Using Blender 2.7 - **Topics** - Array Modifier for Circular Arrangement

* Make a cube or whatever object should be in the center
* Make an Empty (in the Create tab on left, click Empty), r, z, 30 or whatever rotation for each copy you want (360 divided by total #of objects you need)
* Make a Cylinder. Move it away from the Empty as far apart as you want the copies.
* Select the Cylinder (Click Object, Apply, Scale, and Object, Apply, Rotation)
* Modifiers (blue wrench) button, Add Modifer, Array
* Change “Copies” to 360 divided by #of degrees (such as 12 if 30 degrees) or how many you need (this is a total number of copies, not additional)
* Check “Object Offset” and choose the empty
* Move the cube and empty to where you want (select them both or Apply once the spacing is how you want it)