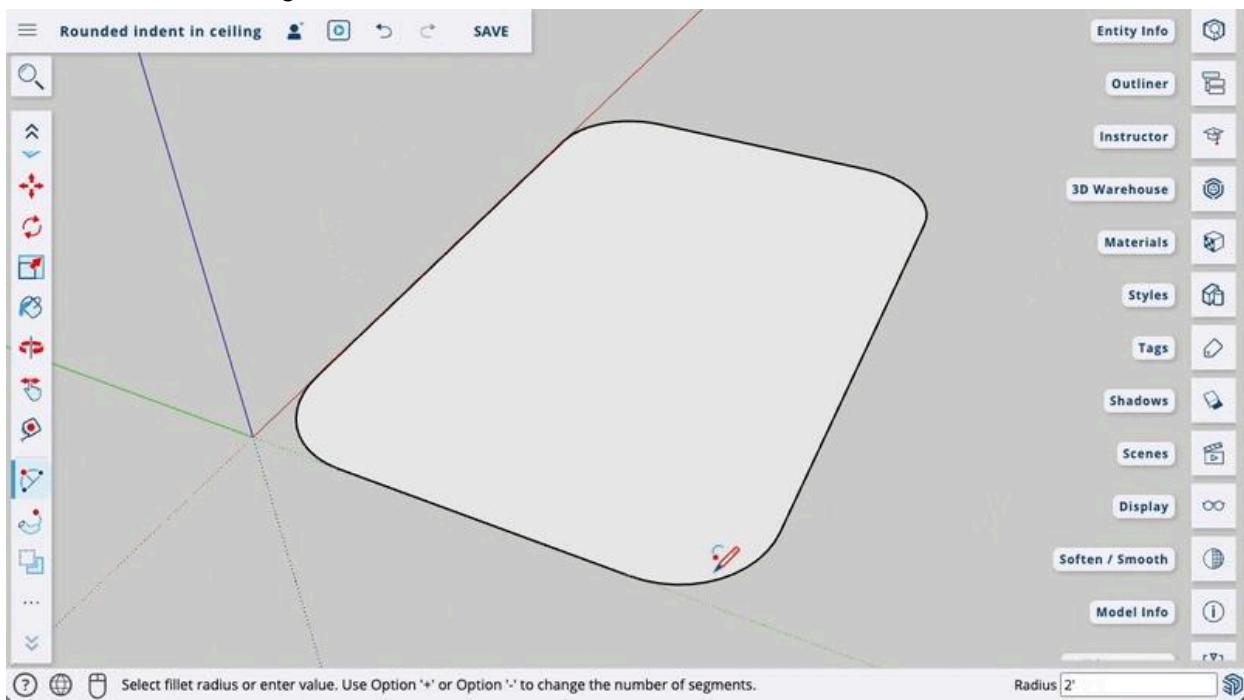
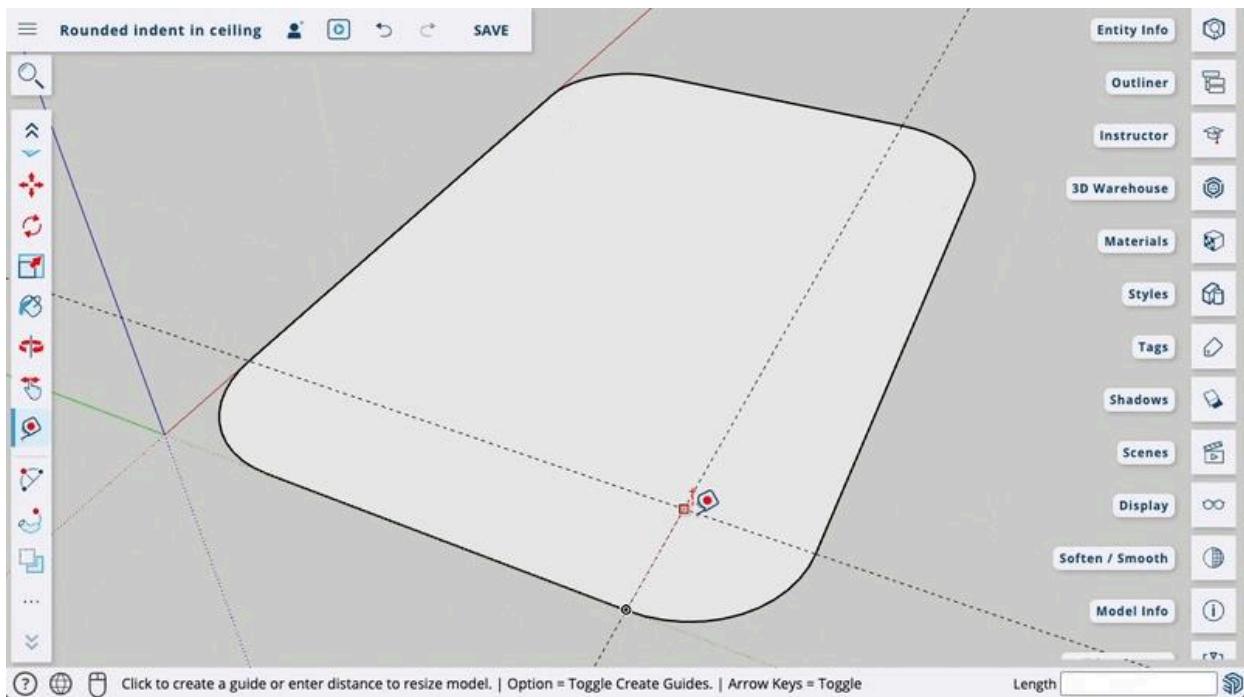


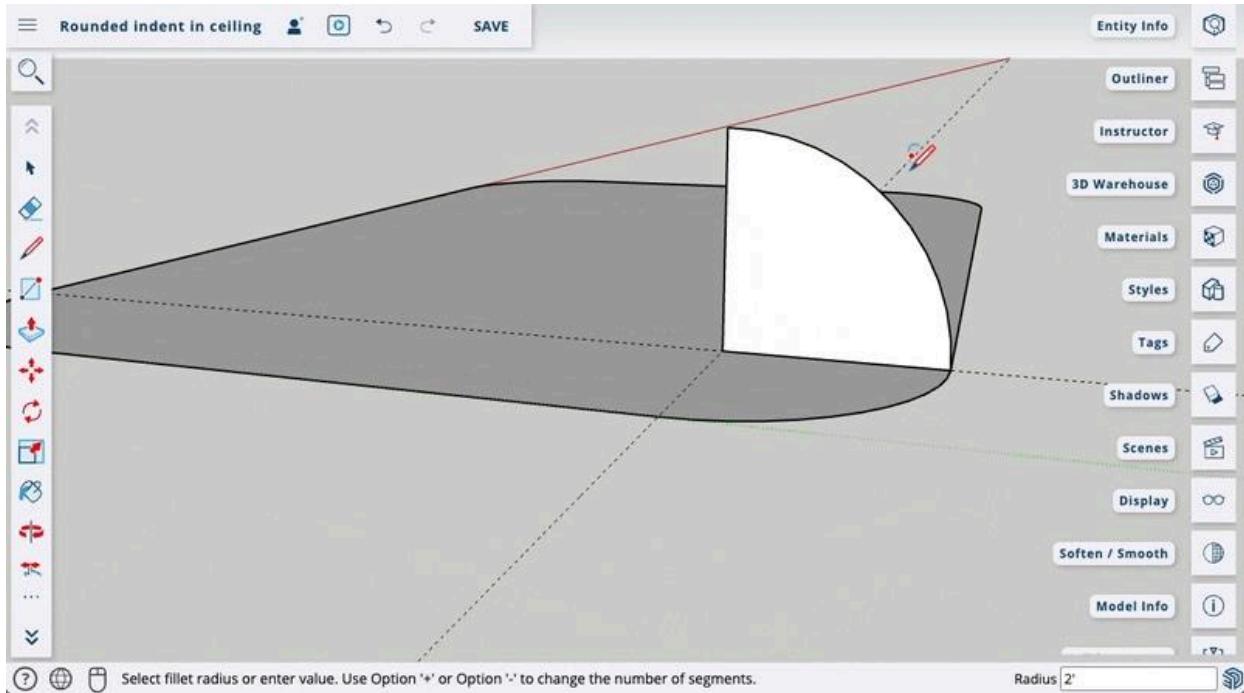
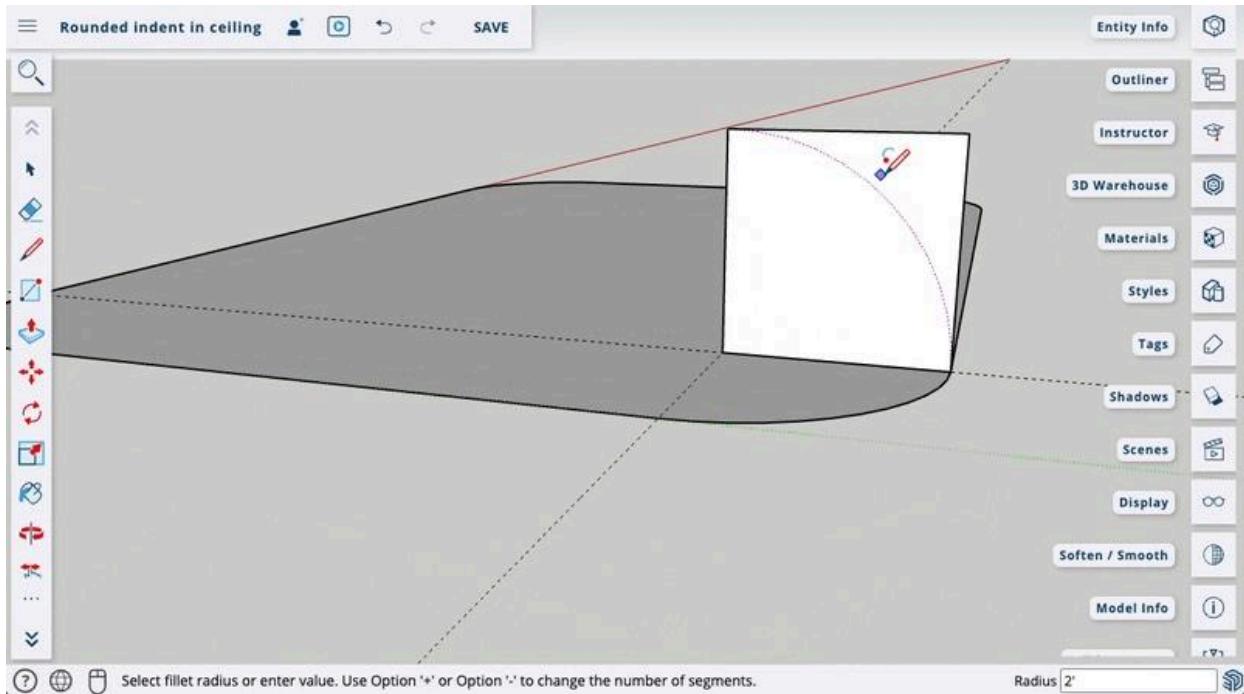
1. Draw a rectangle and use the arc tool to round the corners.



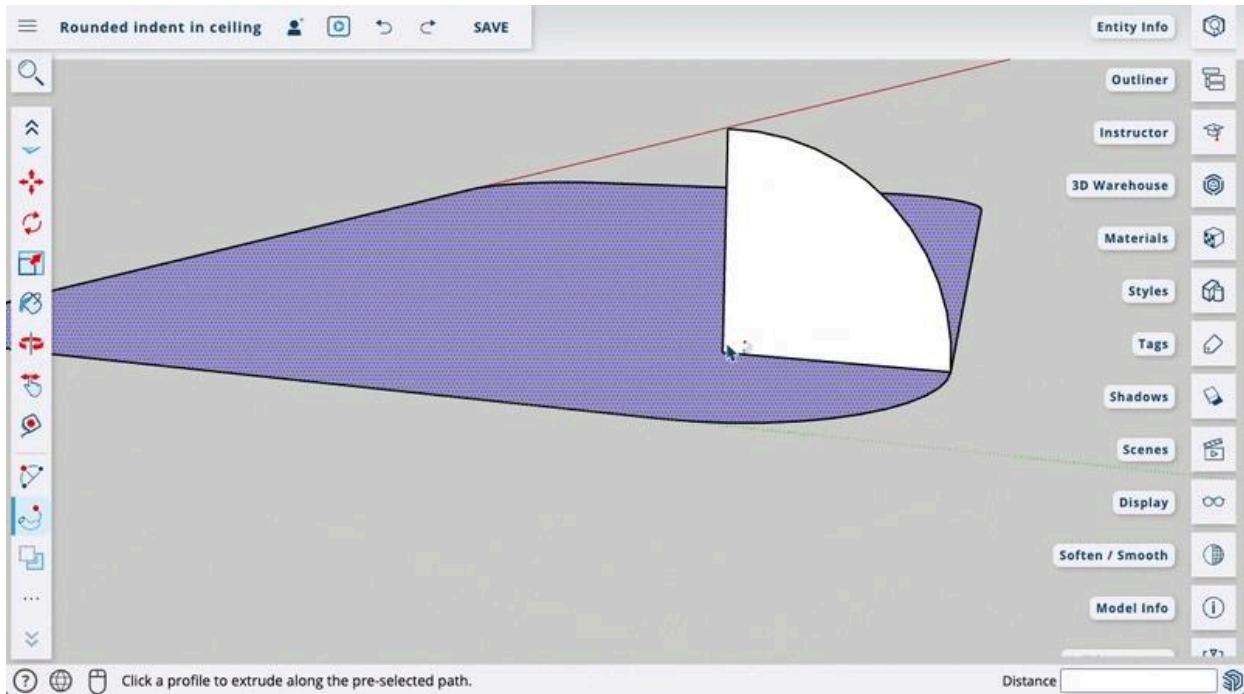
2. Use the Tape Measure tool and create guides that intersect the edges of the arc.



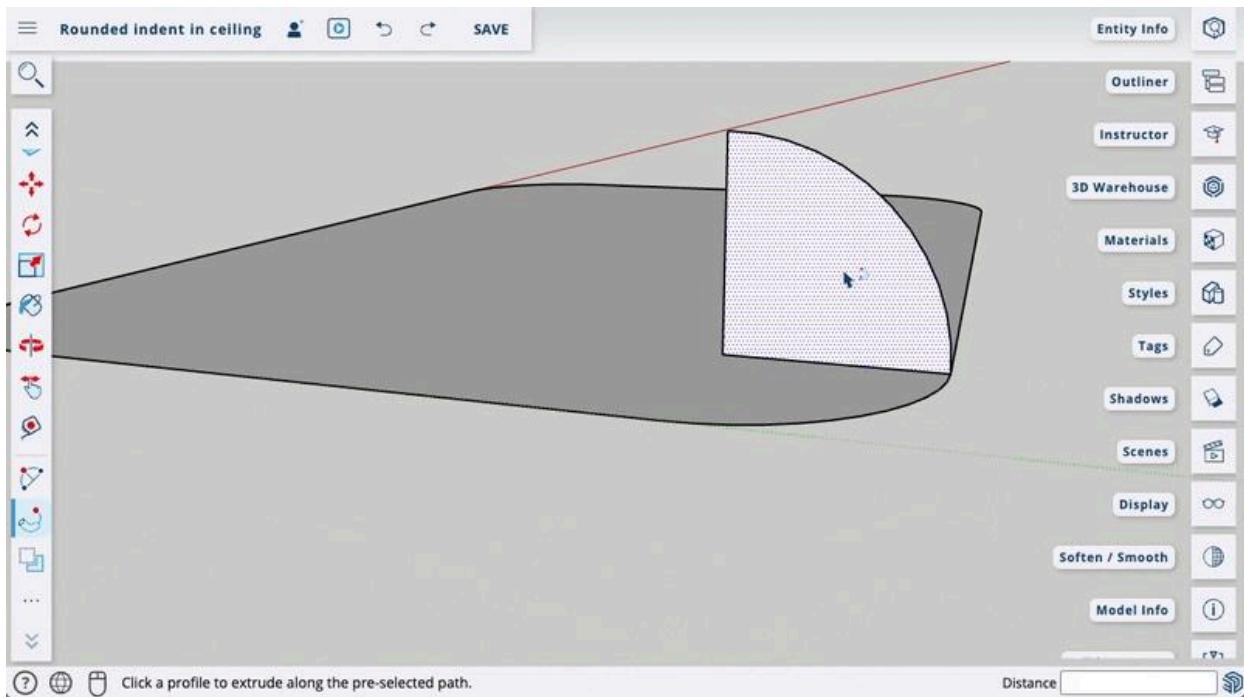
3. Draw a square along the Blue plane and then use the Arc tool to round the square.



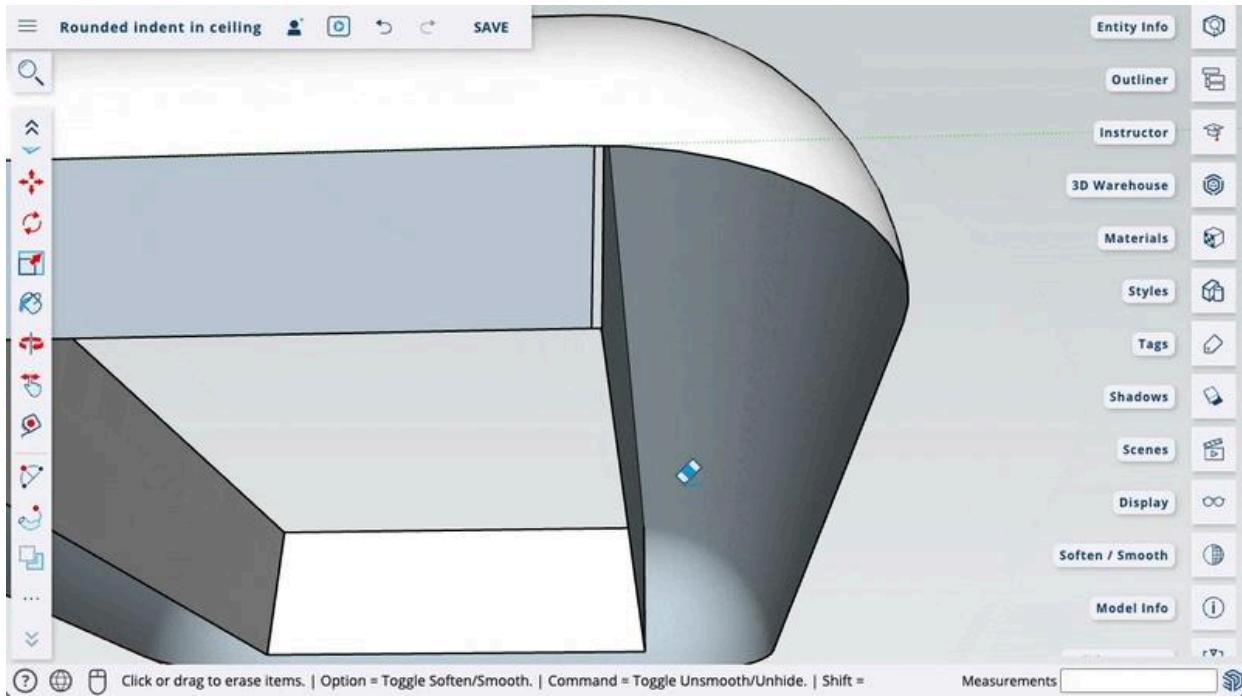
4. Select the base rectangle with the rounded corners, then select the Follow Me tool.



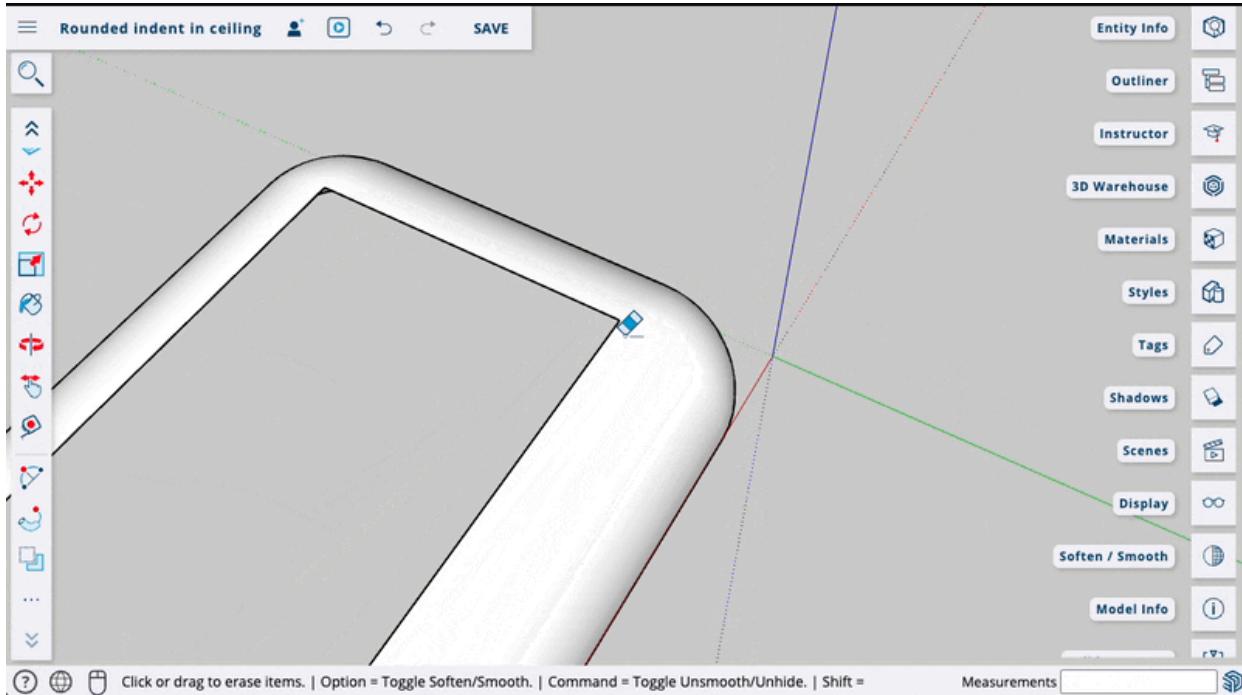
5. Click on the arc face.

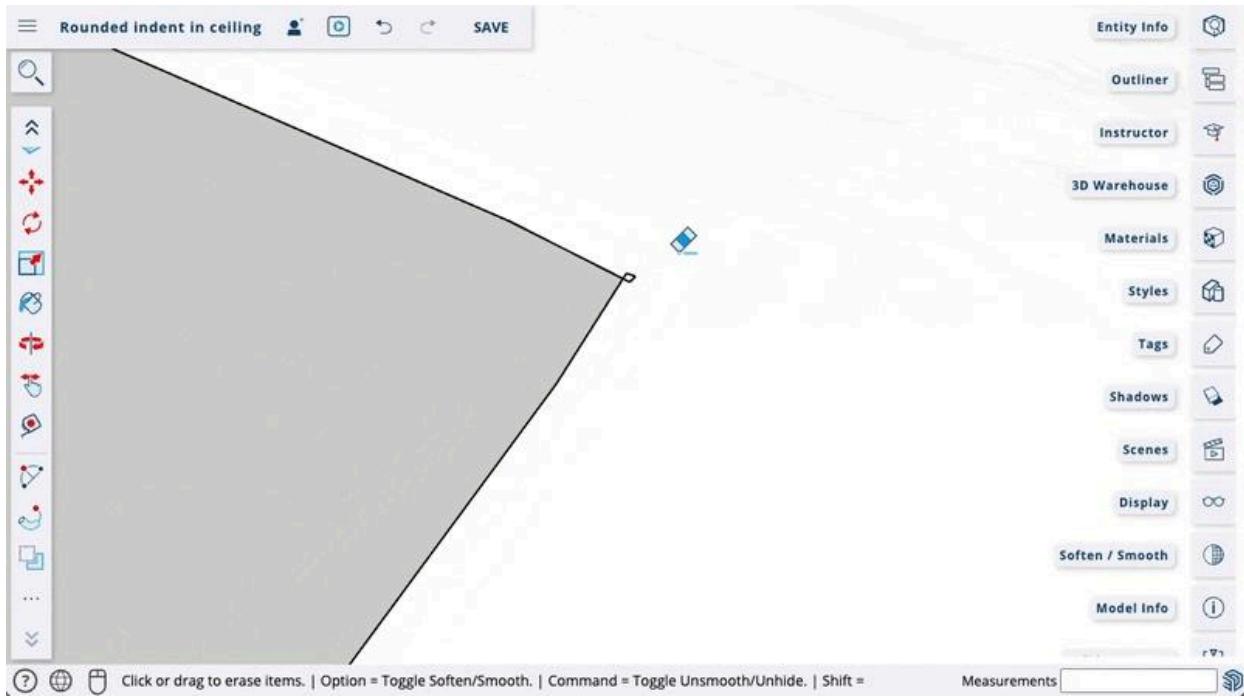


6. Delete all unnecessary geometry underneath.

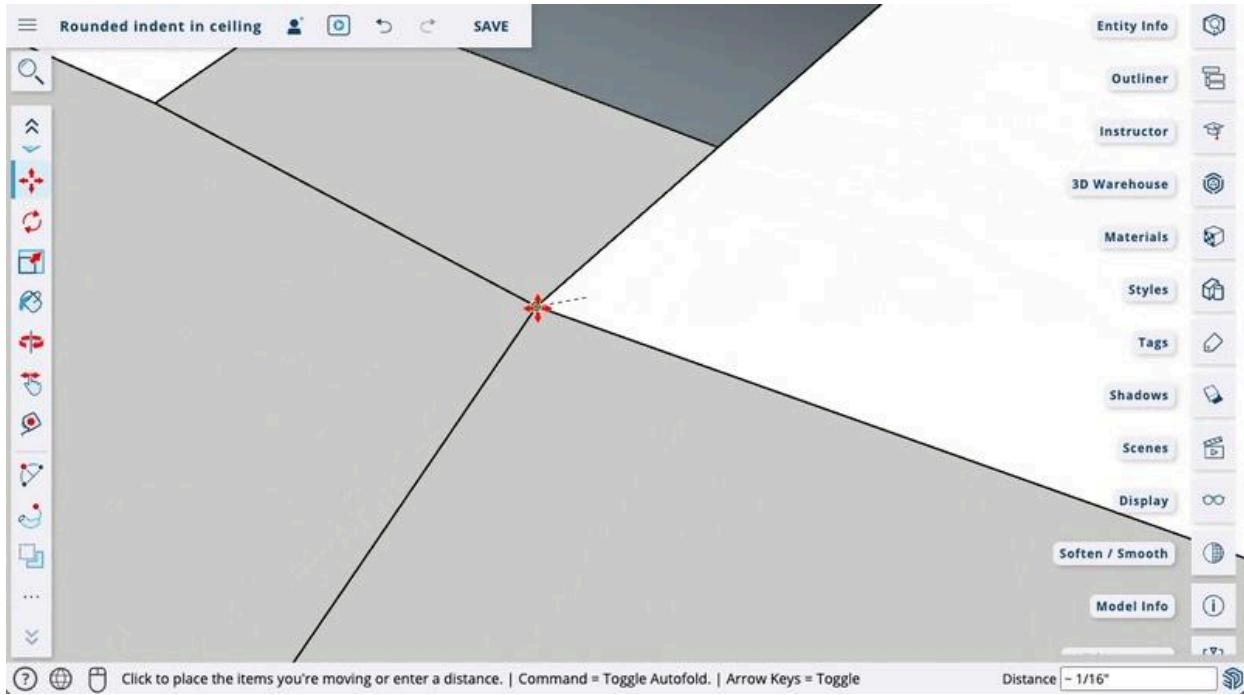
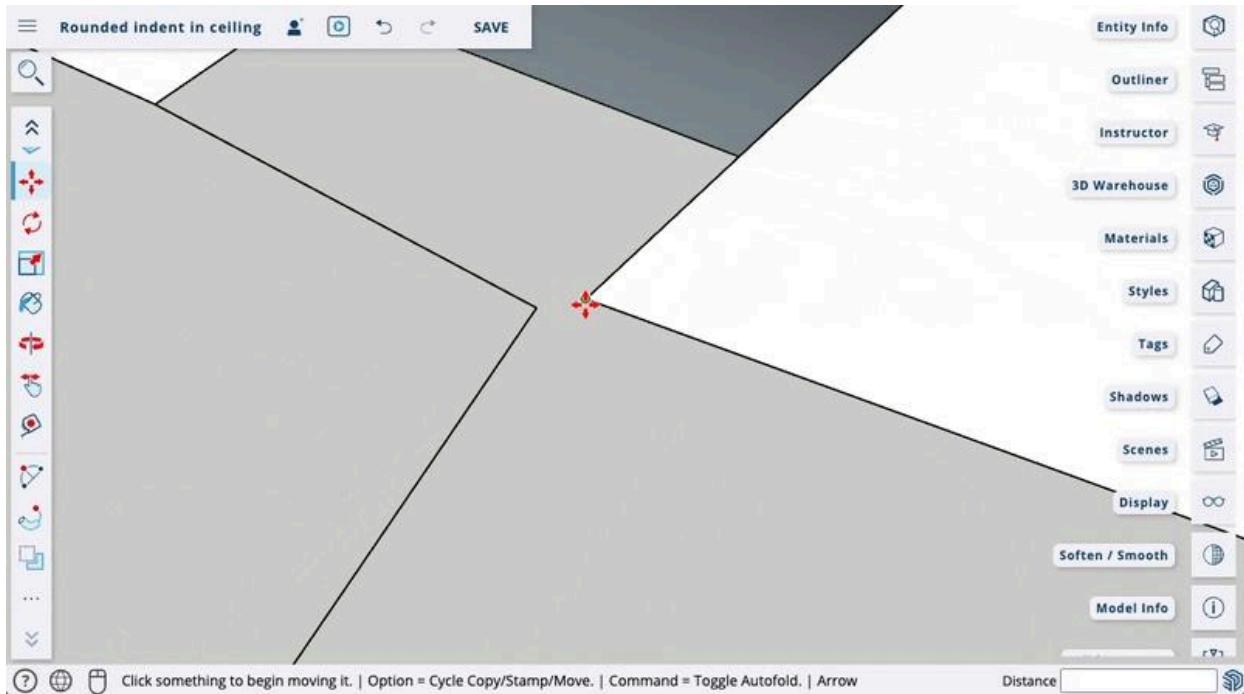


7. The Follow Me tool will leave some artifacts at the apex of the rounded corner. Zoom in to each corner and delete those edges. It will delete two faces too. That's ok, we'll heal those soon.

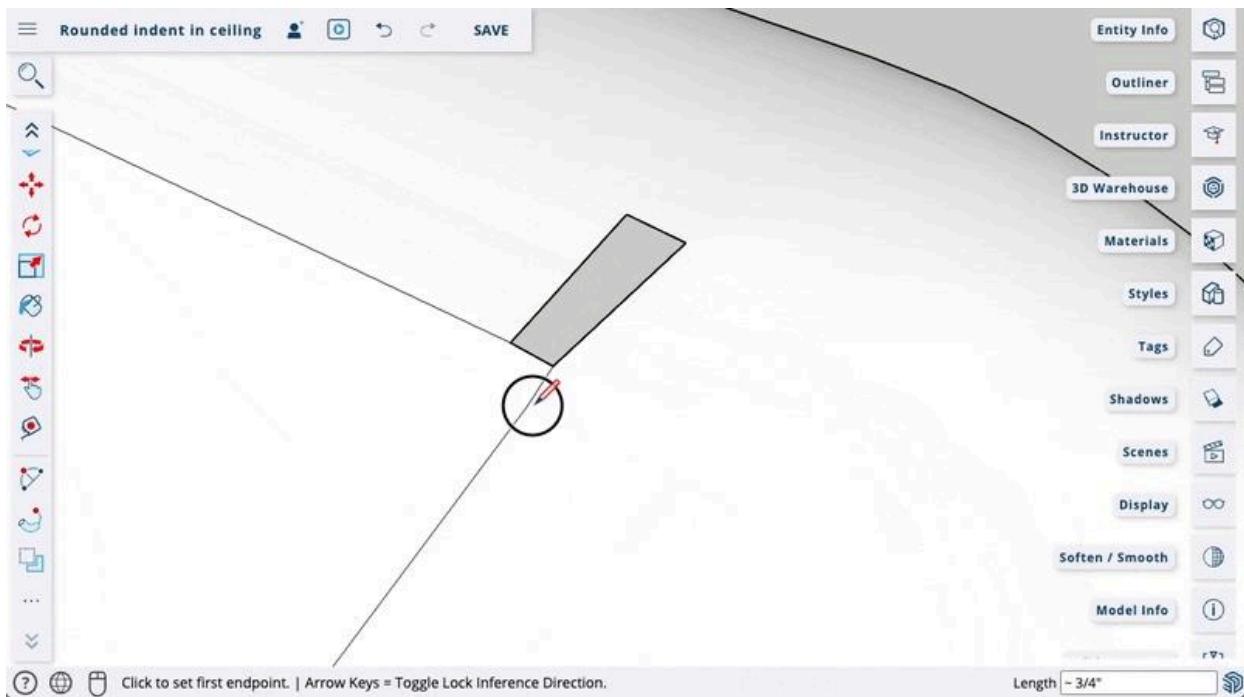
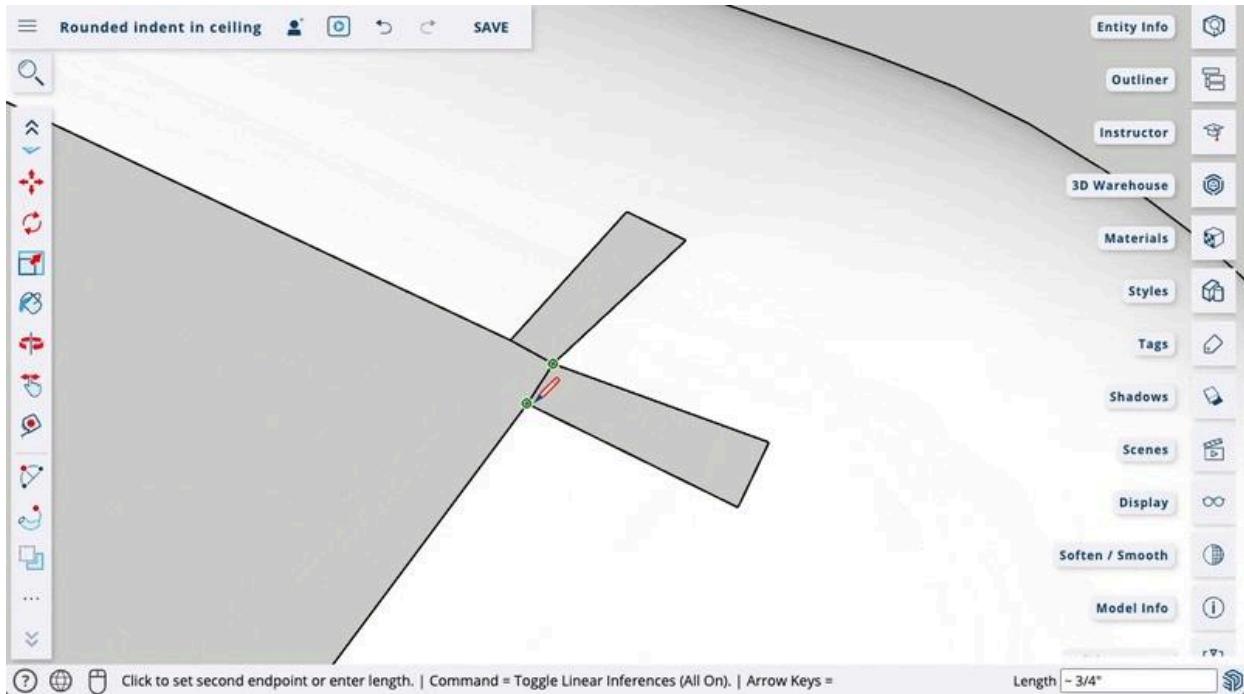




8. Use the Move tool to move the apex of the rounded edge and reconnect with the top-most rectangle.



9. Use the Line tool to redraw one of the edges around the missing faces. This will “heal” the face. Repeat this for all four corners.



10. Once done fixing the corners, select all the faces, right-click, and select Reverse Faces so that the gray faces are on the bottom.

