Buster Sword + Texturing

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This sword is based on Cloud’s Buster Sword in Final Fantasy VII.

• Using the *Box* tool [Shift+x], create a thin polygon with 2 segments on the X, Y, and Z axis.
• Merge the top 2 polygons on the front/back view together [Shift+z].

• Move [t] the points of the polygon to where you want the blade to sharpen.

• Move the rest of the points on top to create the tip of the sword.

What you can do is Merge Points [m] together that are unnecessary in the polygon.
• Select points for the edge of the sword and move them into the middle segment on the Z axis.
• Repeat on the other side and you are done with the blade of the sword.
Guard

- The guard is created using the *Box* tool with 3 segments on the X and Y axis.
• With the segmented lines you can move those points to make the outside design of the guard.

• Next, you select the middle polygon on the side of the guard.

• Using the Bevel tool [b], you can drag the polygon inward.

• Then Bevel the other side of the guard.
• On a new layer, create a *Ball* [Shift+o] on the *Z* axis.

• Select half of the polygons of the ball and *Move* [t] half to the other side of the guard to make a capsule.

• Once you have created a capsule, you make copies of it and place them in the guard.

• Switch the foreground/background layer ['] and *Boolean* [Shift+b] *Subtract*. 
The blade collar holds the blade and guard together.

- This is simply made by making 2 Boxes on the sides of the sword.
- Then with 2 Discs on the Z axis, it is Boolean Subtracted through the collar and the blade.
The collar is smaller than the guard, but slightly larger than the grip.

- Use the *Disk* tool to make the collar.
The Handle also uses the *Disk* tool to make.
• The Pommel is made with the *Disk* tool.

• For the tip, you use the *Magic Bevel* tool to make the end have a more round look to it.

The *Magic Bevel* tool can be found by going to Modeler/Interface/Edit Menu Layout under Additional.
Texturing

Now with the sword completed, you can name each layer and start texturing.
This tutorial will cover the texturing of the blade.
Texturing the blade can be a long process of switching between Modeler and Layout.

• In **Surface Editor** the best way to texture is to just mess around with the settings until you get what you like.

You may want to try a preset and see if it works well then work from there.
• Go to the Environment tab in the Surface Editor and in Reflection Options select Ray Tracing + Spherical Map.

• Raise Reflection Blurring a few %

This will give the blade reflections of objects close to it, but not make it look like a mirror.

• An important thing to remember in editing and rendering is to have Ray Trace Reflection ON.

Render Options is in Layout.
• Make an extra surface for the blade edge just like the blade itself, but have it brighter and shinier.

The sword edge will have a more clean sharp look to it.

• Name the rest of the surfaces and texture as you want.

• After everything is textured then Render
Render