressing M and choosing Distance. Then, adjust the slider until you see a message at the bottom notifying you of merged double vertices.

Be careful though, slide the value to far and you start merging geometry that you're not supposed to merge.



Edges too close to each other

Sometimes, geometry on your mesh is just too close together to allow for a bevel. If the distance between edges (for example with edge loops that are meant to support a perimeter) is smaller than the bevel size, your bevel won't work as intended.

The solution in that case is to make some space. **Alt+click** on the edge loop to select it, then **press G twice** to slide it.

