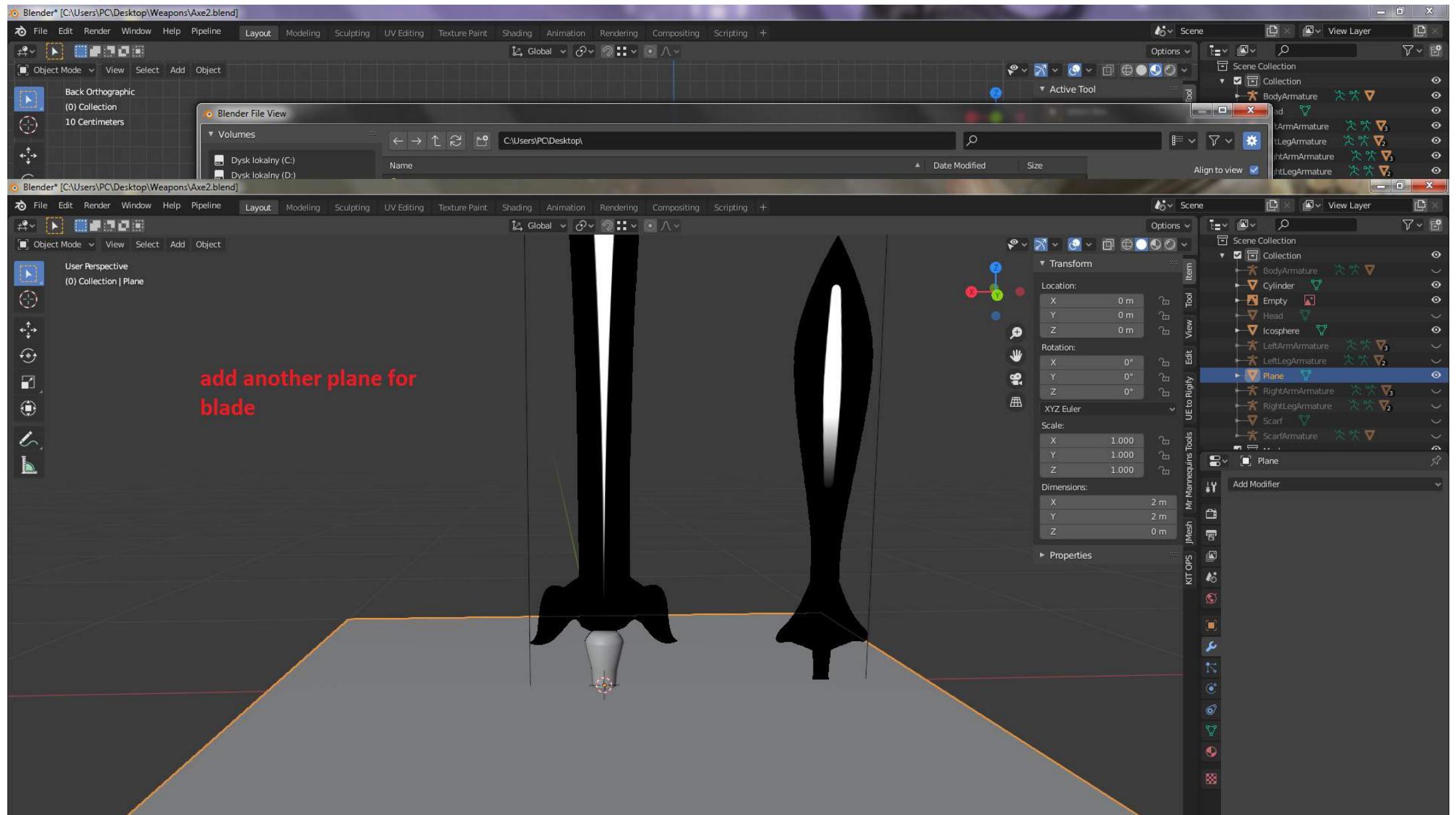
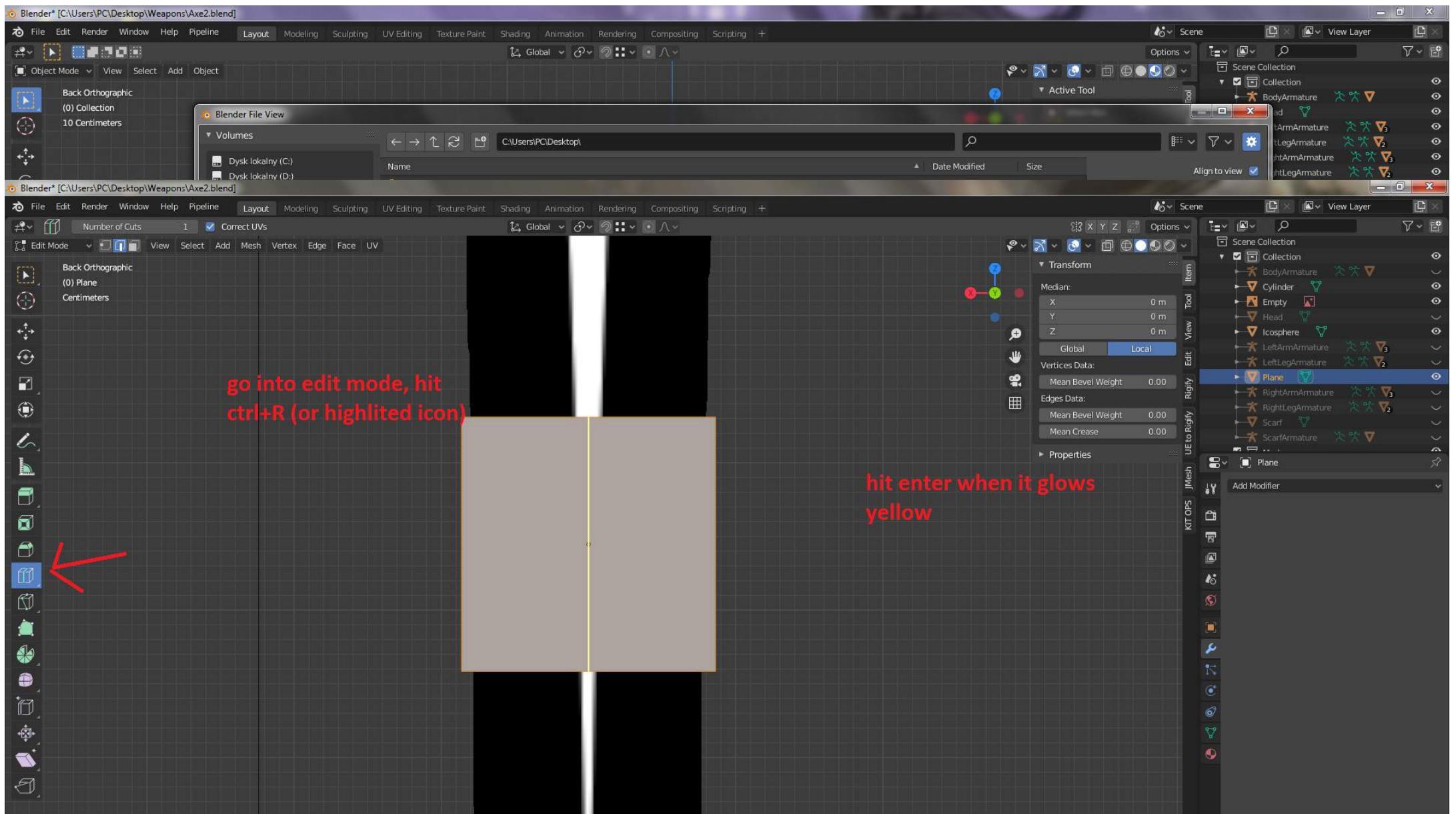
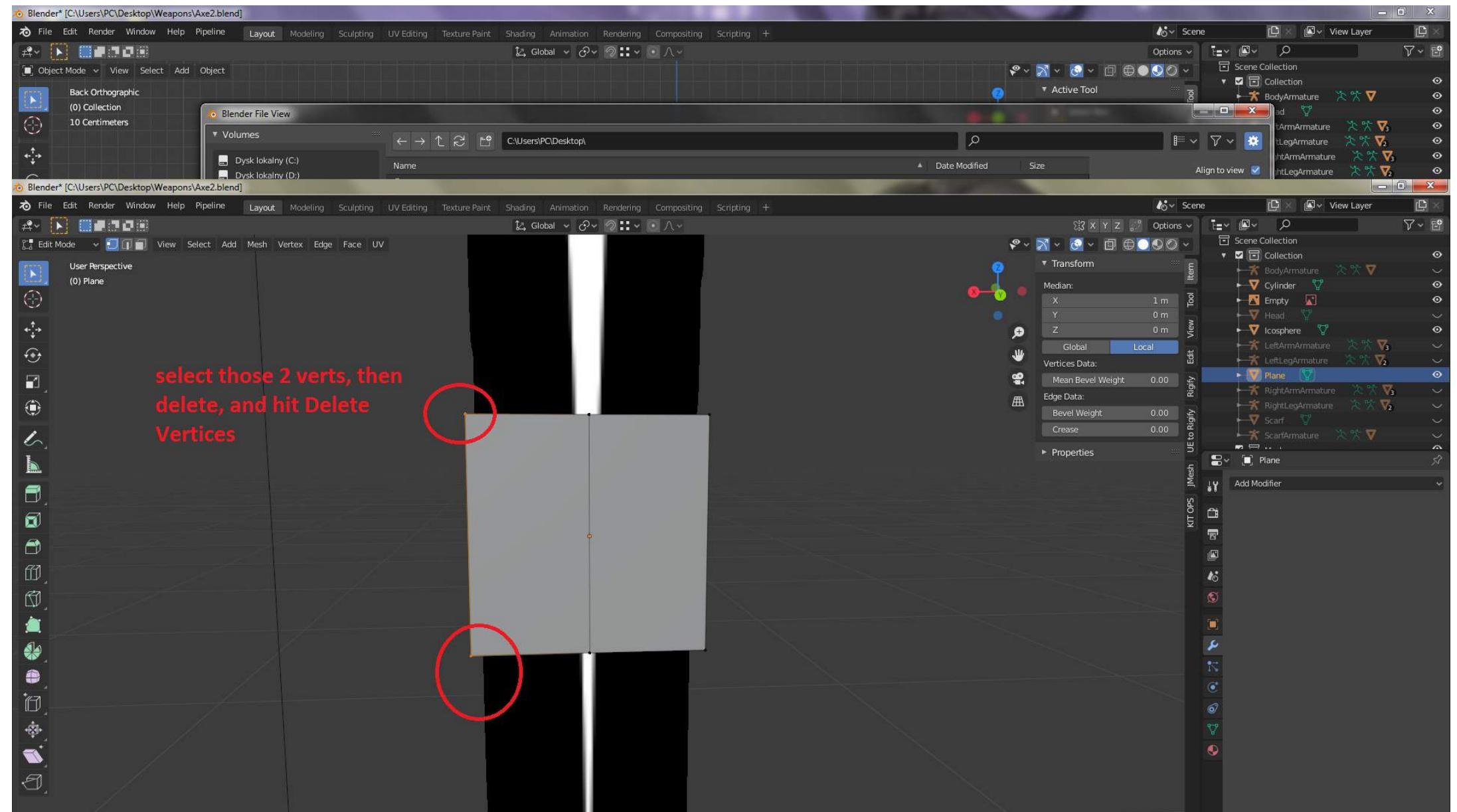
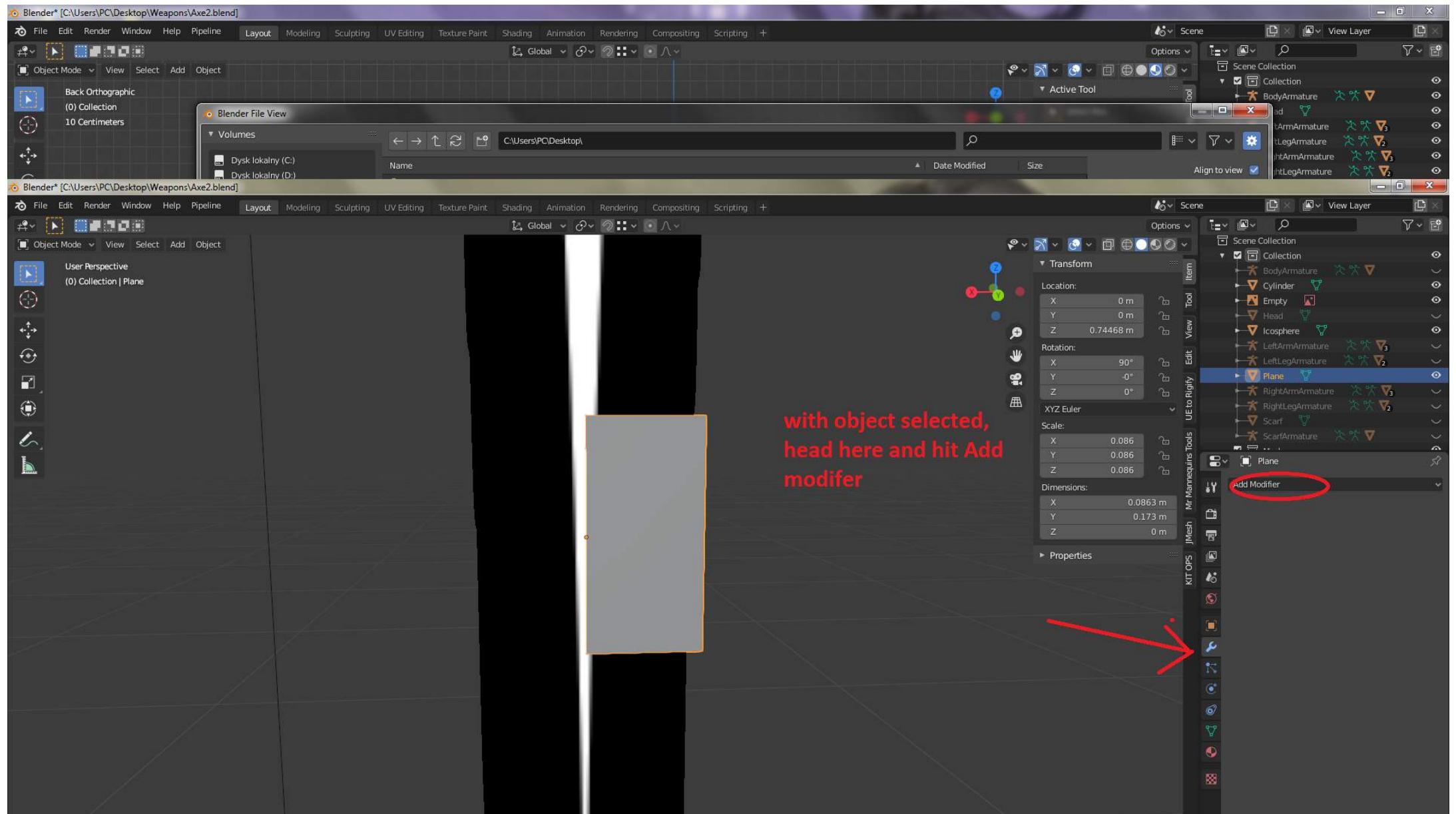


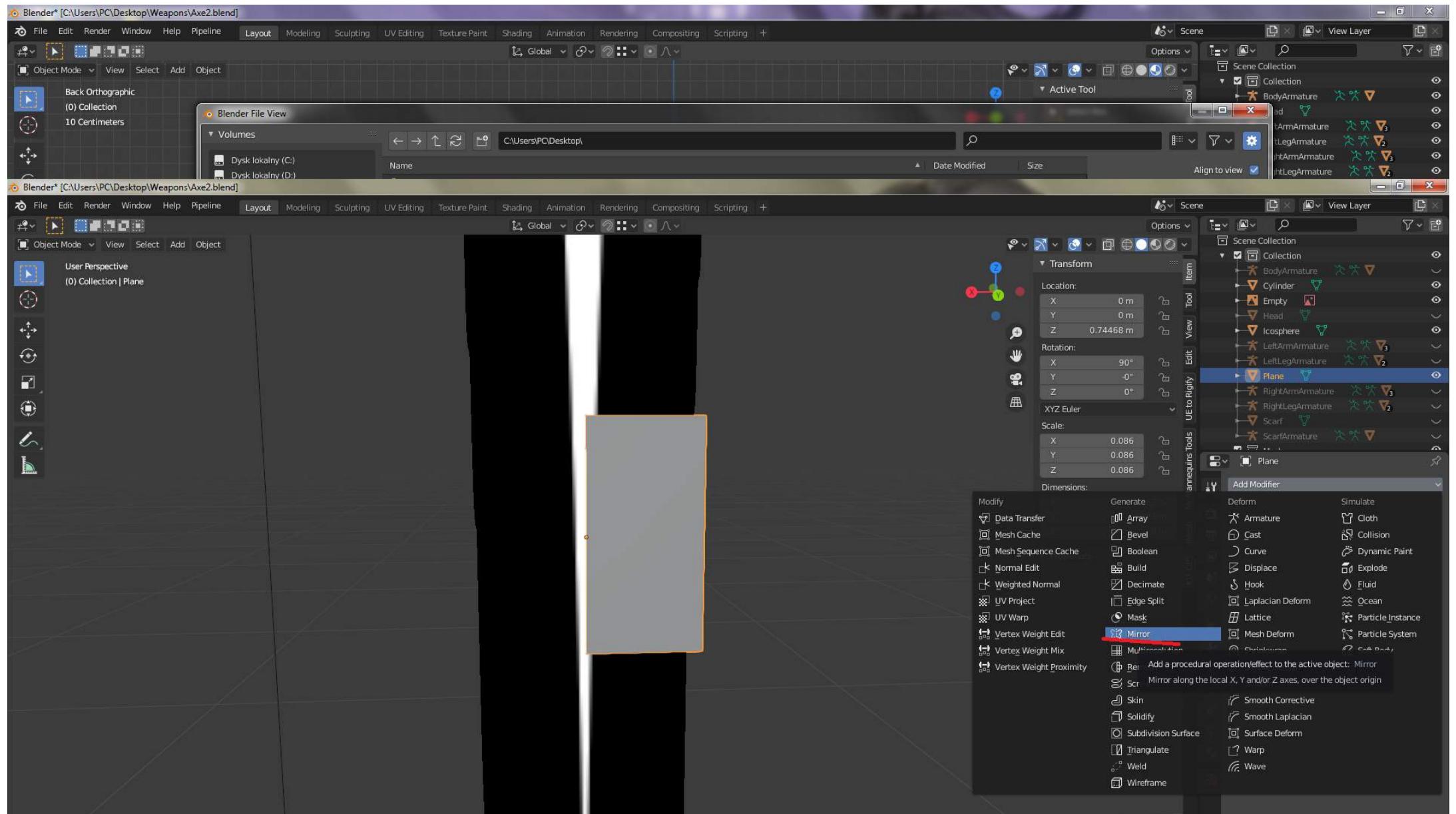
add another plane for
blade

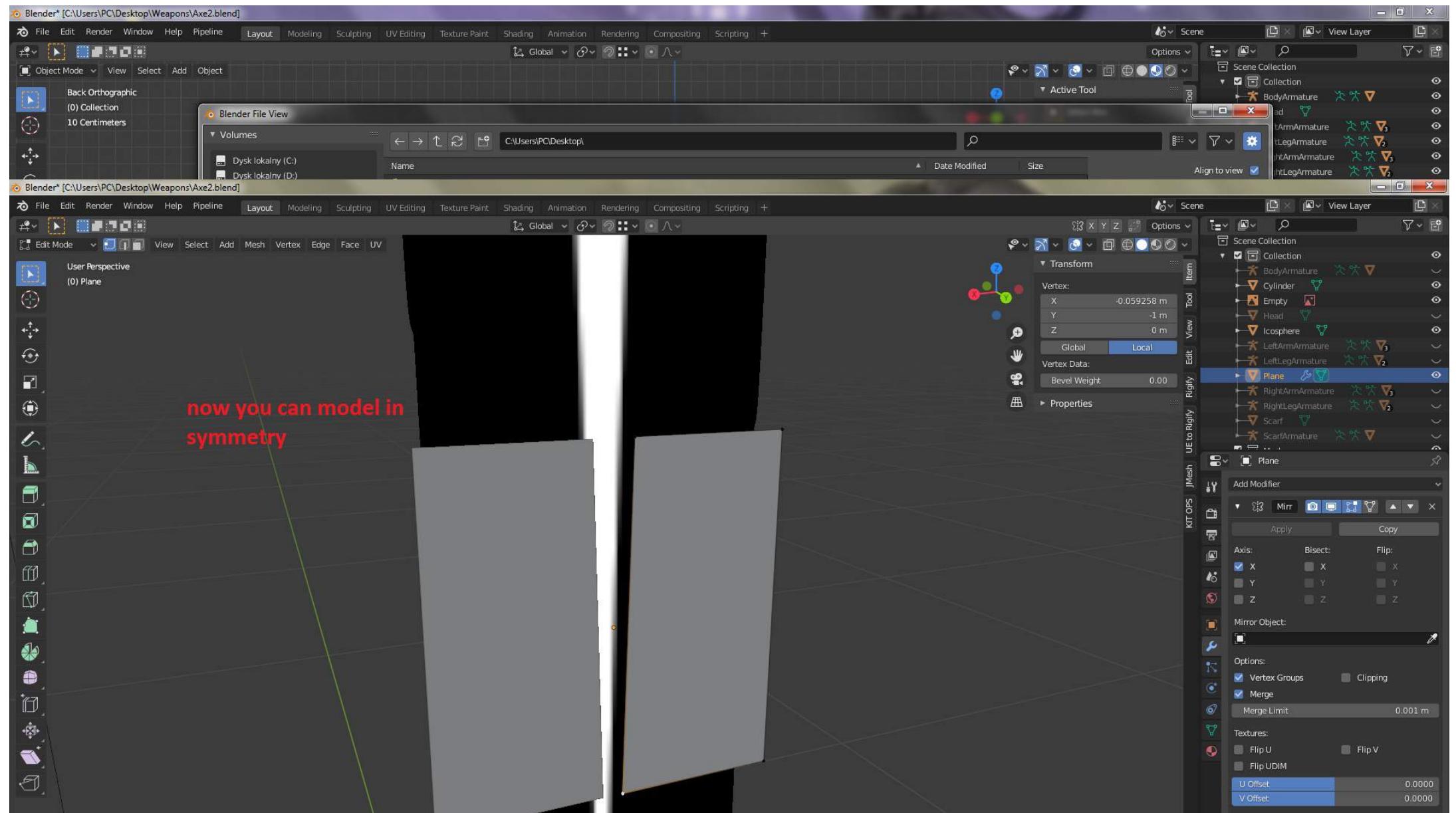


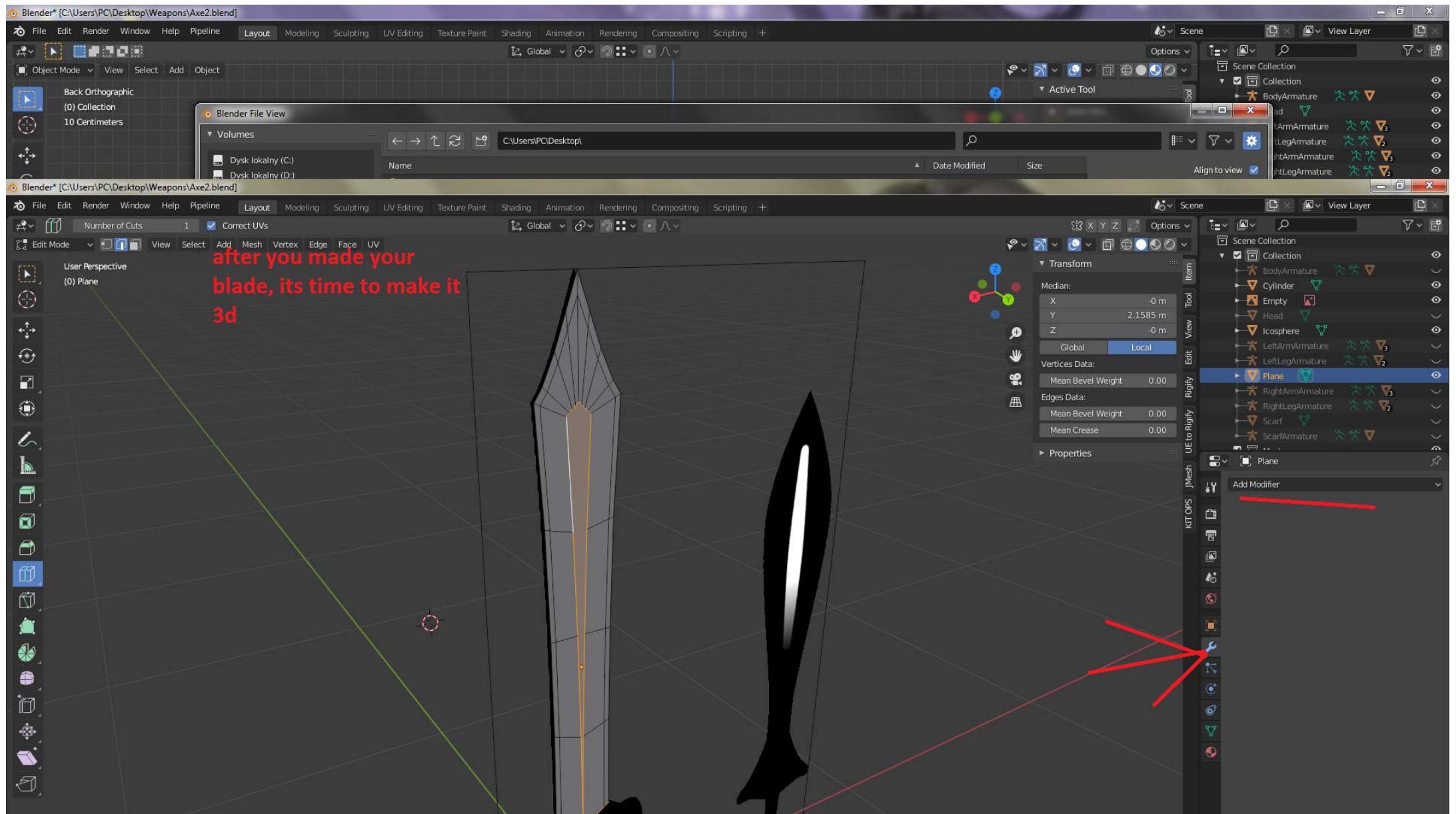


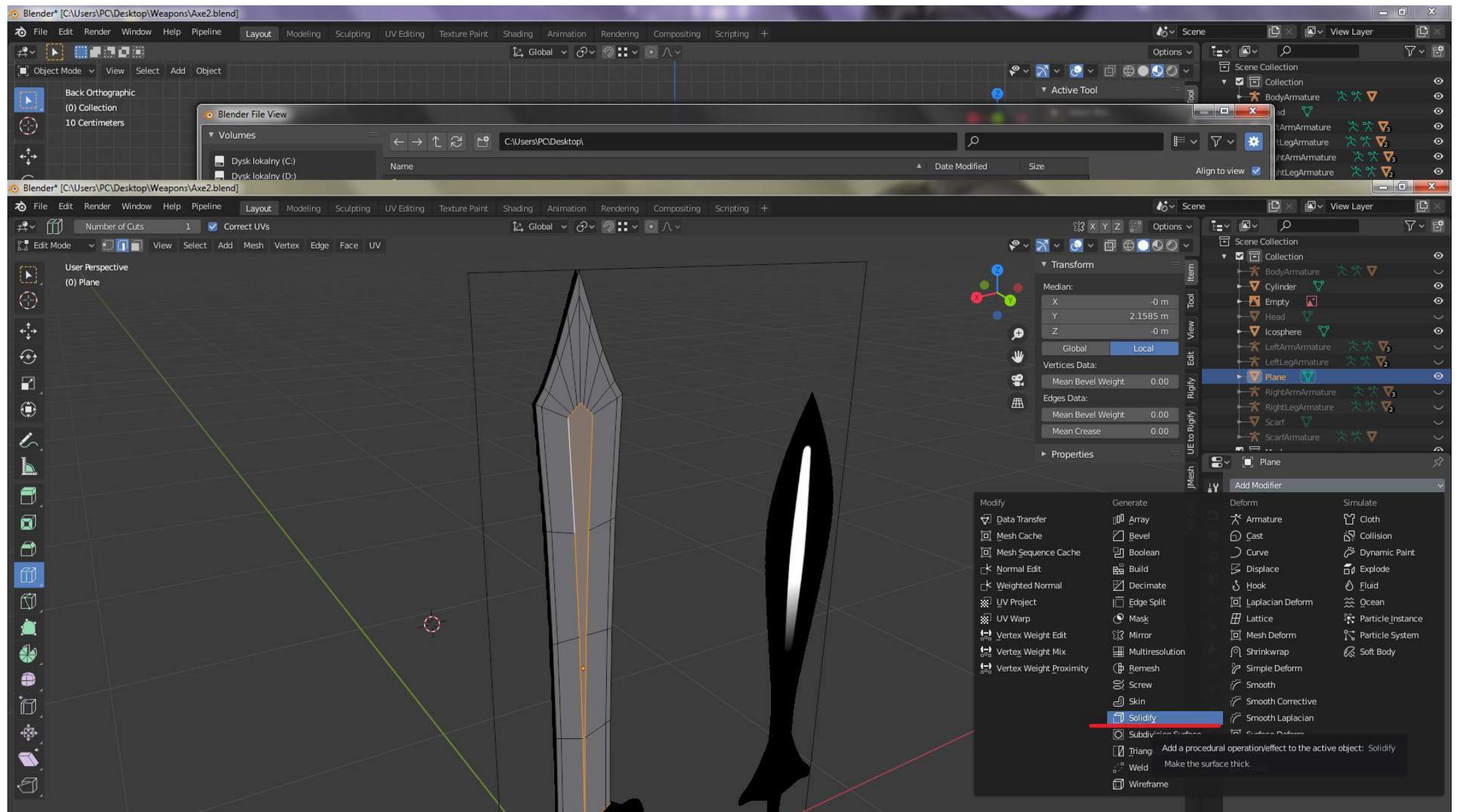


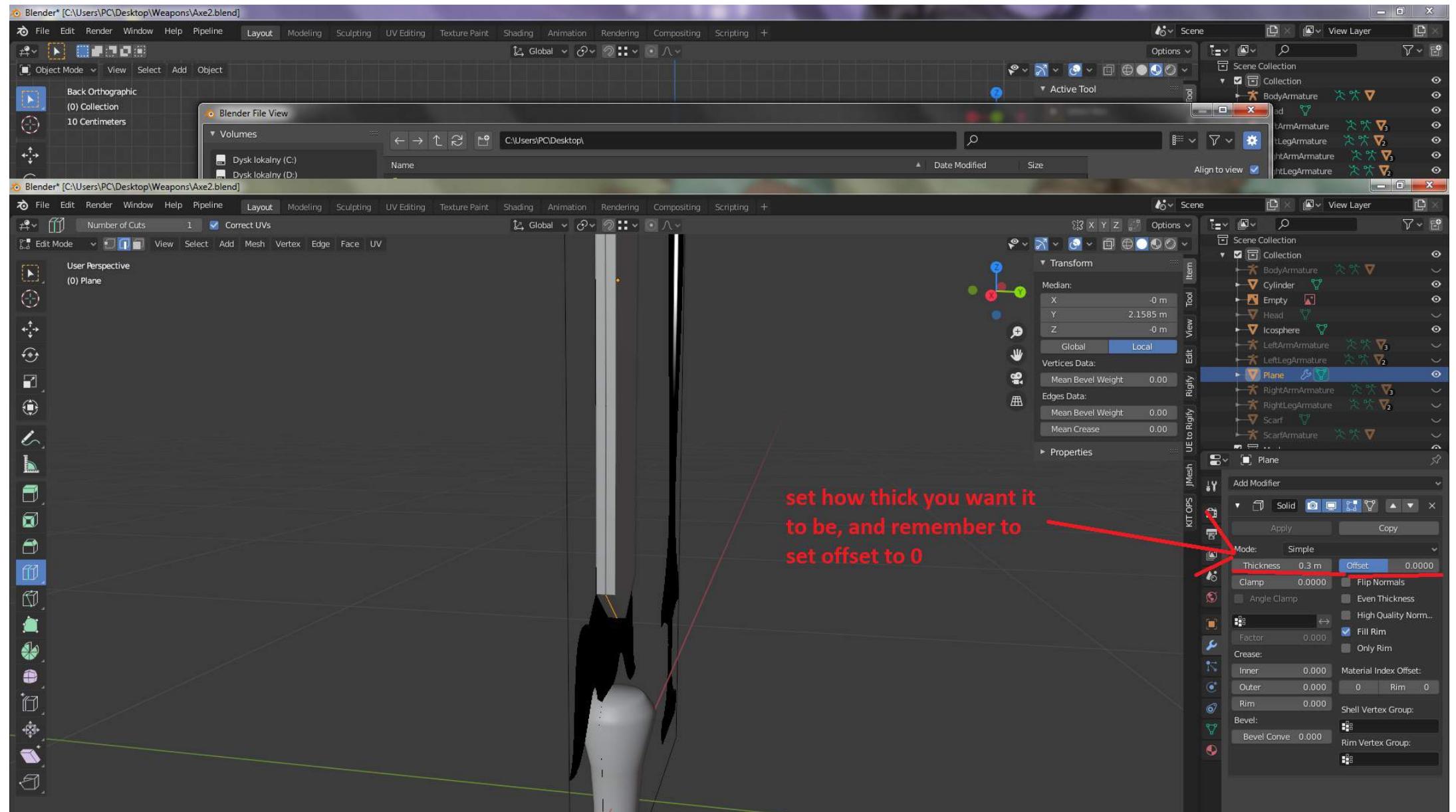




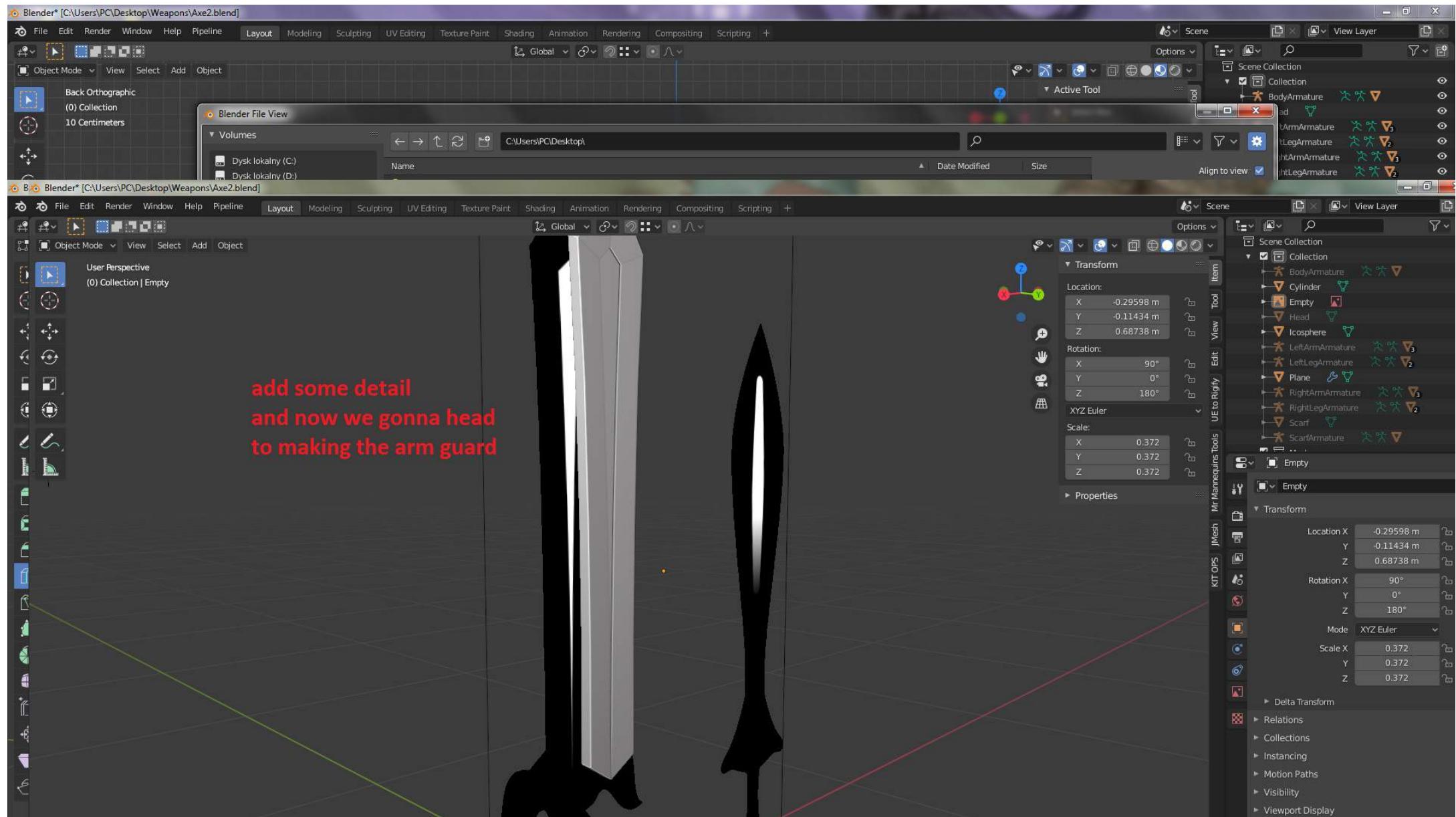


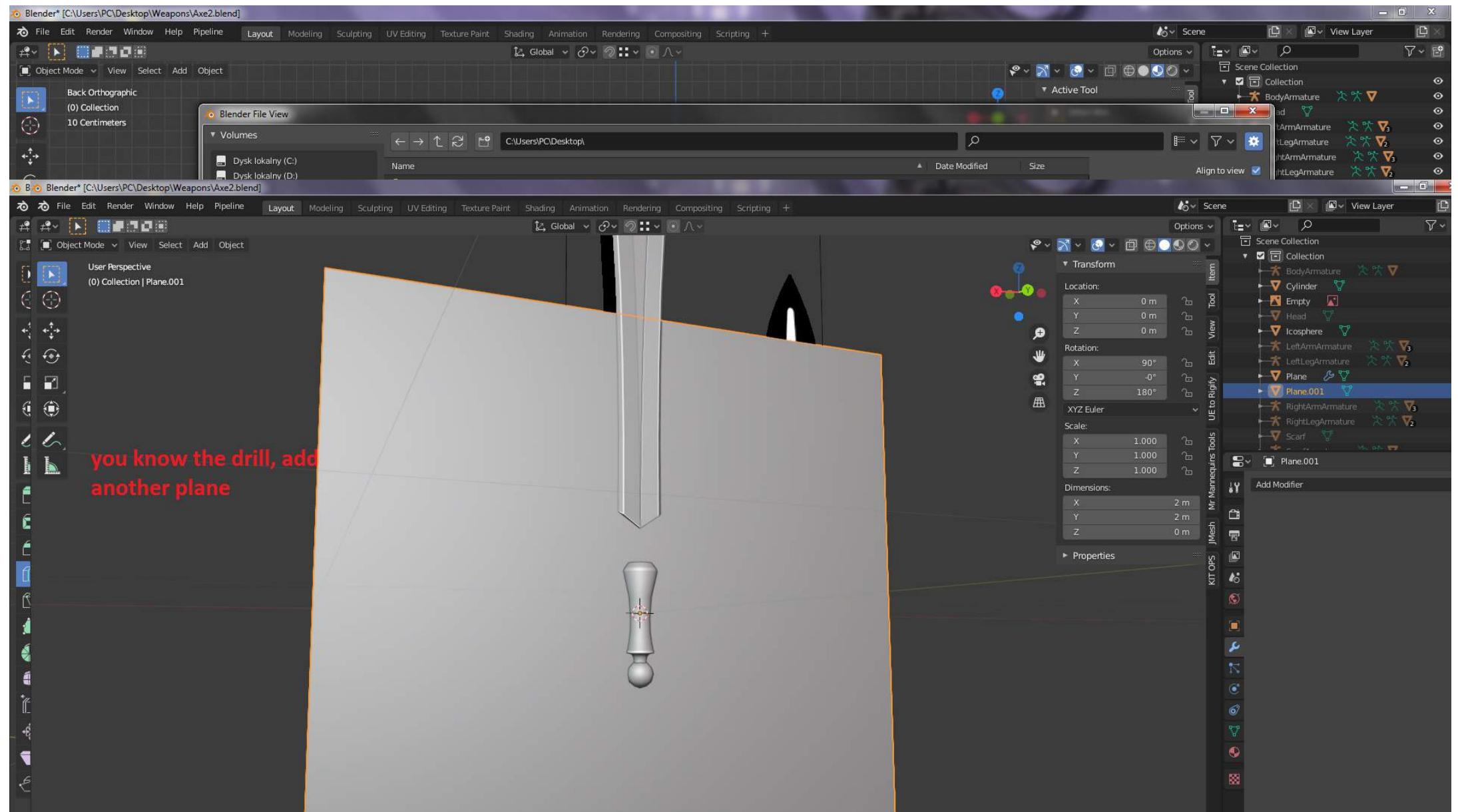


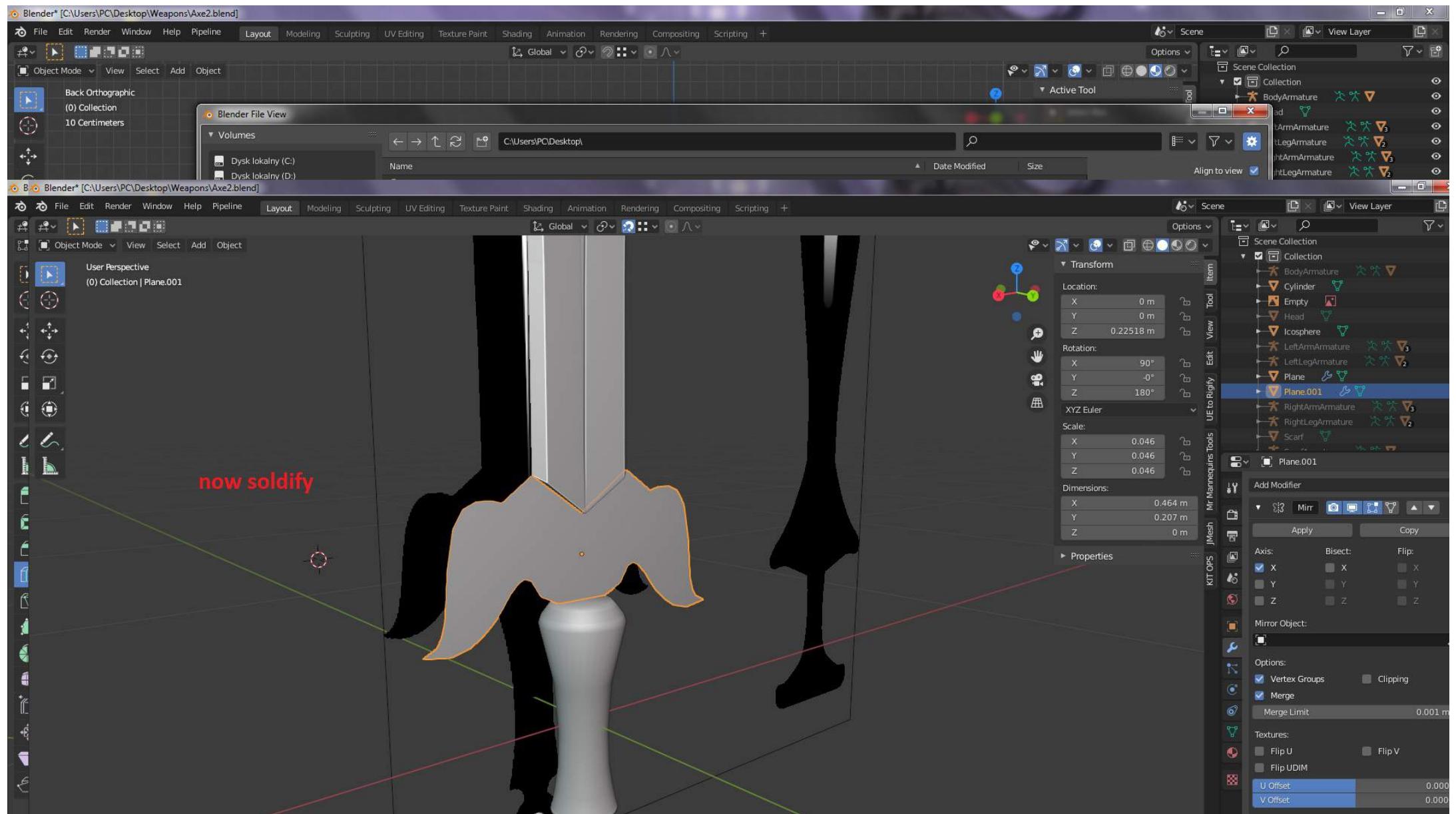


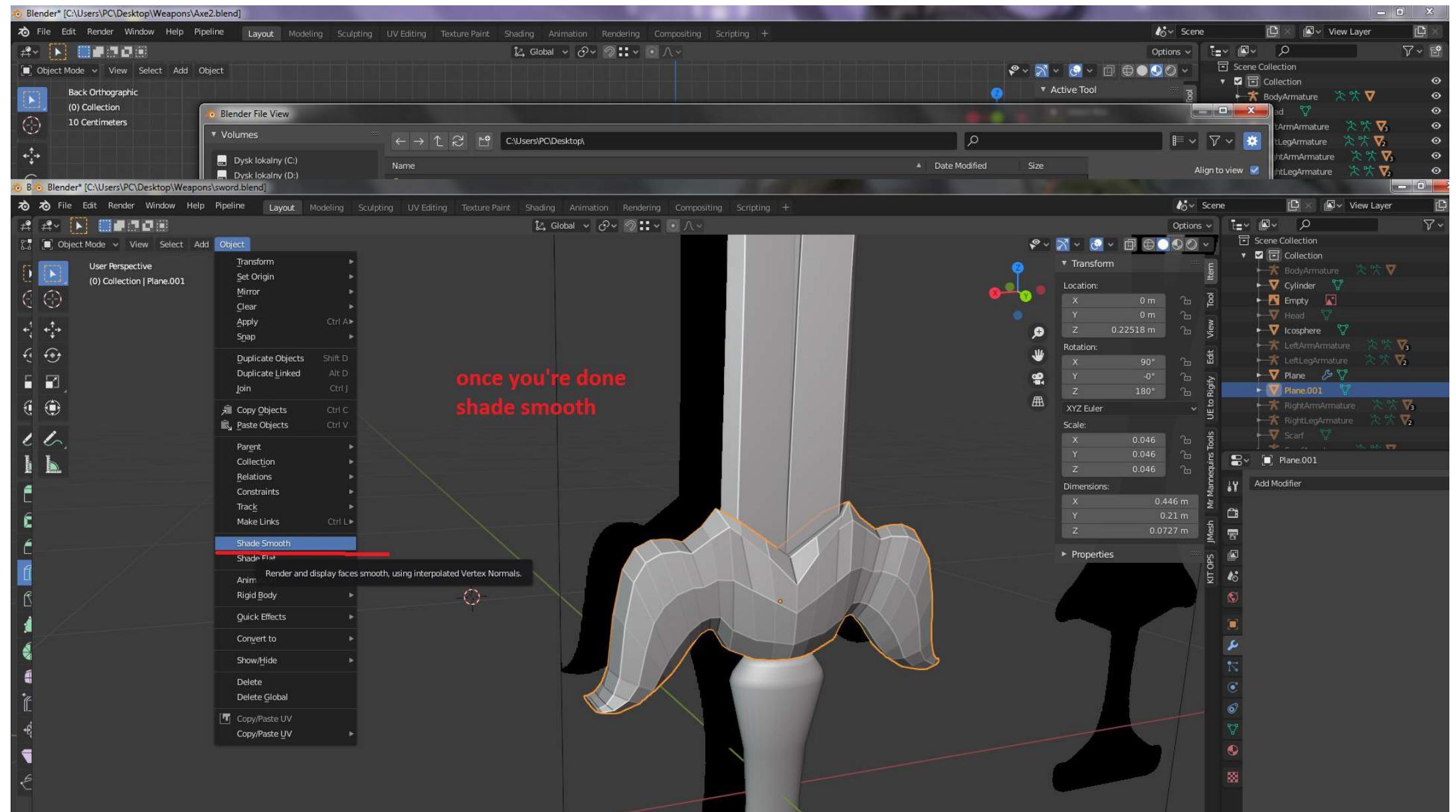


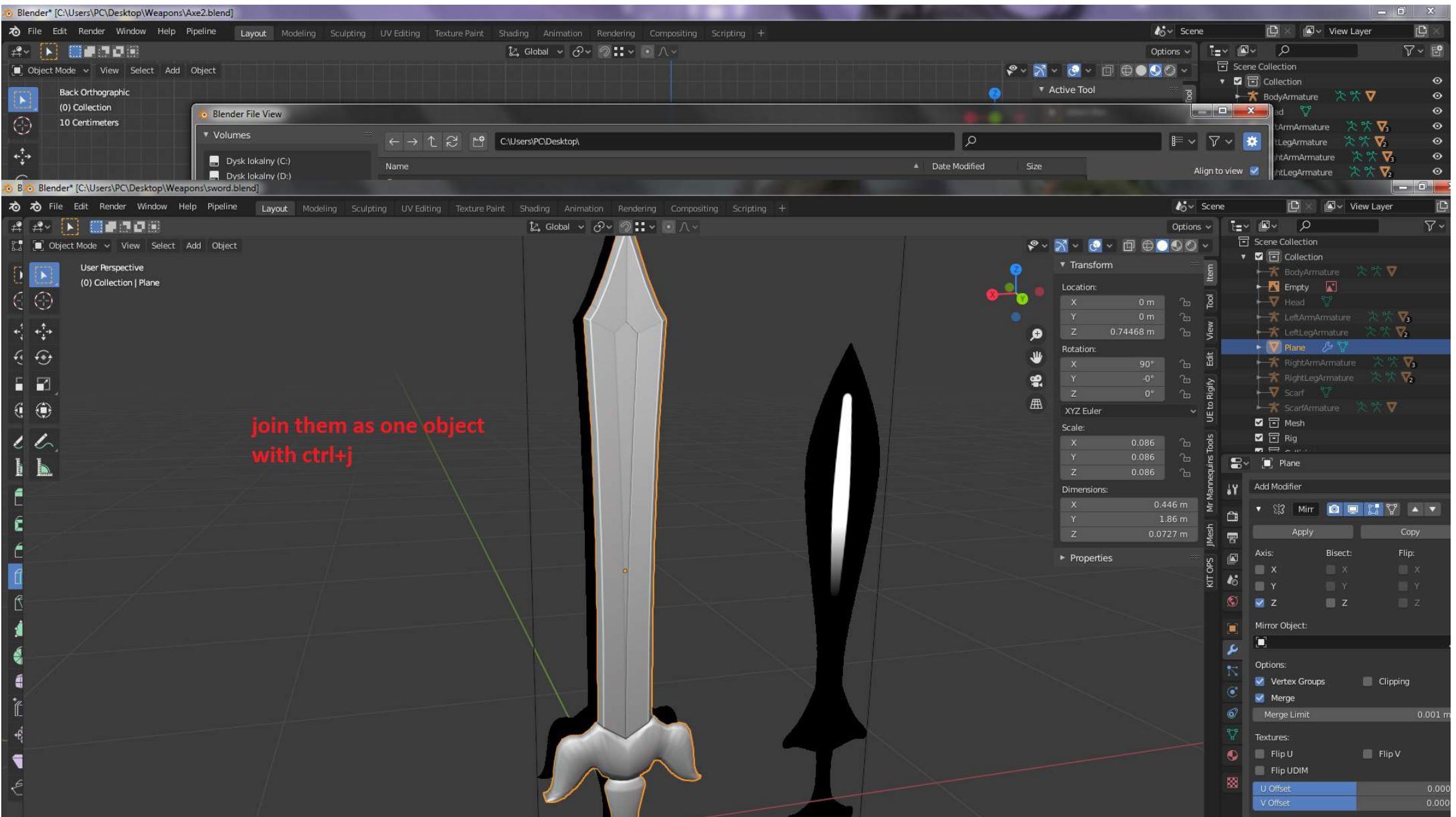
add some detail
and now we gonna head
to making the arm guard

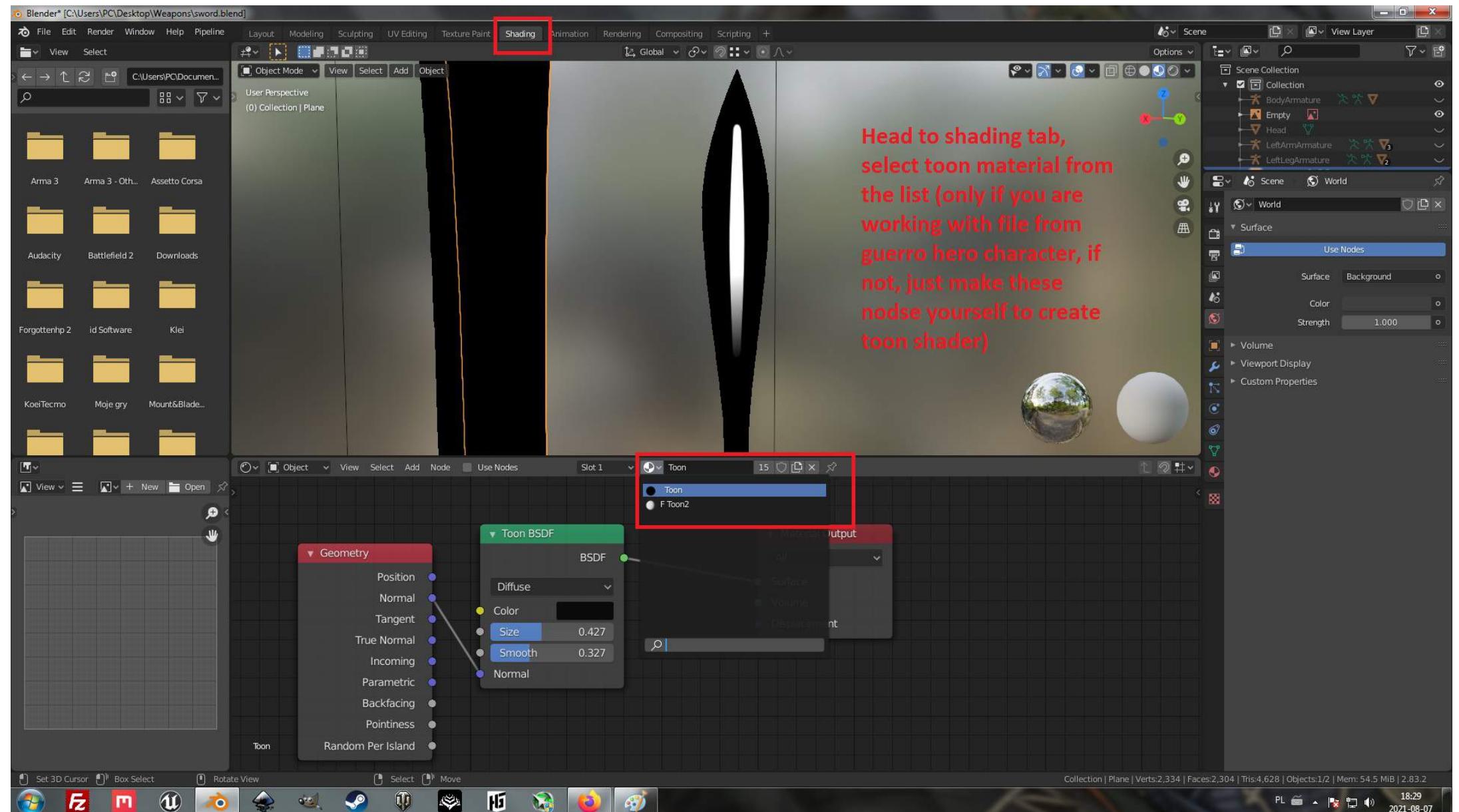


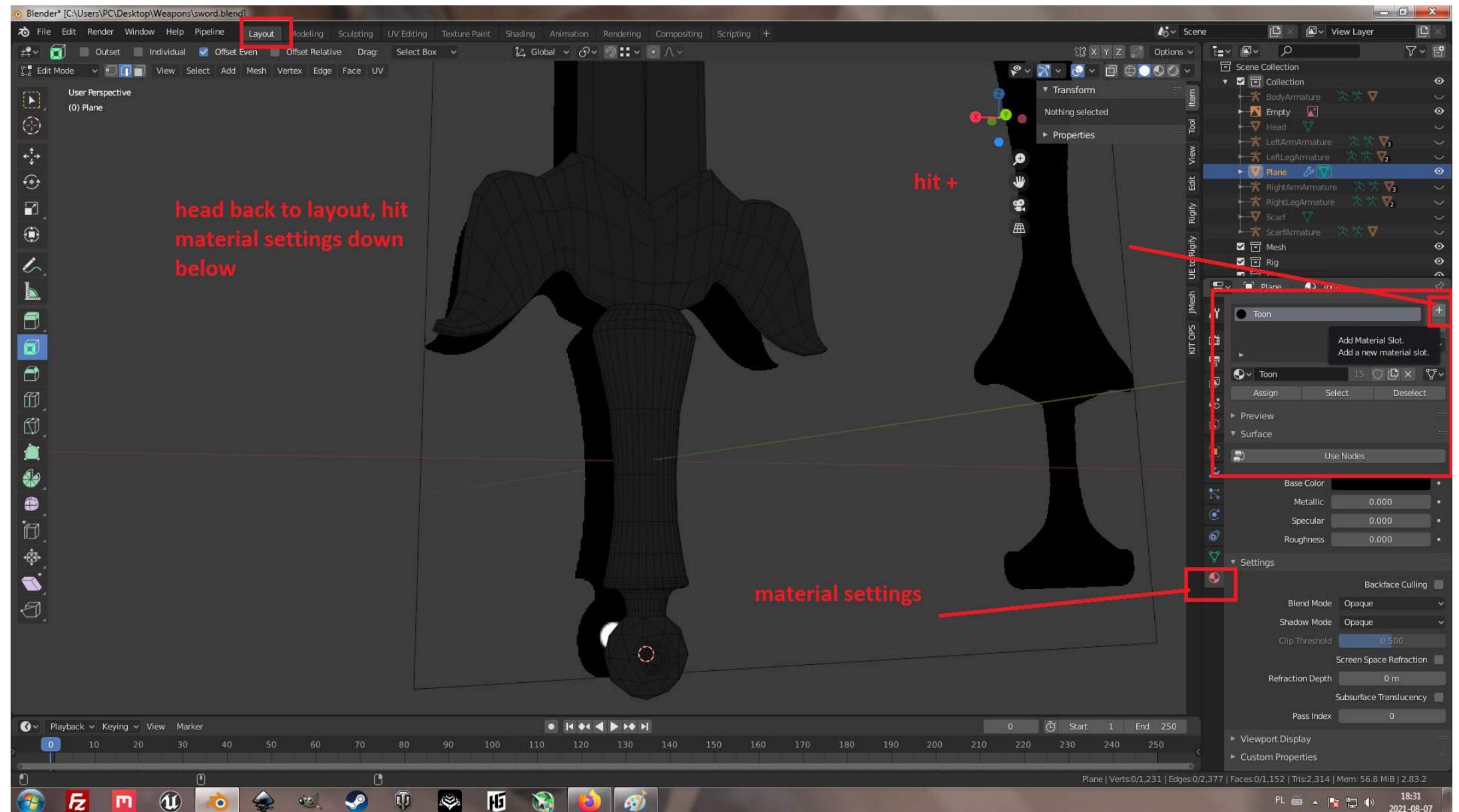


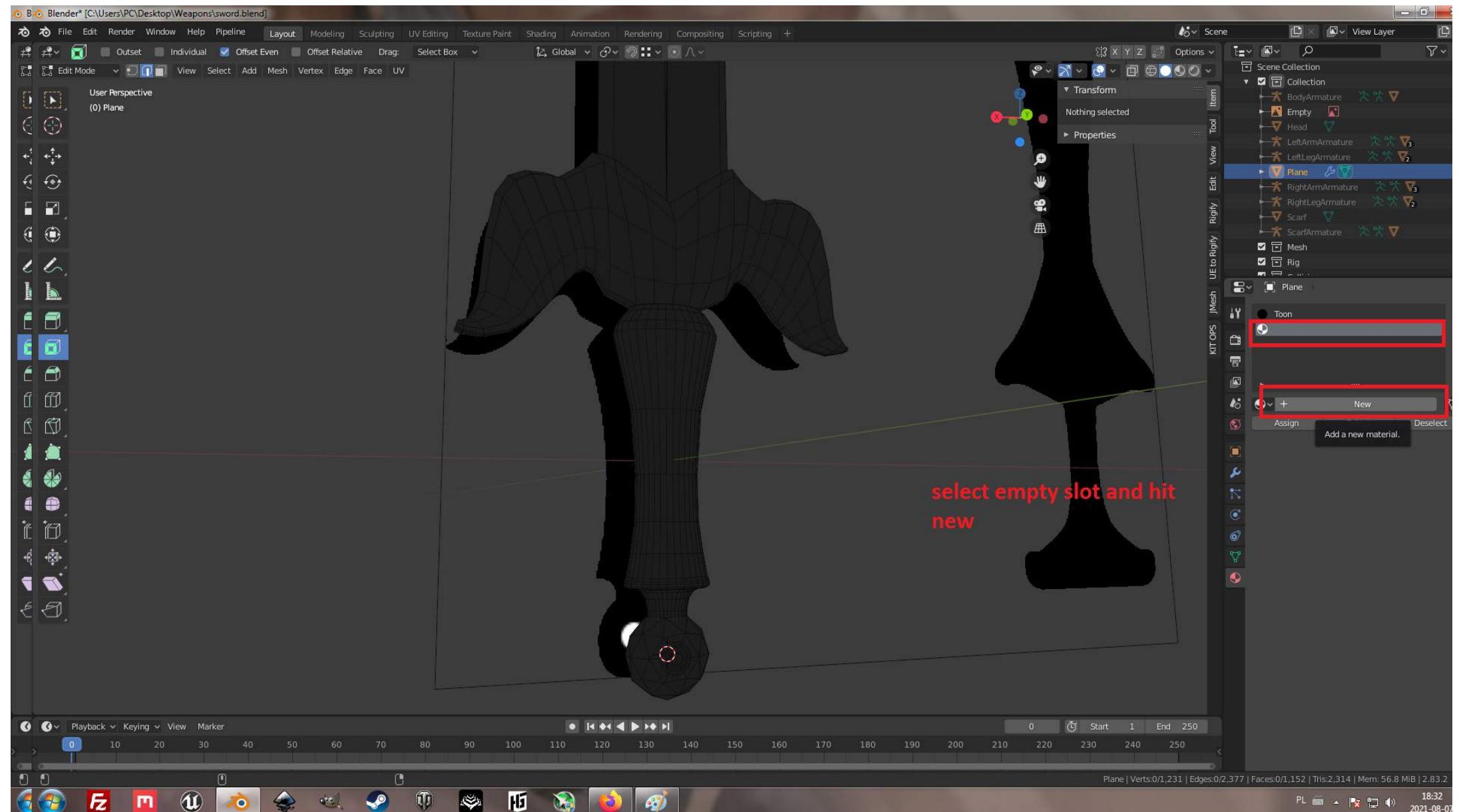


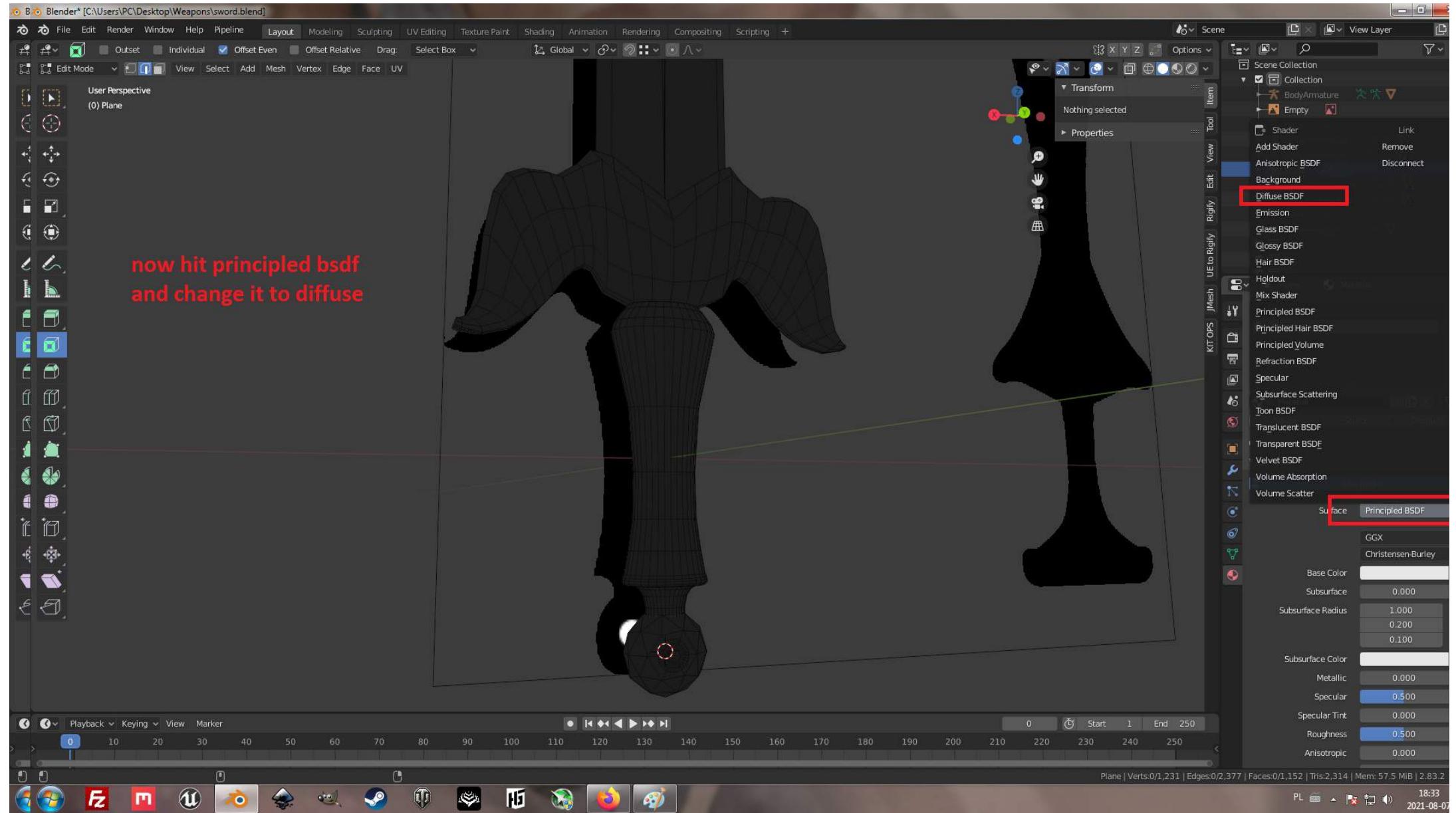


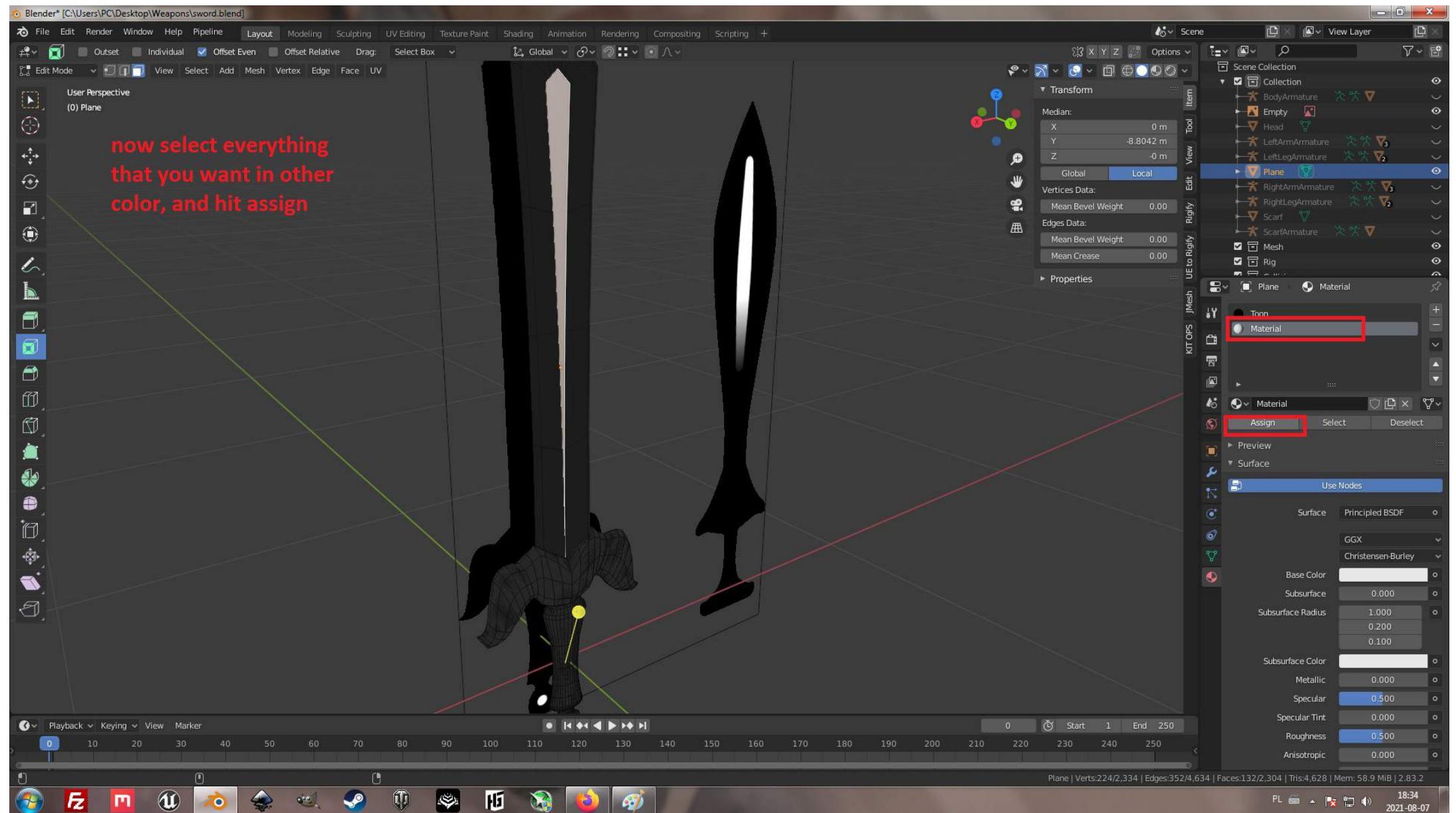


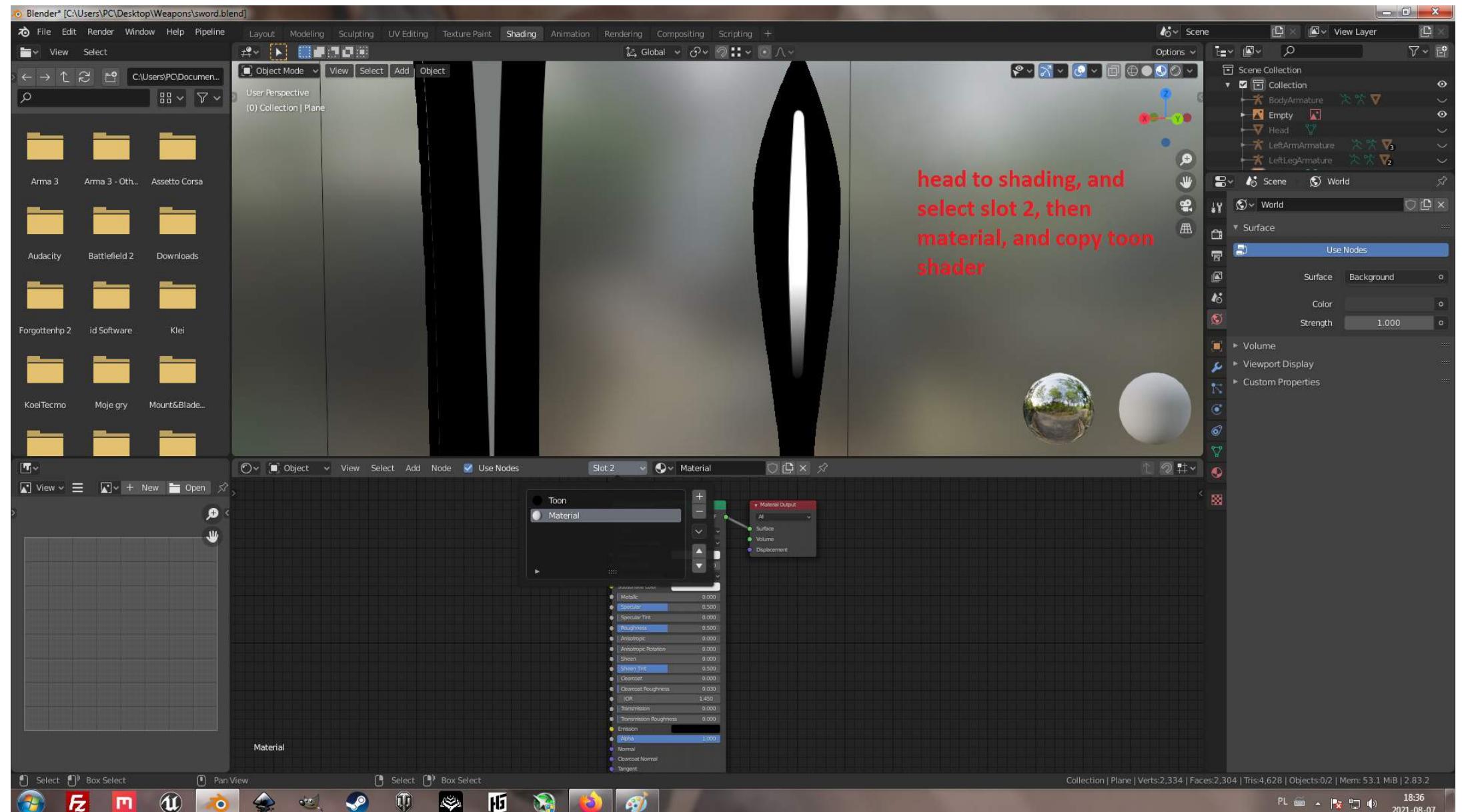


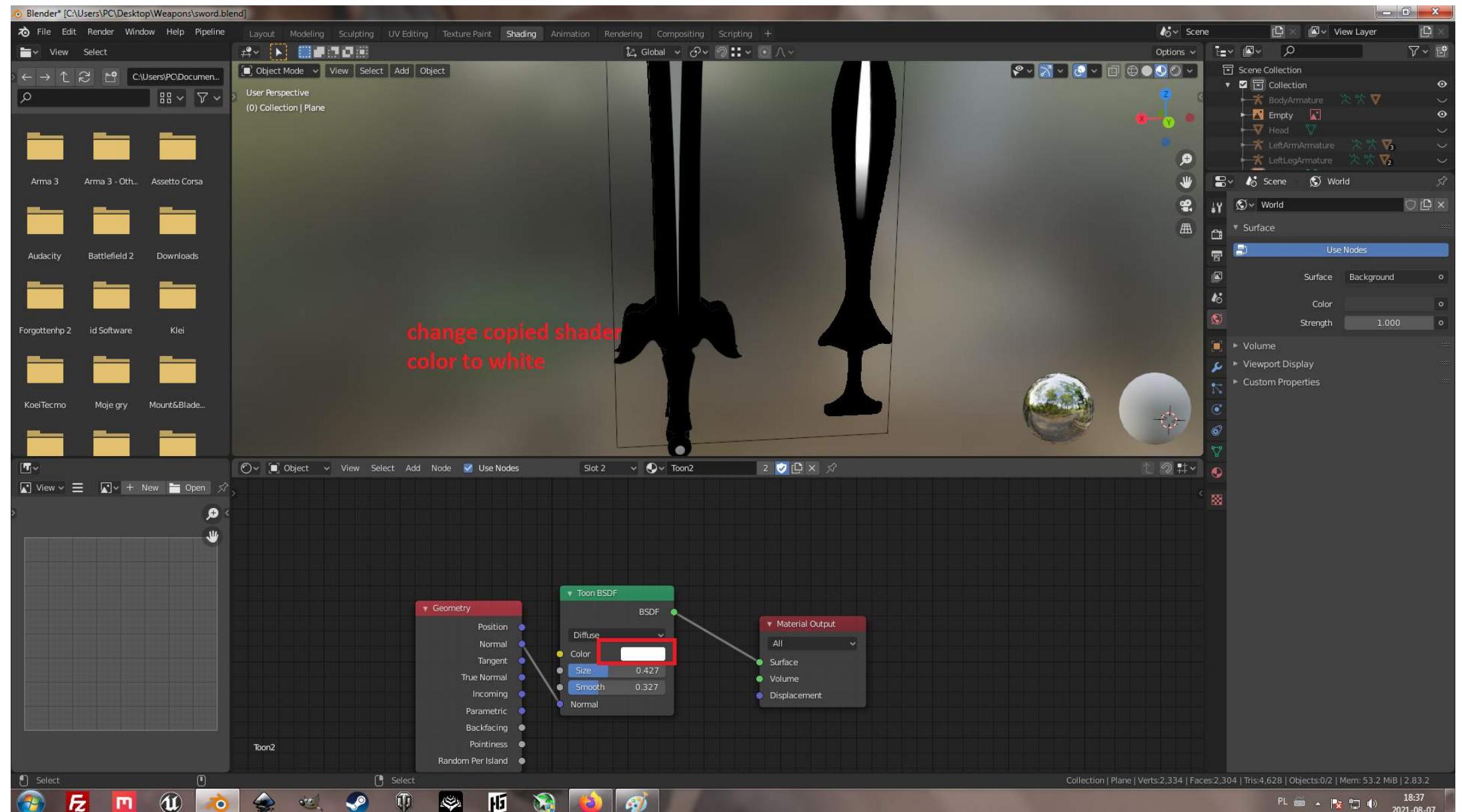


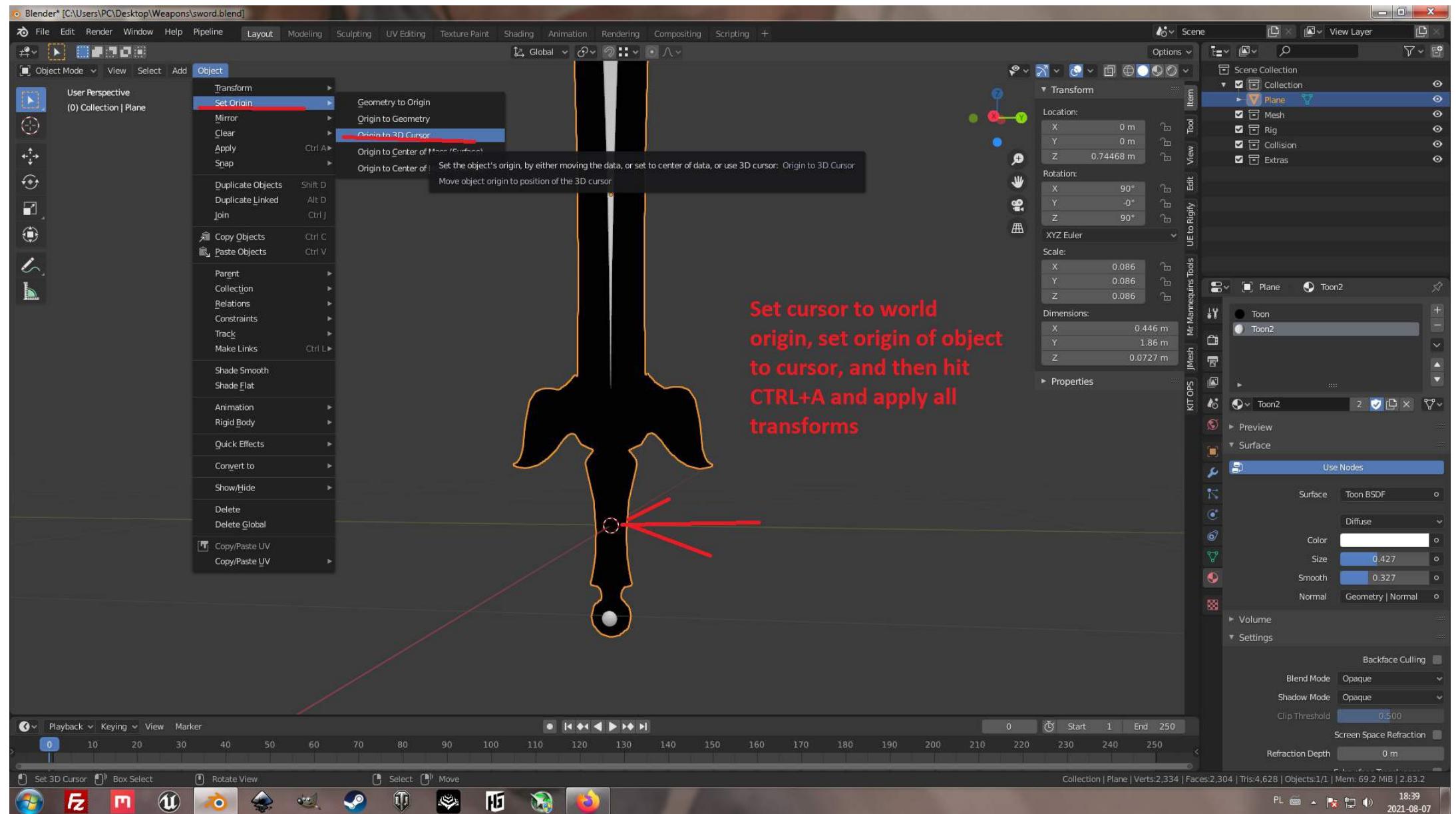












**delete everything that is
not your mesh, and
rotate it on Z axis by 90
degrees so blade points Y
axis (green line)**

**Save as, "name" and
you're done**

