

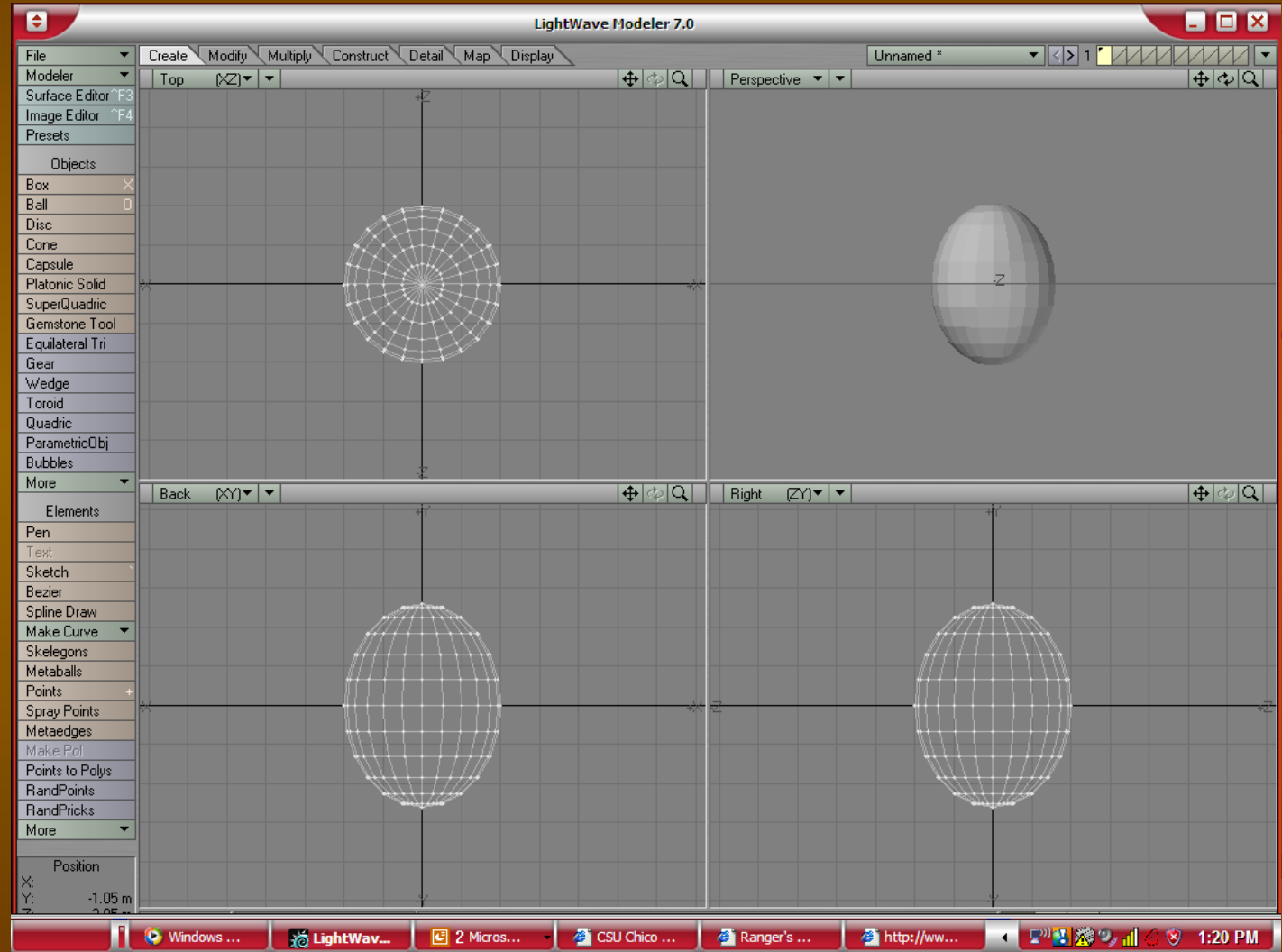
How to Create an Ancient Helmet

Scott Iverson



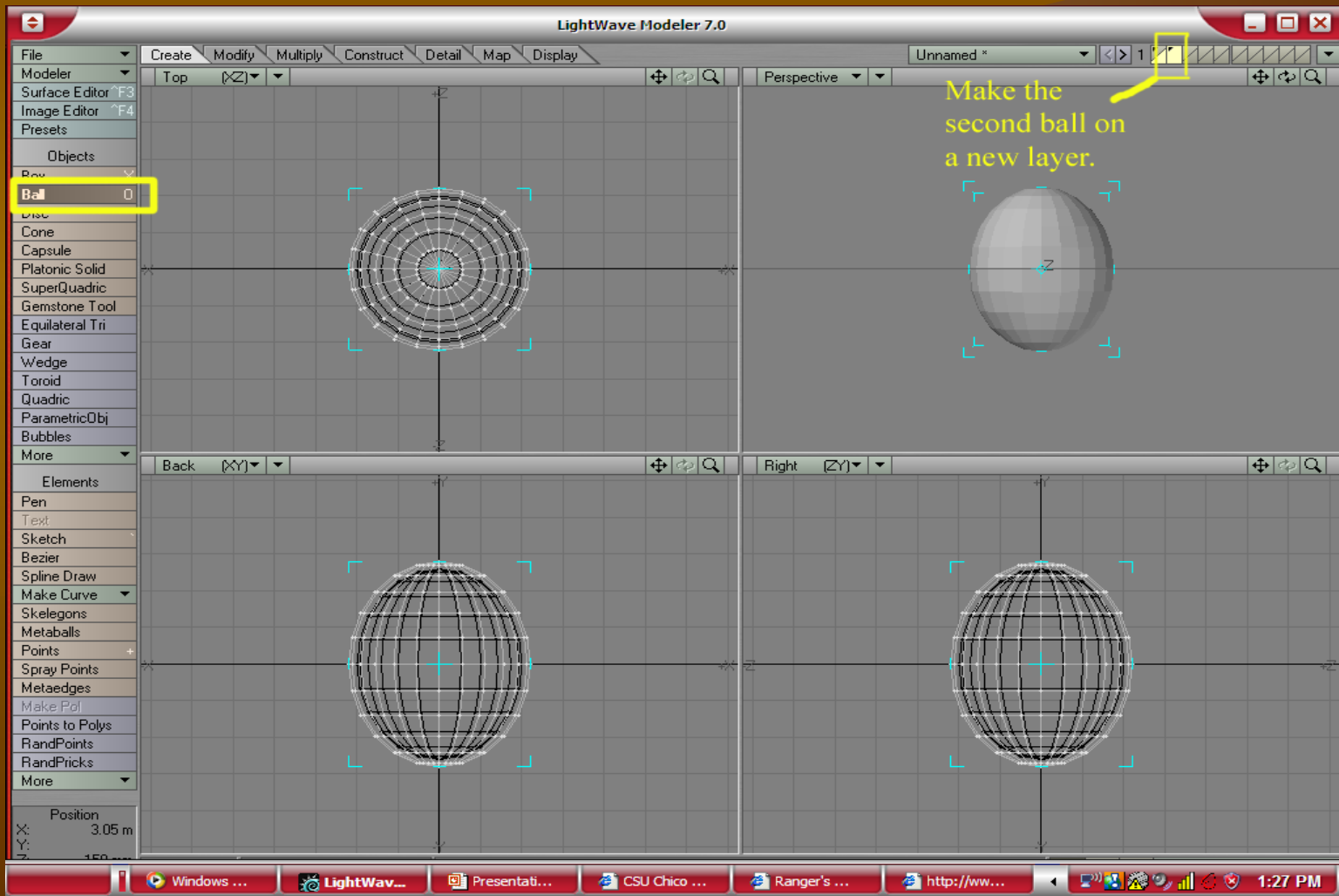
You first need to select the ball tool and create an oval shaped ball.

This ball will serve as the imaginary person's head which we will build the helmet from.



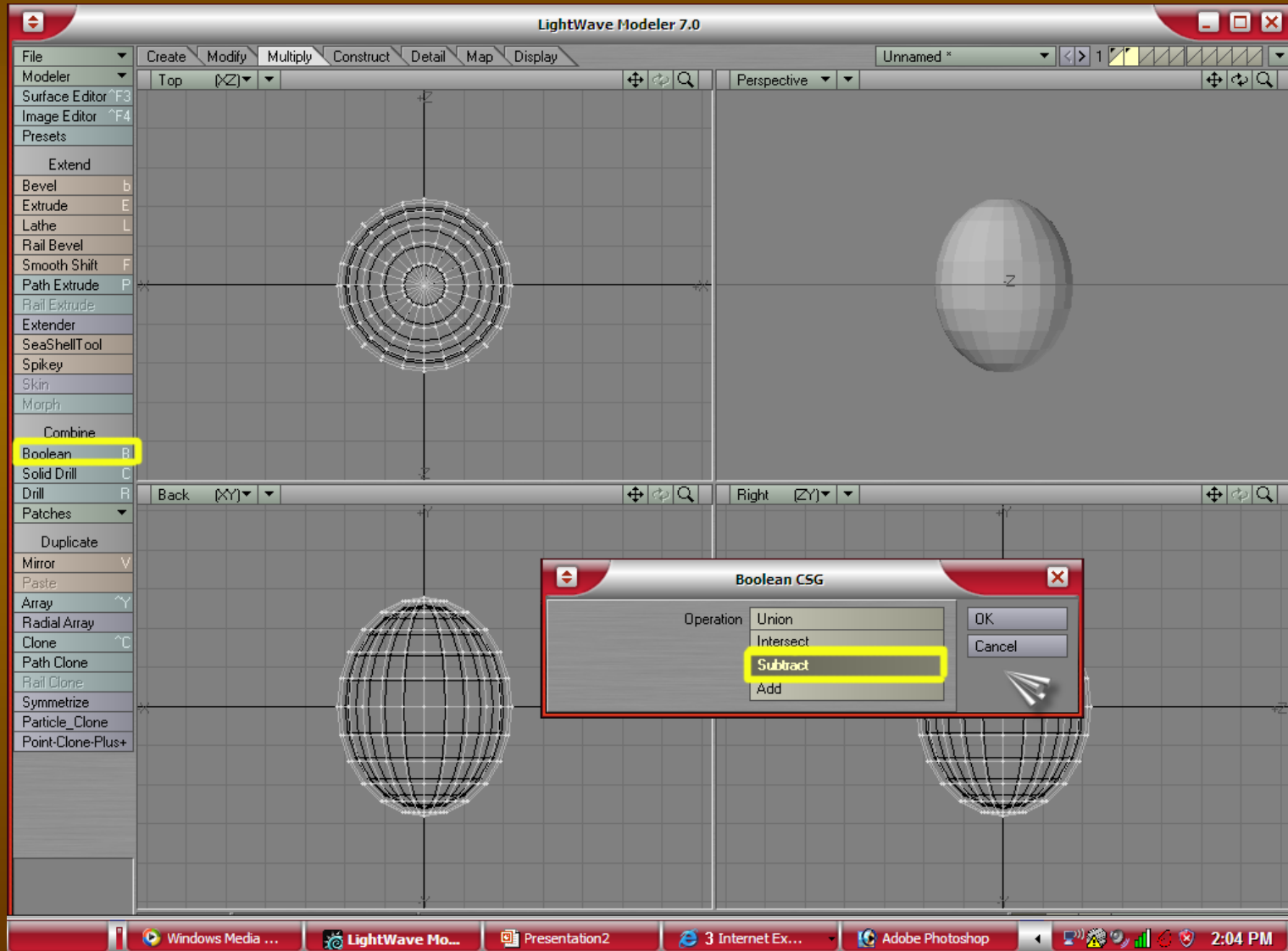
Beginning of Helmet

Again you are going to need to make an oval shaped ball proportionately the same size as the first one just slightly larger.

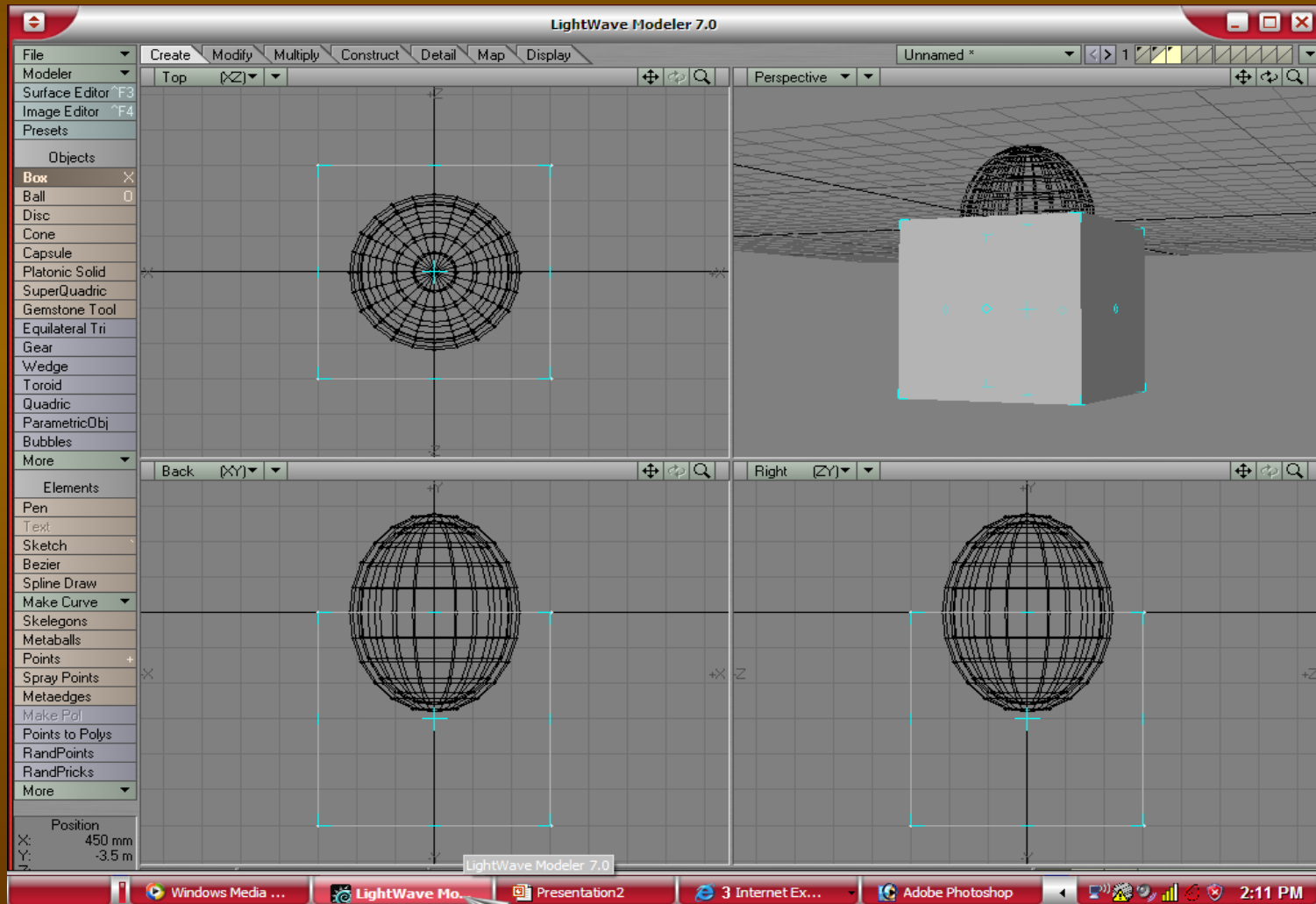


Hollowing Out

To actually make the helmet fit around the first ball we are going to need to Boolean Subtract the first ball from the second one.



Now create a box that is big enough to cover the ball. You will use this box to get rid of parts of the helmet. It will be used later on in the creation of the helmet, so don't delete it.



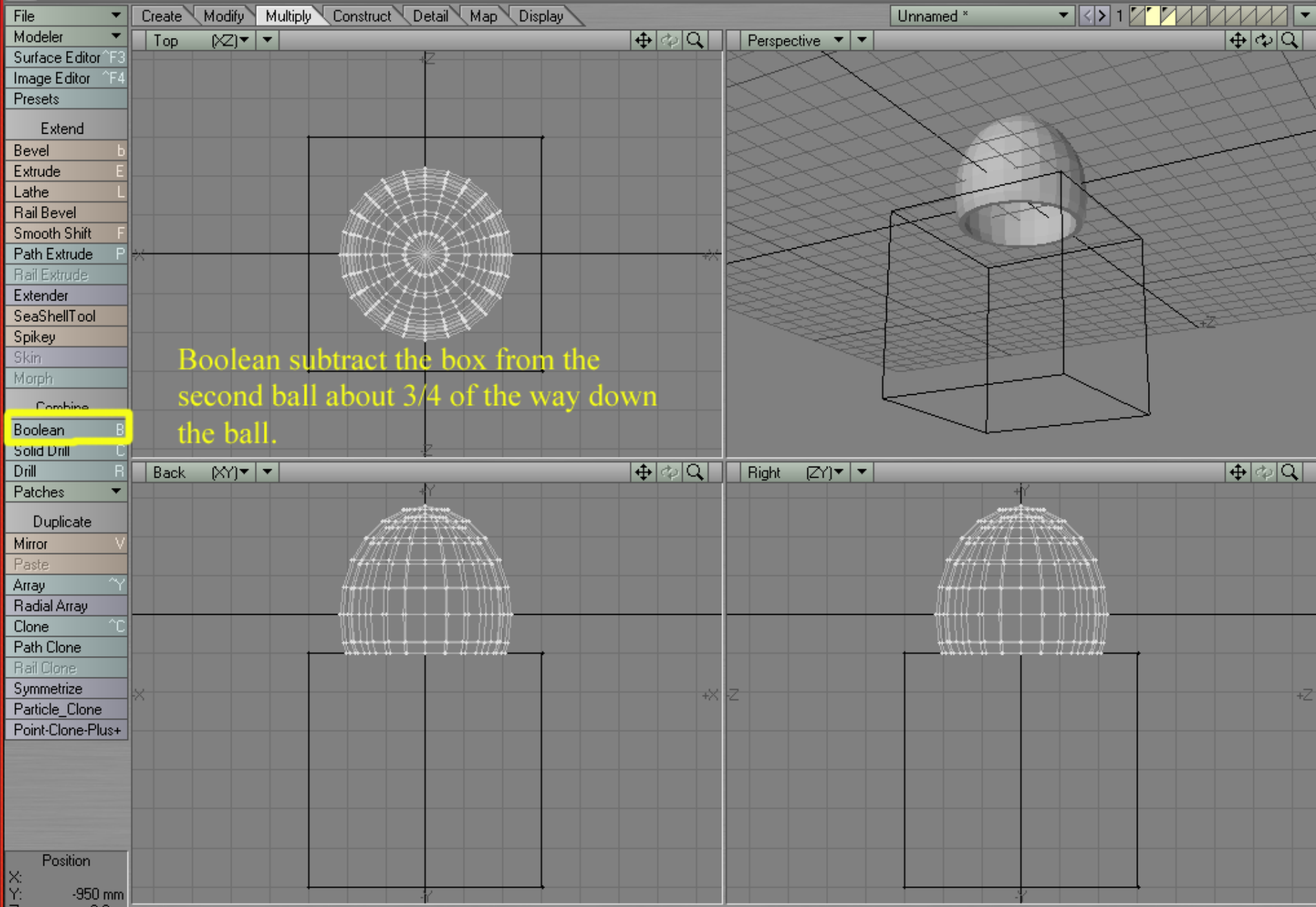
File Create Modify Multiply Construct Detail Map Display Unnamed * << >> 1

Modeler Top [Z] Perspective

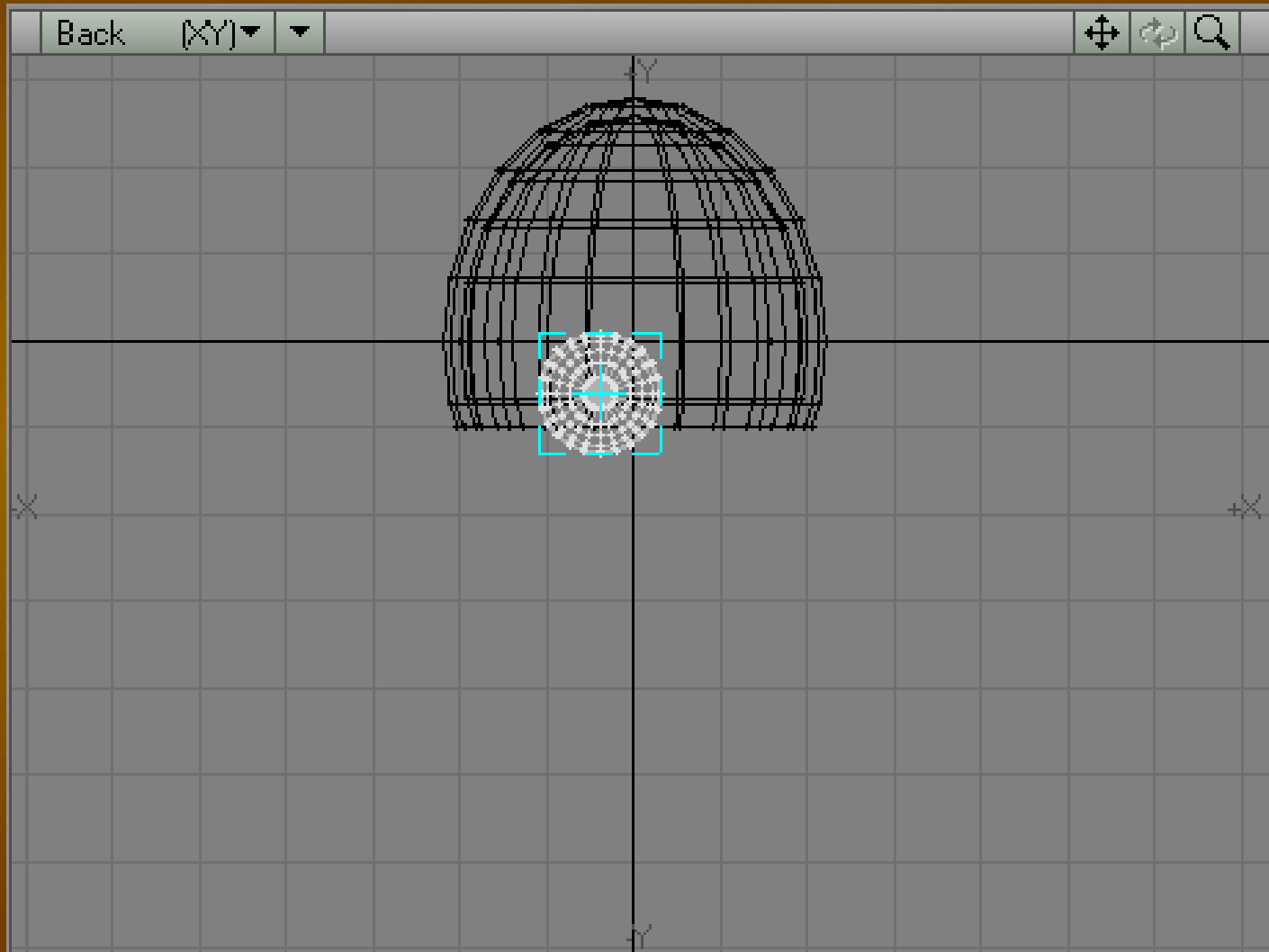
Surface Editor ^F3
Image Editor ^F4
Presets
Extend
Bevel b
Extrude E
Lathe L
Rail Bevel
Smooth Shift F
Path Extrude P
Rail Extrude
Extender
SeaShellTool
Spikey
Skin
Morph
Combine
Boolean B
Solid Drill U
Drill R
Patches
Duplicate
Mirror V
Paste
Array ^Y
Radial Array
Clone ^C
Path Clone
Rail Clone
Symmetrize
Particle_Clone
Point-Clone-Plus+

Position
X:
Y: -950 mm
Z:

Boolean subtract the box from the second ball about 3/4 of the way down the ball.

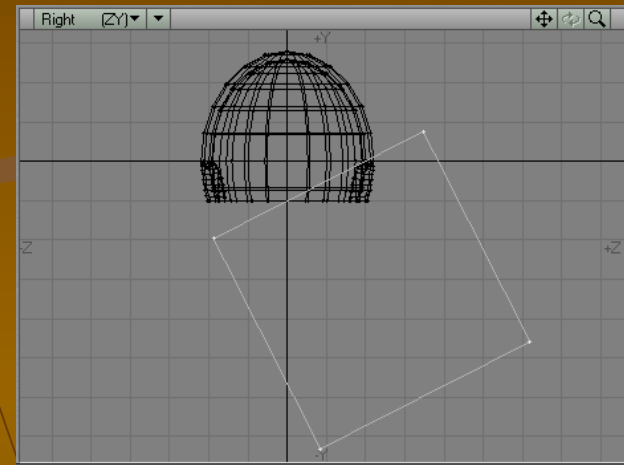
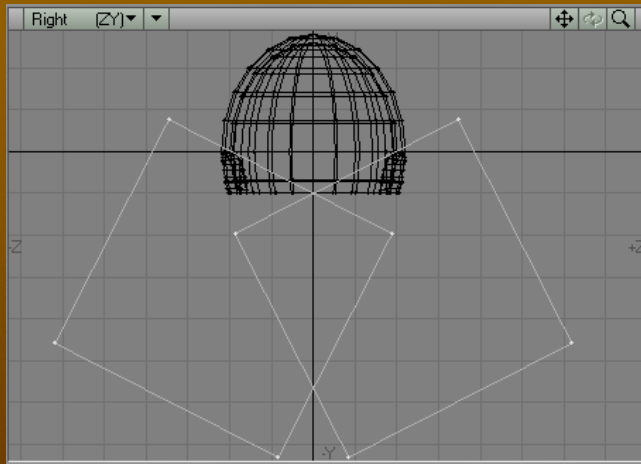


Now to create a place for the ear, make a ball and stretch the ball so it goes all the way through the helmet, then again Boolean Subtract the ball from the helmet.



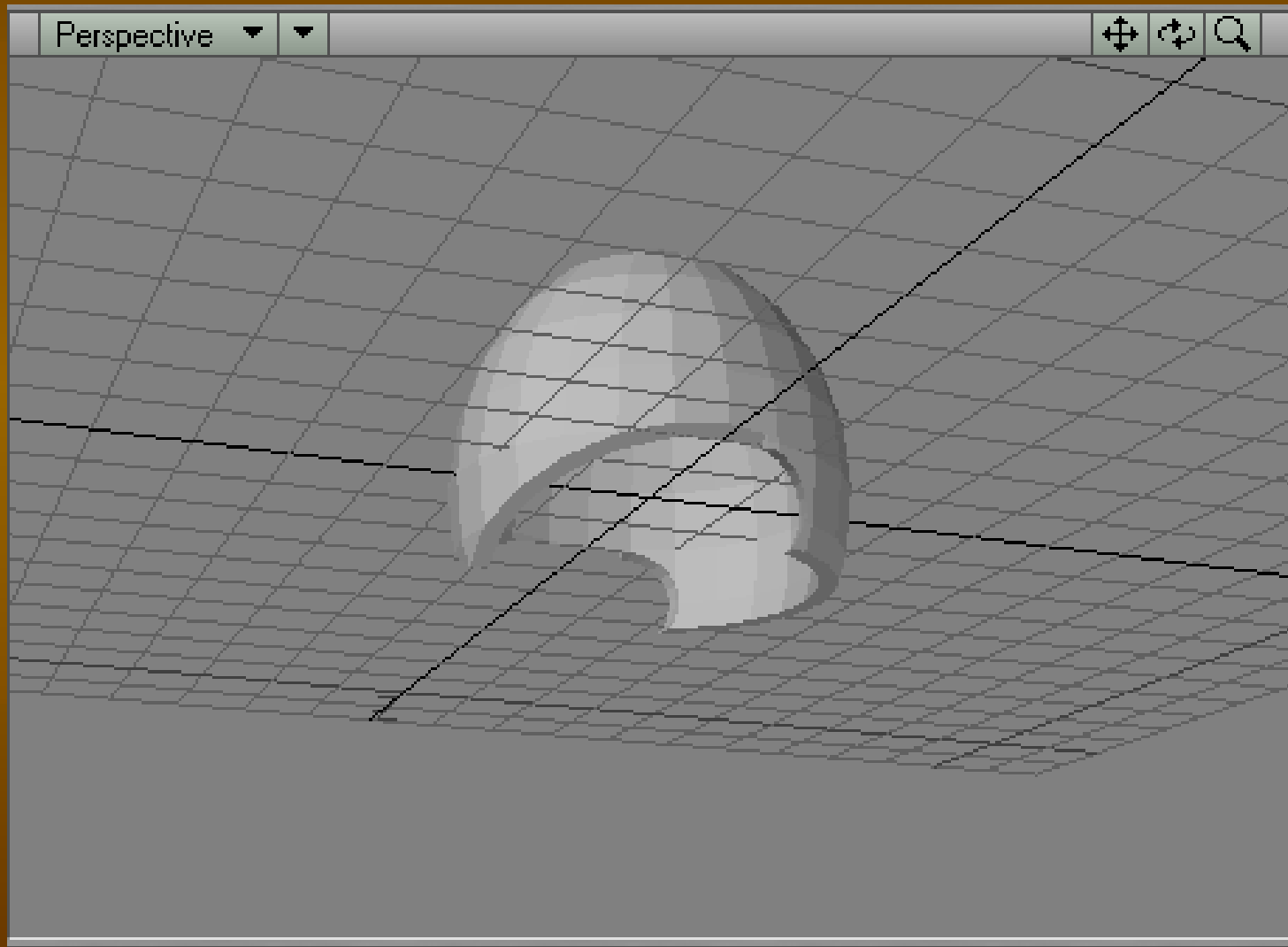
Creating the Facemask

To create the facemask you need to first take the box we used earlier and rotate it like so.



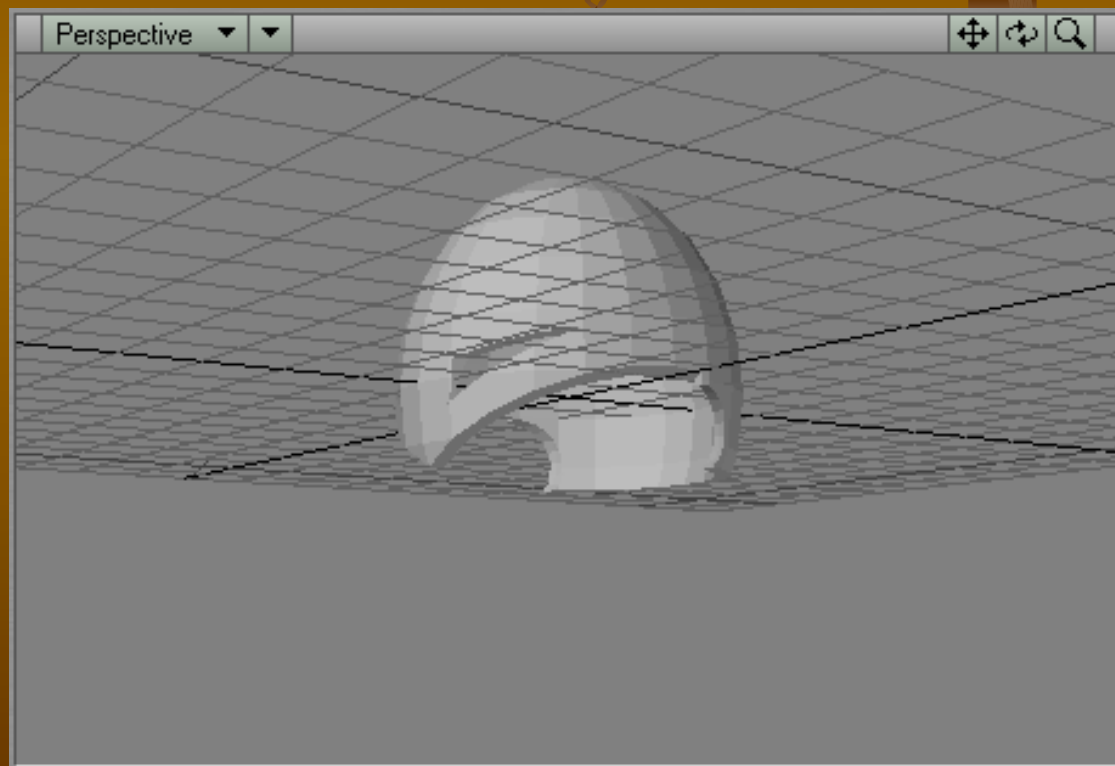
After rotating the box Mirror the to the side.

At this point your helmet should look something close to this.



Making the Eyes

Make a figure in the shape of the eye opening you want on a new layer.



Adding Accessories

Things that you can add to your helmet to make it look good are spikes, Mohawks, extruding cylinders, and horns.

Many different types of metal textures work with these type of helmets. The one I like that makes it look slightly aged is the hammered chrome preset.

Final Renders

