

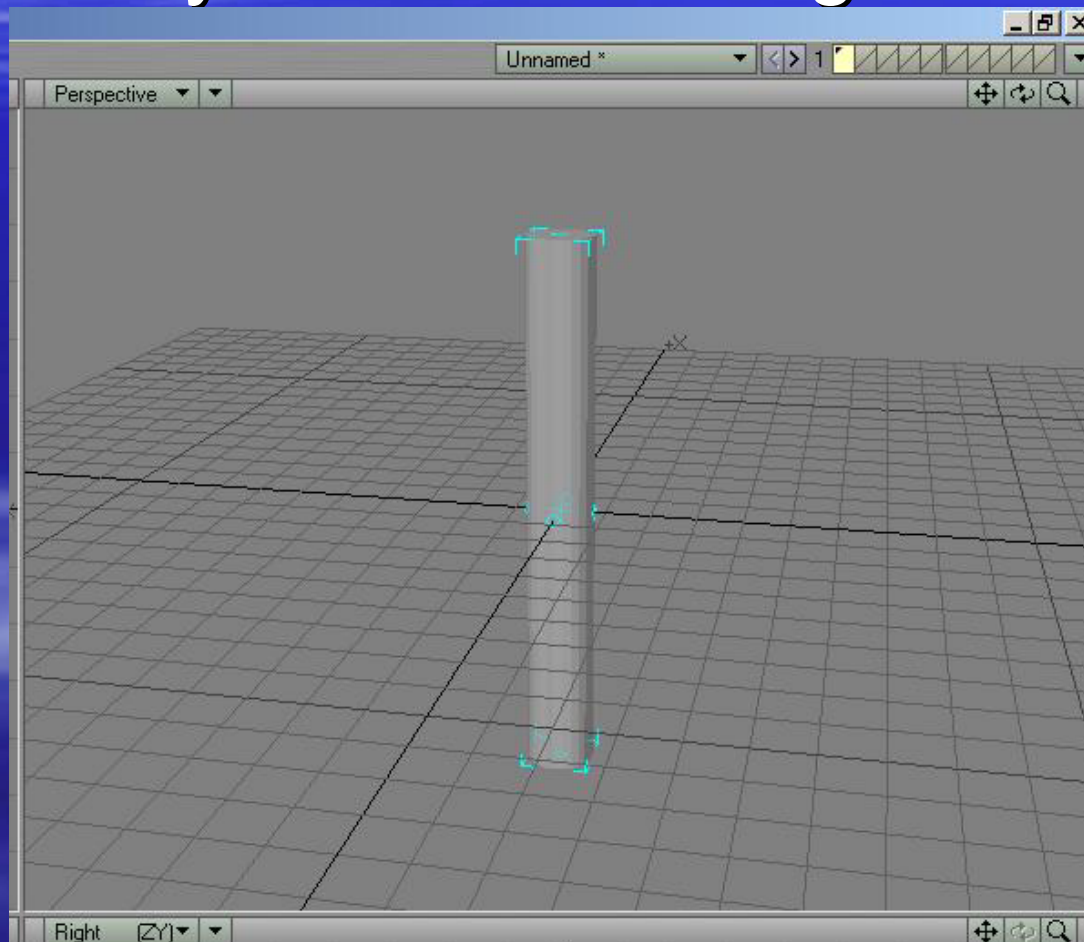
# Making A Mace

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CSCI 140

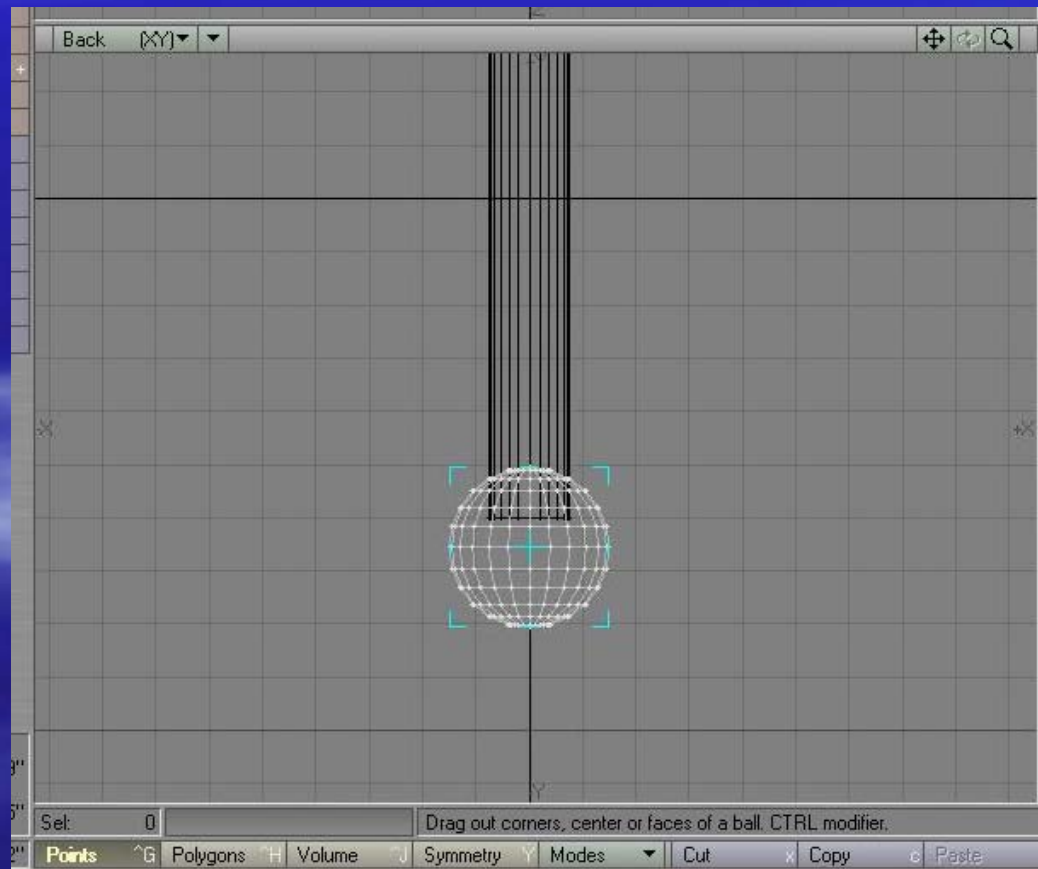
# The Handle

- Begin with a cylinder 2 feet long with a 1.5 inch radius.



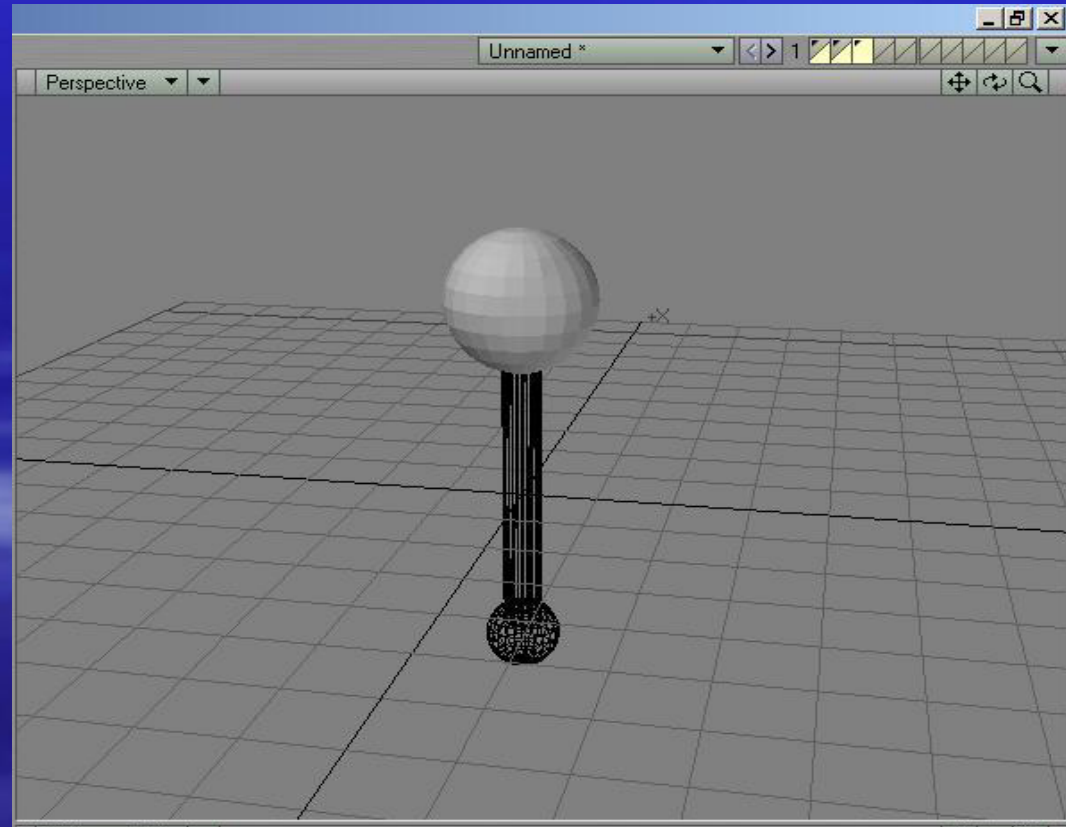
# The Handle

- Next, create a new layer and make a ball with a 3 inch radius at one end of the handle.



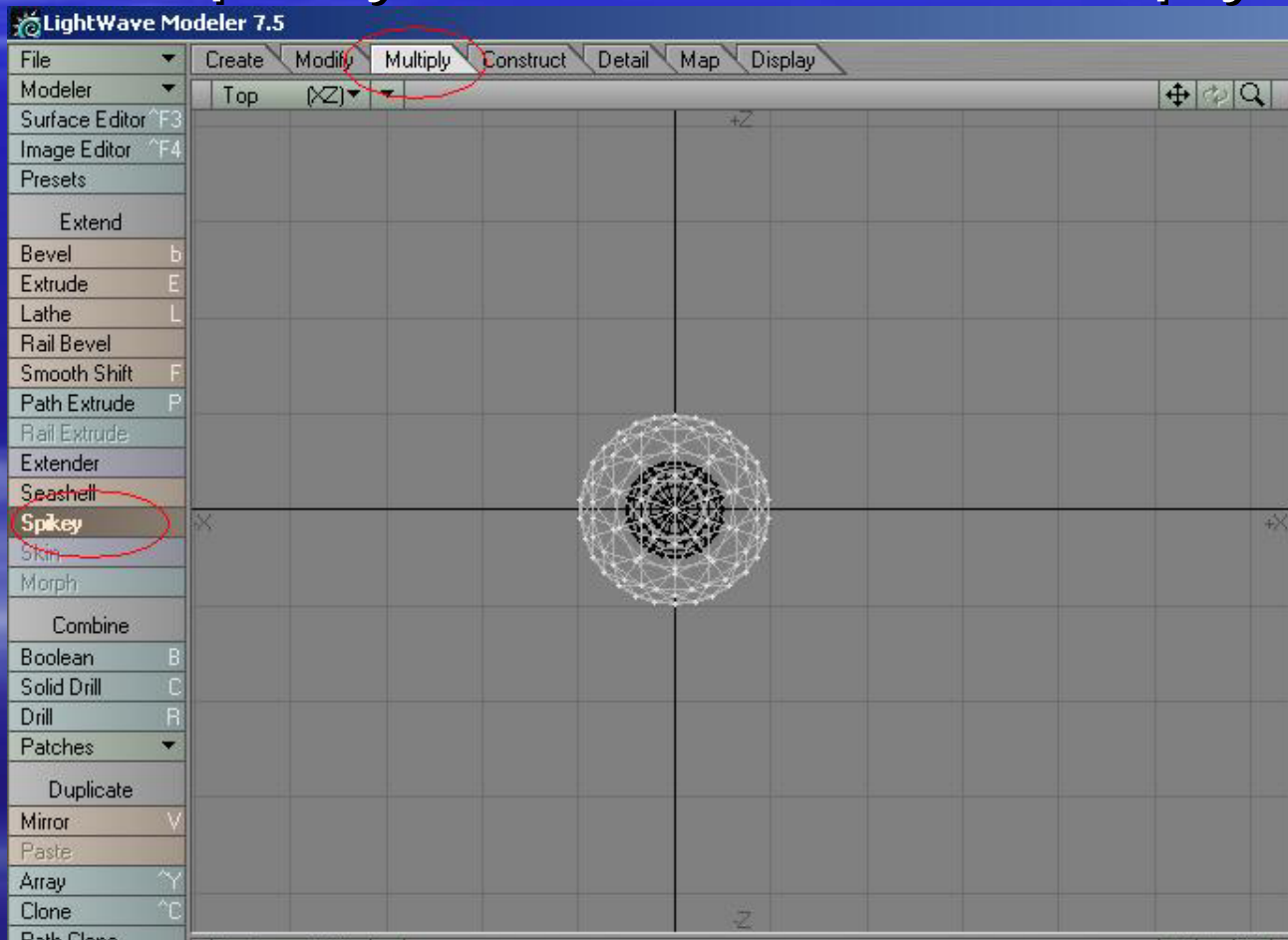
# The Head

Create a new layer and add a ball with a 6 inch radius to the other end of the handle. In the Numeric dialog box select tessellation and 3 segments.



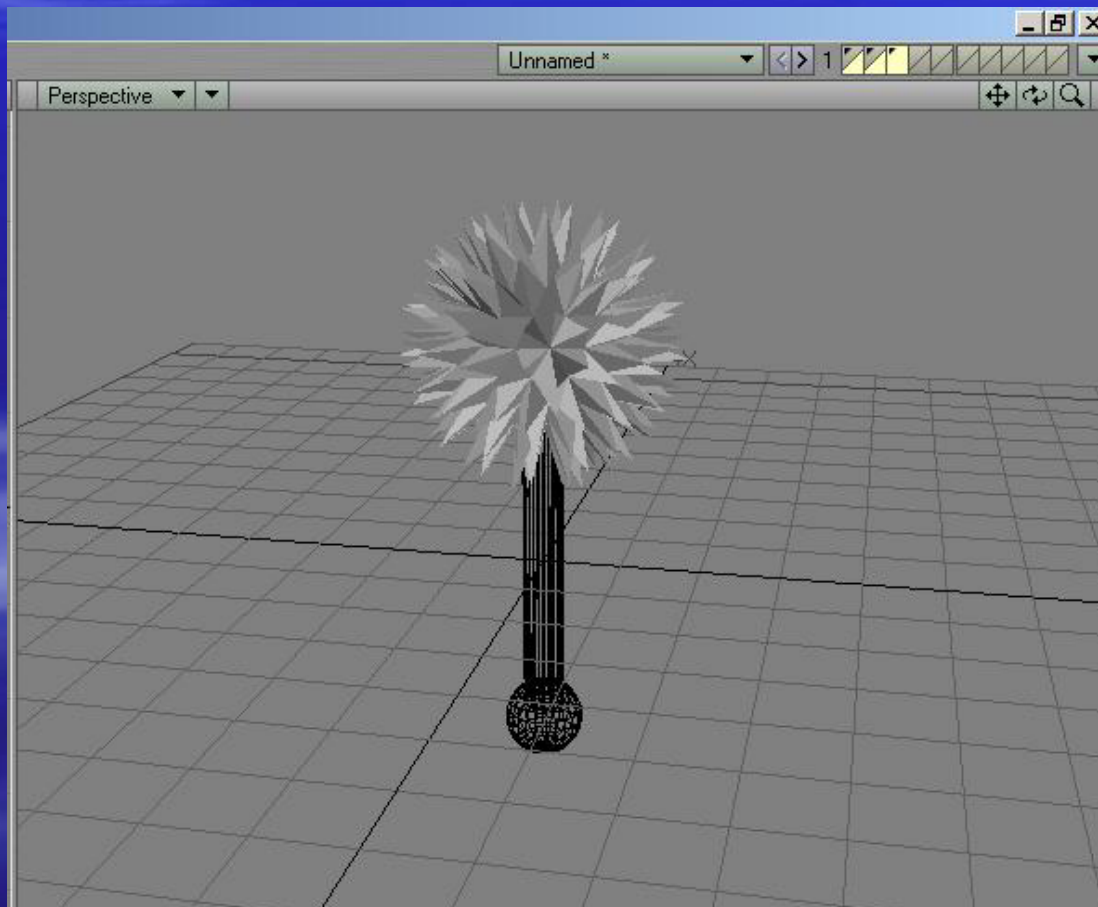
# The Head

- To make the spikes for the head of the mace select the Spikey tool under the Multiply tab.



# The Head

- The Spikey tool will create spikes on the head of the mace. Adjust the spikes to the desired length.



# Texturing

- For texturing, the Stainless steel Lightwave preset works well for the head of the mace. In this example I began with the presets and increased the bump map to make the mace look more worn.



# Texturing

- For the handle I used the copper preset. Again I increased the bump map to make the mace look older.



# Texturing

- For the ball on the end I used the brass preset and again increased the bump map to about 70%.



# Rendering

- Save your object and load it into Layout. The mace should look like this when it is rendered.

