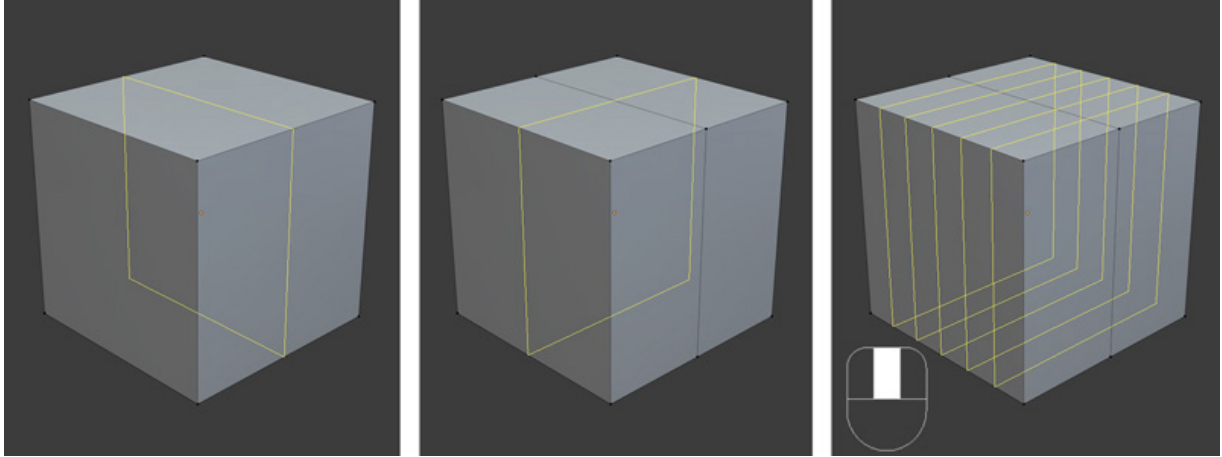
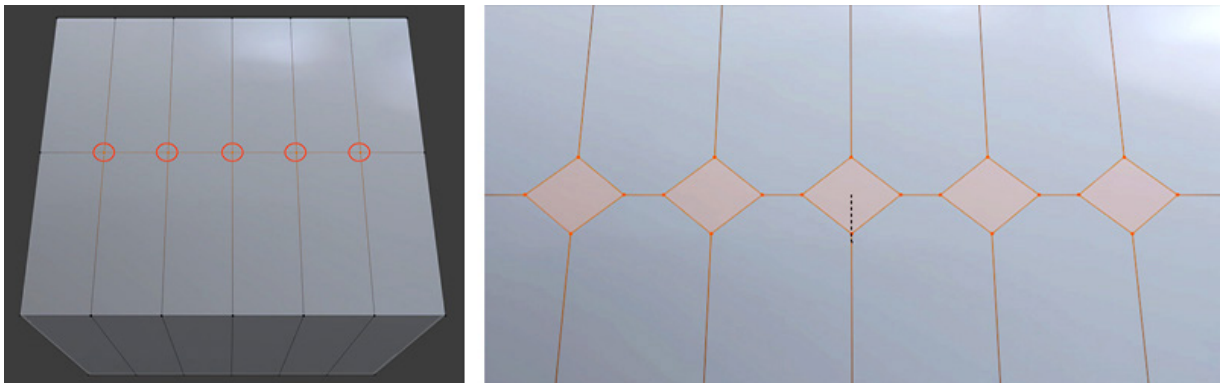


Turn vertices into holes

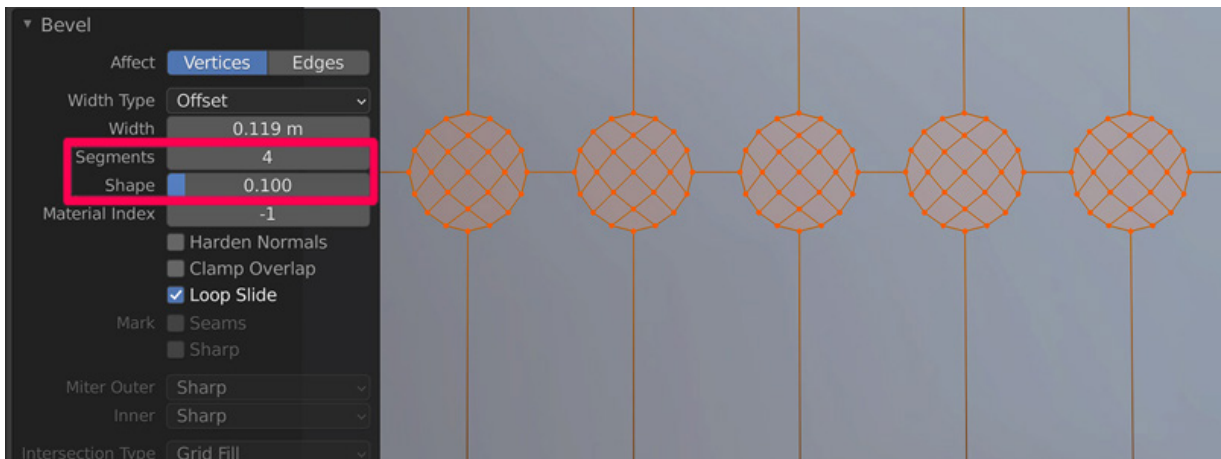
One easy way to create holes in a flat surface is to Bevel the vertices. First create some edge loops with **Ctrl+R** and increase their amount if needed with the mouse scroll wheel.



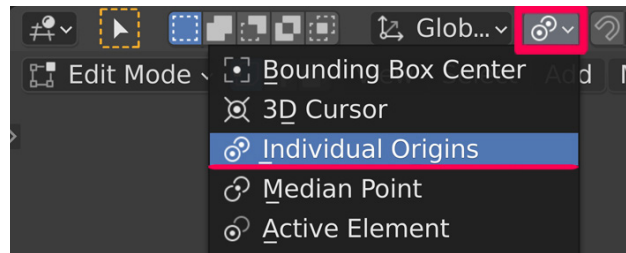
Then select the vertices where you want to create holes and **press Shift+Ctrl+B** to bevel them.



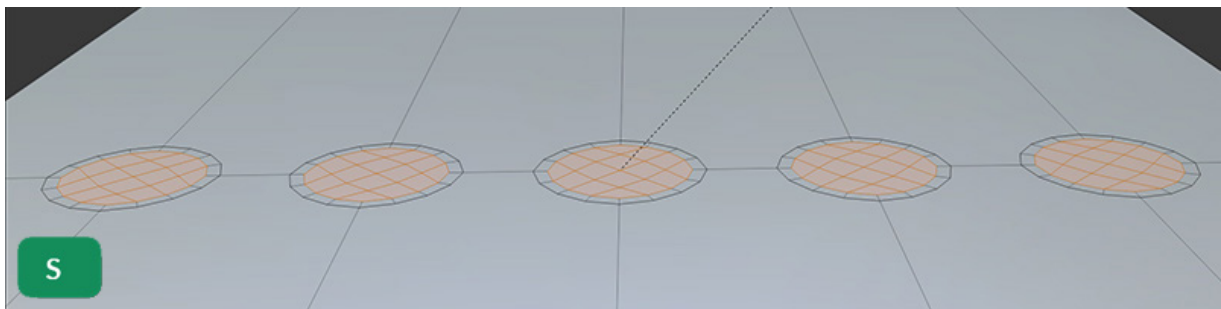
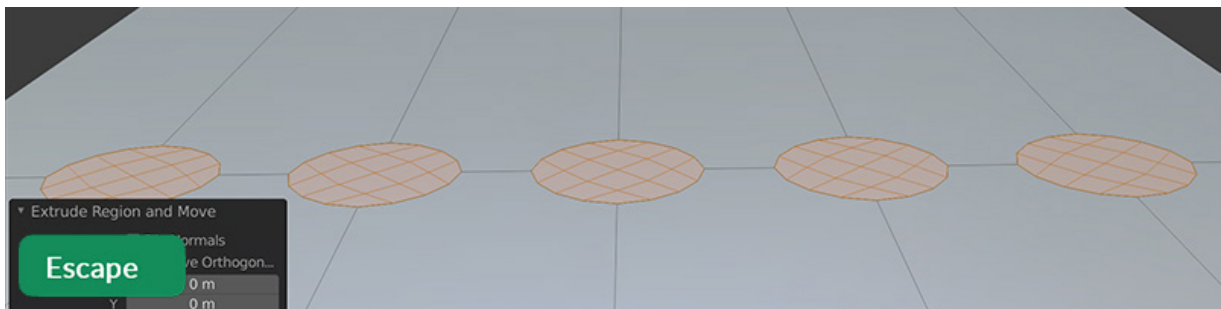
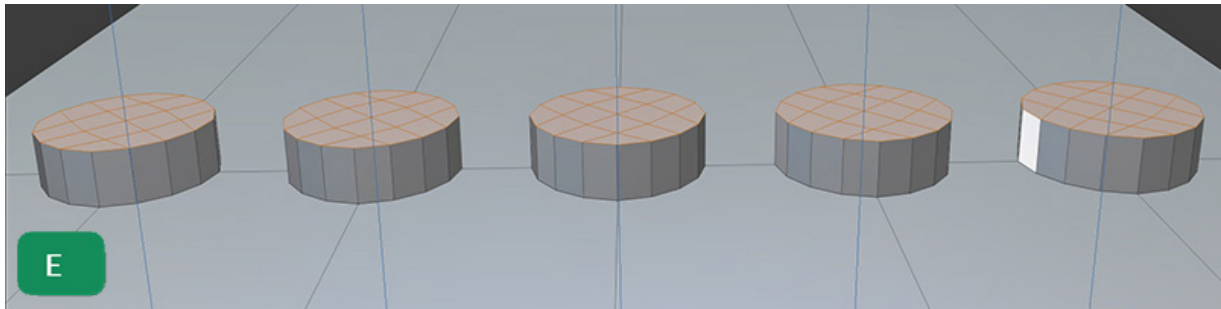
In the Bevel menu, increase the number of **Segments** and set the shape to **0.1**. This creates a circular profile.



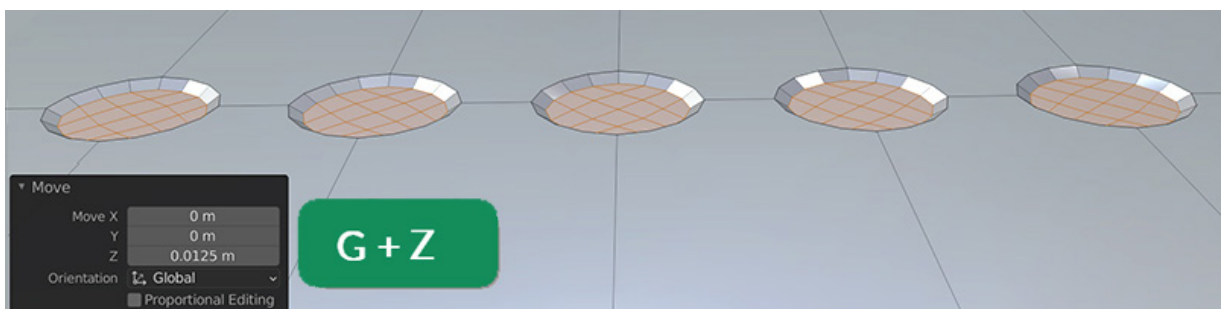
Make sure the Pivot Point is set to **Individual Origins**.



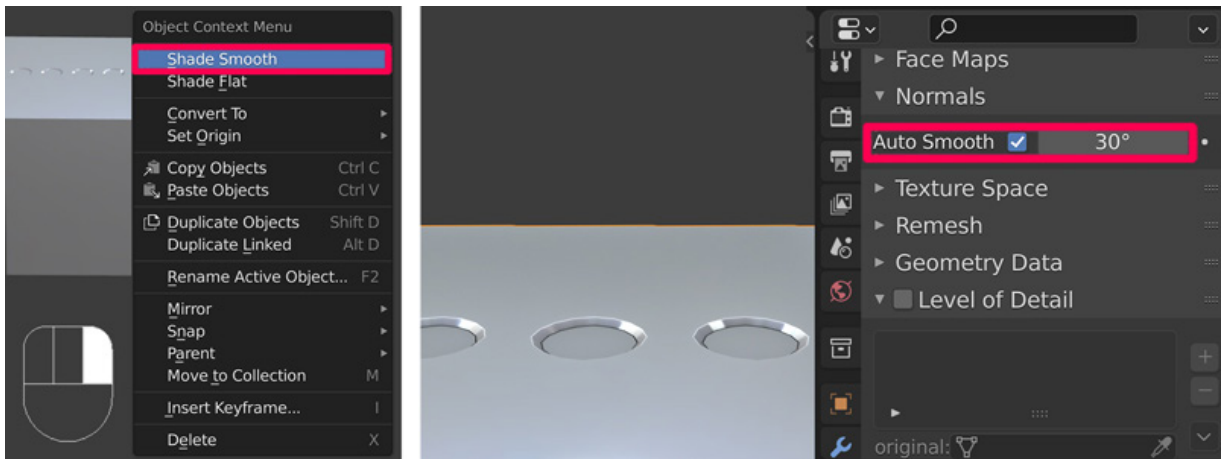
Now you can add some depth to these bevels by extruding them. First extrude by pressing **E** and then scale it down by pressing **S** and moving the mouse.



Press **G** and **Z** and move the selection down along the Z axis. This creates a nice beveled edge.



But make sure **Auto Smooth** is turned on and the model is **Smooth Shaded**.



Then extrude down again to create the depth of the hole.

