COMP2007 - Game Development

Session 2 - Art - Exercises

Model a 3D Sword

Use probuilder or the 3D modeling tool of your choice

NOTE: we are not covering texturing this week, only the mesh shape itself

Use the image below as a guide or find a sword image online to use

Apply step 1 and 2 of the modelling process to build the model
1. Break down the shape
    a. What primitive shapes is the sword made of?
2. Create a silhouette
    a. How do we apply the primitive shapes to the sword model?

Tips

Swords are made of several bits - a handle, a guard and the blade.

Break down the shape of the sword into primitive shapes
- Handle - a cylinder with half a sphere at the end
- Guard - a squashed cube
- Blade
    - Slashy bit - a squashed cube
    - Stabby bit - cube with connected vertices at the end