



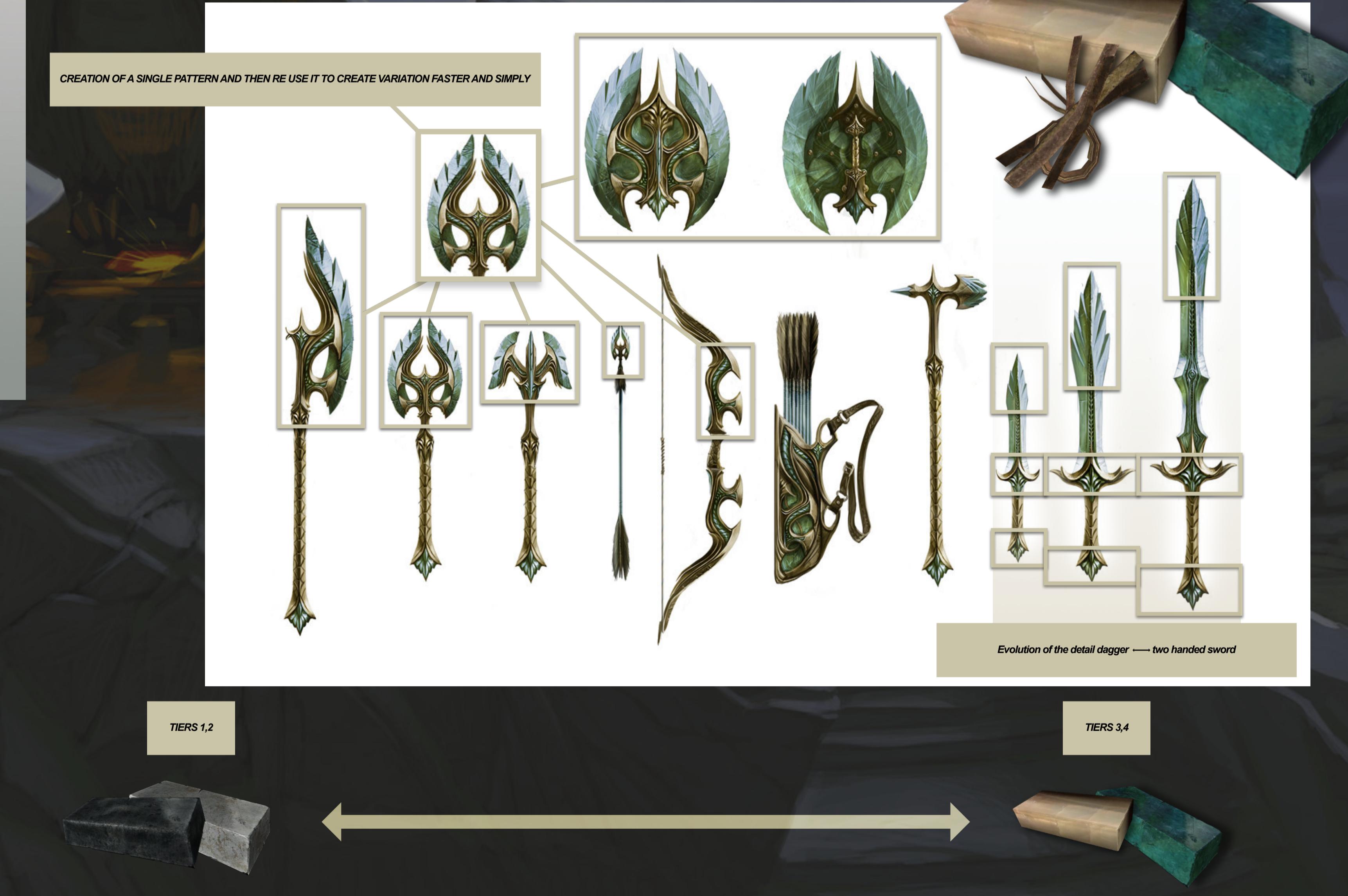
Elven Weapons

/ NOTES /

THE EXEMPLE TIER FROM THE ELDER SCROLLS / SKYRIM, HERE HAVE THE SAME TYPE OR KIND OF SHAPES COLORS, MATERIAL, AND STYLE. DURING THE DEV OF THESE MODELS WE CAN SEE THAT SOME WEAPON AS BEEN CREATED IN FIRST, LIKE THE DAGGER TO CREATE OTHER KIND OF SWORD, LIKE THE ONE HANDED SWORD AND THE TWO HANDED SWORD SO THEY CAN FIND OUT THE RIGHT PATTERN, DETAILS, COLORS, SHAPE, AND MORE...

WE CAN IMAGINE THAT THESE GLASS WEAPON COULD BELONG TO A TIER: 3 BECAUSE OF THE ATTENTION TO THE DETAILS, IN TERMS OF MATERIALS, COLORS, SHAPE. THESE GLASS WEAPONS ARE MADE OF A MATERIAL THAT IS COMPLICATED TO WORK WITH, SO IT NEED TO BE CRAFTED BY A GREAT BLACKSMITH WITH SOME GOOD QUALITY ORE.

IMPERFECTION CREATED DURING THE CRAFTING OF A WEAPON, IS A SIGN OF BAD QUALITY, LIKE IRON AND STEEL IS LESS STRONGER AND RARE COMPARING TO MALACHITE. HERE THE MAIN MATERIAL USED FOR THESE WEAPONS AND SHIELD IS CALLED **MALACHITE** A GREEN, AQUA, HALF TRANSLUENTE MATERIAL THAT LOOKS LIKE GLASS. IT LOOKS LIKE IT'S VERY SOLID AND LIGHT



Common, Rare quality of ore = bad looking weapon imperfection, less decoration and details.

Epic, Legendary quality of ore = Good looking weapon, less imperfection, more decorative elements, more colors