Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Bevel

Description	Command/Icon
Bevel	CTRL + B,
Makes a cut on selected edges	Bevel Icon
	Figure 1 – Bevel Icon
Face Orientation	Viewport Overlays -> Face Orientation
Show the orientation of faces in the mesh	Face Orientation Figure 2 - Face Orientation in Viewport Overlays

Resources

https://docs.blender.org/manual/en/latest/modeling/meshes/editing/edge/bevel.html