

WESTERN REVOLVER



DETAILS

SOME OF THE DETAILS THAT I INCLUDED ARE THE BLOOD OF THE FALLEN COWBOY WHO WIELDED THIS BIG IRON. I ALSO PUT DETAIL IN THE SCREWS, SHAPE OF THE REVOLVER, HANDLE, BARREL, AND THE TEXTURE SO THAT IT LOOKED LIKE IT COULD HAVE BEEN USED DURING WESTERN TIMES.

FINISHED PRODUCT

IT WAS A FUN CHALLENGE TO MODEL, UV, AND TEXTURE THIS REVOLVER. I USED SYMMETRY TO HELP ME ONLY MODEL AND UV HALF THE OBJECT WHICH SAVED A GOOD AMOUNT OF TIME. I LIKE HOW IT TURNED OUT, AND TEXTURING THE MODEL SO THAT IT LOOKED LIKE IT CAME FROM A WESTERN GAME WAS A FUN CHALLENGE.



RAYGUN



DETAILS

SOME OF THE DETAILS THAT I INCLUDED ARE THE FUTURISTIC RED LOOK, THE RAY GUN BARREL WITH RINGS, AND GOLD ON IT, THE BATTERY WHICH IS USED AS AMMO, AND THE HANDLE WITH GOLD AND METAL ALONG THE GRIP. I WANTED THIS TO HAVE A FUTURISTIC LOOK TO IT, WHILE ALSO KEEPING IT A REVOLVER. MY MAIN INSPIRATION WAS THE RAYGUN FROM CALL OF DUTY ZOMBIES. I WANTED TO MAKE A REVOLVER VERSION AND THINK THAT IT LOOKS VERY GOOD.

FINISHED PRODUCT

THIS WAS FUN TO MODEL, AND TO COME UP WITH. I CAME UP WITH THIS ON MY OWN WITH THE RAY GUN PICTURE BELOW AS MY INSPIRATION. I THINK IT CAME OUT NICE AND MY MAIN STRUGGLES WAS PICKING OUT THE RIGHT COLORS AND TEXTURES SO THAT IT LOOKED NICE. OVERALL, I AM VERY SATISFIED WITH HOW IT CAME OUT AND HAD A LOT OF FUN WITH THIS PROJECT.

