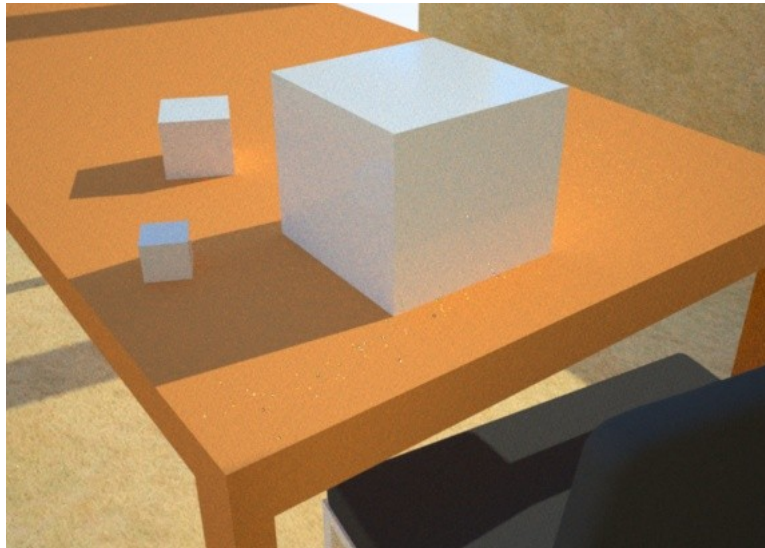
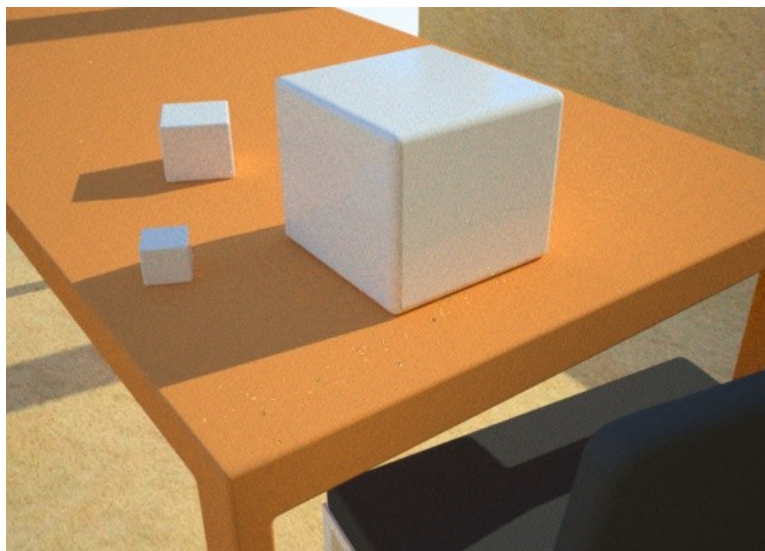


Bevel your edges

In the real world, nothing is completely perfect. The computer environment on the other hand, is perfectly precise by design. This can lead to sharp edges and reflections in your renders. A quick and easy way to remedy this is to bevel, or round, your edges.



Scary cube monsters



Friendly boxicles

Notice the reflections curve around the edges of the cubes, and the edges themselves pick up a more defined specular highlight.