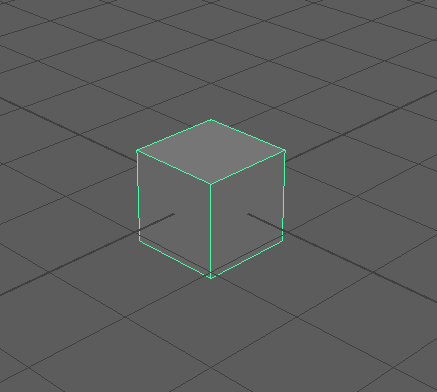
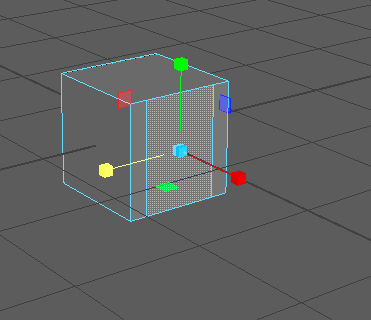
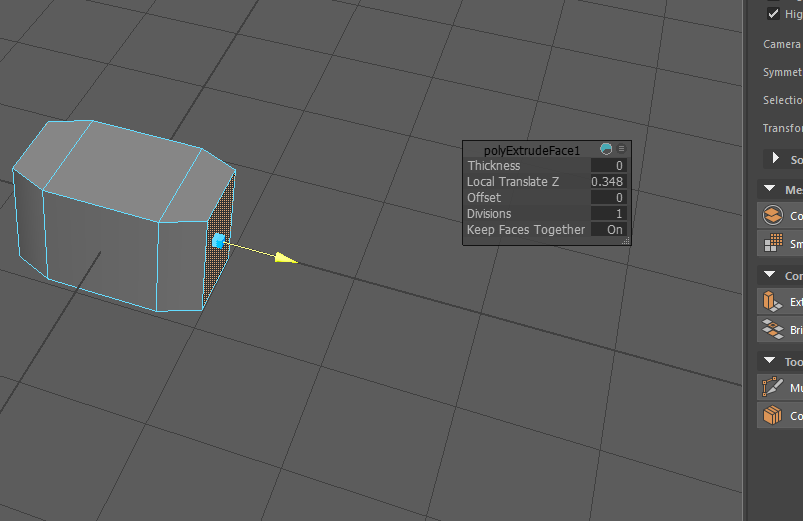
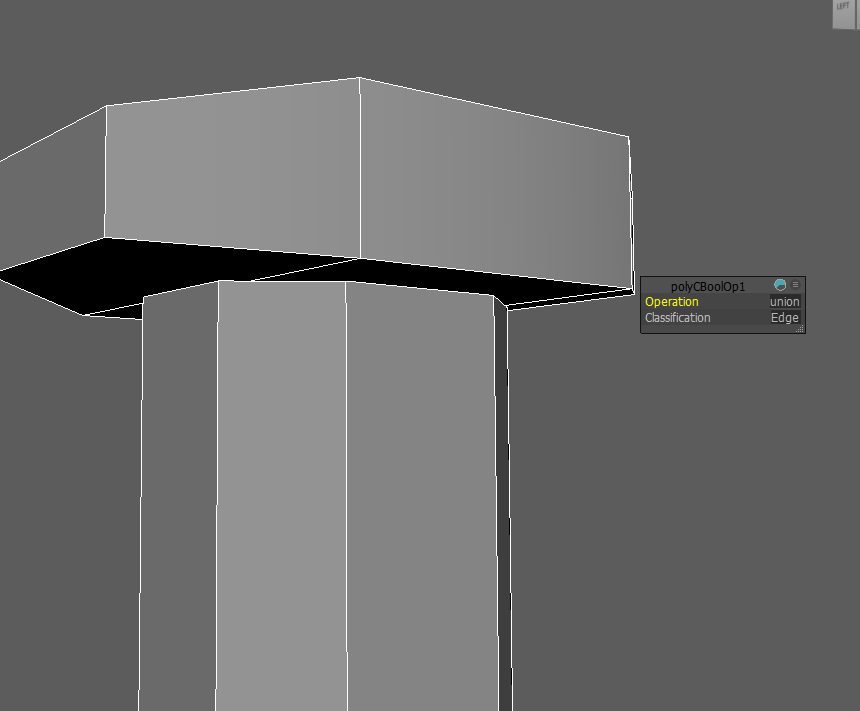
Baking normals:



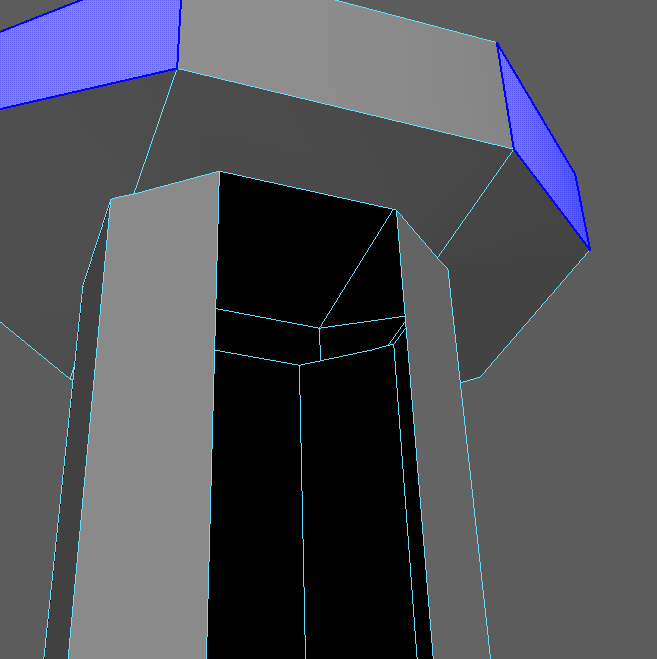




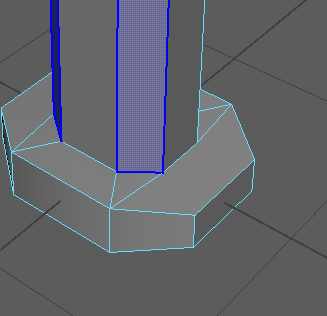
Boolean to combine 2 objects together



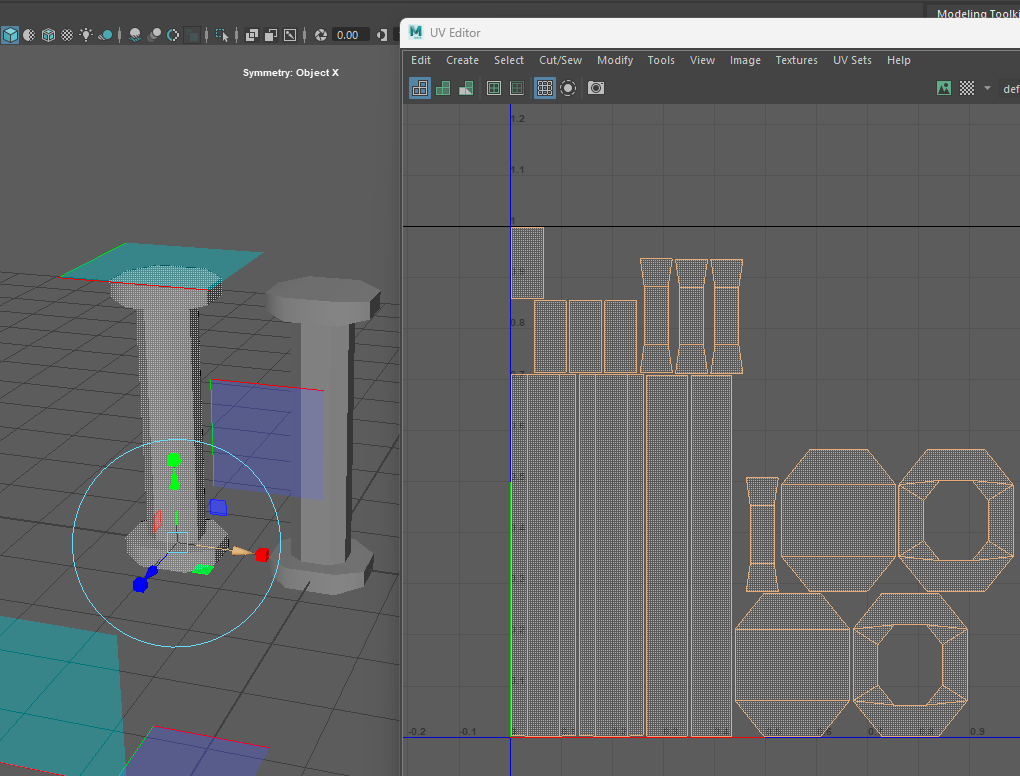
Cheking if Boleen worked – faces are ok dvs no extra faces inside.



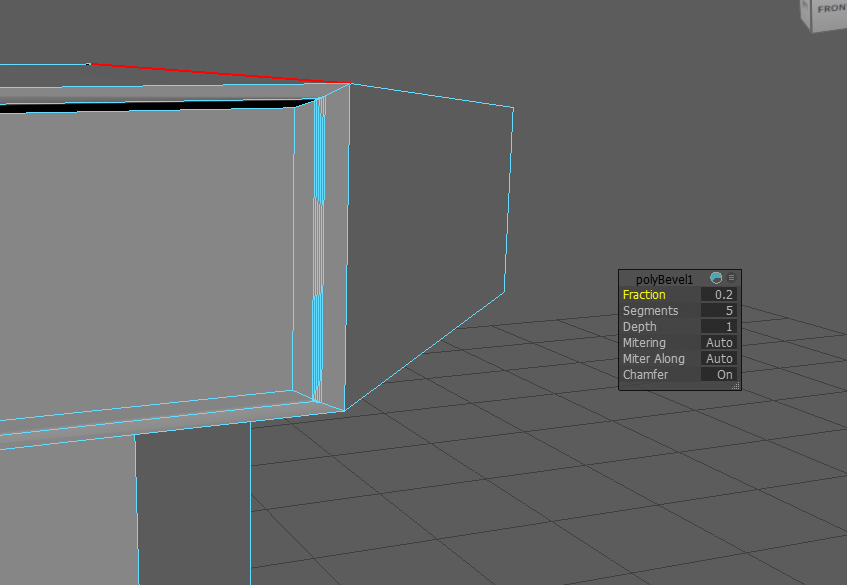
Tager Weld to put vertexes together and Multi-Cut to make new edges (for quadro shapes)



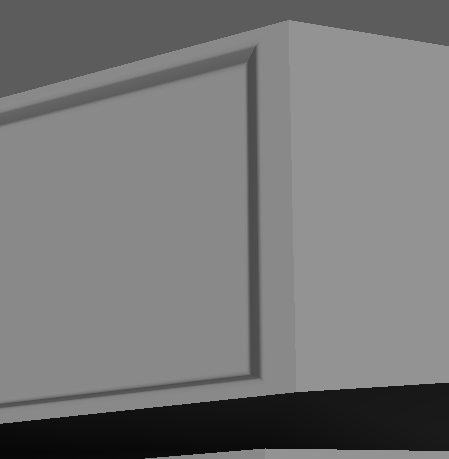
Made second copy of object and created UV Automatic map for target object.



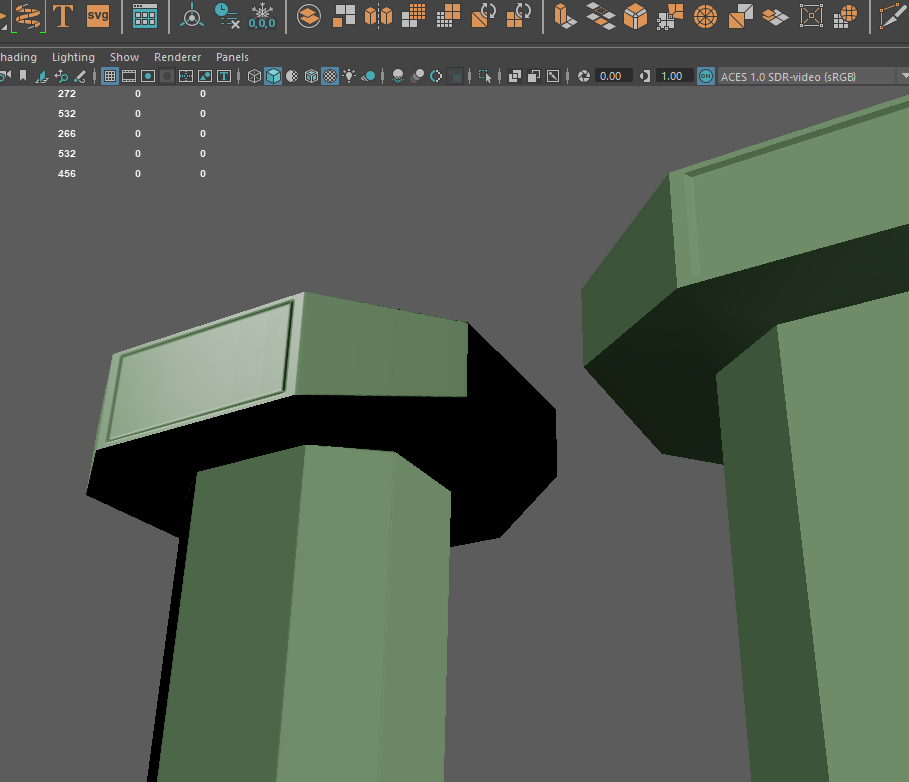
Bevel edges:



After:



Baking normals:



From ca 800 faces to 65

