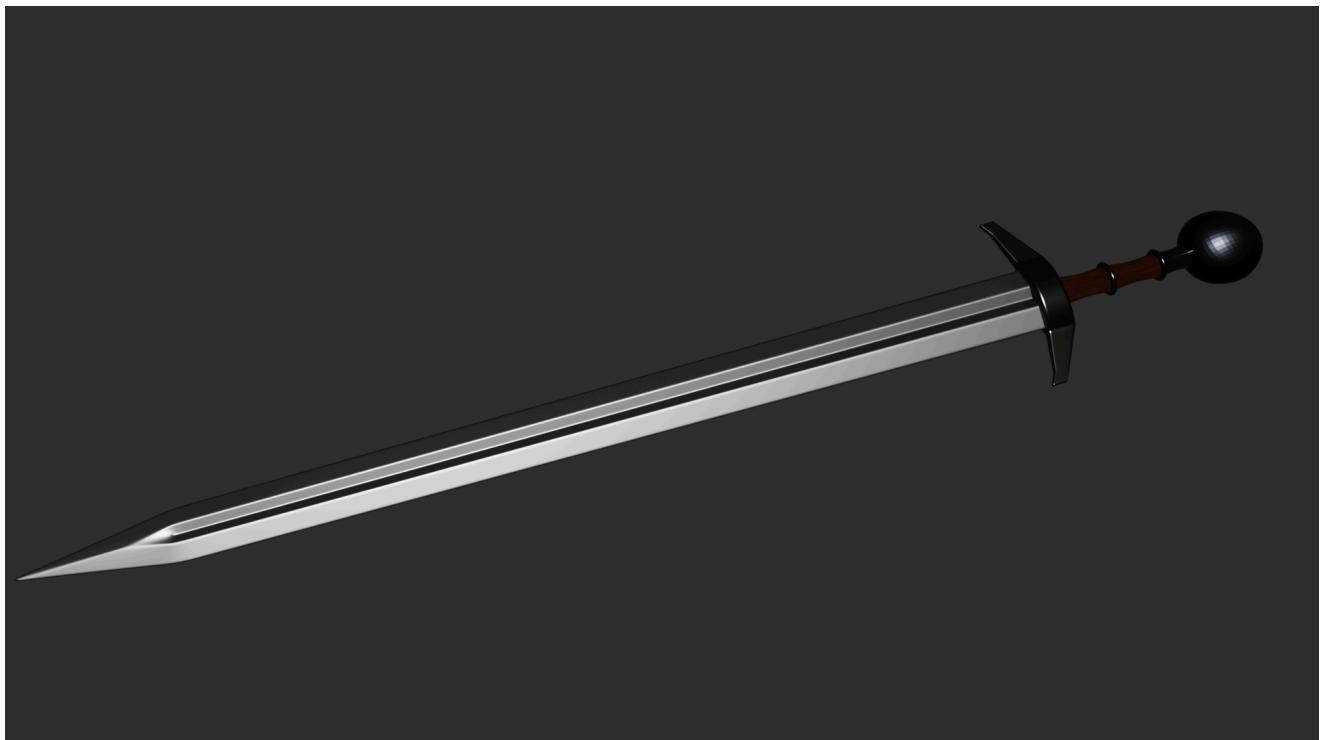


# Shield Modeling Diary

By Areej Ahmed

In my project after the sword is completed I'm going to make the shield to go along with it next



Step 1: Planning

For the shield my inspiration is a mix of both of the images below





Utilizing similar attributes from the sword I'll make sure I maintain consistency like the

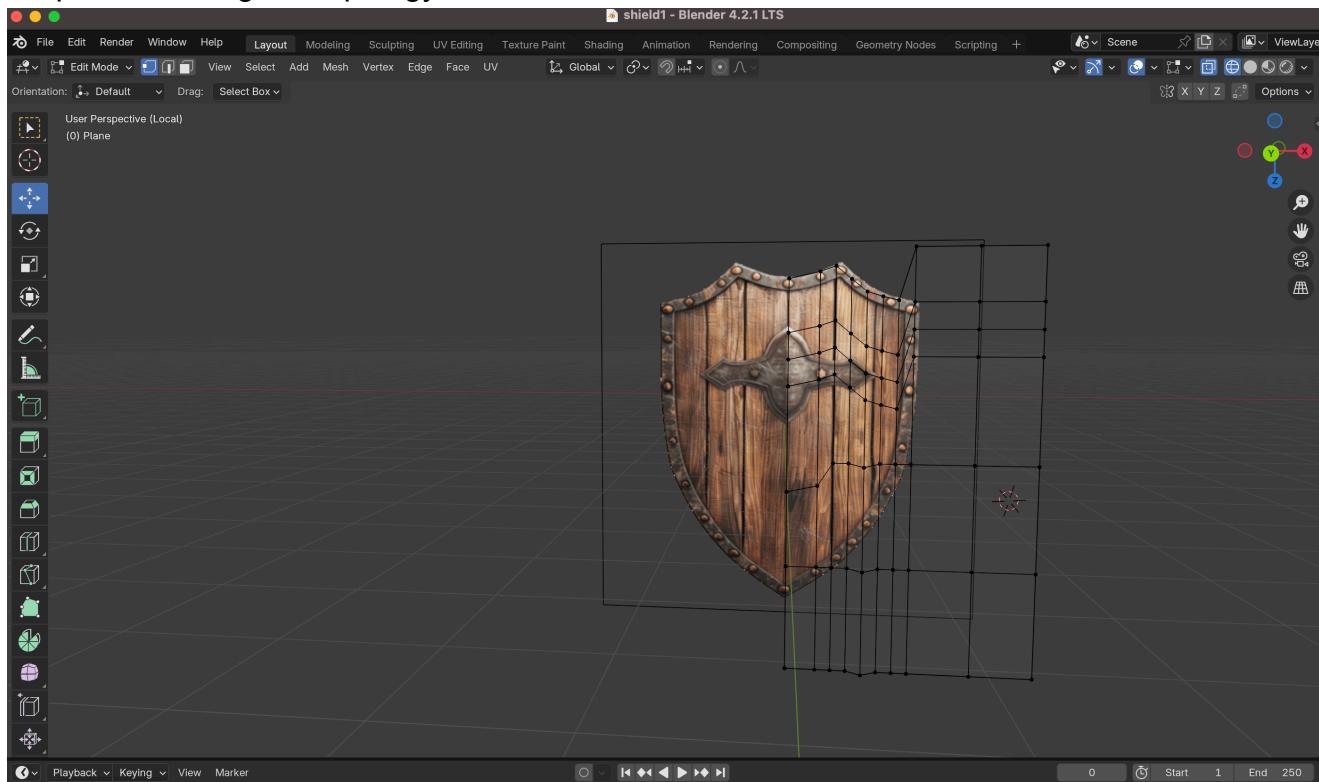
1. Same brown color palette for wooden textures :
2. The roughness and metallic aspects of the sword blade : roughness >3.92
3. Same subdivision modifiers to make it look realistic
4. Include wear and tear / dull ness to make it look

Step2: Setting up a version control on my local machine

Name	Date Modified	Size	Kind
base shape low poly.blend	4 Oct 2024 at 16:56	1.5 MB	Blender File
finalshield.blend	5 Oct 2024 at 14:55	1.5 MB	Blender File
finalshield1.blend	5 Oct 2024 at 14:57	1.5 MB	Blender File
finalshield2.blend	5 Oct 2024 at 14:58	1.5 MB	Blender File
finalshield3.blend	5 Oct 2024 at 15:06	1.5 MB	Blender File
finalshield4.blend	5 Oct 2024 at 15:59	1 MB	Blender File
finalshield5.blend	5 Oct 2024 at 18:52	1.1 MB	Blender File
finalshield5fixed.blend	5 Oct 2024 at 18:57	1.1 MB	Blender File
finalshield6.blend	5 Oct 2024 at 17:52	1.1 MB	Blender File
finalshield6fixed.blend	5 Oct 2024 at 18:57	1.1 MB	Blender File
finalshield7.blend	5 Oct 2024 at 18:44	1.1 MB	Blender File
finalshield7fixed.blend	5 Oct 2024 at 18:58	1.1 MB	Blender File
finalshield8fixed.blend	5 Oct 2024 at 19:18	1.2 MB	Blender File
finalshield9fixed.blend	5 Oct 2024 at 19:25	1.2 MB	Blender File
finalshield10fixed.blend	5 Oct 2024 at 19:26	1.2 MB	Blender File
finalshield11fixed.blend	5 Oct 2024 at 19:27	1.2 MB	Blender File
finalshield12fixed.blend	6 Oct 2024 at 05:31	1.3 MB	Blender File
finalshield13fixed.blend	6 Oct 2024 at 05:31	1.3 MB	Blender File
finalshield14fixed.blend	6 Oct 2024 at 05:36	1.3 MB	Blender File
finalshield15fixed.blend	6 Oct 2024 at 06:06	1.3 MB	Blender File
finalshield16fixed.blend	6 Oct 2024 at 06:20	1.3 MB	Blender File
finalshield17fixed.blend	6 Oct 2024 at 06:27	1.3 MB	Blender File
finalshield18fixed.blend	6 Oct 2024 at 06:28	1.3 MB	Blender File
finalshield19fixed.blend	6 Oct 2024 at 06:33	1.3 MB	Blender File
finalshield20fixed.blend	6 Oct 2024 at 06:34	1.3 MB	Blender File
finalshield21fixed.blend	6 Oct 2024 at 12:47	1.3 MB	Blender File
finalshield22fixed.blend	6 Oct 2024 at 13:34	1.3 MB	Blender File
finalshield23fixed.blend	7 Oct 2024 at 10:35	1.3 MB	Blender File
finalshield24fixed.blend	8 Oct 2024 at 18:55	1.3 MB	Blender File
finalshield25fixed.blend	17 Oct 2024 at 12:50	1.3 MB	Blender File
finalshield26fixed.blend	24 Oct 2024 at 20:56	1.3 MB	Blender File
finalshield27fixed.blend	25 Oct 2024 at 13:17	1.3 MB	Blender File
finalshield28fixed.blend	25 Oct 2024 at 13:22	1.3 MB	Blender File
finalshield29fixed.blend	25 Oct 2024 at 13:55	1.3 MB	Blender File
finalshield30fixed.blend	25 Oct 2024 at 14:04	1.3 MB	Blender File
finalshield31fixed.blend	27 Oct 2024 at 00:11	1.3 MB	Blender File
finalshield32fixed.blend	27 Oct 2024 at 00:32	1.3 MB	Blender File
finalshield33fixed.blend	27 Oct 2024 at 00:34	1.3 MB	Blender File

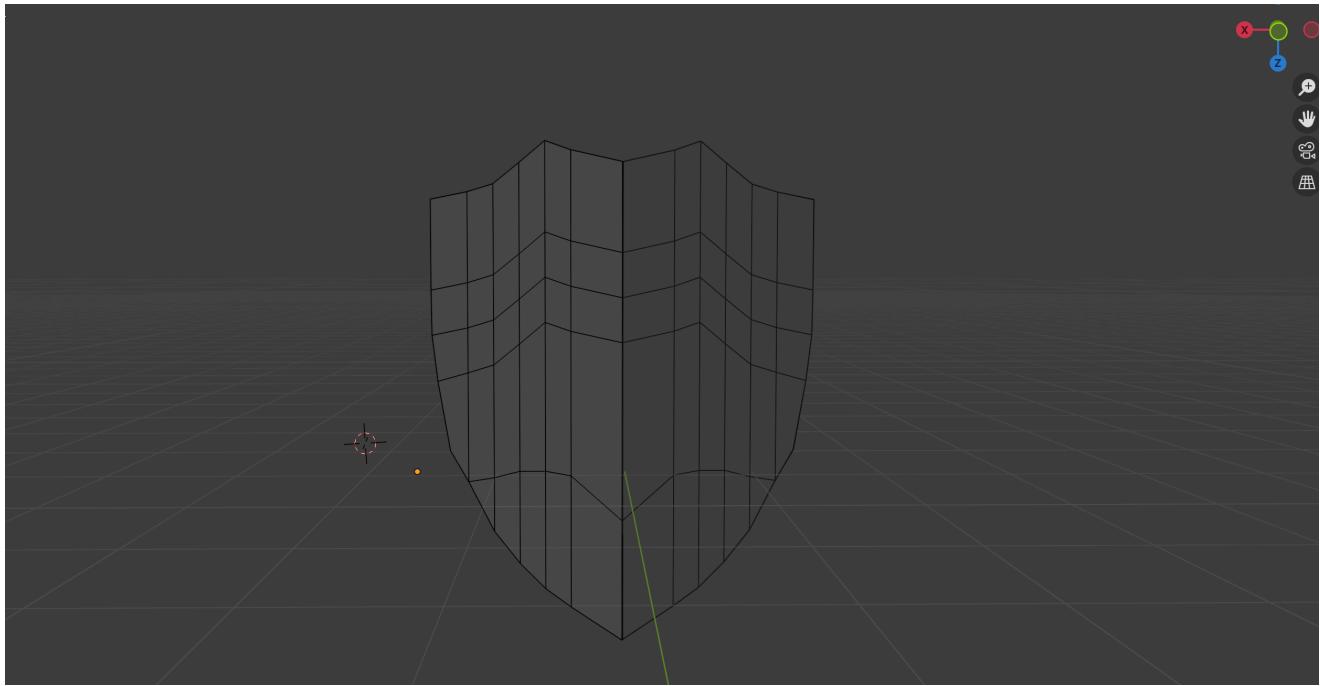
I made a folder to incrementally save all my progress . This helped me go back to previous versions if anything got messed up.

### Step 3: Modelling the topology

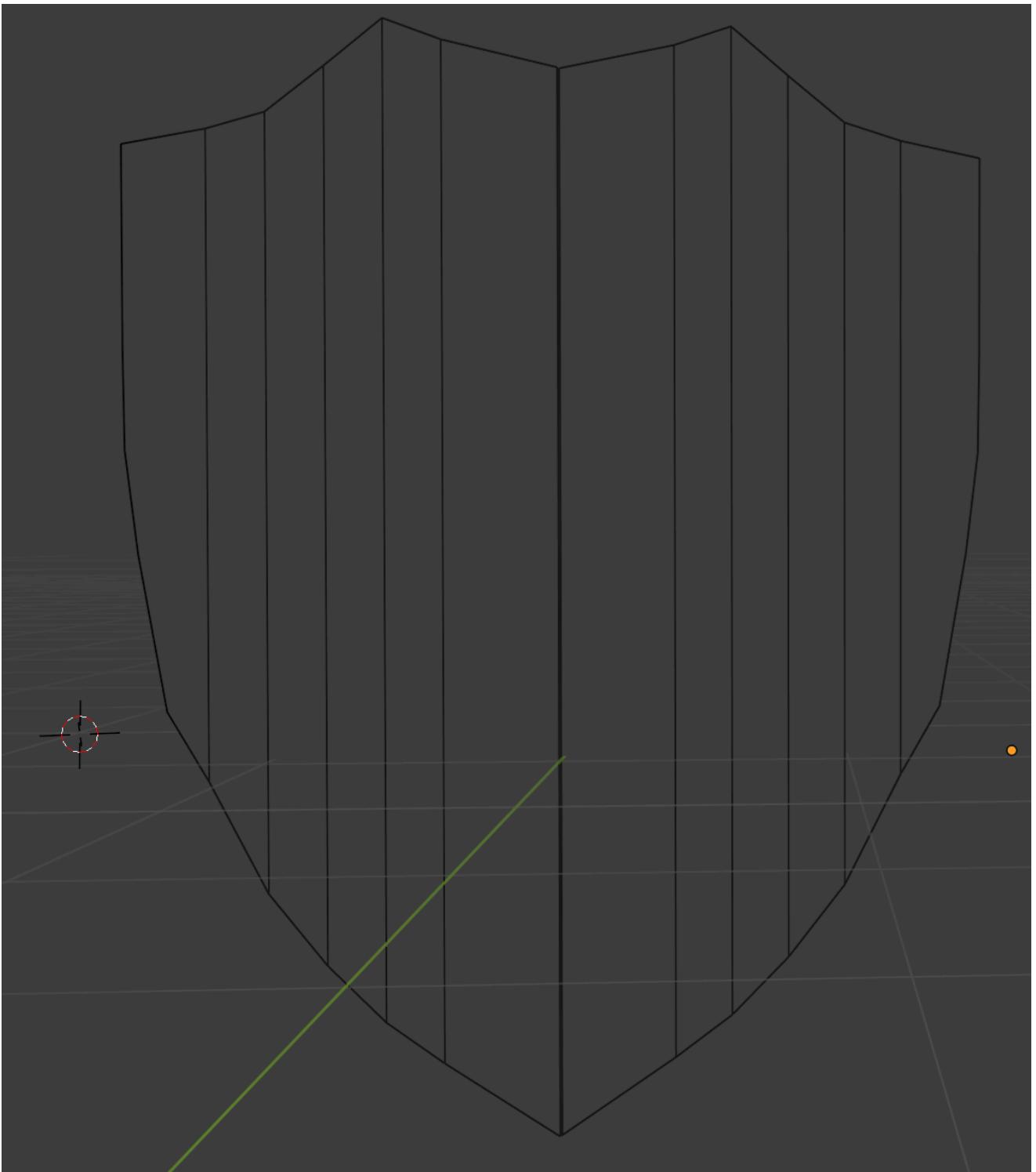


Using the reference image I started to carve out the basic shape of my shield. I did this by going to the edit mode page and then selecting vertices and moving them to sort of wrap

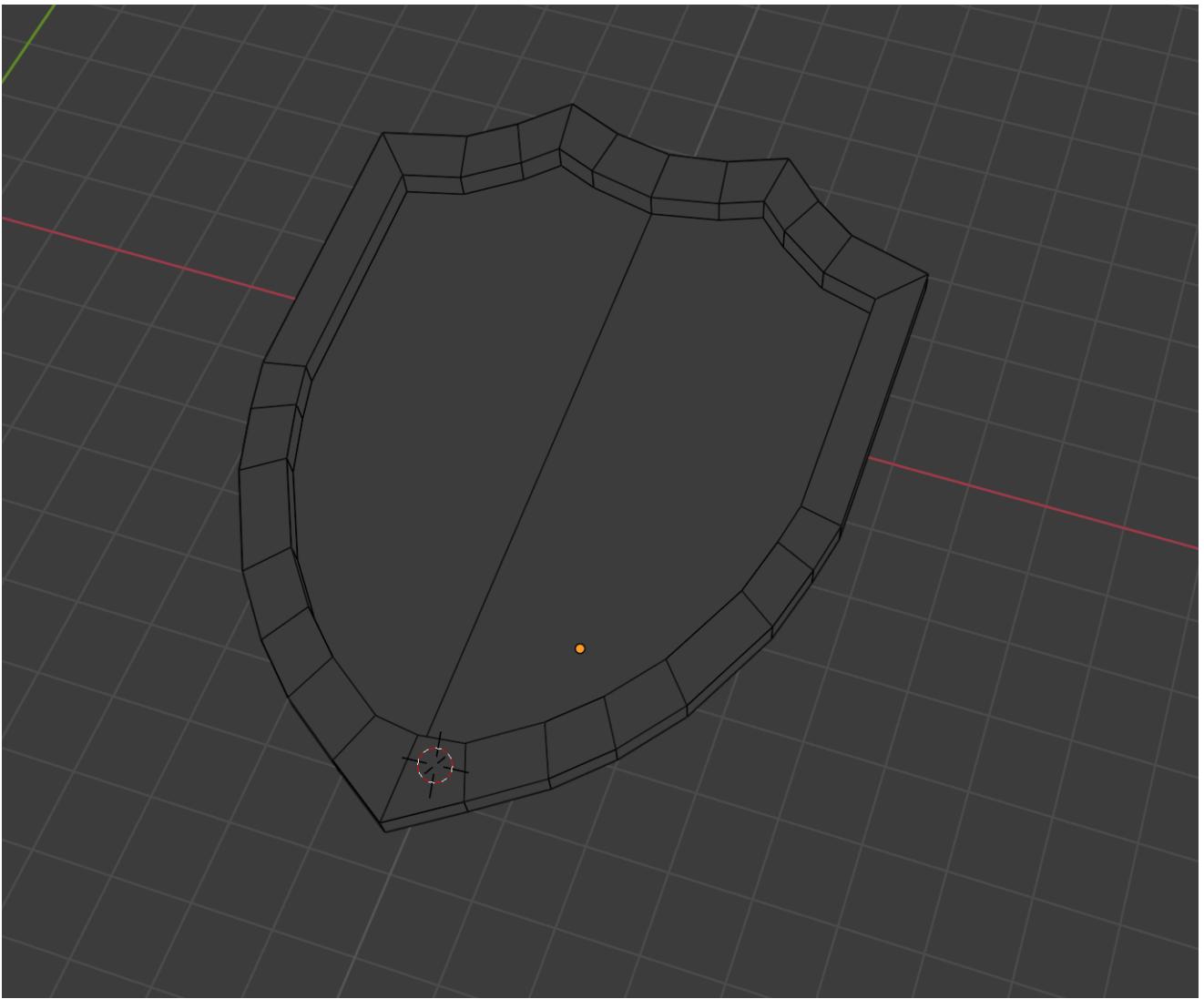
around the frame shape of the shield.



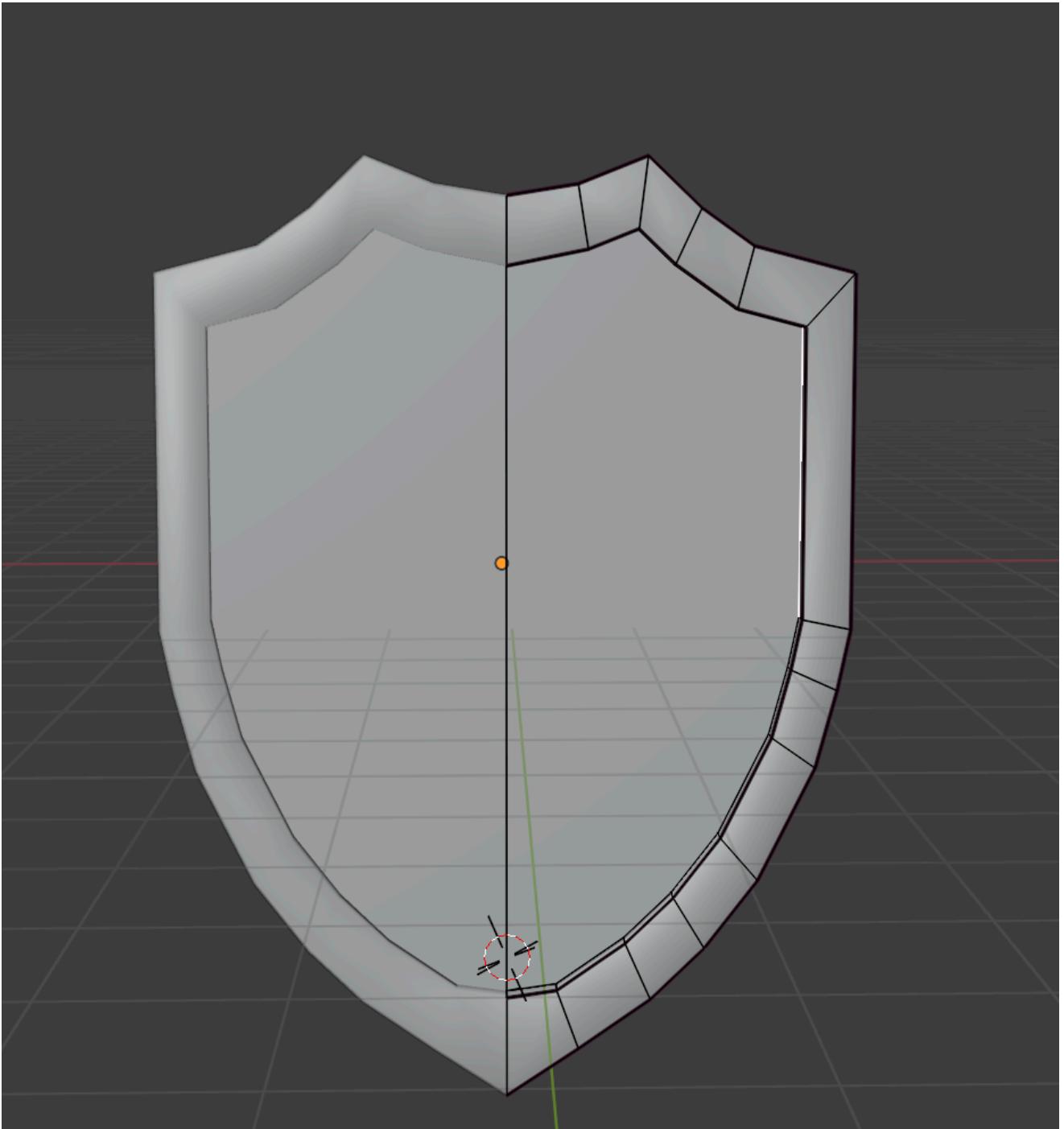
Once I had my shape layed I deleted all the extra faces in the shield and I used a mirror modifier along the middle to replicate it and maintain symmetry.



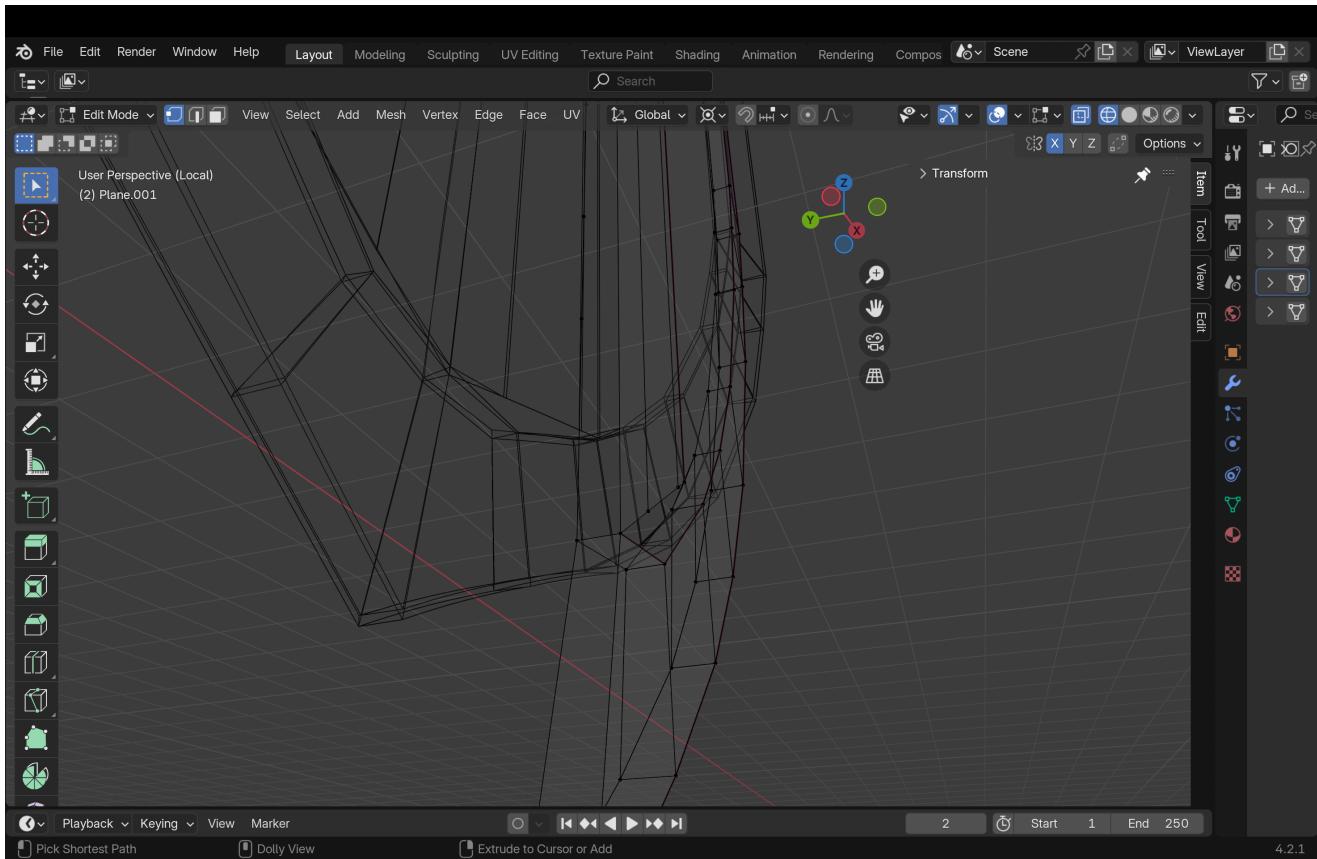
I smoothed out the extra faces so when I add textures it would look more like planks of wood rather then boxes .



Using a combination of bevel , inset and loop cuts I modeled an outer frame for my shield .



Using subsurface modifiers I created a smoothening effect . I used Solidy and Simple Subdivision modifier and played around with its settings till I got the desired look. I also used bend and simple deform modifiers to make it look concave like an actual shield.



Doing so lead to me have some gaps in my mesh which i fixed by jumping back into edit mode and merging vertices and edges that ensure that the shield was properly constructed.

#### Step 4: Adding Materials

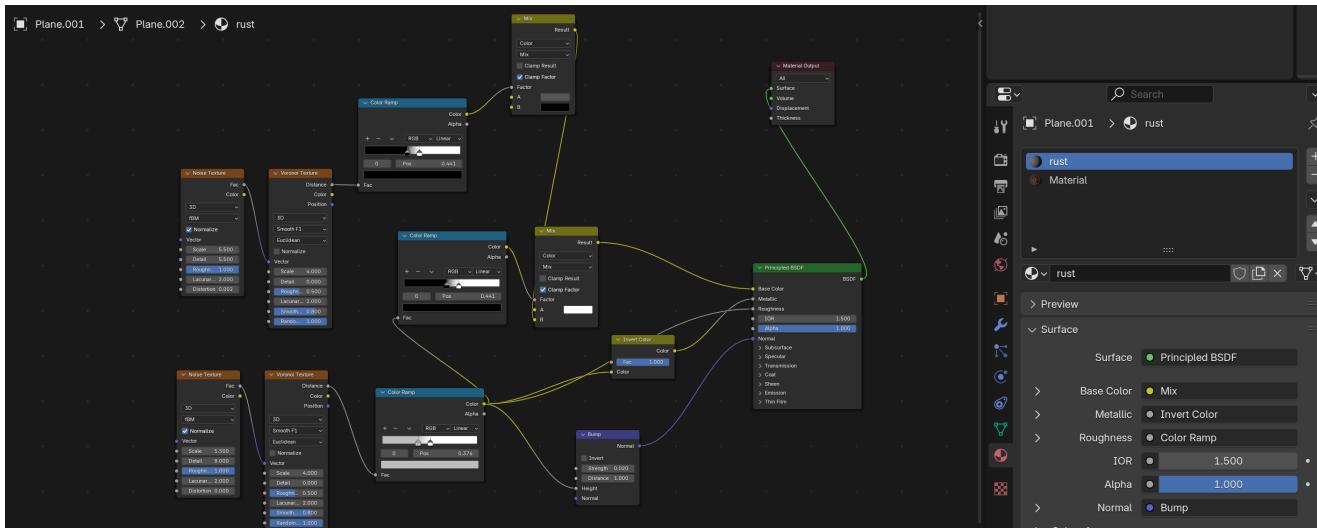
For the Rim I wanted to add rusty metallic texture and for the body it was wooden texture . I followed these tutorials to get a basic idea.

Video Reference for wood textures : [https://youtu.be/NWvPXGUPwP4?si=Yu2uU99SF\\_uMREPC](https://youtu.be/NWvPXGUPwP4?si=Yu2uU99SF_uMREPC)

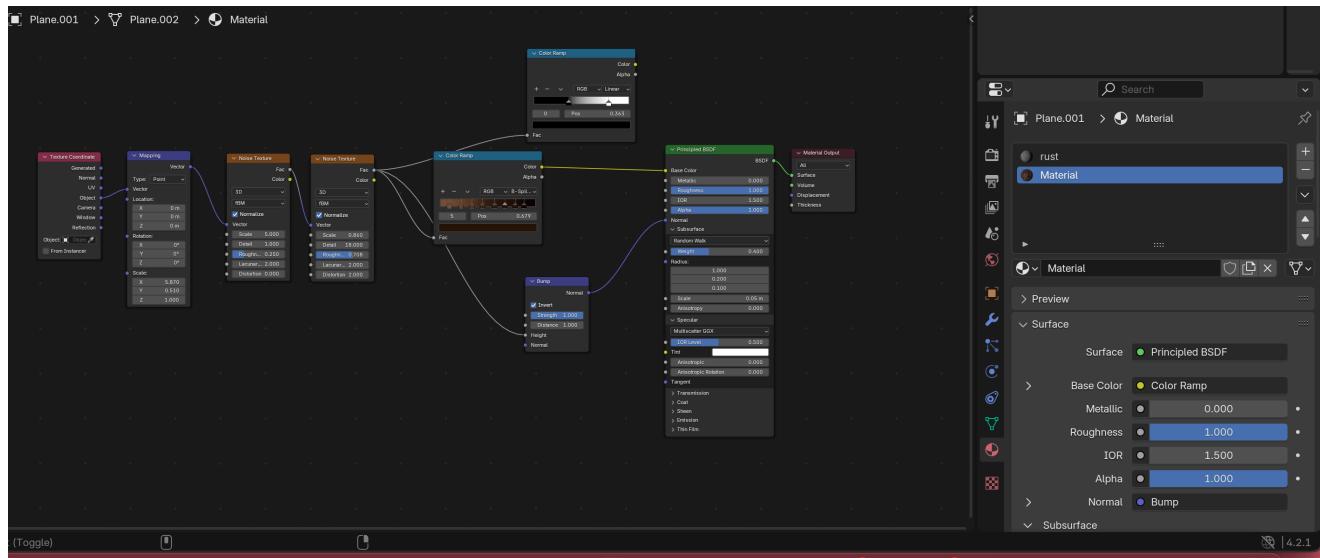
Video Reference for rust textures :

<https://youtu.be/wg2OKSiHng0?si=SFFWq7YfuvxTK823>

These are the nodes for rust



## These are the nodes for wooden



I played around with the color scheme to finally achieve the desired look



Similary following the steps i made another circular shield

