1 Create a Single Brick

Target:

1. Create Project，Save File；
2. Create Box，Set Size (0.2, 0.2, 0.2)，Axis Divisions ( 3, 2, 3)；
3. Primitive select模式，选择Top four face，添加PolyExtrude，设置Inset = 0.04；
4. Press T，RMB select Make Circle；
5. Add PolyExtrude Node，set Distance = 0.05；Select bottom four polygons, press q，set Inset = 0.025,press q, set Distance = -0.175；
6. Press 3 and n select all Edges，Add Group Node, set Name = bevel\_edges. Set Base Group Off, Enable Include by Edges, Min Edge Angle = 89, Max Edge Angle = 91；
7. Press s, 9. Clinck on bevel\_edges group. Add polybevel node, set Bevel Offset = 0.006, Shape = Round, Divisions = 3；
8. Rename object = single\_brick.Select Brick press Shift +, Shading > Smooth Shading；

UI:

Turn on subdivision : Shift +；

Nodes:

Group

Generates groups of points, primitives, edges, or vertices according to various criteria.

PolyBevel

Creates straight, rounded, or custom fillets along edges and corners.