How to build a basic sword

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APCG 330
A basic sword is made up of four main parts.

- The Blade
- The Guard
- The Grip
- The Pommel
First create a box divided up into segments; four along the y axis and three along the x axis. Shape the box’s dimensions similar to that shown.
Now position the segments of the box where you want to divide the blade up. Move one segment to the top for the tip of the blade, and two toward the bottom for the bottom of the blade. (For a straight full blade use fewer, if any segments.)
Condense the sides of the box to take on the width, length, and depth of your blade. Then select the two top corners of the box and bring them inward diagonally to form a point for the blade. Now shrink the bottom two segments to form the decorative bottom of the blade. (A full blade would have no segments and therefore the rest of the blade would be straight all the way down.)
Now weld together all the outer points of the box to create your blade edge. Then weld together the two top points to create the tip. The blade is finished.
Now to create the guard make another box in a new layer with a similar shape shown. The number of segments depends on how you want the guard to look (more segments for more curved looking guards). For this guard only create five segments along the x axis.
Now select the outer four points of the outside of the box and bring them up aligned with the x axis. Then rotate the next four points inward along the top of the selected area till the desired effect is reached, or like shown. After that move the next four points inward, to the middle of the box, aligned with the outside of the bottom of the blade. To save time and for greater accuracy knife the middle of the box, cut the box in half, to work on one side of the guard, so that when one side looks like you want it then you can…
Mirror the one half to create the other half and put them together like shown. Then weld all the center points of the guard in the same location to get rid of points on top of points. The guard is finished.
Open a new layer and now create a disk with a shape and position as shown. Just like everything else the number of segments depends on the look of your grip. For this grip there should be 3 segments along the y axis. The length, width and depth of the the grip depends on the look you want.
Now use the stretch tool to shape the disk to fit the guard like shown. (Once again The shape of the grip depends on the look you are going for.) Then move the segments to each end of the disk, one toward the top, the other toward the bottom.
Now select the two inner segments and shrink them to create a more realistic looking grip.
At the bottom of the grip smooth shift the bottom polygon to make space for the pommel. (Not all swords look alike, this is a generic step to create a place for the pommel.) The grip is done.
Open a new layer and create another disk with the same number of segments as the previous disk. Shape and position the new disk as shown. (The length, width, and depth of your pommel depends on the look you are going for.)
Now select the top polygon and bevel it to appear as shown. Do the same for the bottom polygon.
Use the stretch tool to shape the disk to that shown, or at least to similar dimensions of your grip. Otherwise the pommel will not look realistic at all. The pommel is done.
Now your sword is completed. All that is left is to name the layers and cut and copy all the layers on to one layer. The sword is ready to put into layout or triple the polygons and UV texture to put it into a game. Poly count is 244 before tripling, perfect for gaming.
This sword was textured in layout using preset textures, but you can Texture the sword however you see fit. Enjoy.