

Sword Modeling Diary

by Areej Ahmed

Step 1: Getting Familiar with blender

I watched the several videos of creators modeling a sword to get pointers into how shapes are molded , sculpted, shaded

<https://youtu.be/cPDIqv00QjM?si=DQBp79aD0c9Dupzr>

https://youtu.be/4BdJGojnHsw?si=_YAgqvy3qKIdxuIQ

https://youtu.be/F_QBuVIZqp8?si=-8vYIVkGtG5ckC5m

<https://youtu.be/xr1IgLAragg?si=8hfutZ5VeQrjS0PK>

Step 2: Modeling the shape

The inspiration of the shield is this :



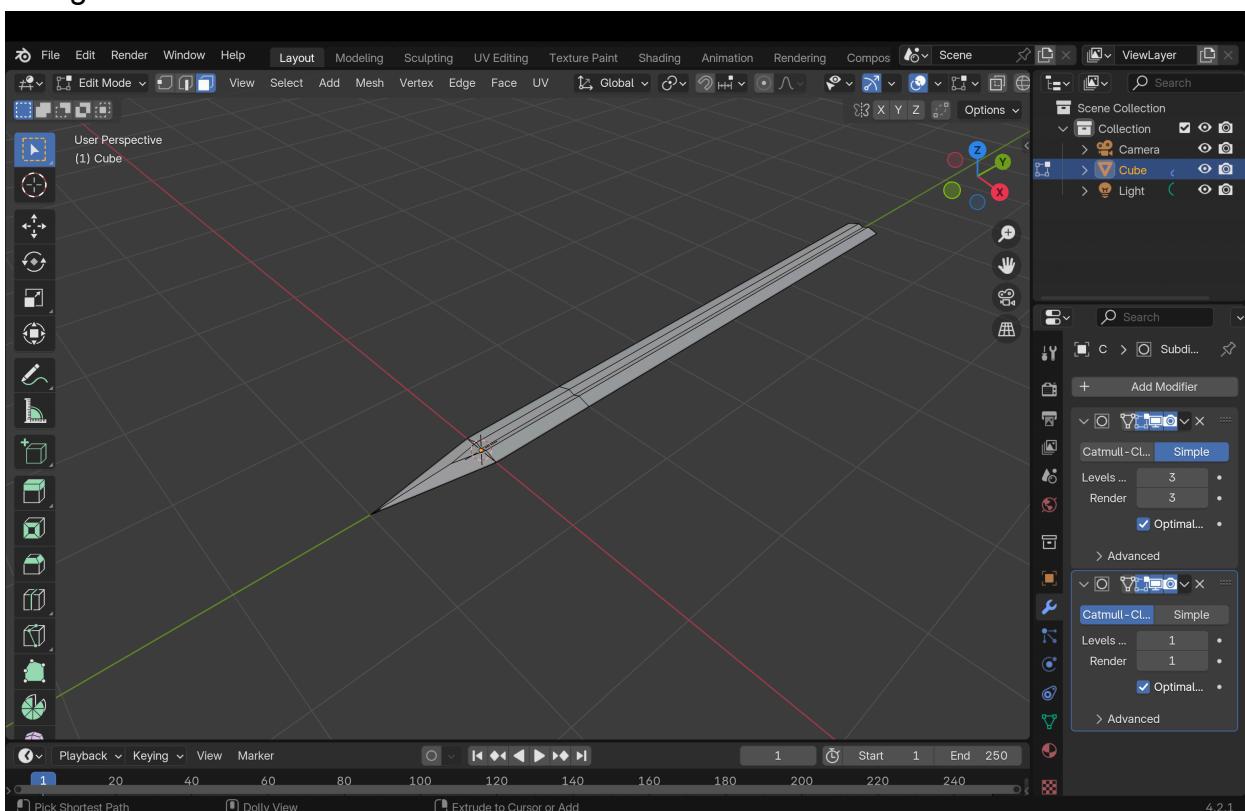
Its a multipart shield with many components on it ,however due to its complexity and low poly feel I have decided to make some changes from the original.

Step3: Set up a Version Control Mechanism to keep track of progress

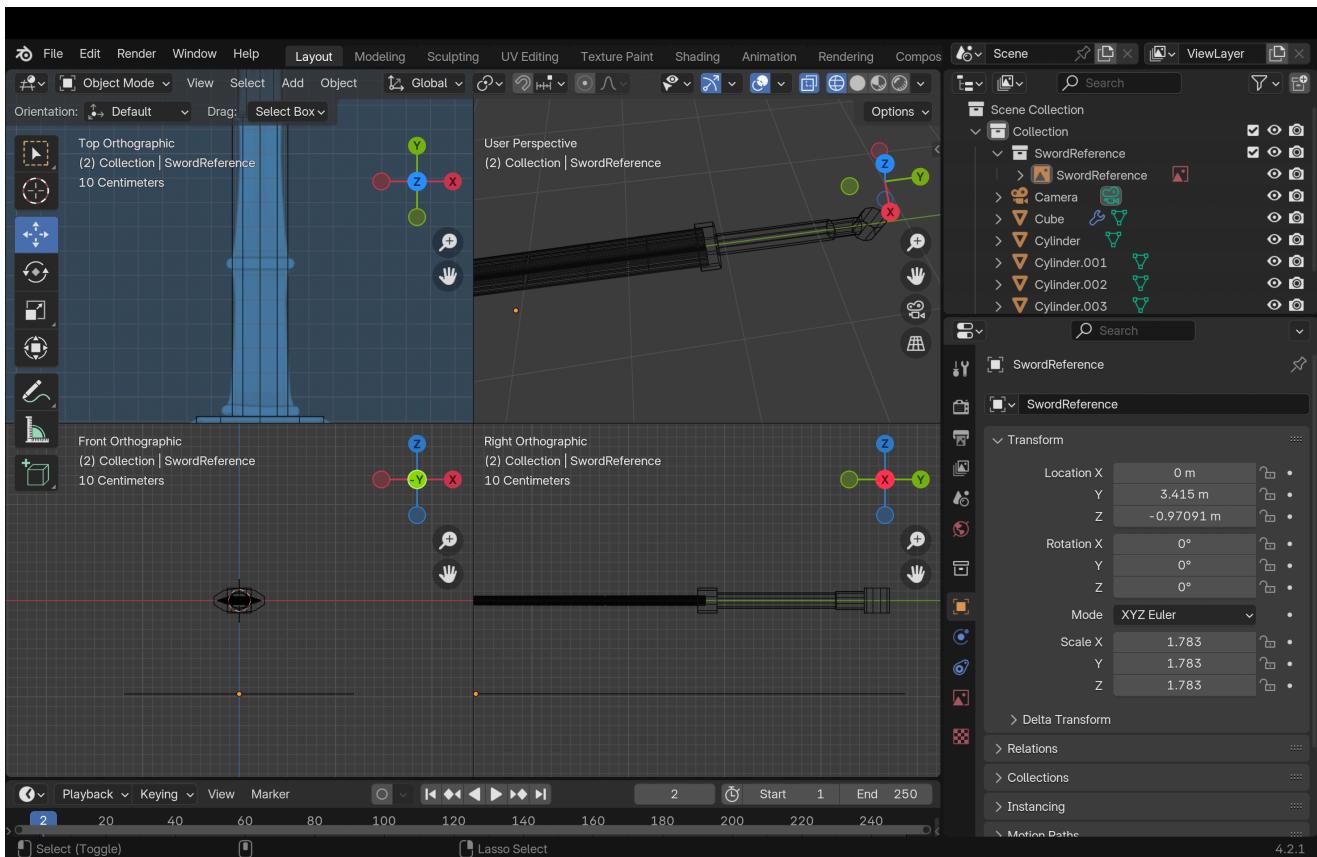
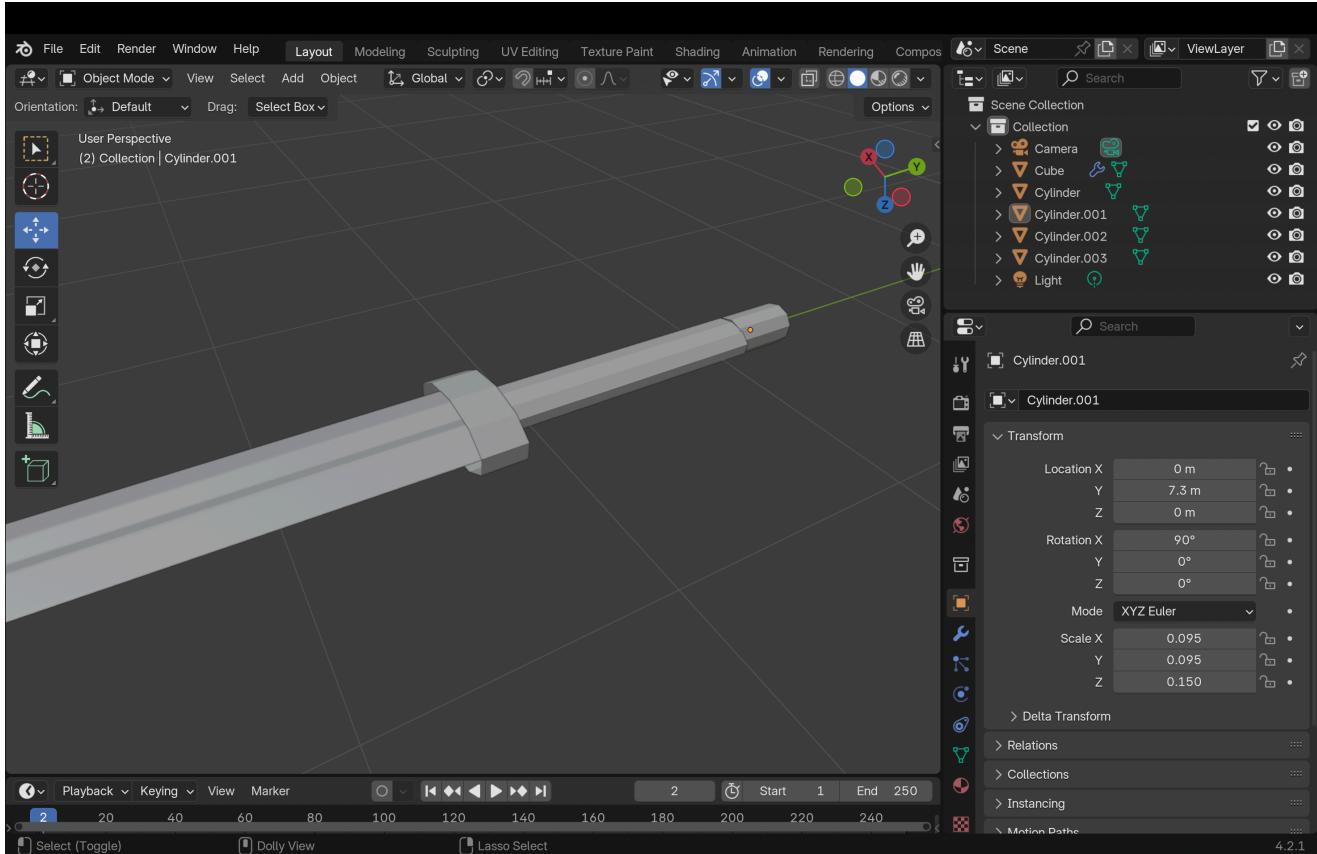
sword1.blend	30 Sep 2024 00:19	937 KB
sword2.blend	30 Sep 2024 00:31	963 KB
sword3.blend	30 Sep 2024 00:39	1.2 MB
sword4.blend	30 Sep 2024 01:06	1.2 MB
sword5.blend	30 Sep 2024 01:06	1.2 MB
sword6.blend	30 Sep 2024 01:16	1.2 MB
sword7.blend	30 Sep 2024 09:51	1.3 MB
sword8.blend	30 Sep 2024 10:11	1.3 MB
sword9.blend	30 Sep 2024 10:11	1.3 MB
sword10.blend	30 Sep 2024 10:36	1.3 MB
sword11.blend	30 Sep 2024 10:49	1.4 MB
sword12.blend	30 Sep 2024 10:51	1.4 MB
sword13.blend	30 Sep 2024 14:04	1.4 MB
sword14.blend	30 Sep 2024 16:39	1.6 MB
sword15.blend	30 Sep 2024 16:42	1.6 MB
sword16.blend	02 Oct 2024 21:07	1.6 MB
sword17.blend	Yesterday 19:45	1.6 MB
Tutorial.blend	29 Sep 2024 21:03	934 KB
untitled.blend	26 Sep 2024 12:07	1.1 MB
CWsword7.blend		
	Cancel	Open

Step 4: Modeled the sword body by using a cube.

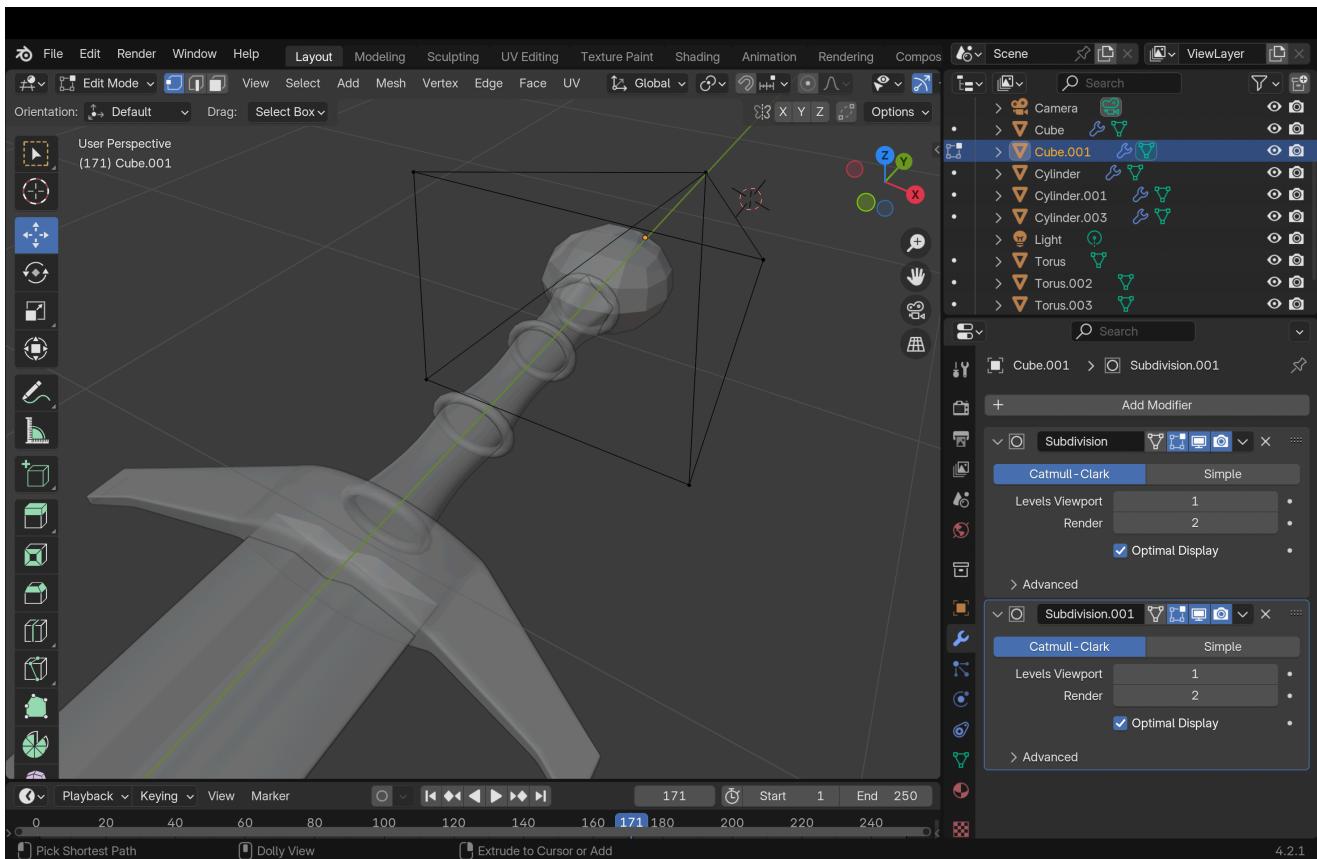
1. We first scaled it to make it elongated
2. We subdivided it to add extra dimension
3. We then selected individual vertices and combined them to create sharp edges and the point of the sword.
4. Using the extend tool we gave the blade some length
5. Using the bevel tool we gave it a dent in the middle
6. Using 2 sub-division modifiers we smoothened it out



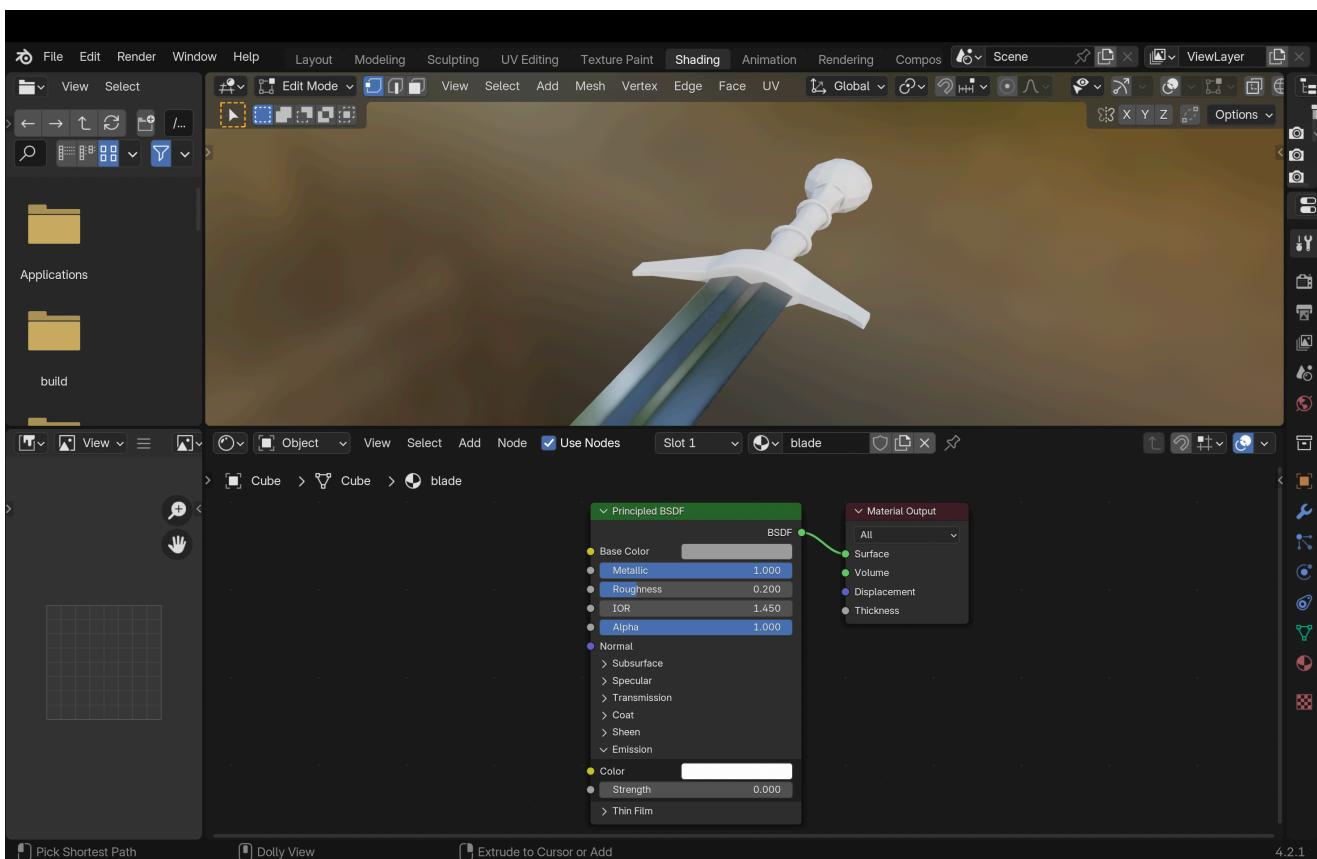
Step 5: Modeled and sculpted the handle using 3 cylinders . Added Subdivision modifiers and edge creasing to create a smoothing effect .



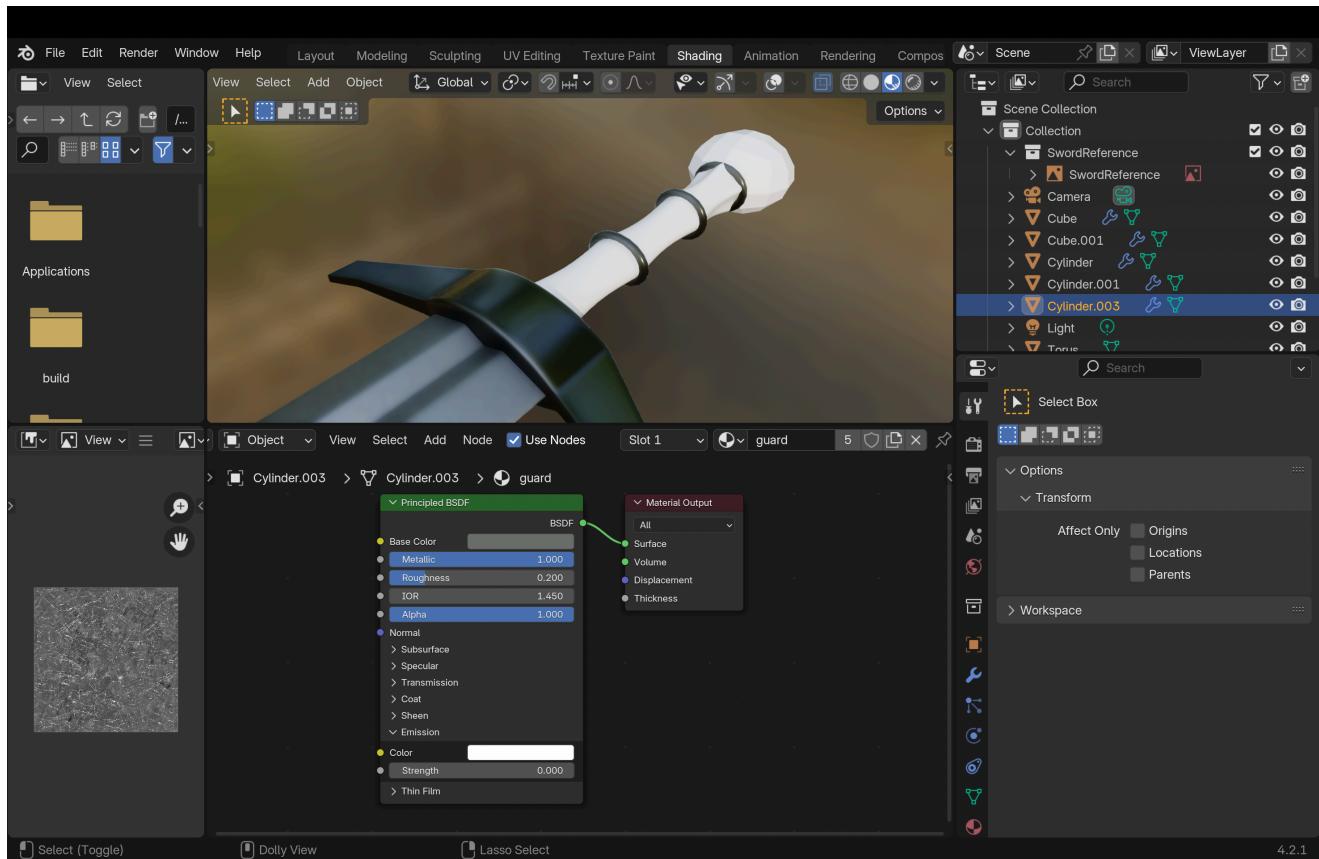
Step 6: Modeled the end of the handle using a sphere and the same subdivision modifiers as before .



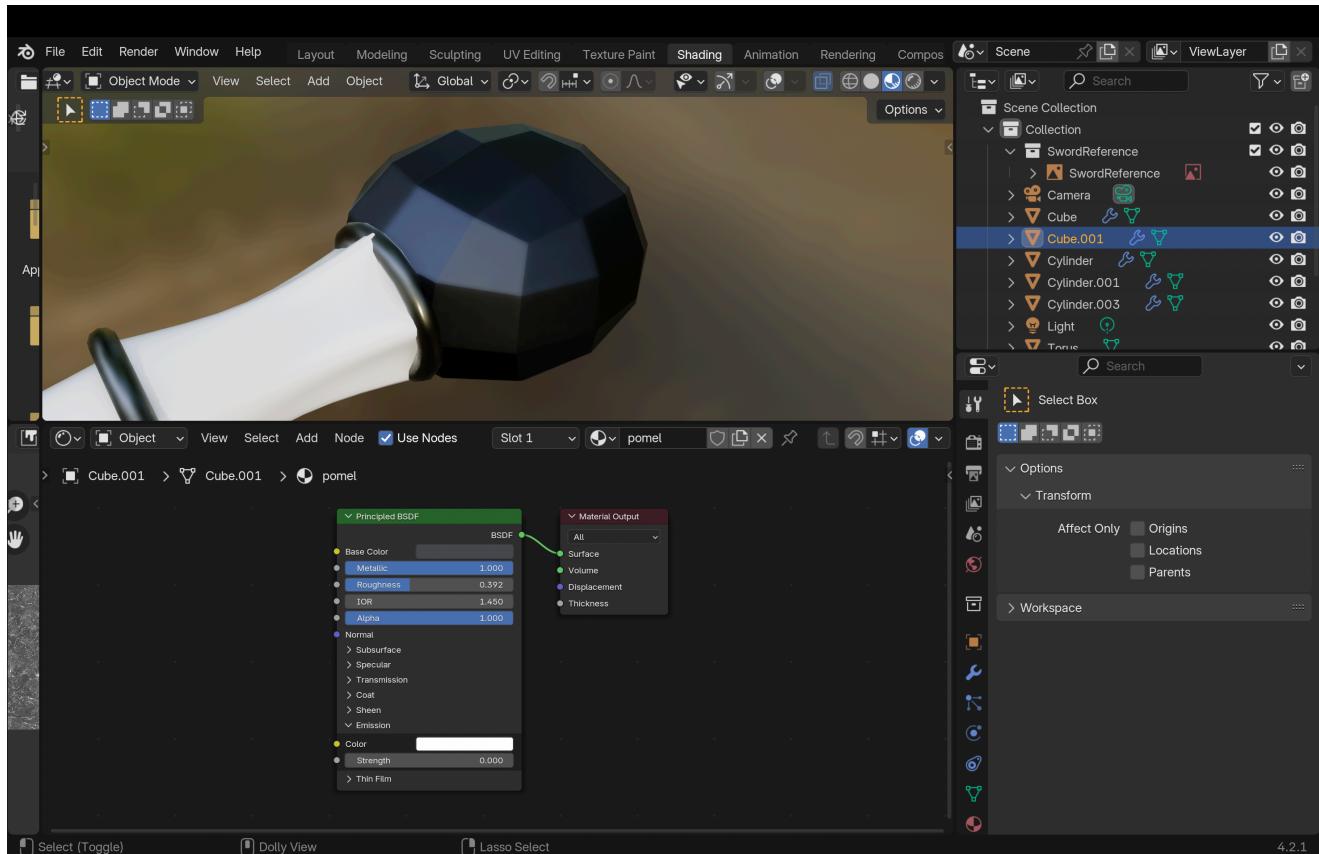
Step 7: Shaded the sword body by Adjusting the Principal BSDF to have Full metallic properties and a hex color of #9C9C9C



Step 8: Shaded the handle with a darker hue of the same grey used



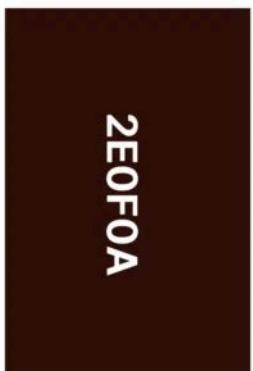
Step 8: Shaded the pomel with a even darker hue of the same grey used previously

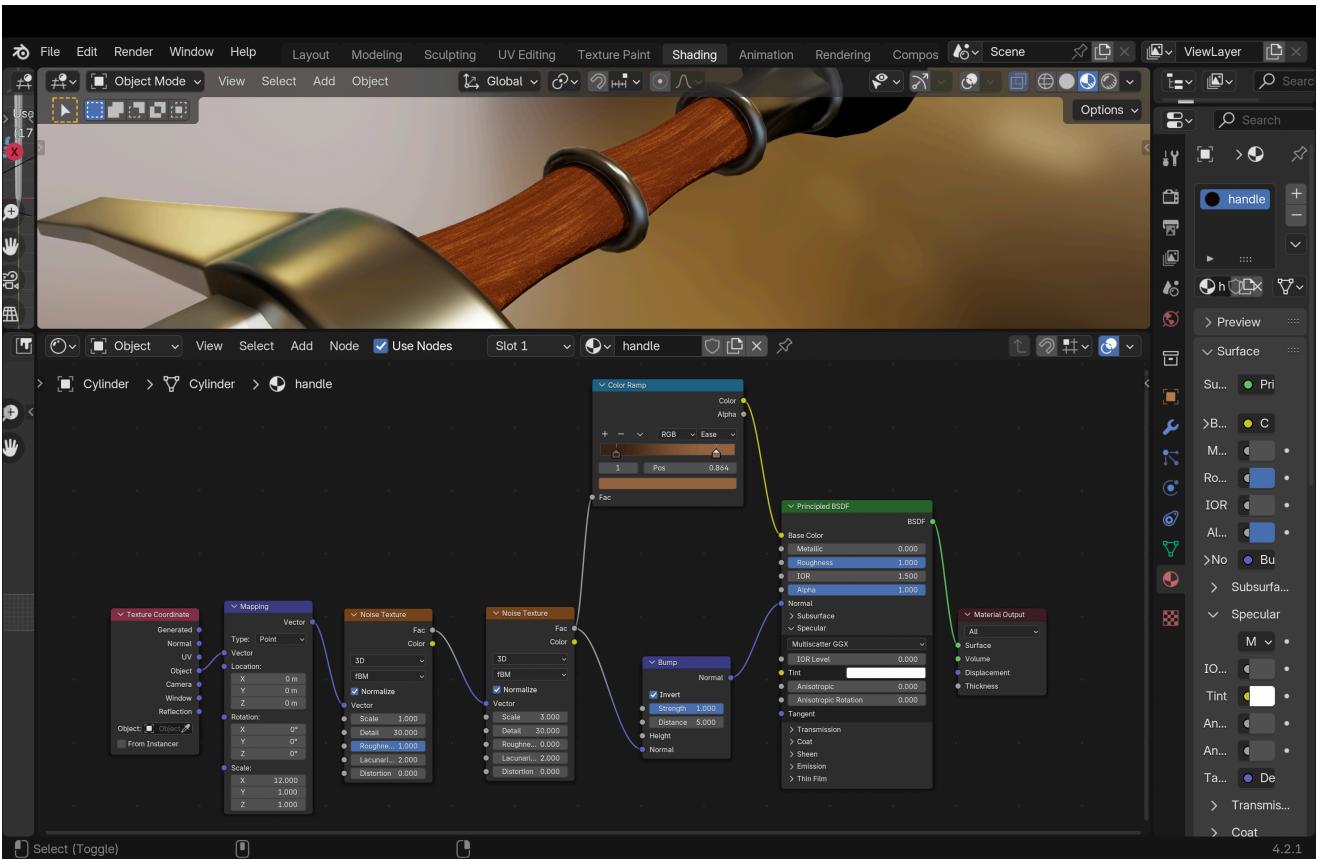


Step 9: Created a complex wooden pattern using this tutorial

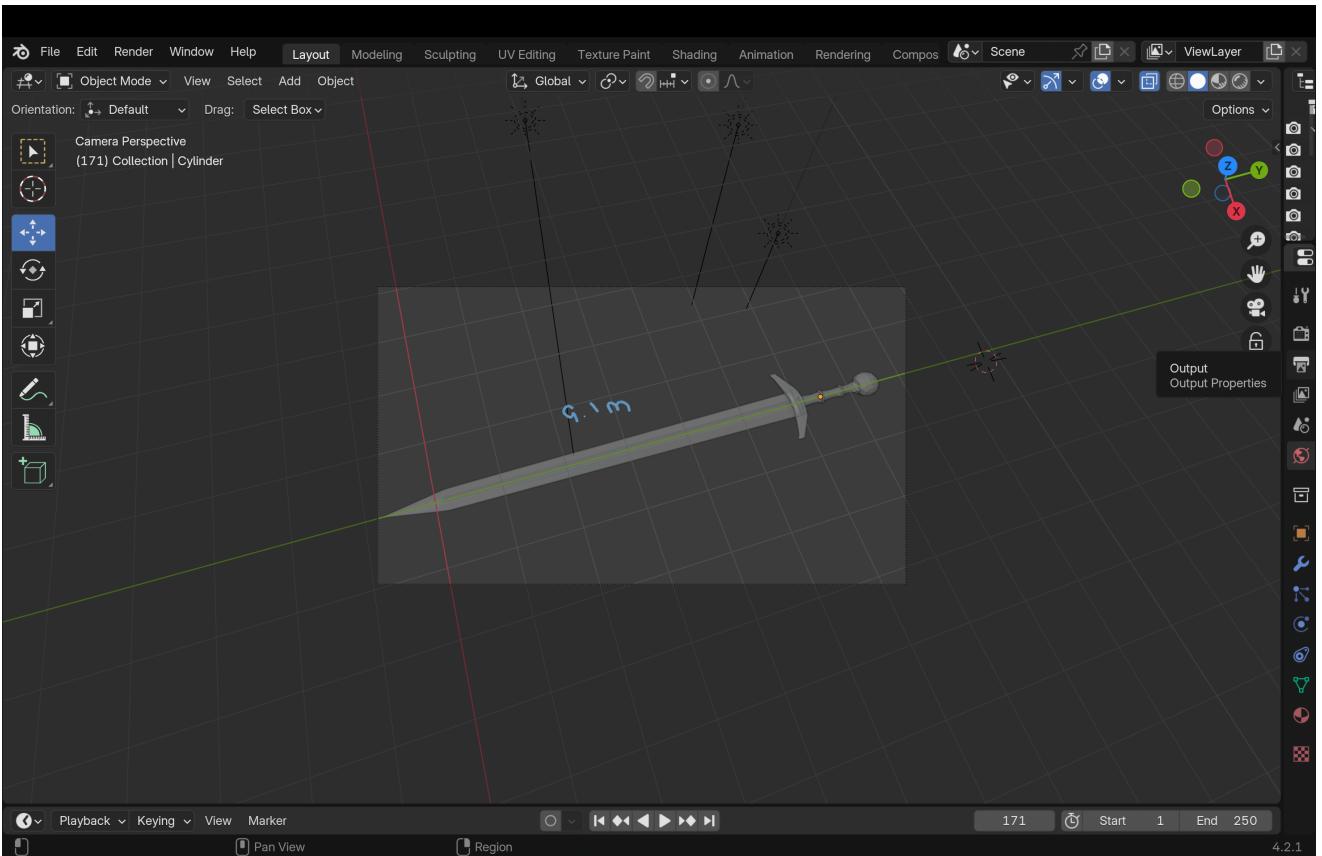
<https://youtu.be/NWvPXGUPwP4?si=mQVu1fGq6Jypgxdx>

We utilized 2 noise texture nodes to create the wooden pattern and i use hex codes from this color pallete in order to shade it





Step 10: Rendering the image here is my set up with 3 points of light and a top down view of my finished model



Rendered by EEVE engine :

