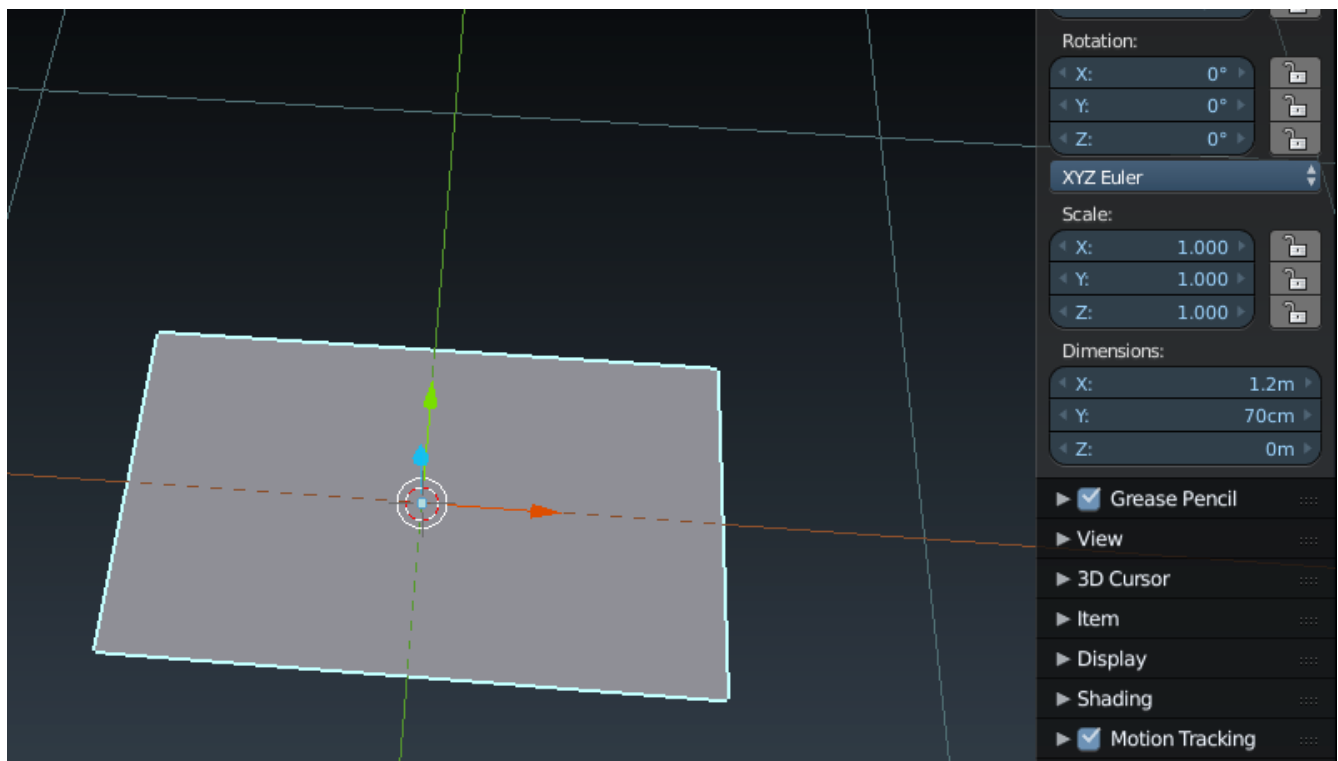
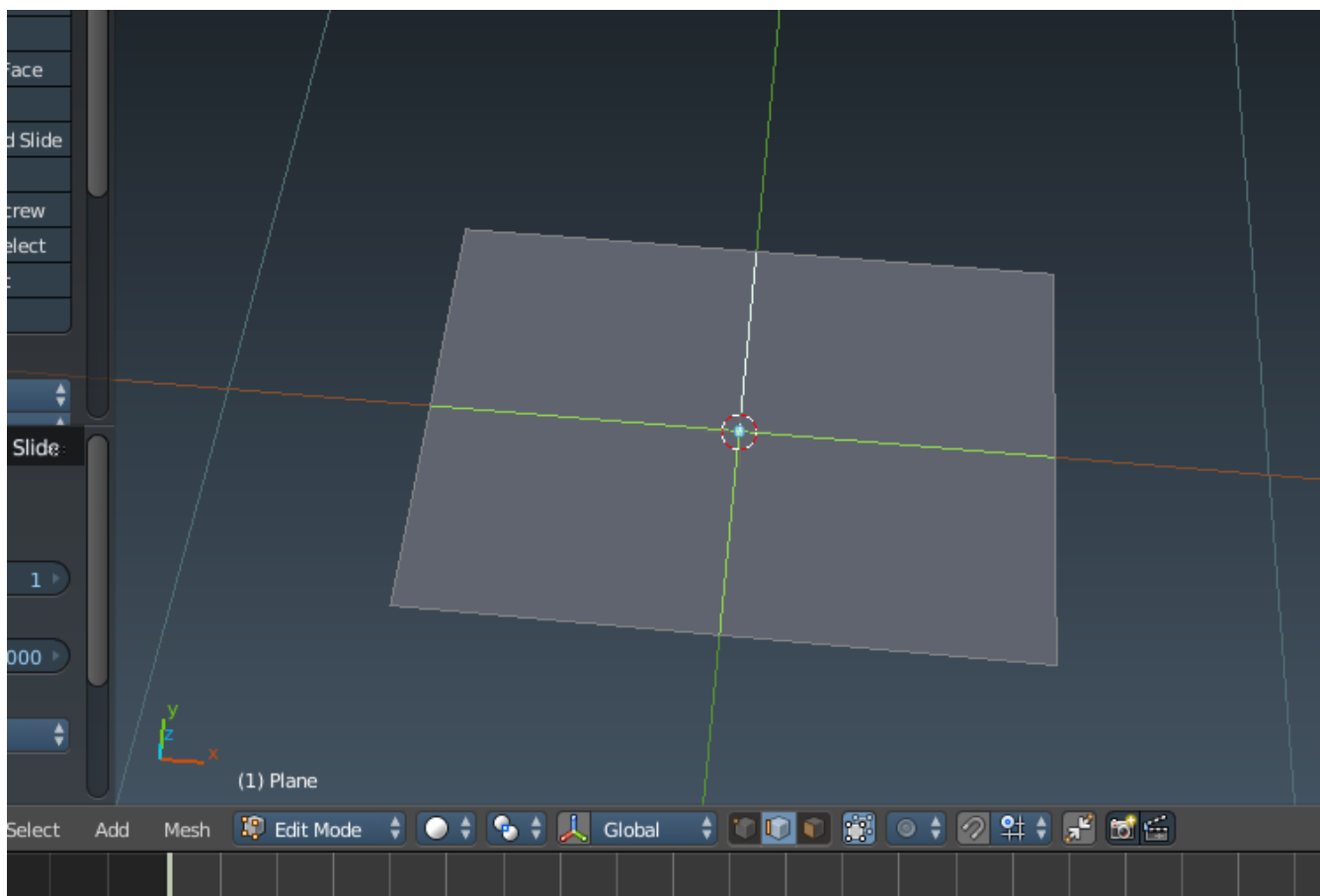


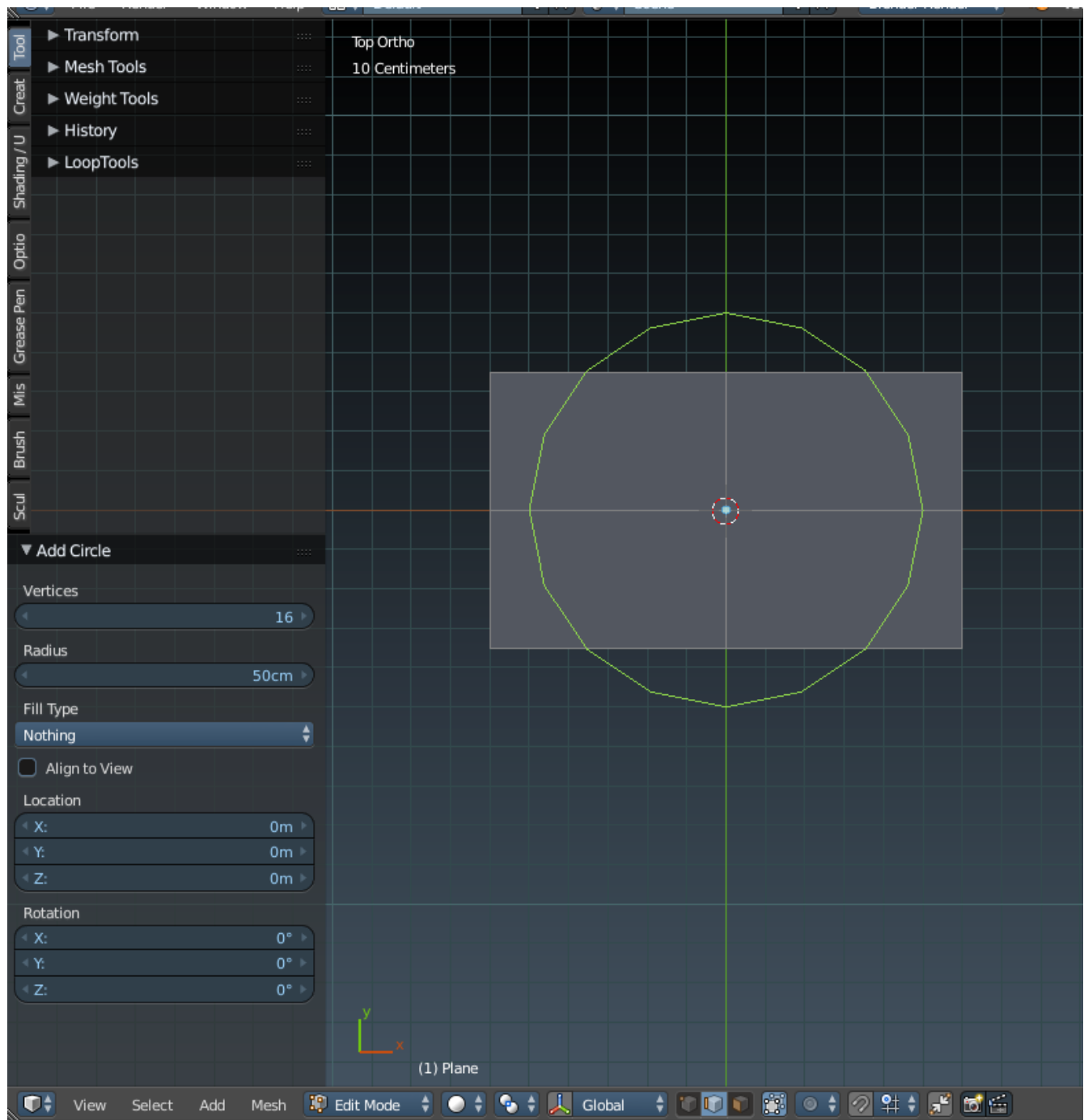
Add a plane and set the dimensions.



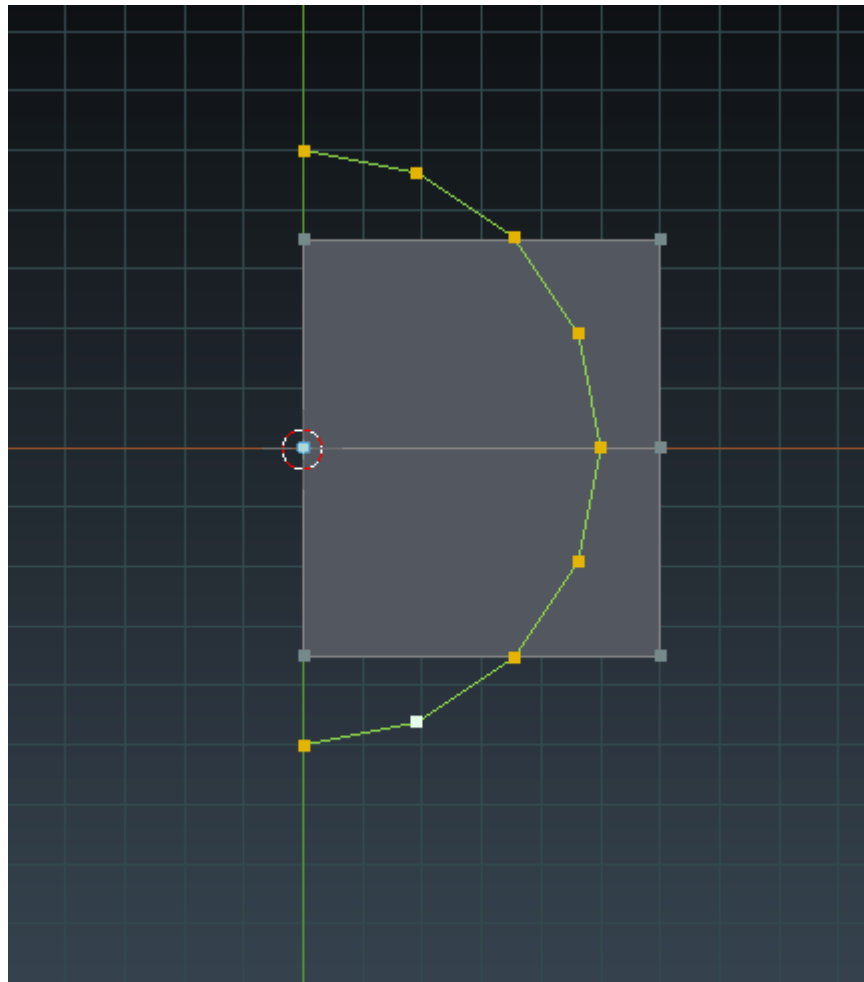
Go into edit mode and divide the plane in quarters thusly



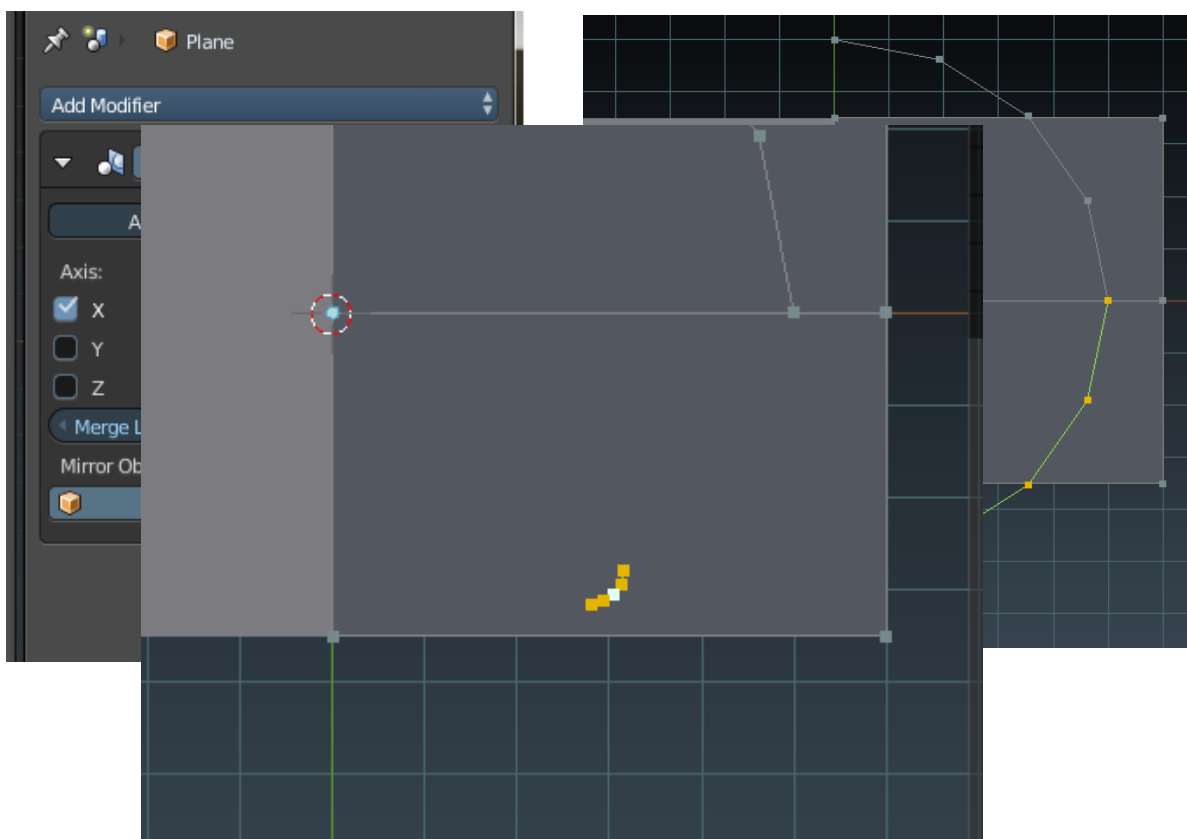
Add a circle reduce the vertices to 16



select half the model, both the plane and the circle and delete them

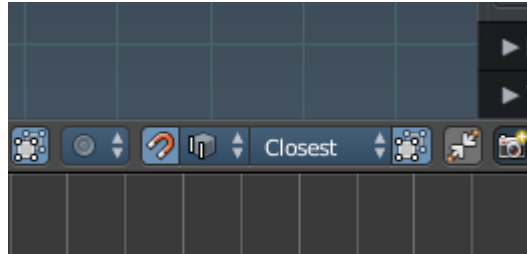


Add a mirror modifier

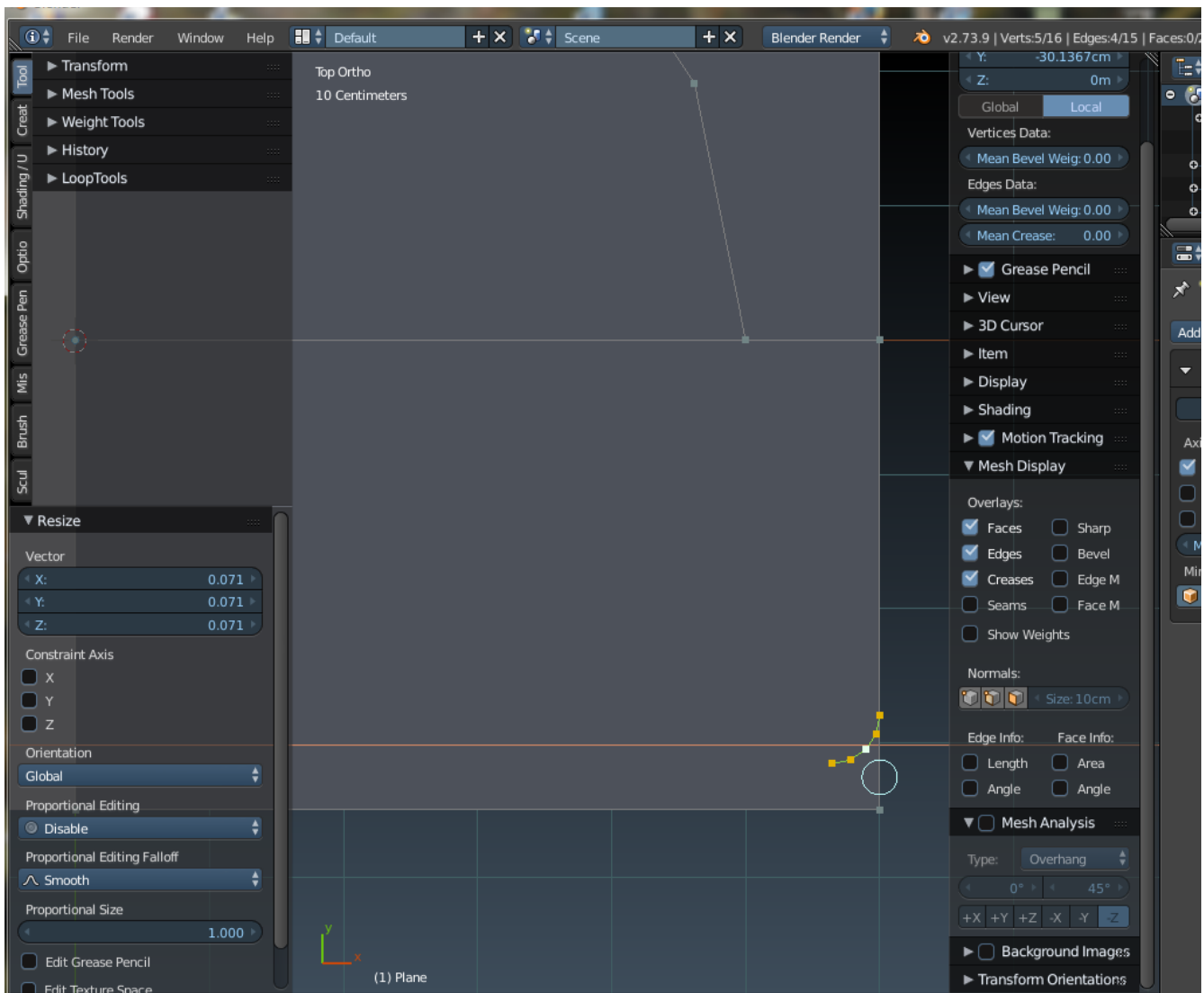


select the bottom quarter of the circle and press Y to separate it from the rest of the circle. Then scale down the selection to the size of your corner

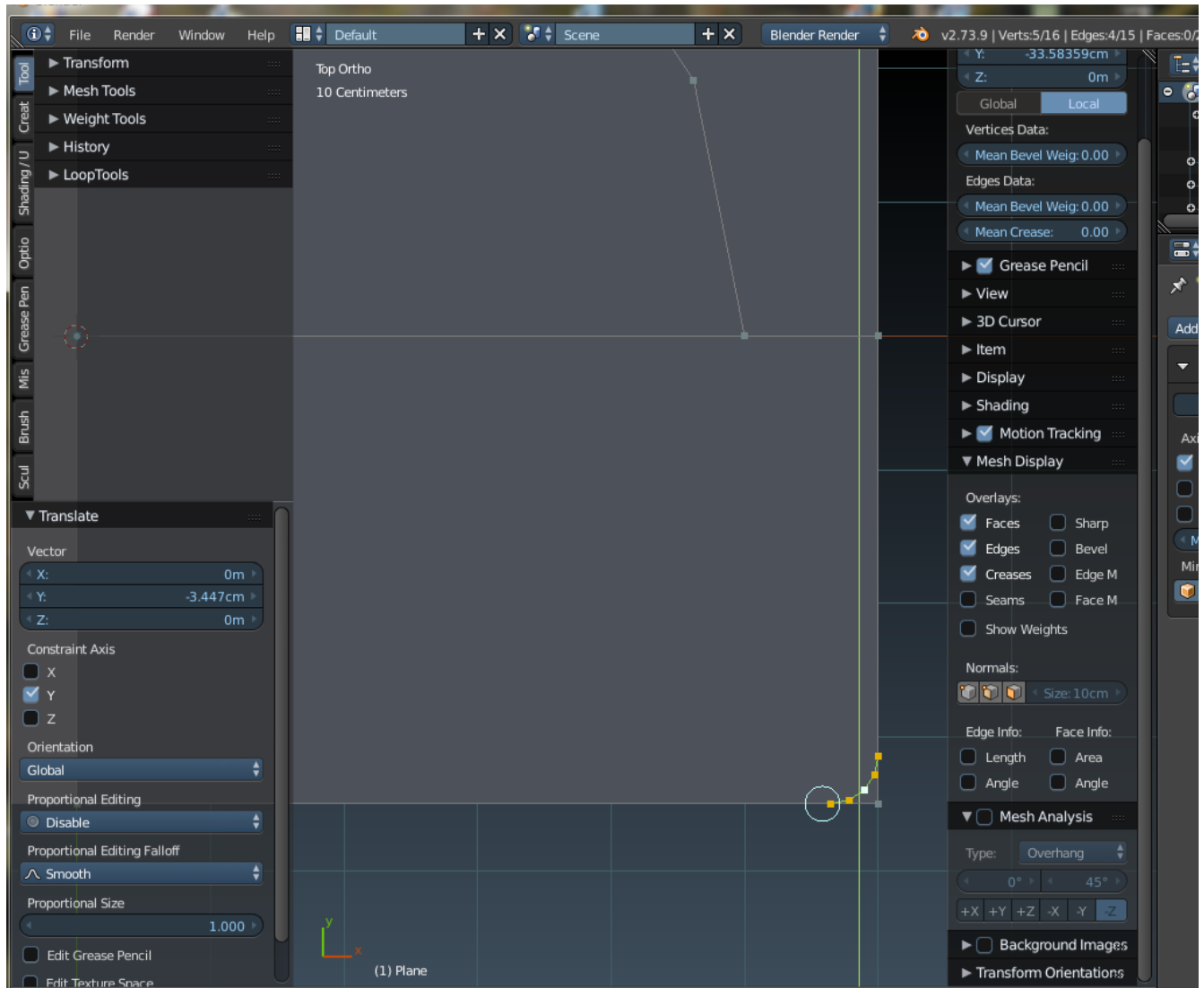
turn on edge snapping



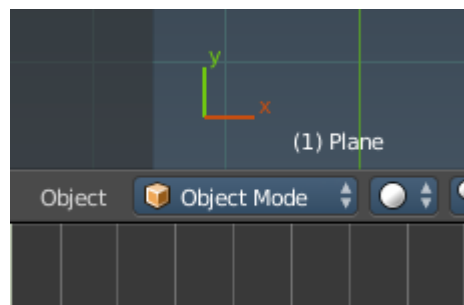
press G, X and hover your mouse over the x edge of the plane to snap the entire selection to the edge.



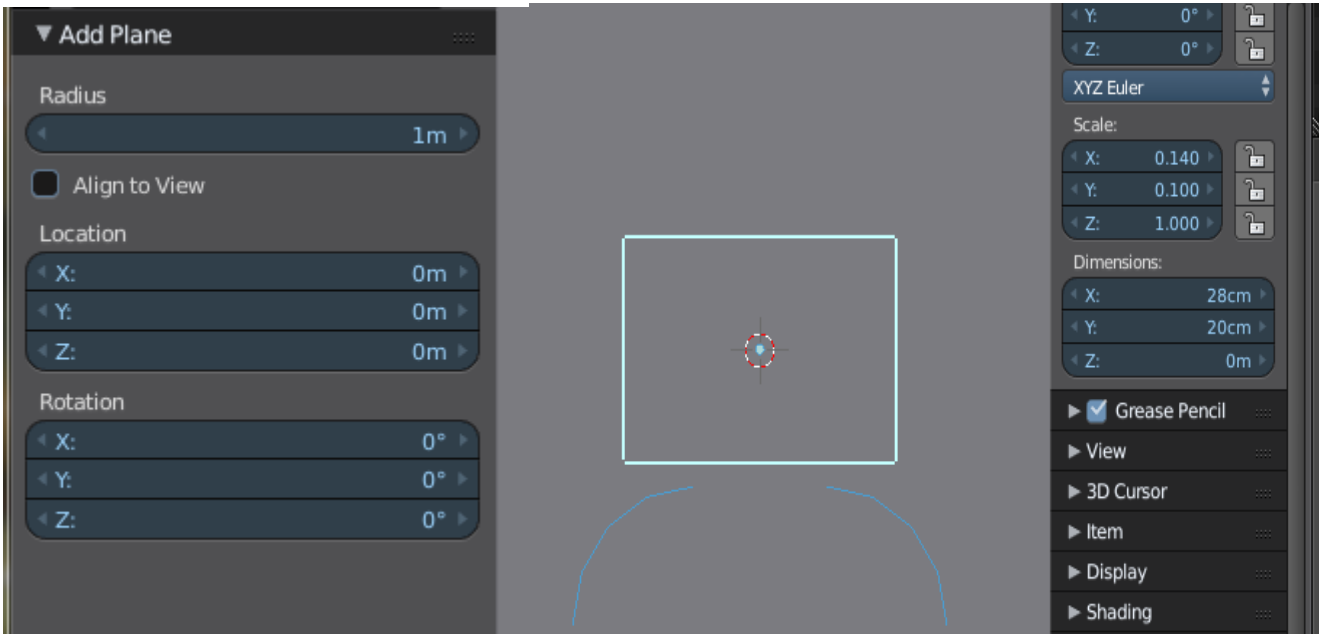
Then do the same for the Y



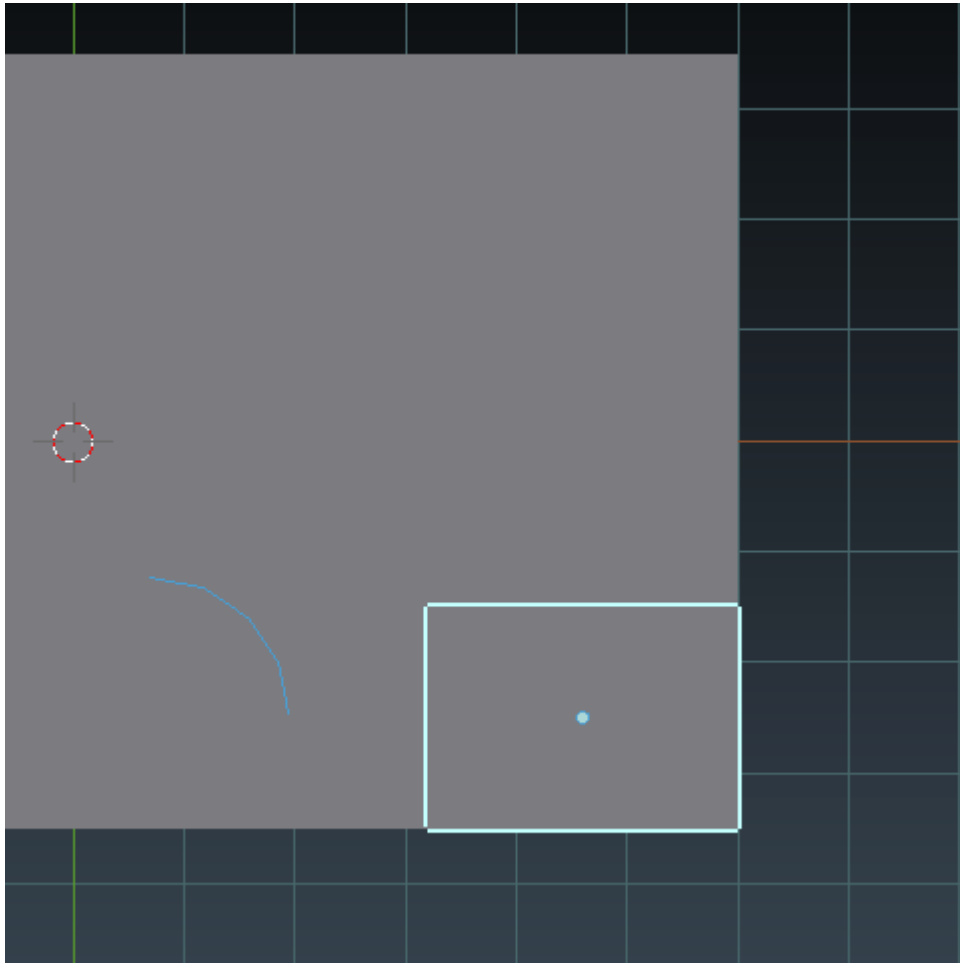
Now we need to create the indent, but you are working to specific measurements so we need to ensure that the indent is 20cm deep, and 28cm from the edge of the table. So, we need a measure, jump back to object mode.



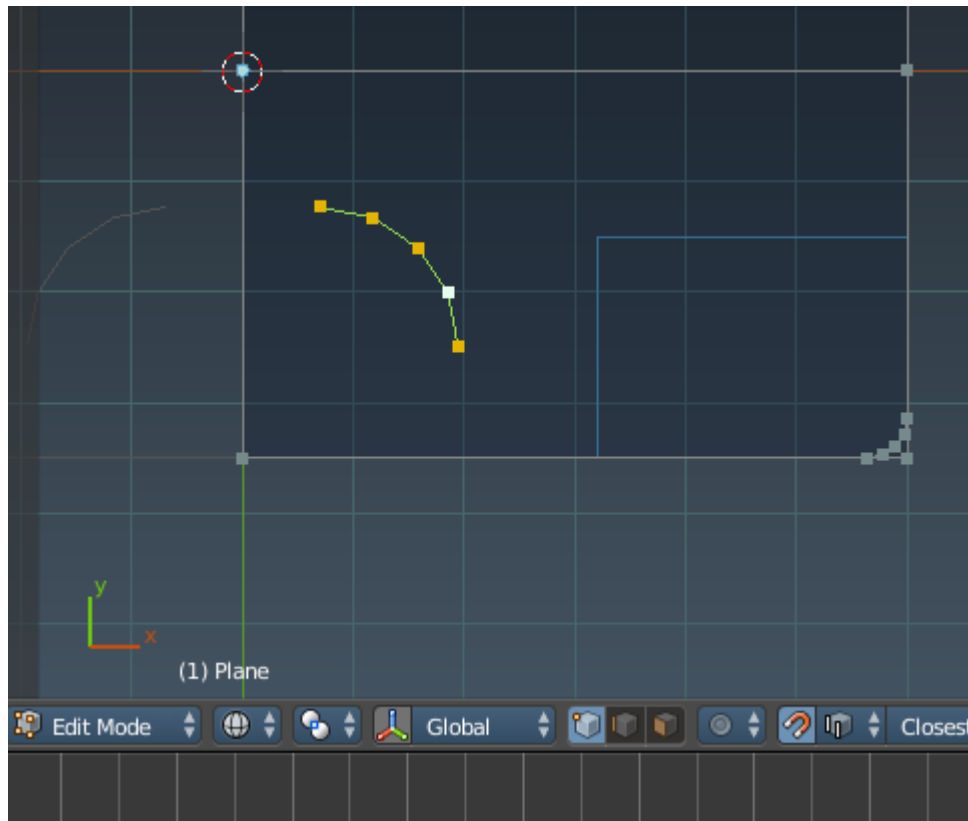
And add a new plane and adjust the dimensions



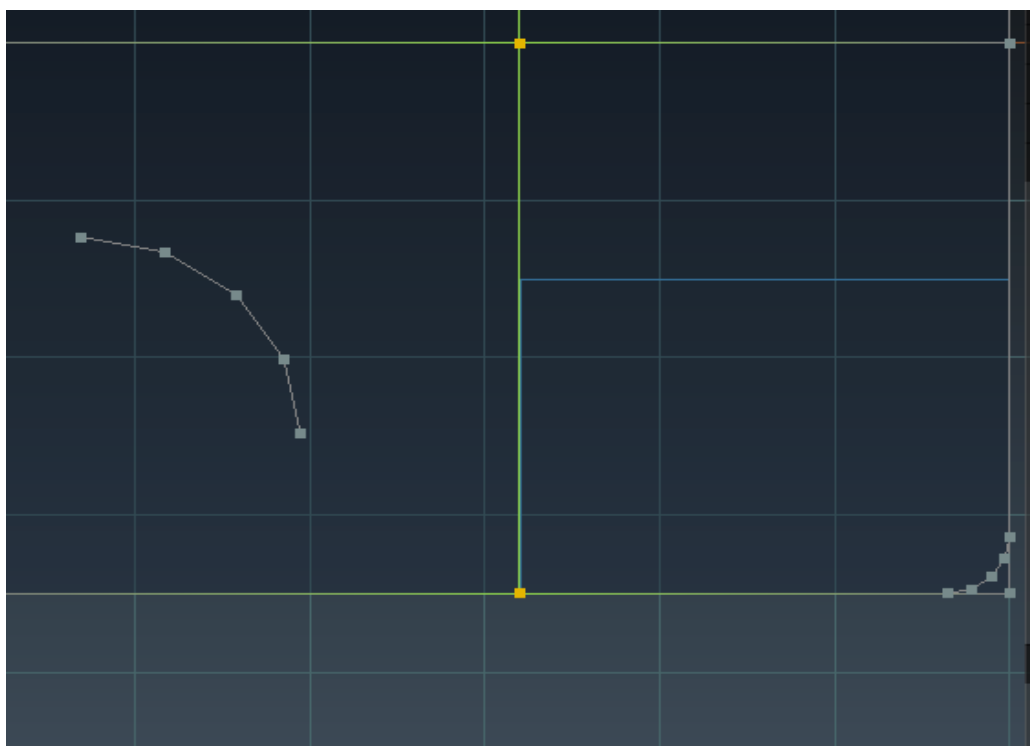
now snap the new plane to the corner of the original



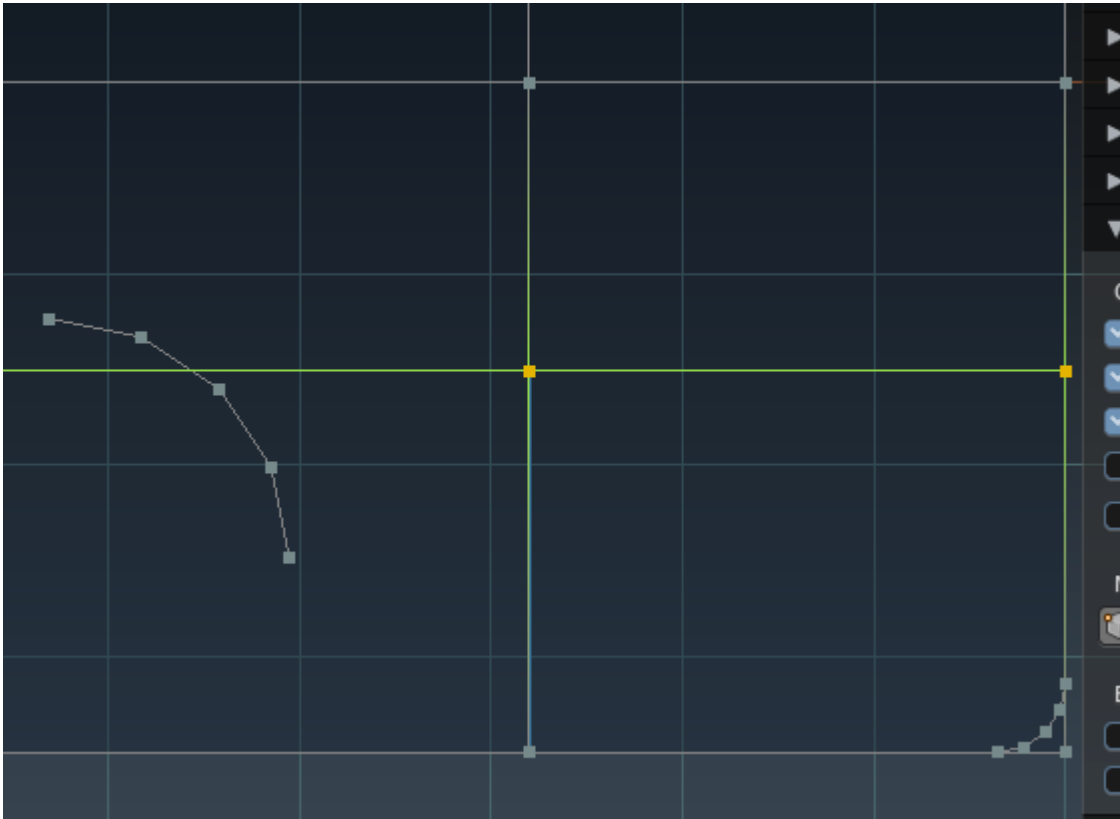
select the original plane and go back to edit mode and change to wire frame view (the little button next to the mode button) (below the word “plane”)



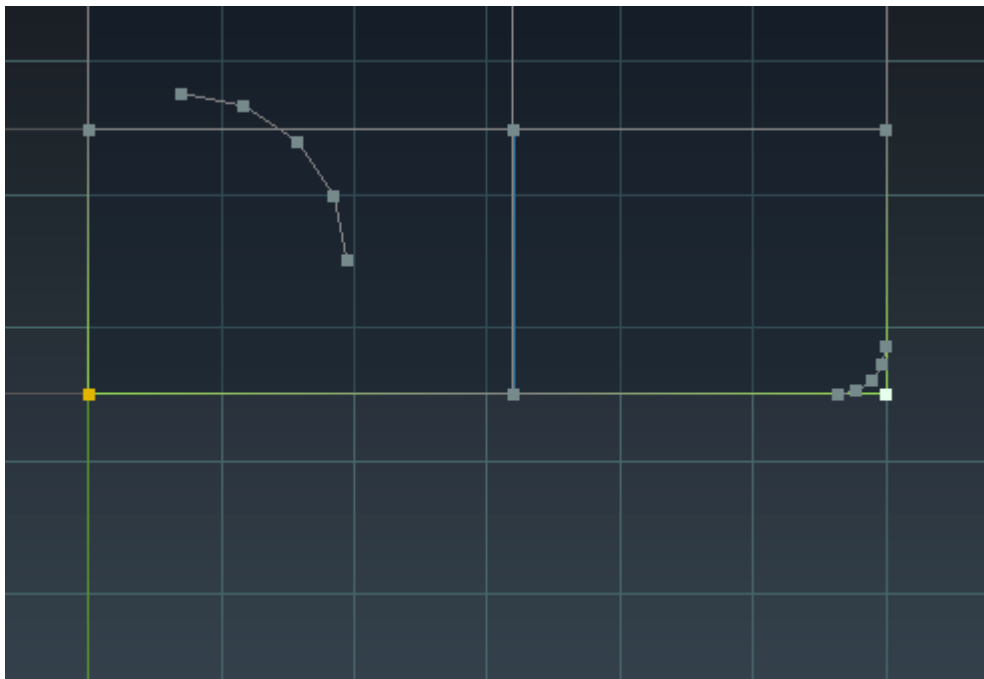
make a loop cut (ctrl R) and align it with the measuring plane in the corner.



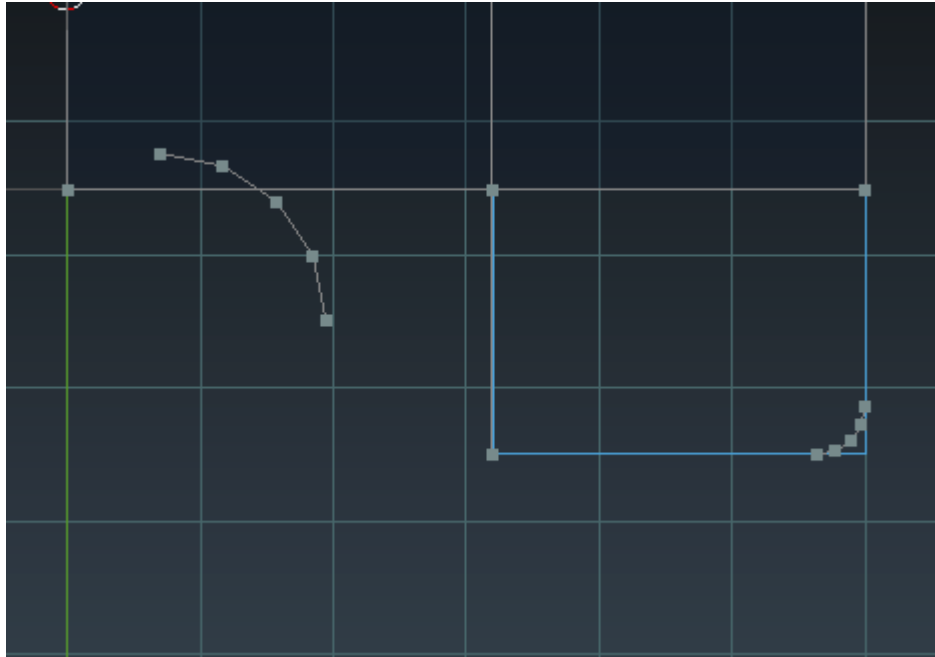
Do the same for the top edge.



Select the bottom two corner vertices



and delete them



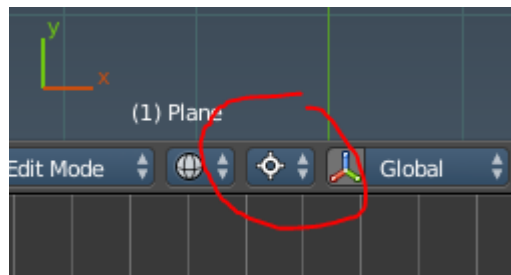
select the remain string of vertices left over from your circle, and snap them to the remaining corner of the plane.



Snap the cursor to the top vert by selecting it and choosing shift s> cursor to selected



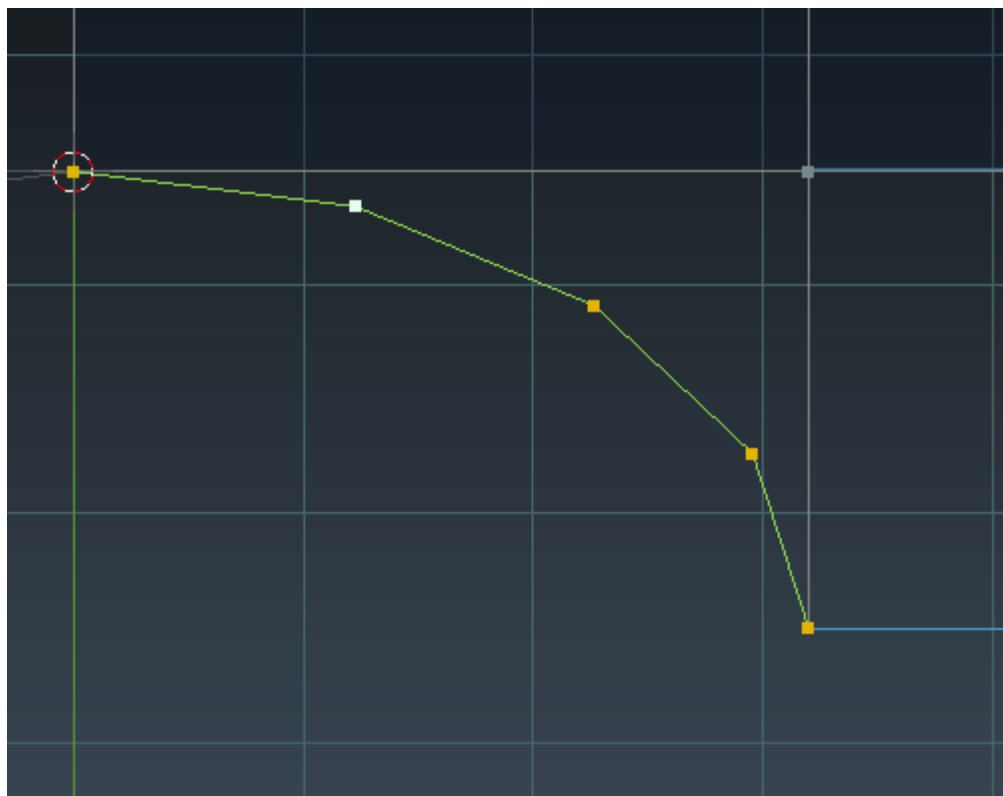
then change to pivot around 3d cursor



select the vertices and press S X and scale them to the edge



repeat for the Y axis, you may need to hold SHIFT to position the vert precisely on the corner.



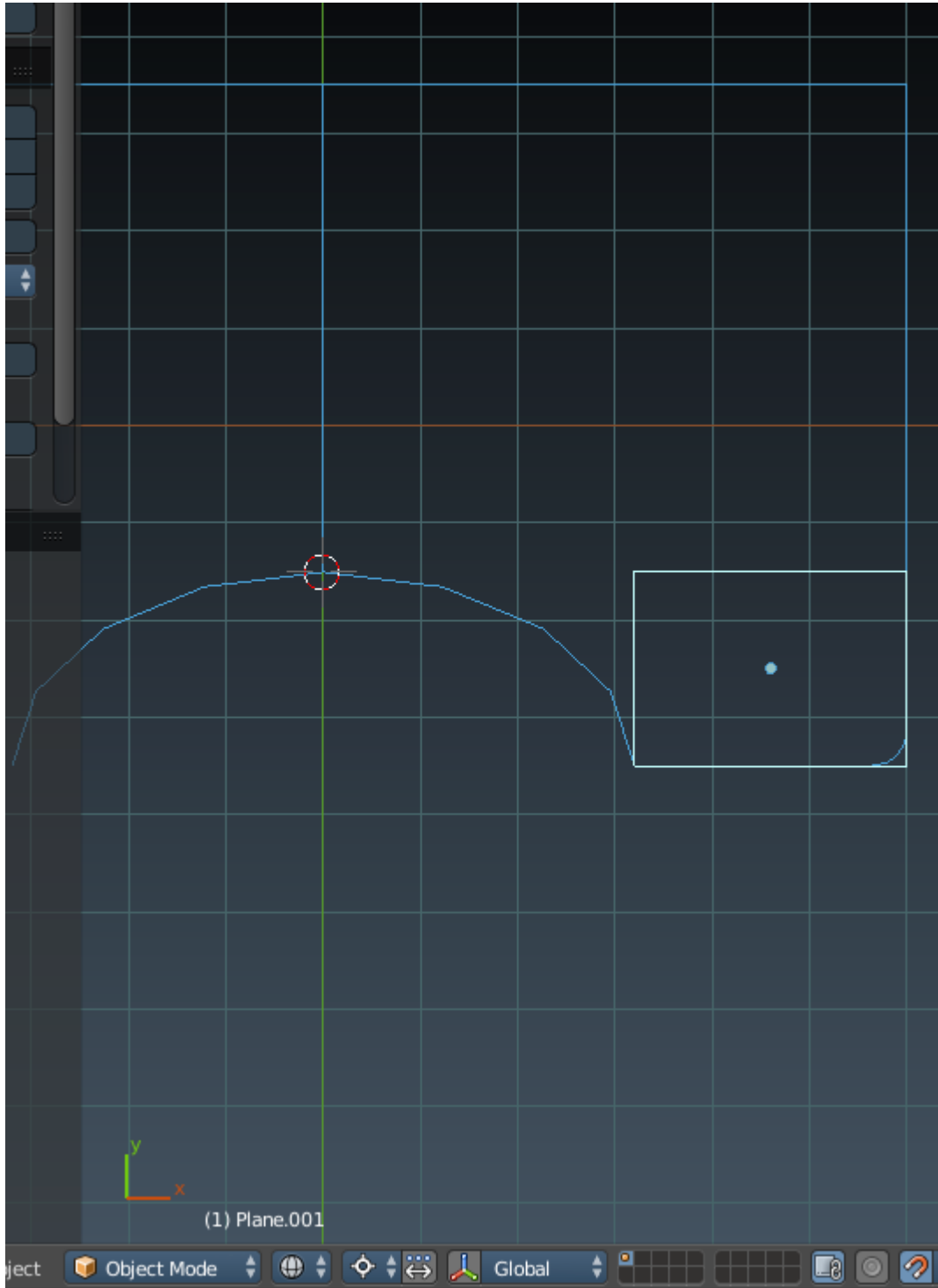
Select the center vertices and delete them.



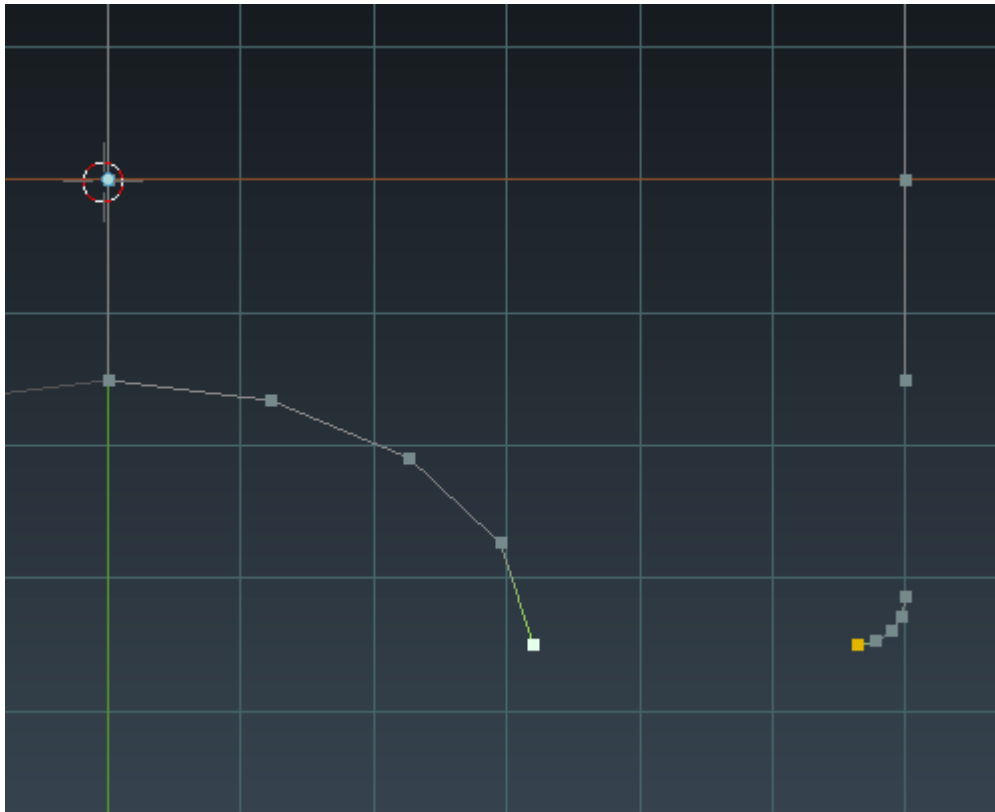
oops oh well, carry on



we dont need the helper any more so jump back to object mode and delete it



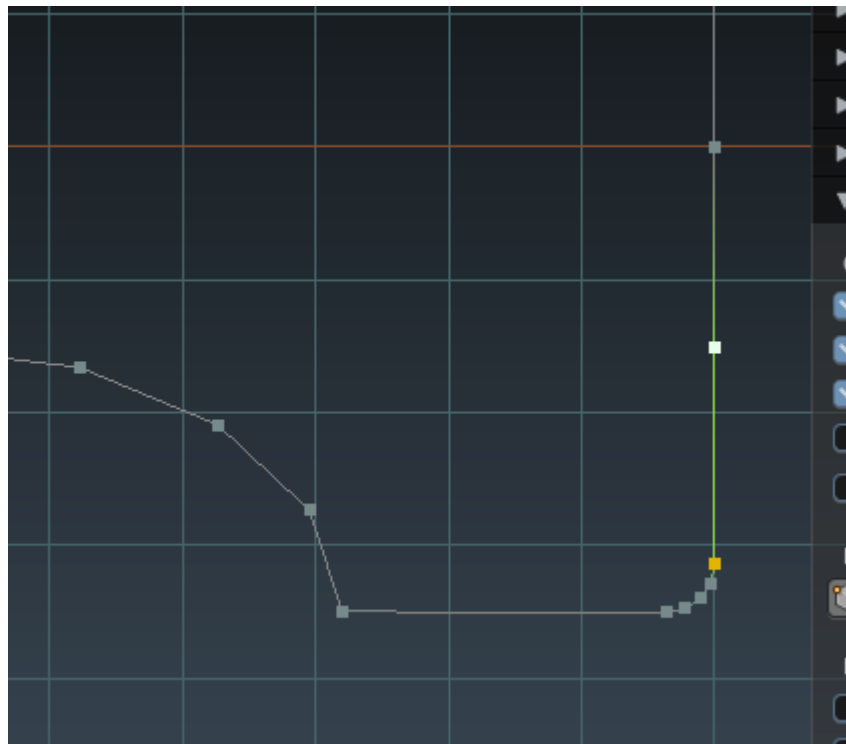
back in edit mode select the bottom verts of the corner and the circle



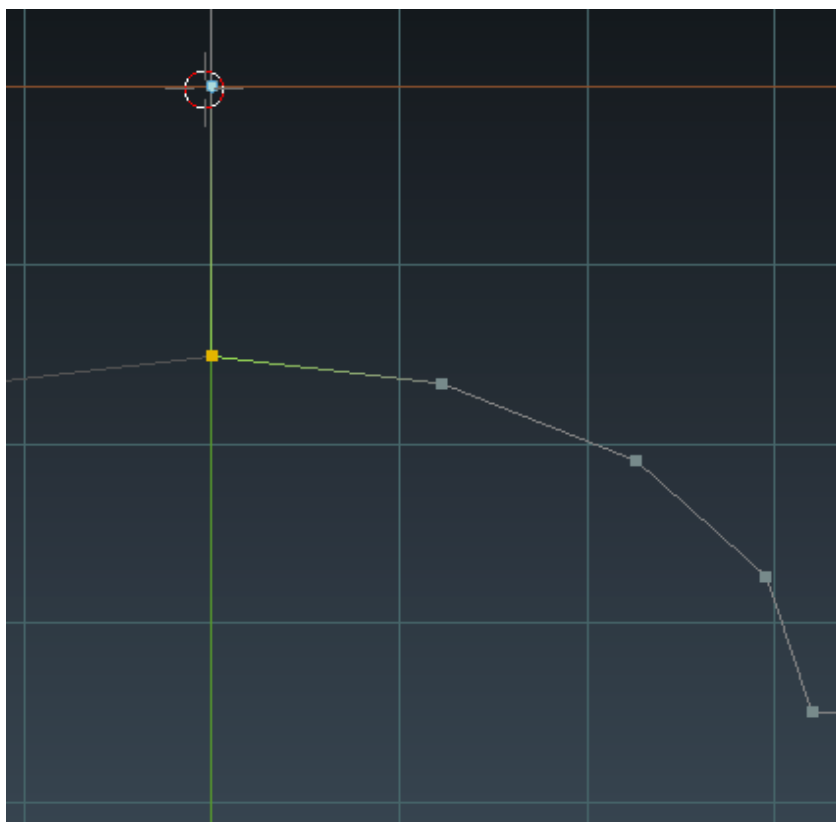
and press F to make an edge



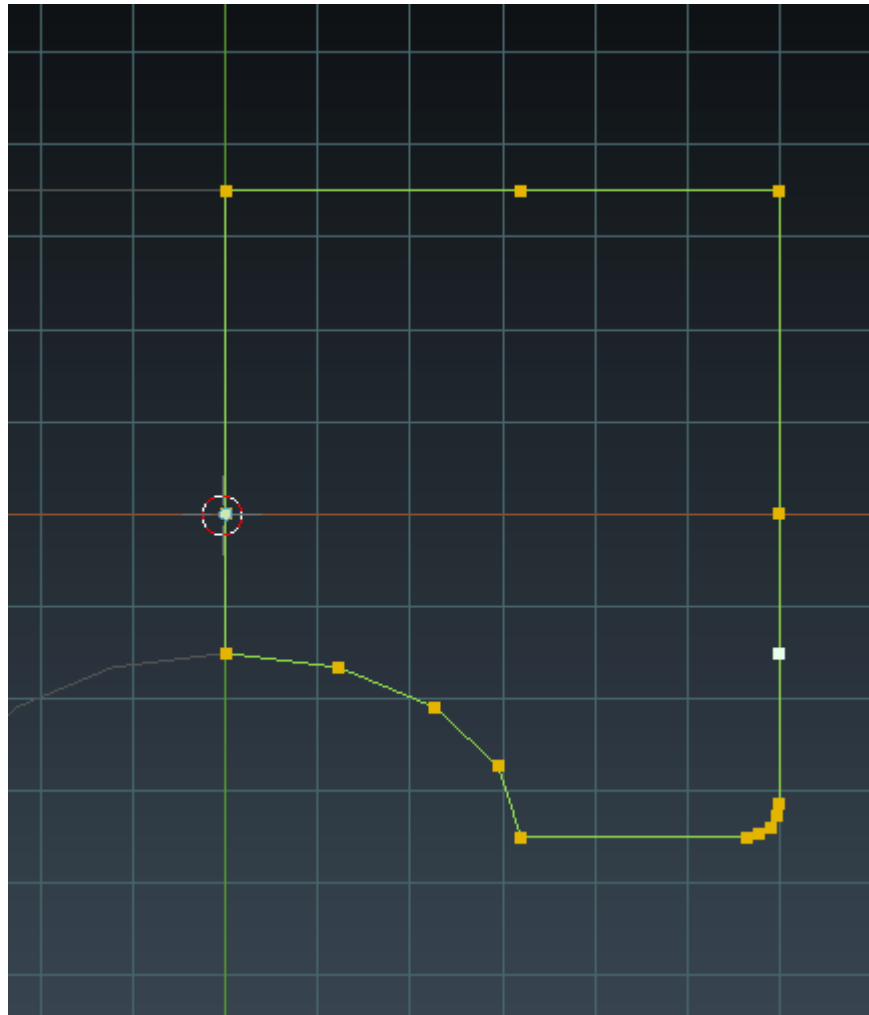
and do the same for the edge on the side, your corner is now connected to your table.



Make sure the center vertice is merged with the middle edge, select both the verts and press alt M and merge them if they are disconnected



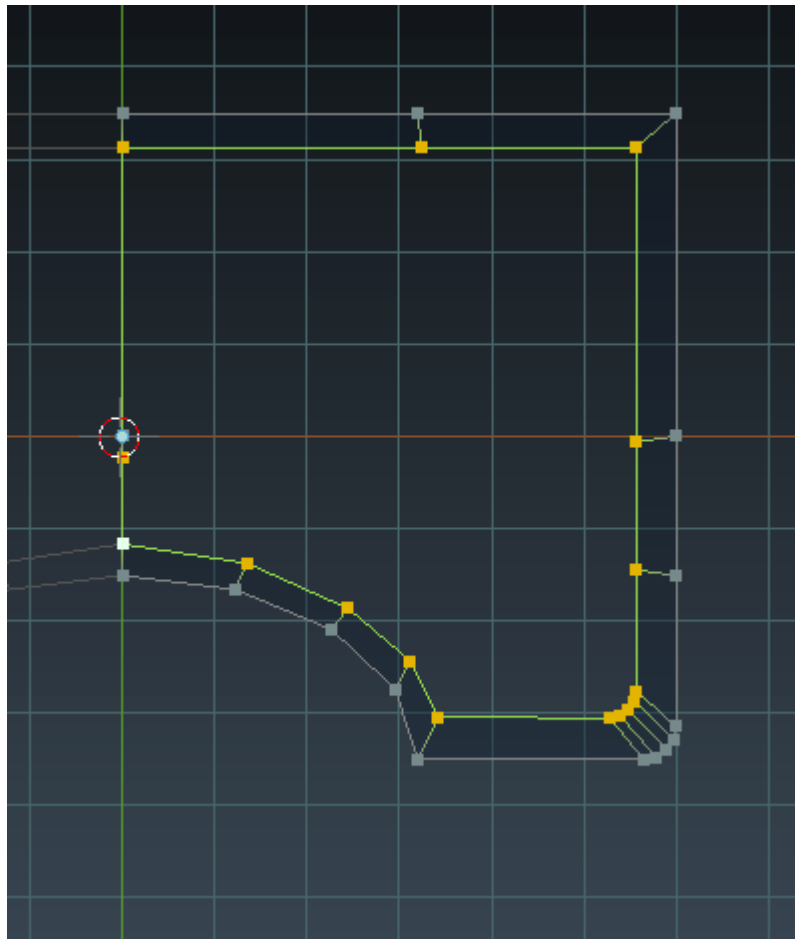
select the entire outer edge



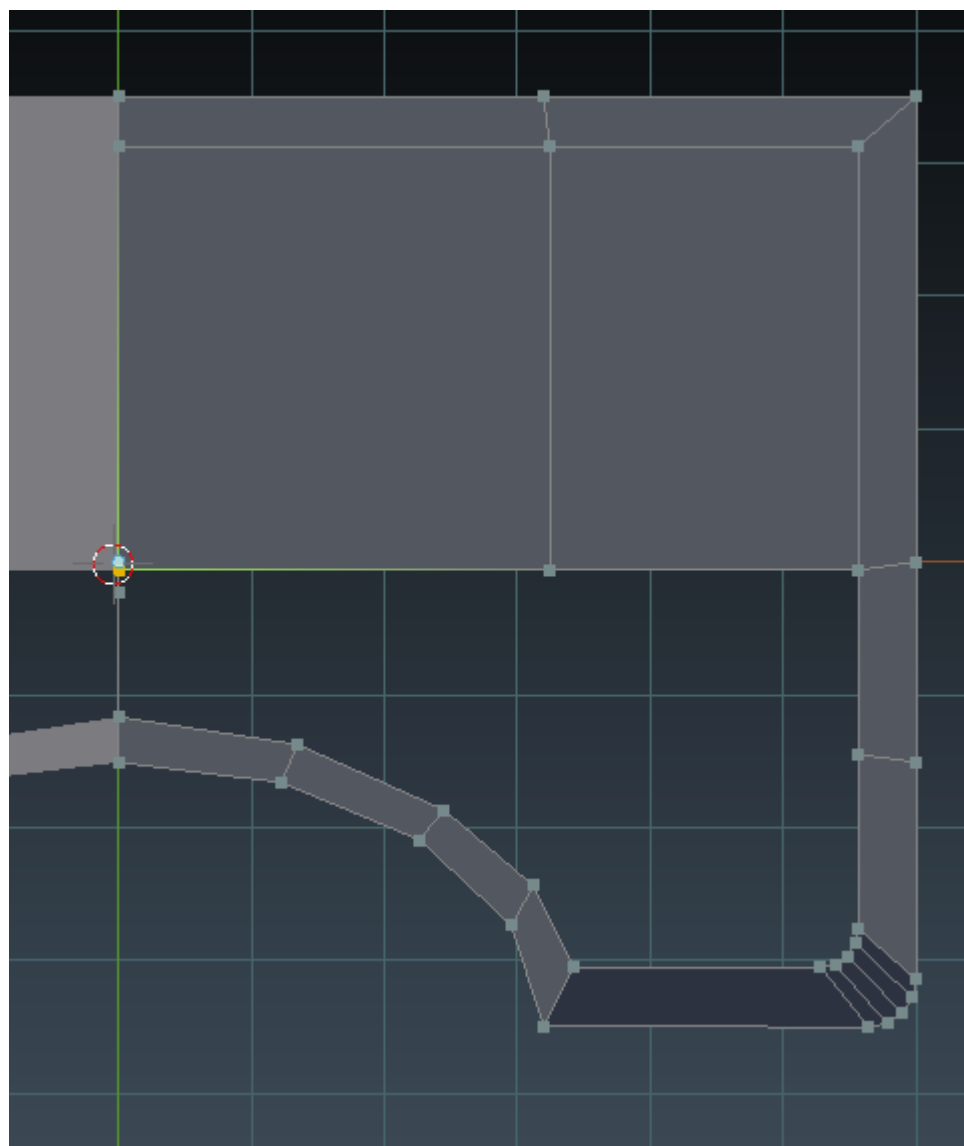
and press E S to create an inner face



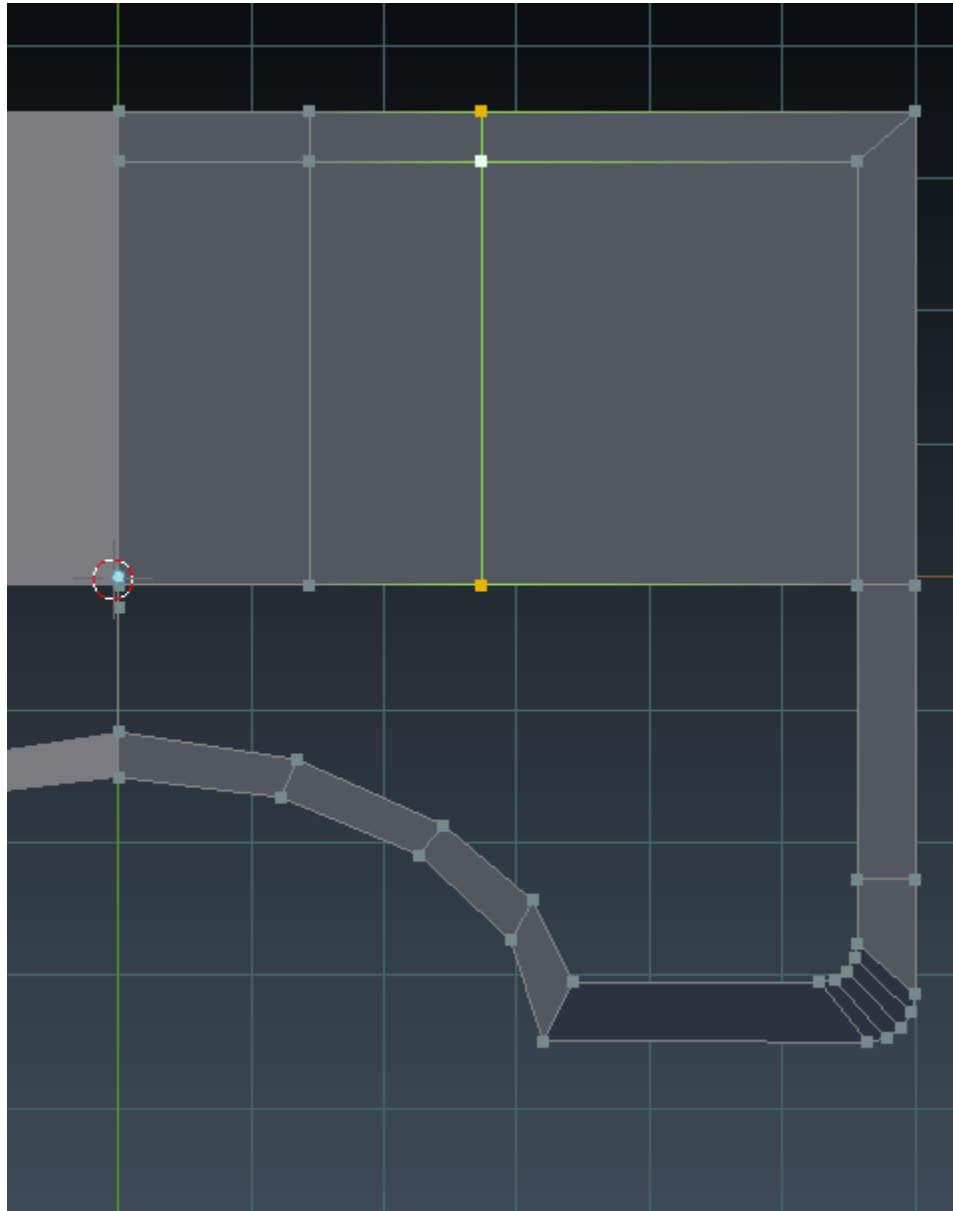
tidy it up a bit cos thats just messy!



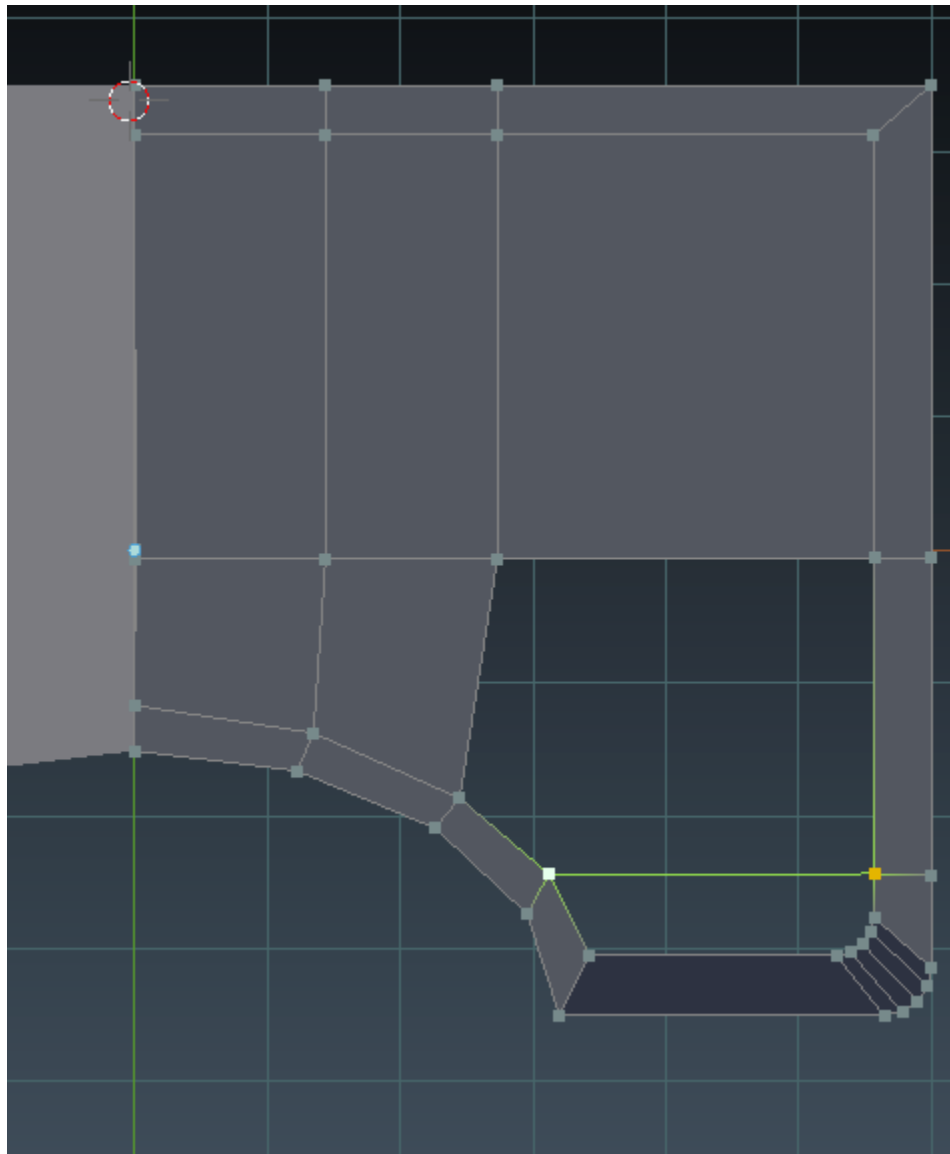
Fill the top two faces



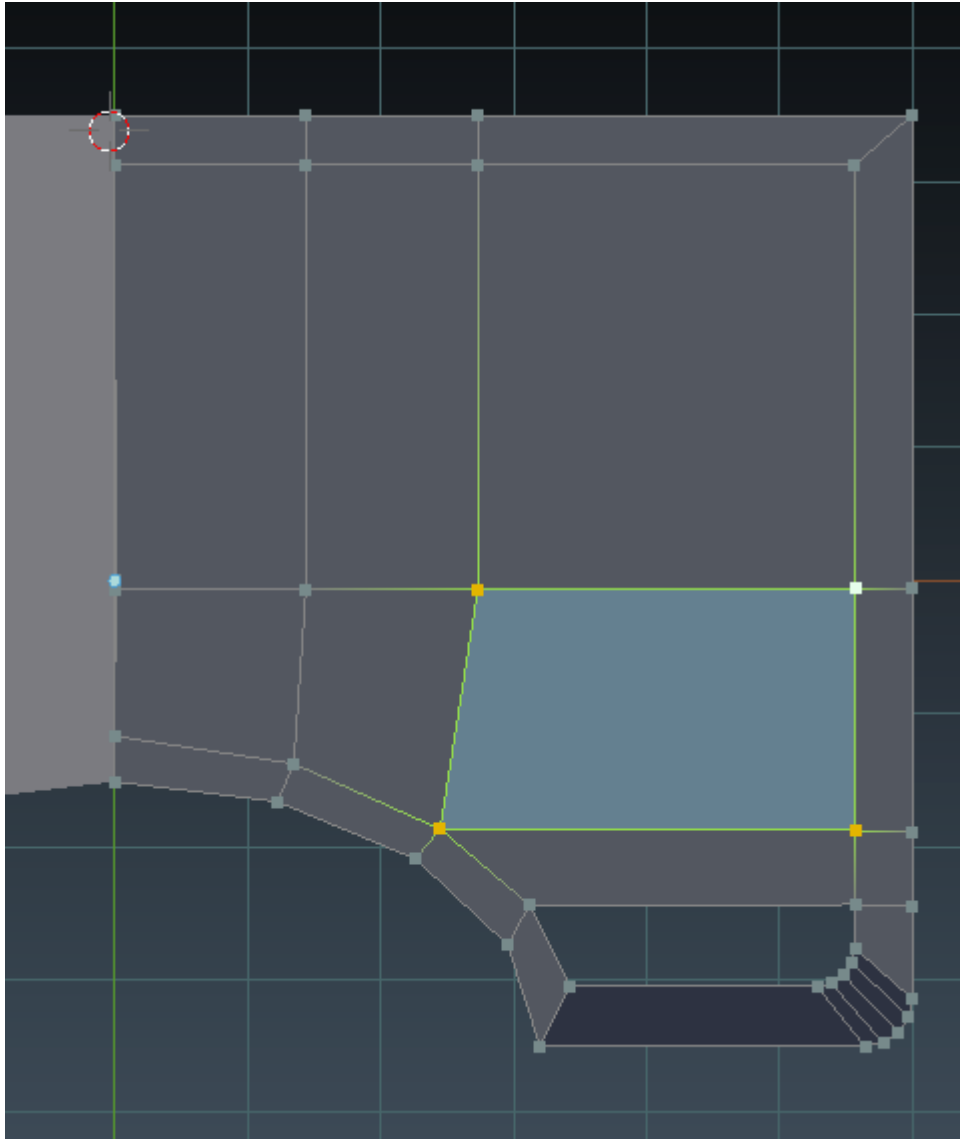
add a loop cut and slide it to align with the first vert on the curve, then double tap G to slide the other loop to align with the second



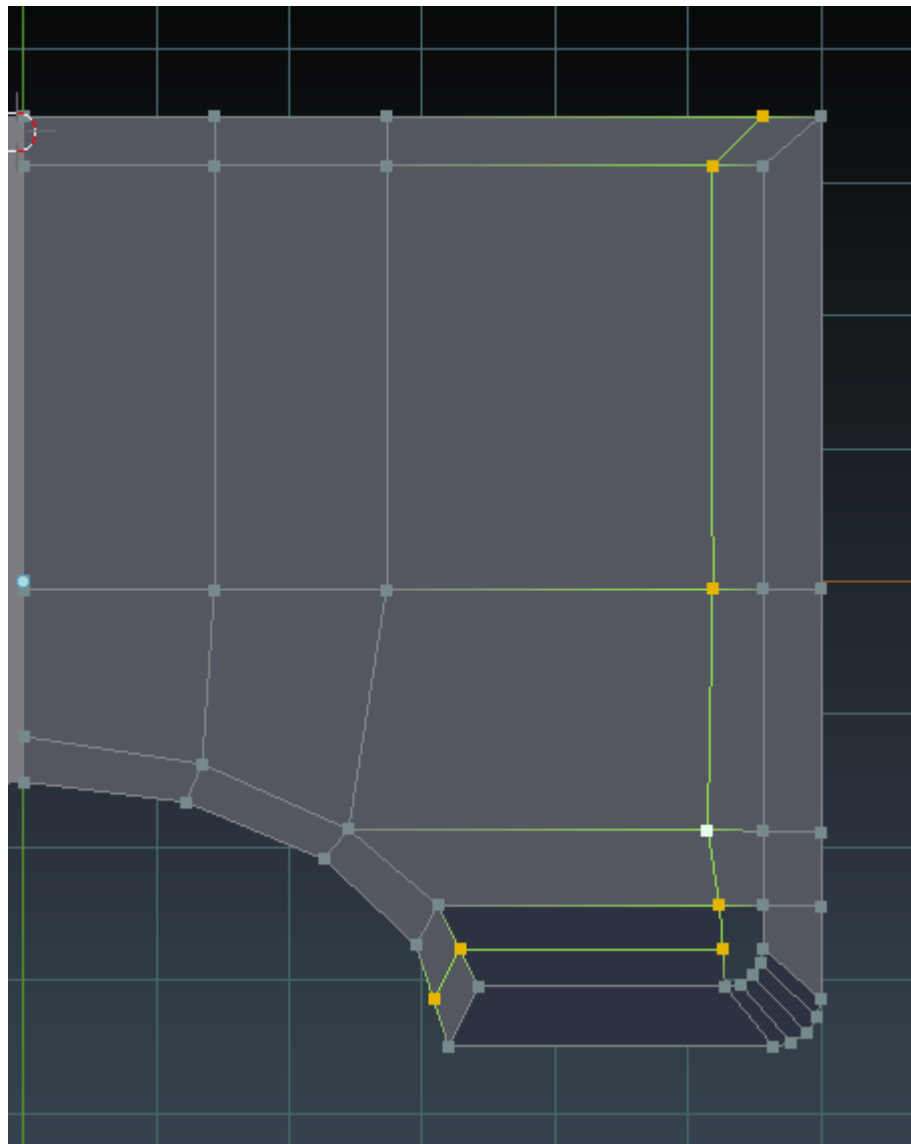
Then fill those faces, select the vert on the x axis and press F to create an edge there too.



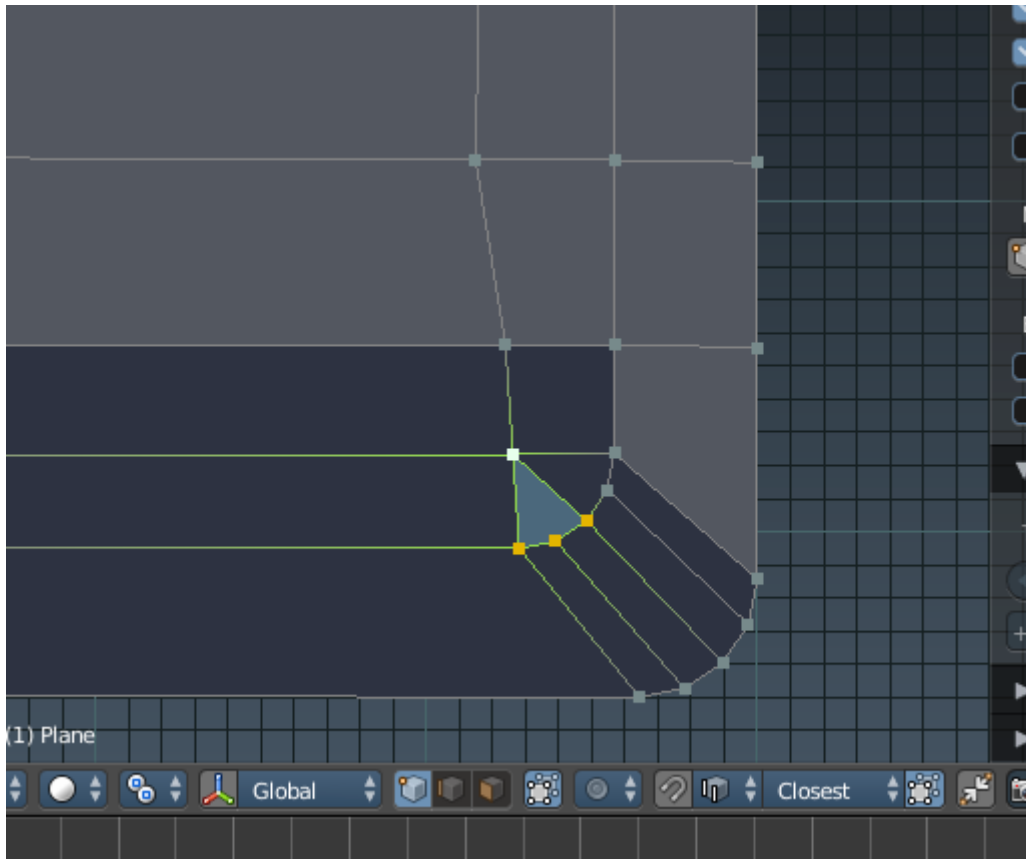
Add another loop cut to the gap on the x axis then fill those two faces



now add a loopcut on the large panels and position it to align with the first vert on the corner fill the face then add a loop cut along the new face in order to give you the right amount of verts to fill the rest.

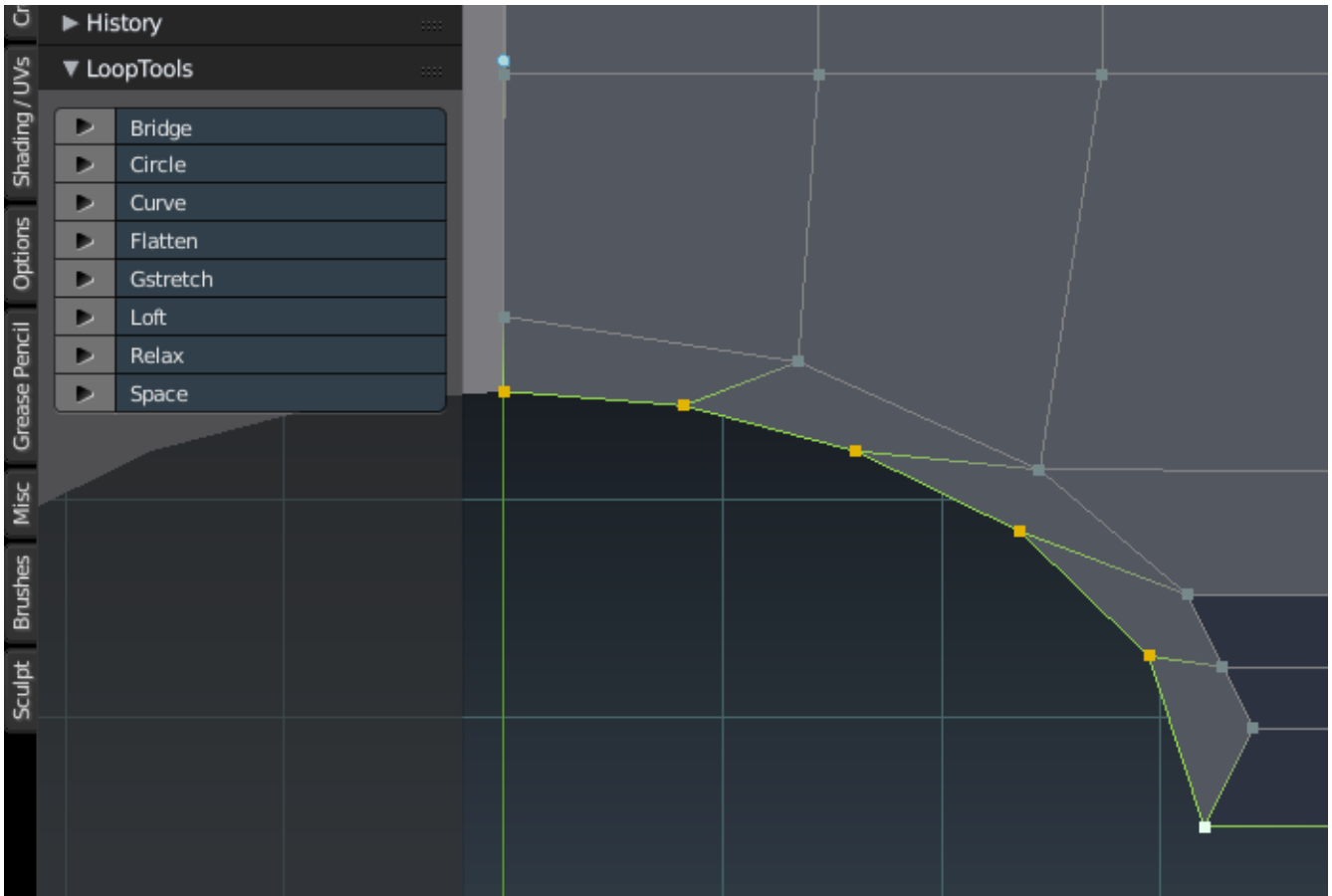


The normals are reversed here, dont worry we'll fix it later. fill the remaining gap with quads

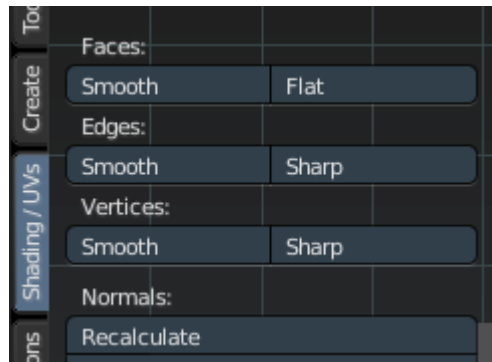


select the verts on the indent and open the looptools menu from the toolbar or press W and open it from the menu, then choose “space”, to just even out the vertices, cos we messed them up a bit from adding the loops earlier.

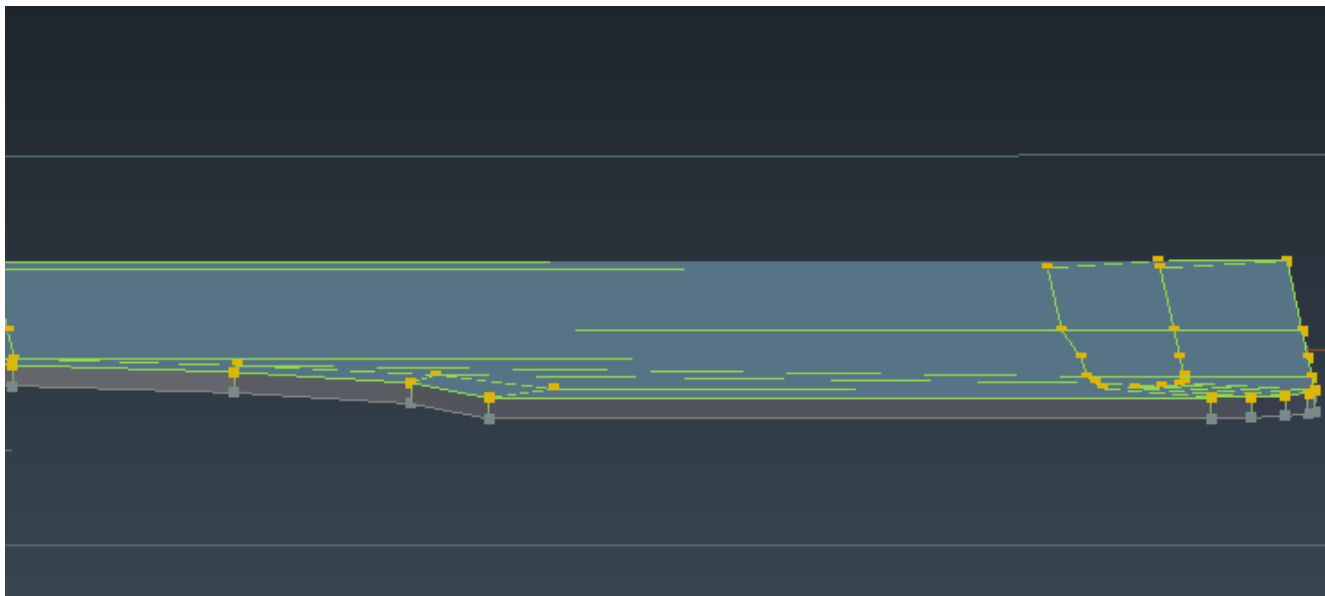
Do the same for the inner row of vertices



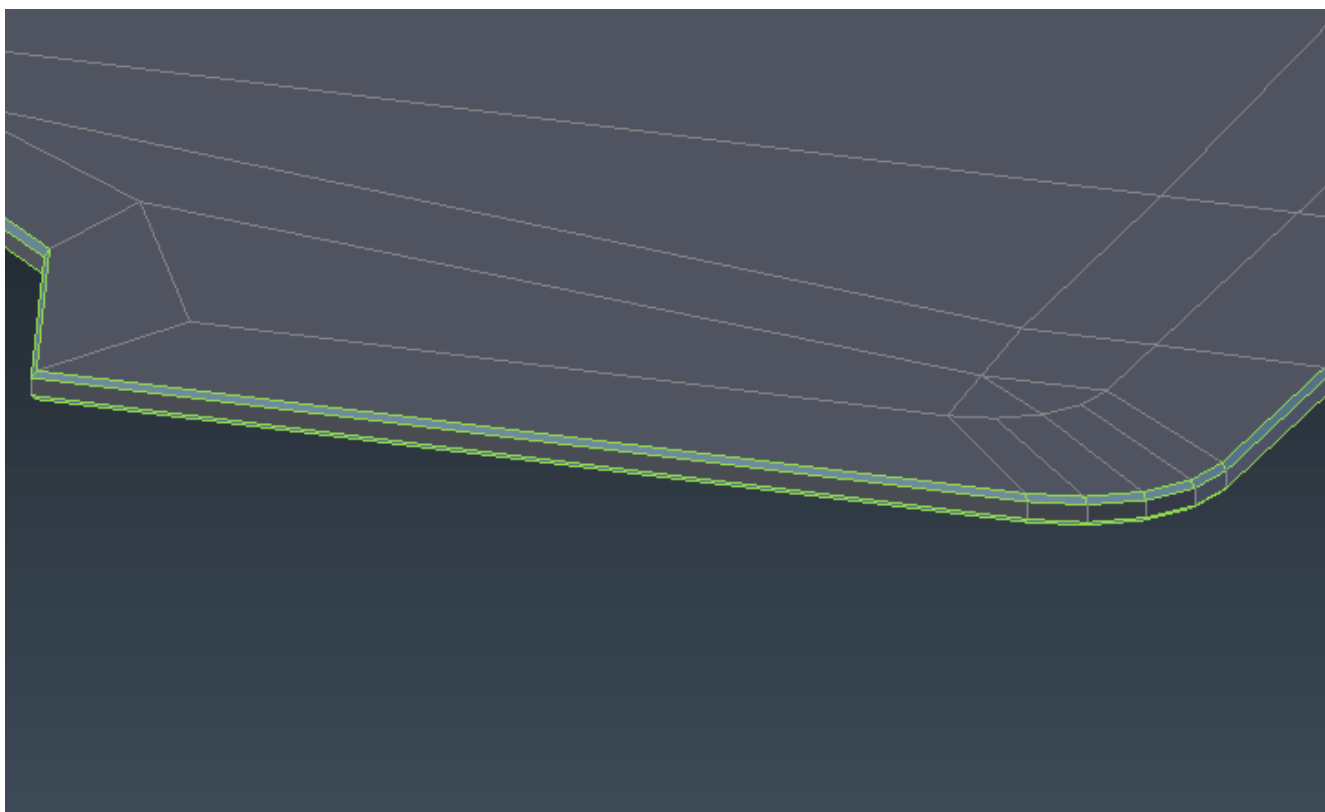
now select everything and open the shading/UV's tab and click recalculate normals, then press Smooth faces.



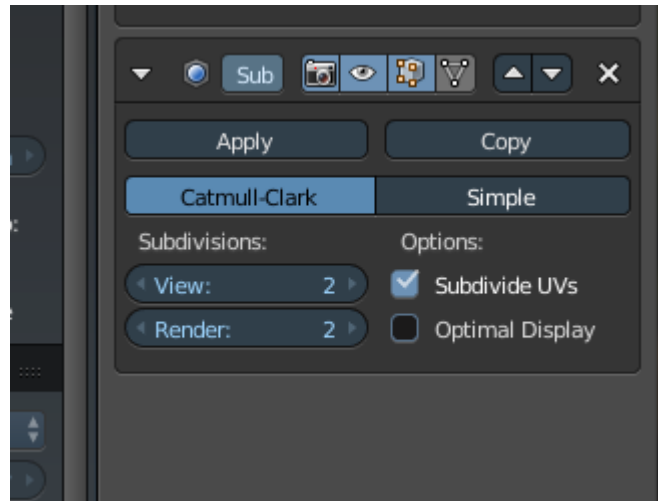
While we still have everything selected, press E Z 0.007 to create a 7 mm thickness on your table



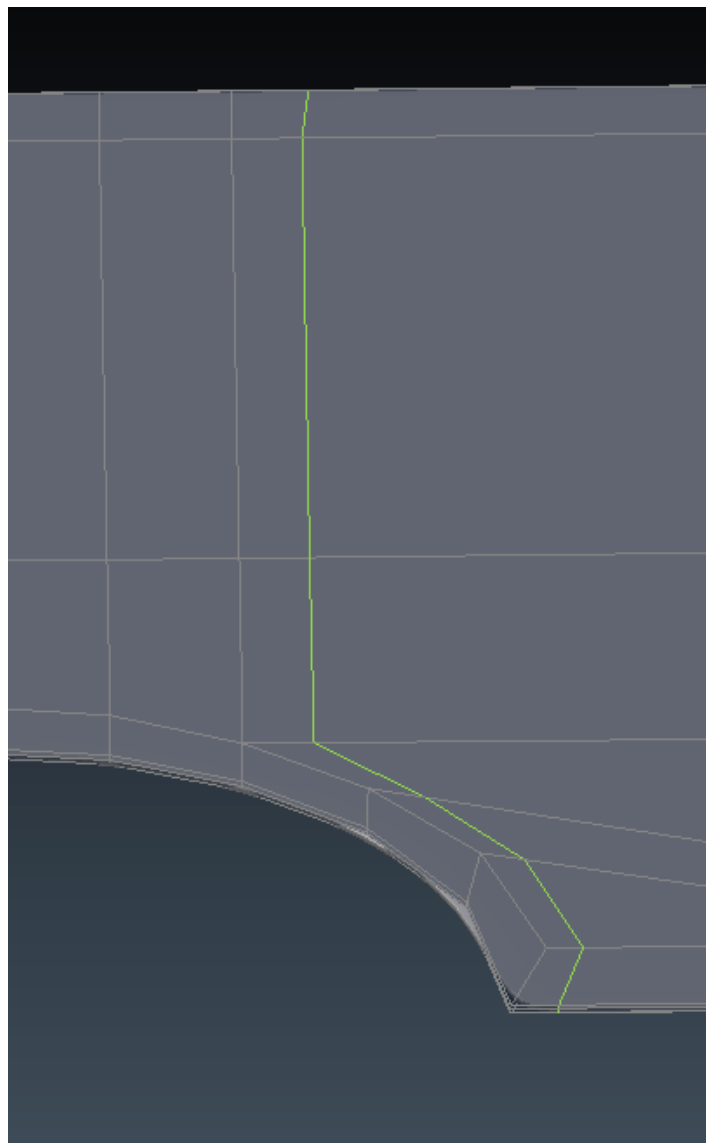
change to edge select and select the upper and lower outer edges and press ctrl B to give them a bit of a bevel



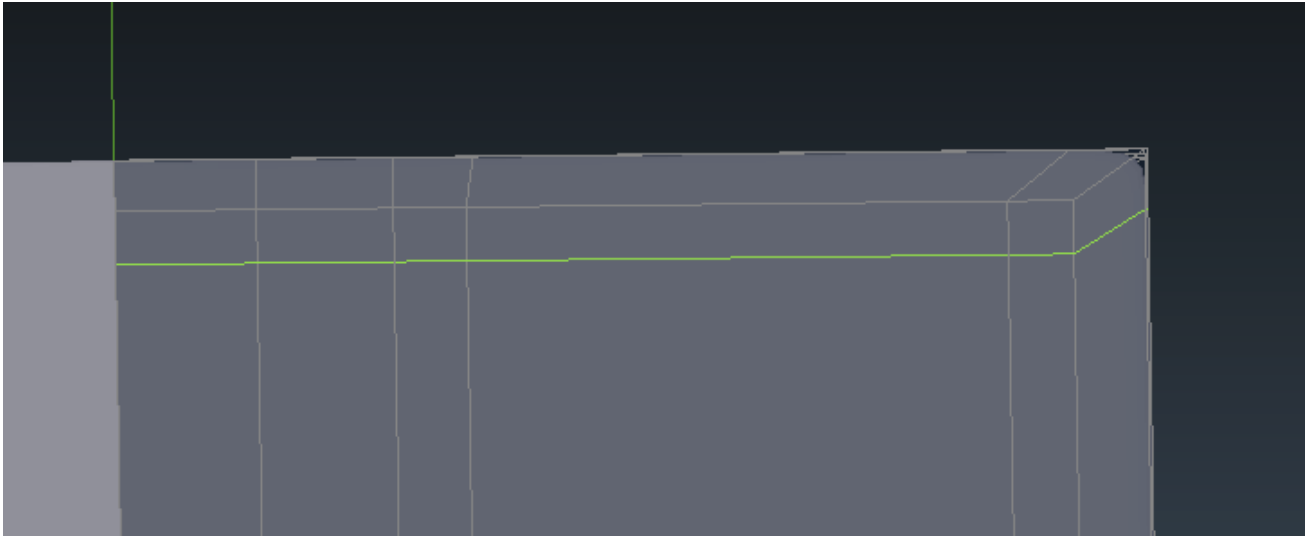
add a subsurf modifier



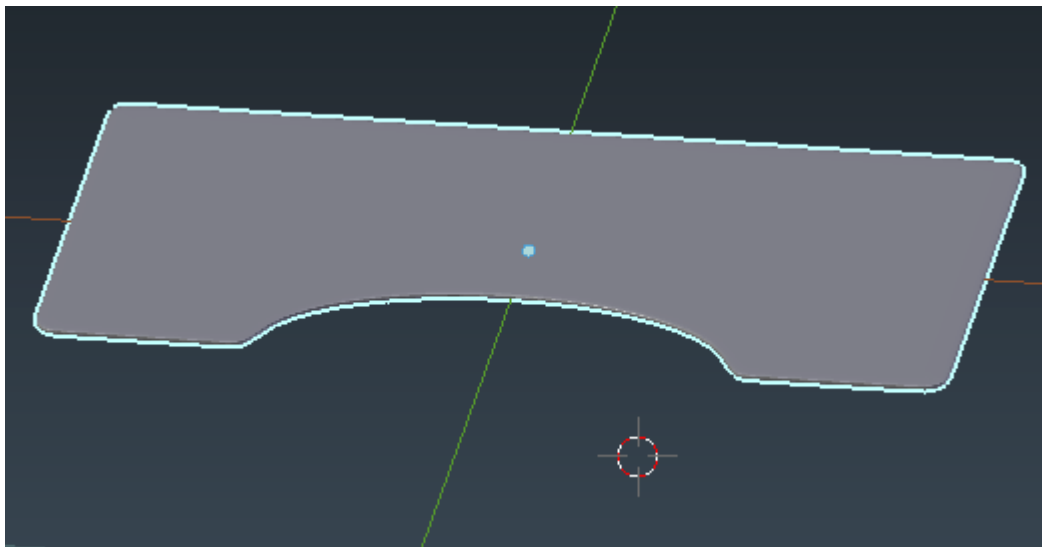
now we just need to tighten up a couple of corners, add a loop cut down the large section and slide it over to the corner of the indent, the closer you get to the indent the sharper the corner will become.



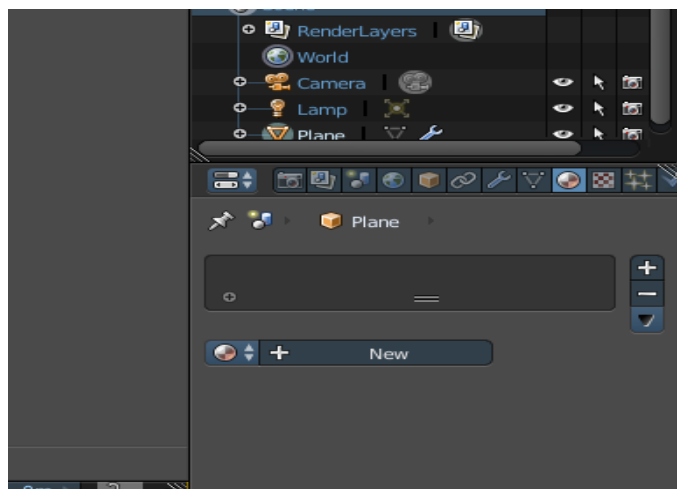
Do the same for the top corner, add a loop cut and slide it up until you're happy with the corner



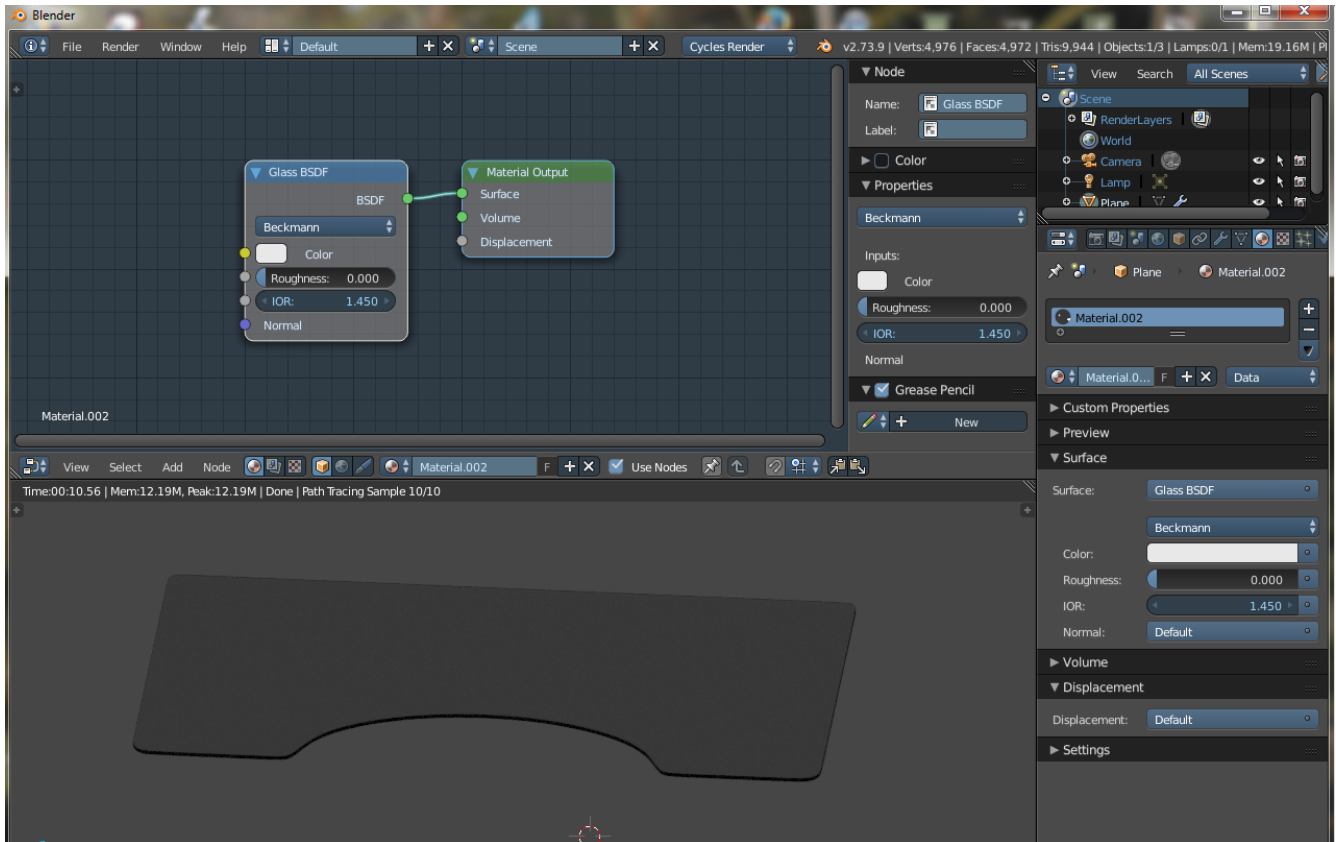
Ta daa



ok, add a new material



make the material glass and adjust the colour if you want.



Done.