Modeling a Samurai Sword with Texturing

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What are we making
What will talk about

How to make the Sword
How to Texture
First Steps

- Creating the sword can be done in three pieces
- The actual sword itself
- The circular bracket between the sword and the handle
- And finally the handle
The sword

- Start with the steel part of the sword
- Create a capsule and then use the stretch tool to thin it out.
- Make it longer than you think so you can line the handle up with the excess steel from the sword
- Next use the magnet tool and right click and drag around the sword then stretch it how you want by clicking and pulling it.
Create the handle

- Use the excess steel from the sword to line up the handle
- The handle is created from using the capsule tool
- Adjust size of capsule to cover the steel
The middle bracket between sword and handle

- This piece is simply the disc tool in between the steel and handle.
- You can create patterns or Boolean and remove parts to create your own style in the disc if you wish.
The Samurai Sword
Texturing

Create names for each layer with the q key and label them accordingly.

For the handle I went to the web and found a picture shot straight on.

Crop the picture so you just have the handle.

Then import it into your named handle.
The circular bracket between the sword and the handle

For this piece I used the presets in the metal section and clicked on the Splotch Copper
The steel for the sword

- The most tricky part of the project
- Here I used help from http://www.happydigital.com/freebies/tip_chrome.html
- This gave me a reference to build my presets
- Then just mess around with them until your satisfied
Well what happened

3 Parts to the sword
Handle, Disc, Steel

Can Customize Disc

Texturing Can be hard without help
So what did you do