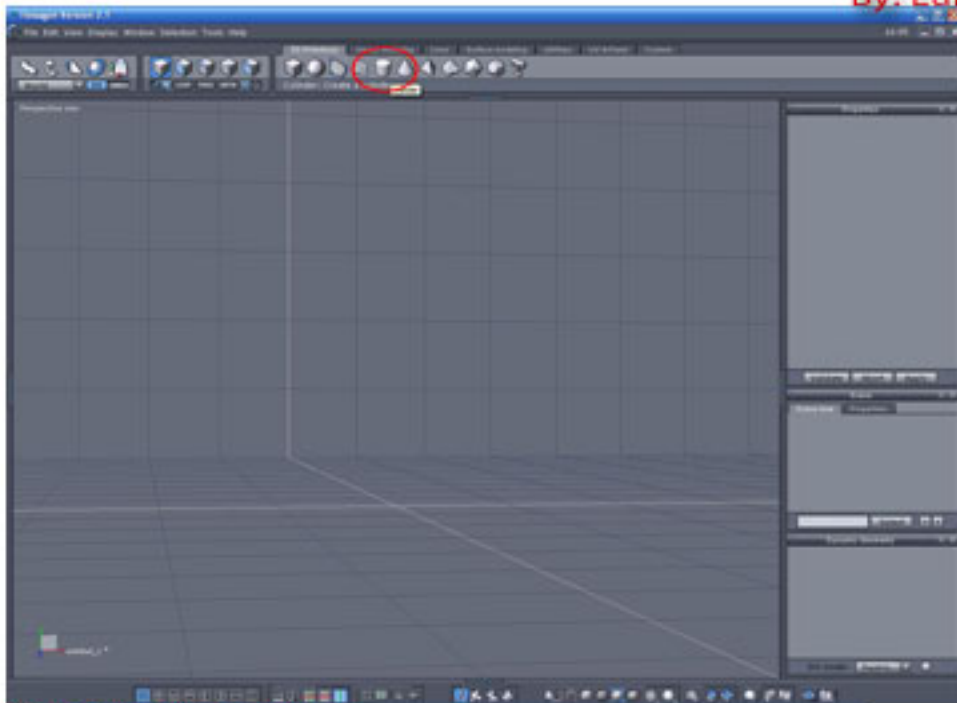
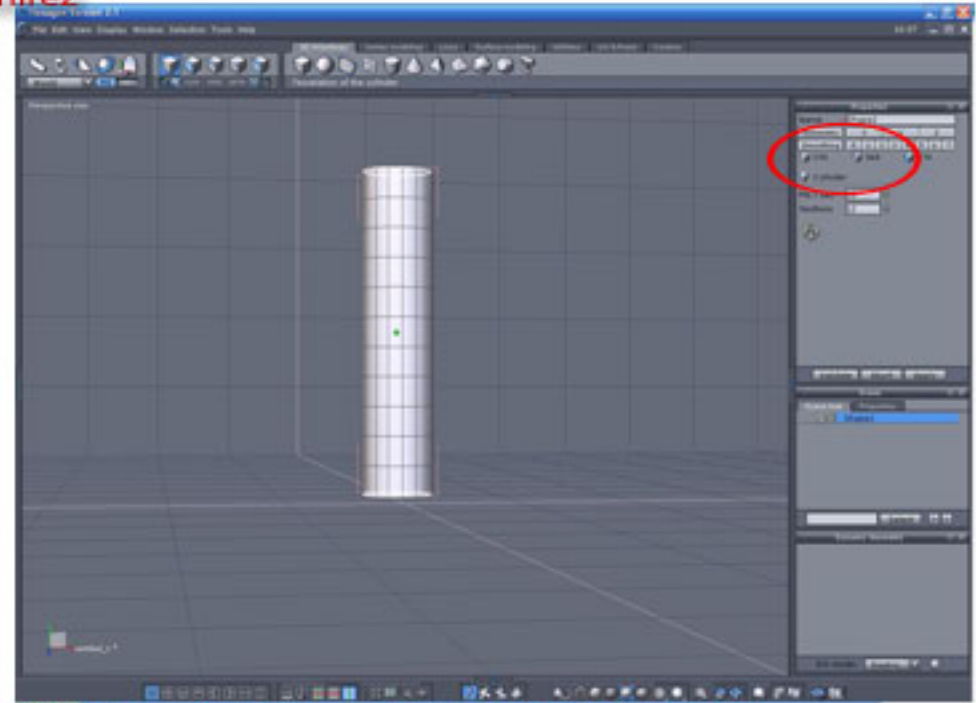


HOW TO CREATE A SIMPLE DAGGER

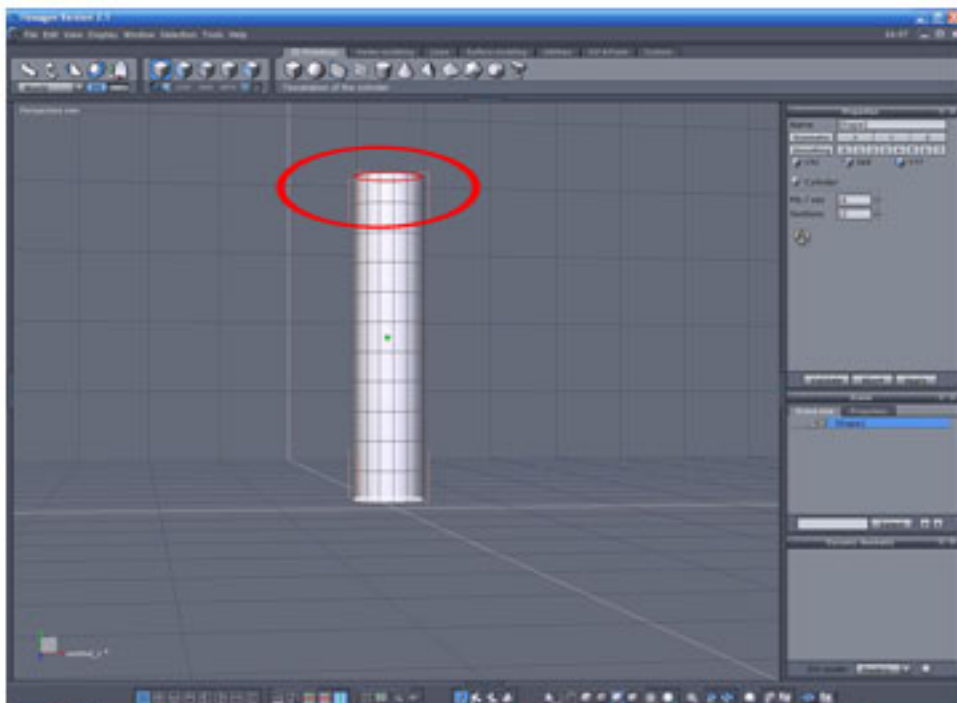
By: Luis Ramirez



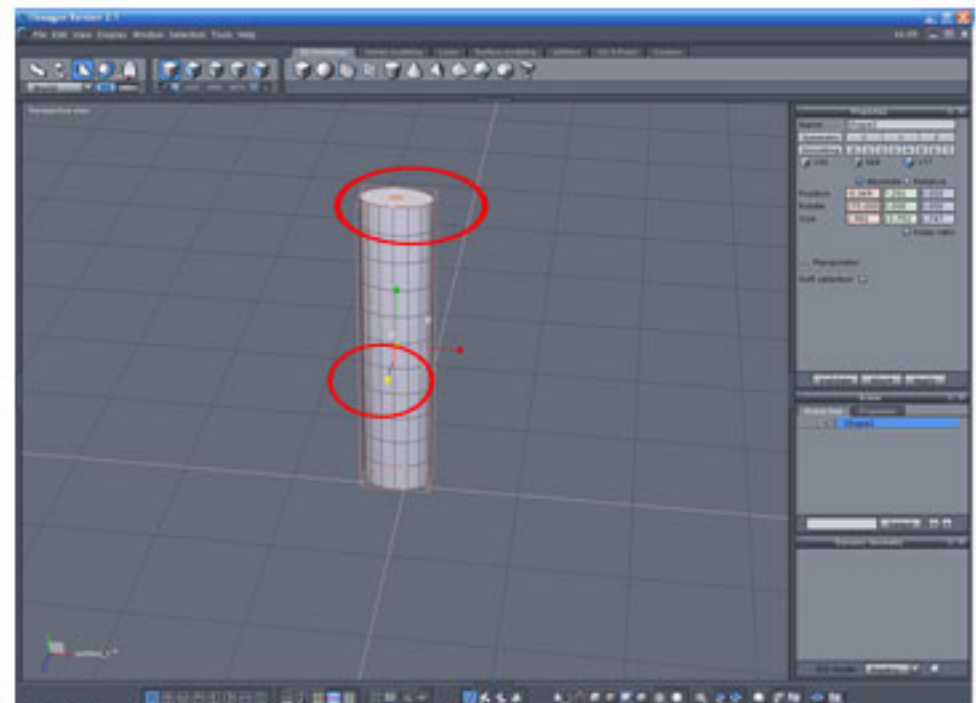
1. Start creating a cylinder.



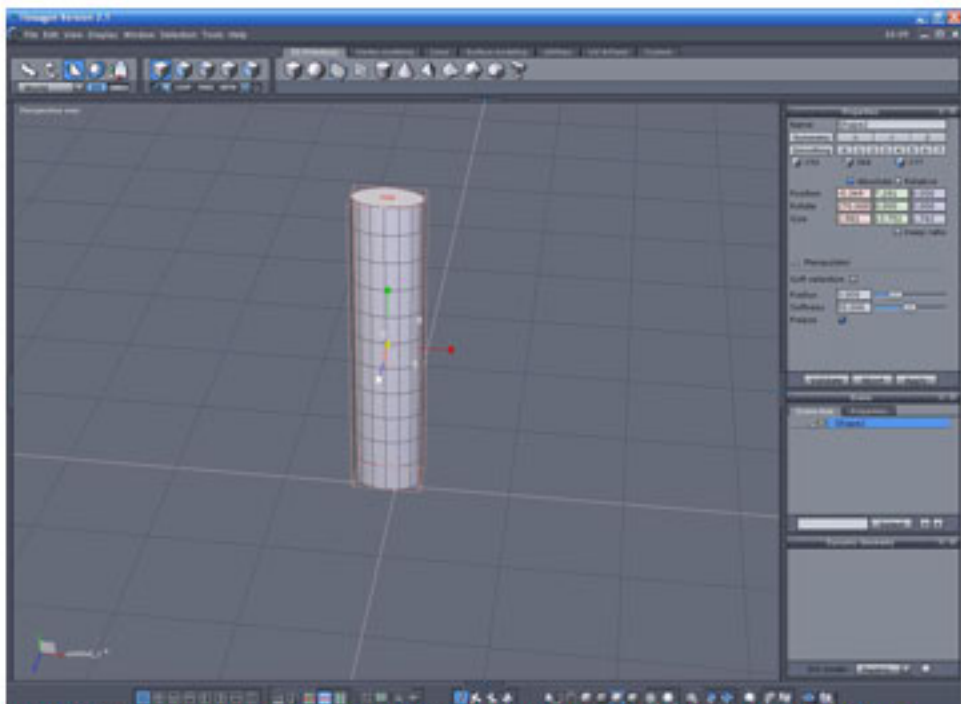
2. With the + sign raise the pts. and section to 16 and 12.



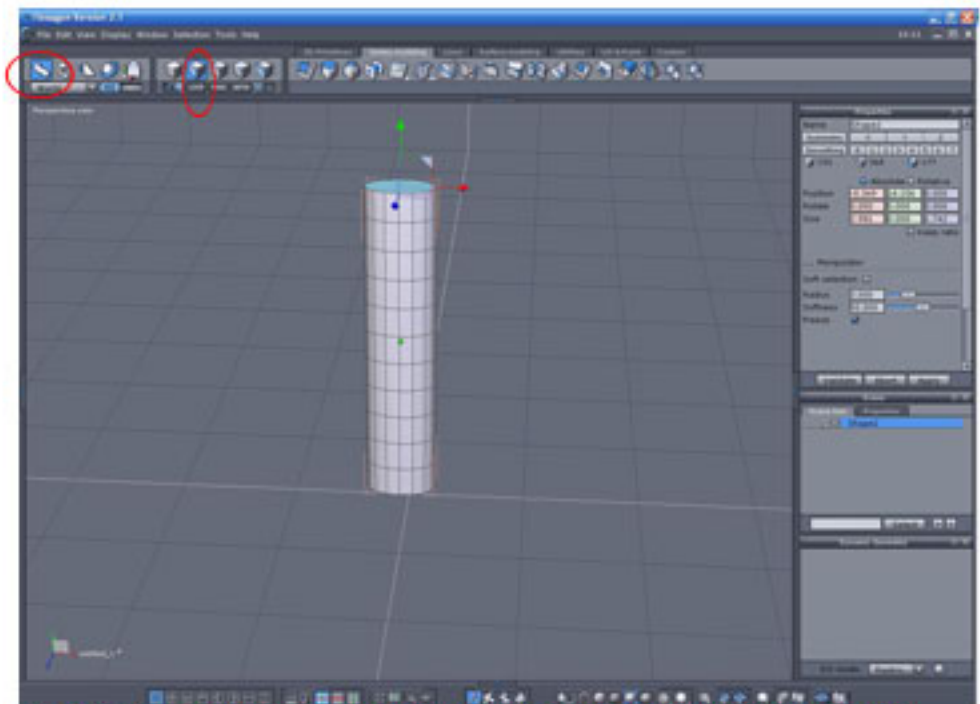
3. Click on the top and bottom end to close the cylinder.



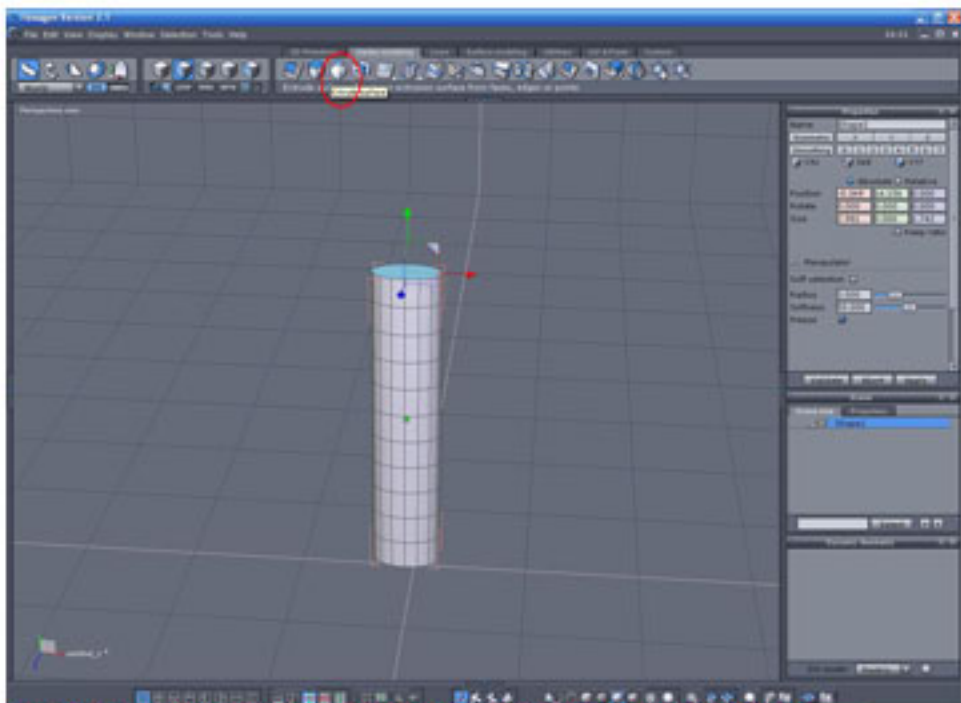
4. With the Scale Manipulator, resize the Z axis to make it oval shaped.



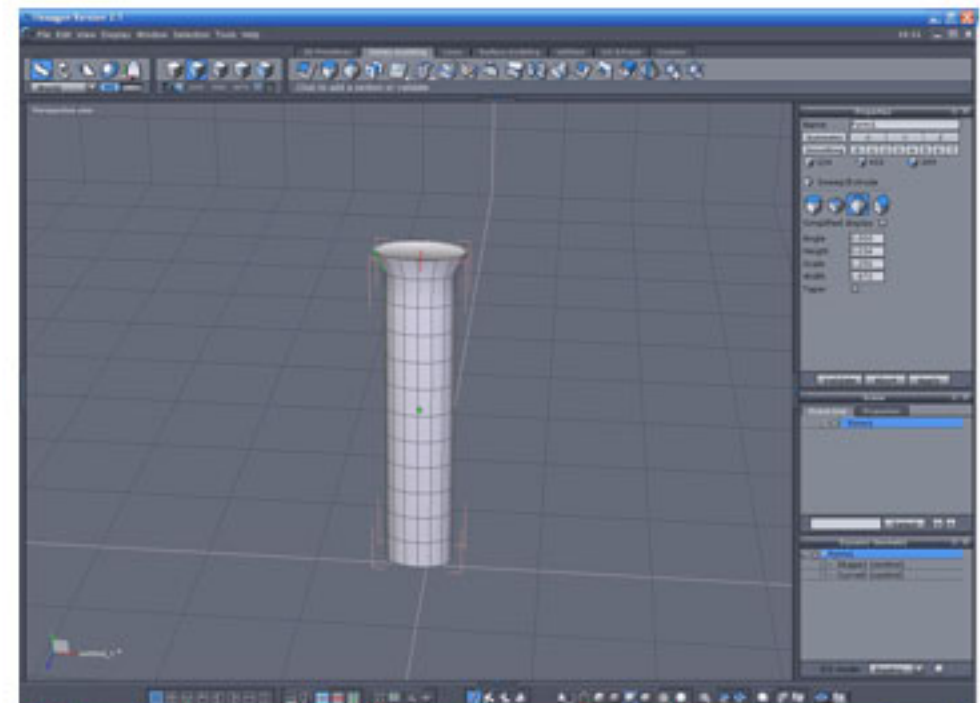
5. Try to move the space so you can view the top part of your object.



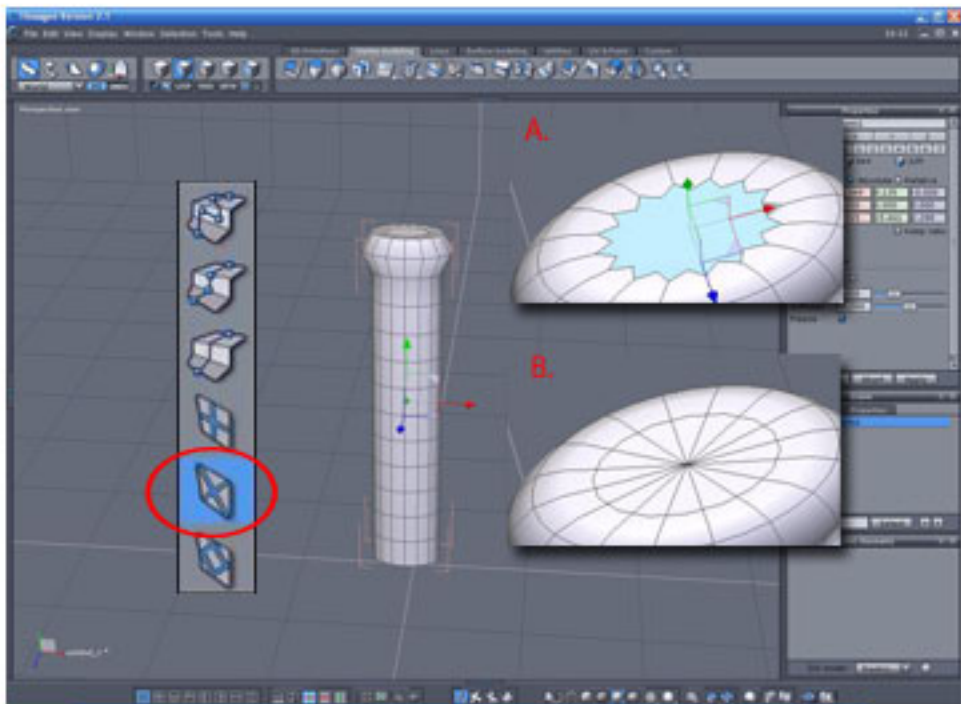
6. Using the Select Faces (F2) tool and the Translate Manipulator to select the top of your object.



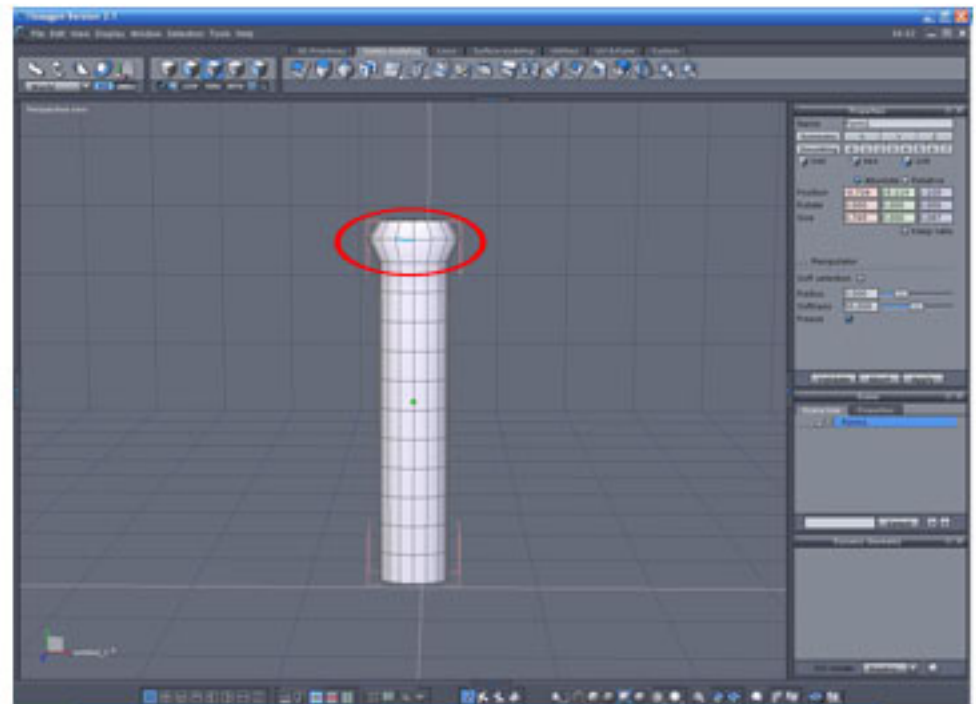
7. Under Vertex modeling tab, select the Extrude surface tool.



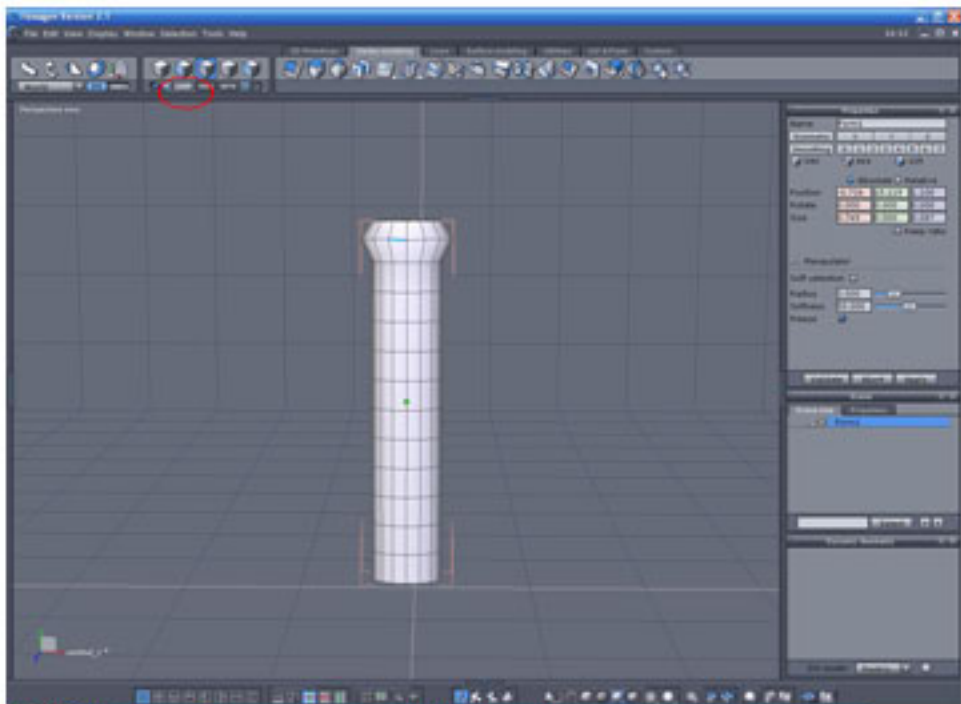
8. Extrude the number of times you want. Go to the next step to see the results for three times extrusion.



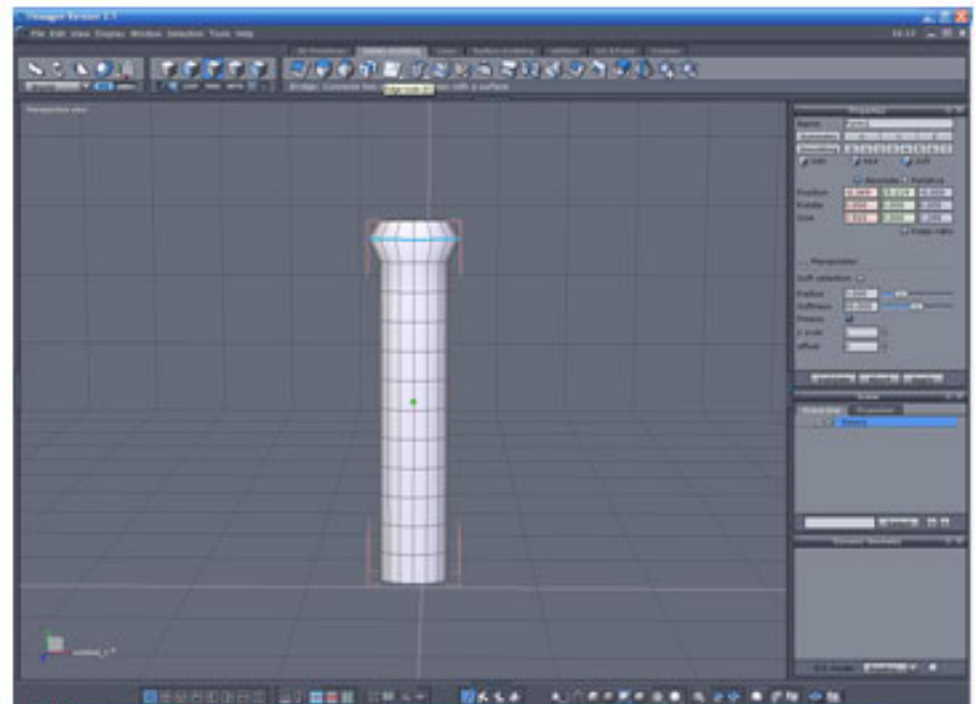
9. Use the Triangular Tesselation tool to create this effect. Repeat this step at the bottom of the figure.



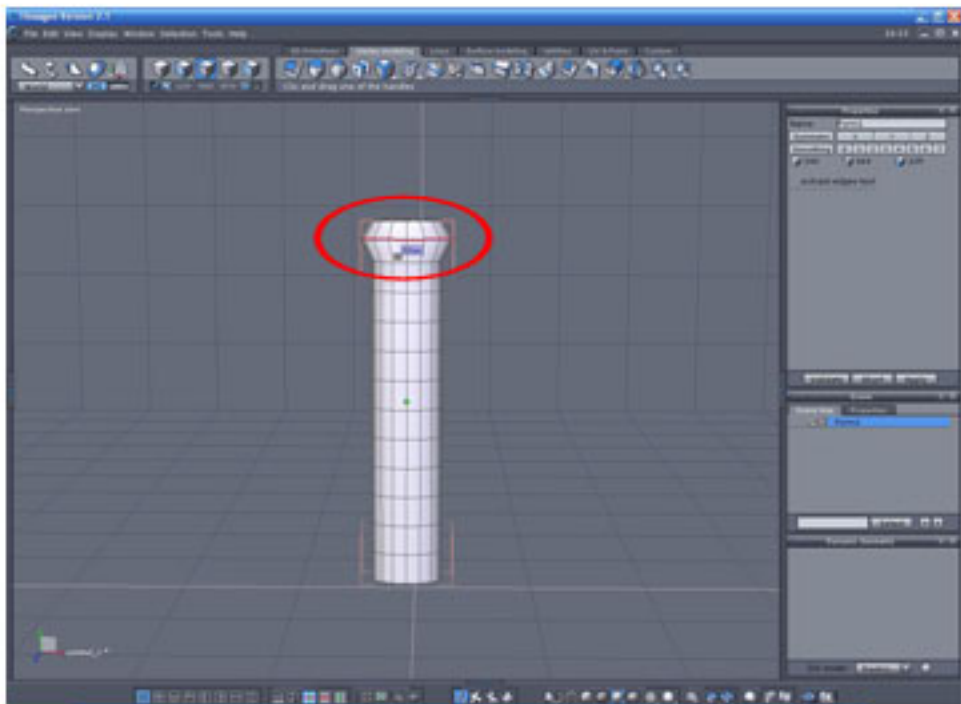
10. Using the Select edges tool (F3) combined with the Translate manipulator, select any of these edges.



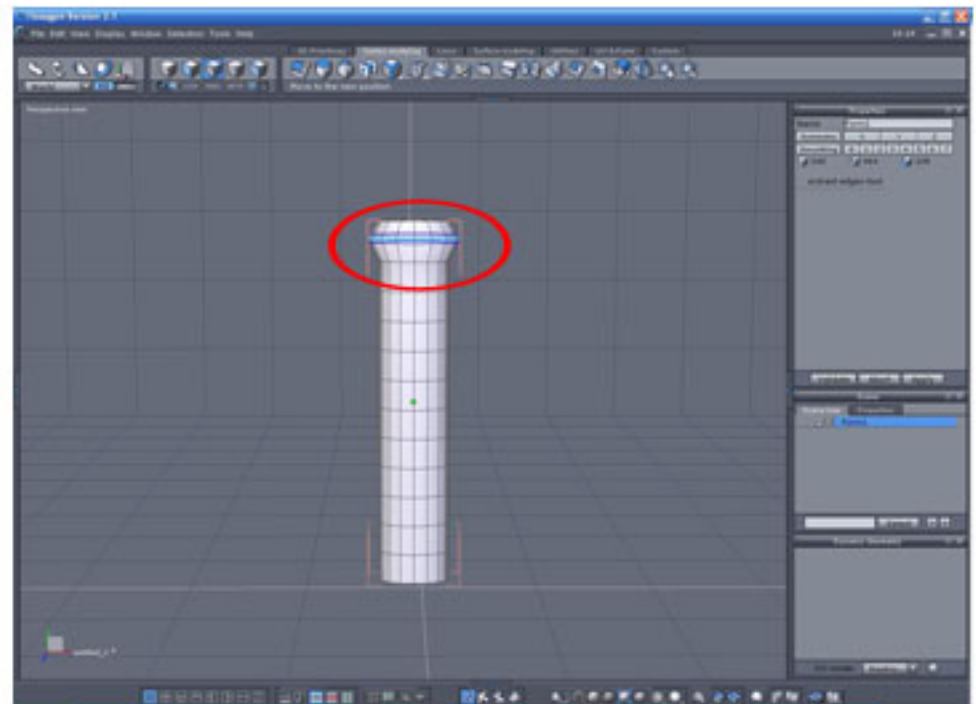
11. Select loop to wrap around all the edges.



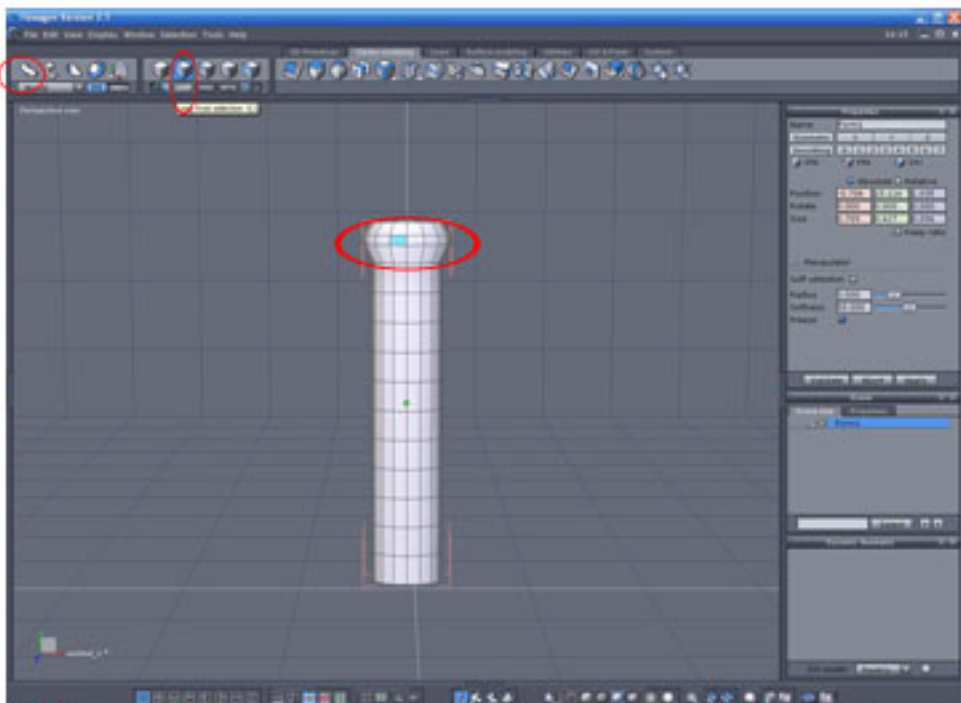
12. The final result.



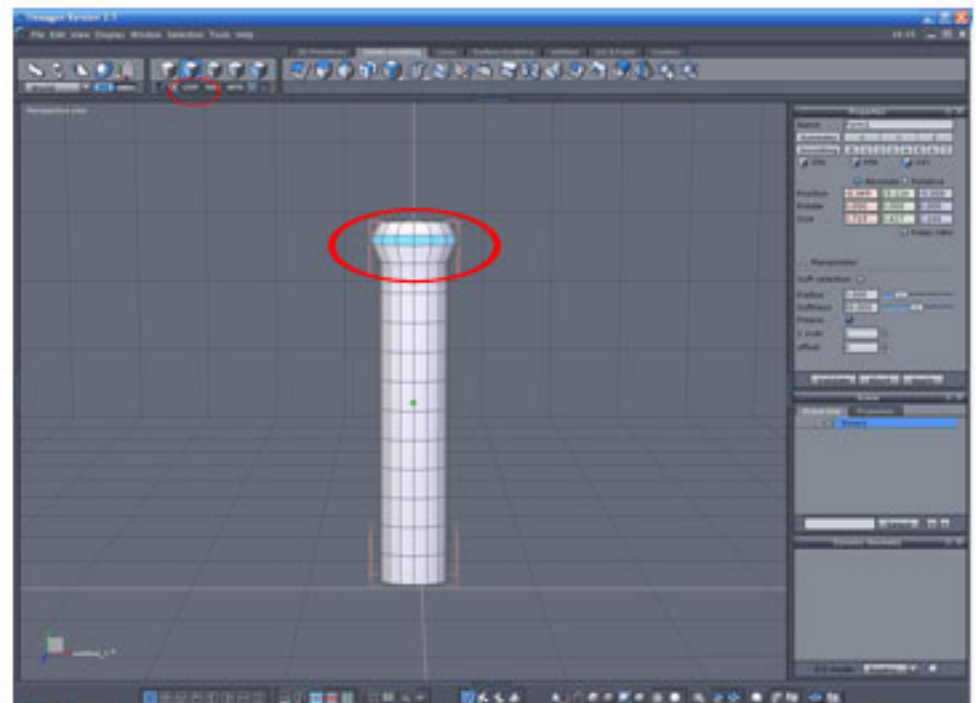
13. Under Vertex modeling locate the Edge tool. Select the extract fillet. Star making the fillets.



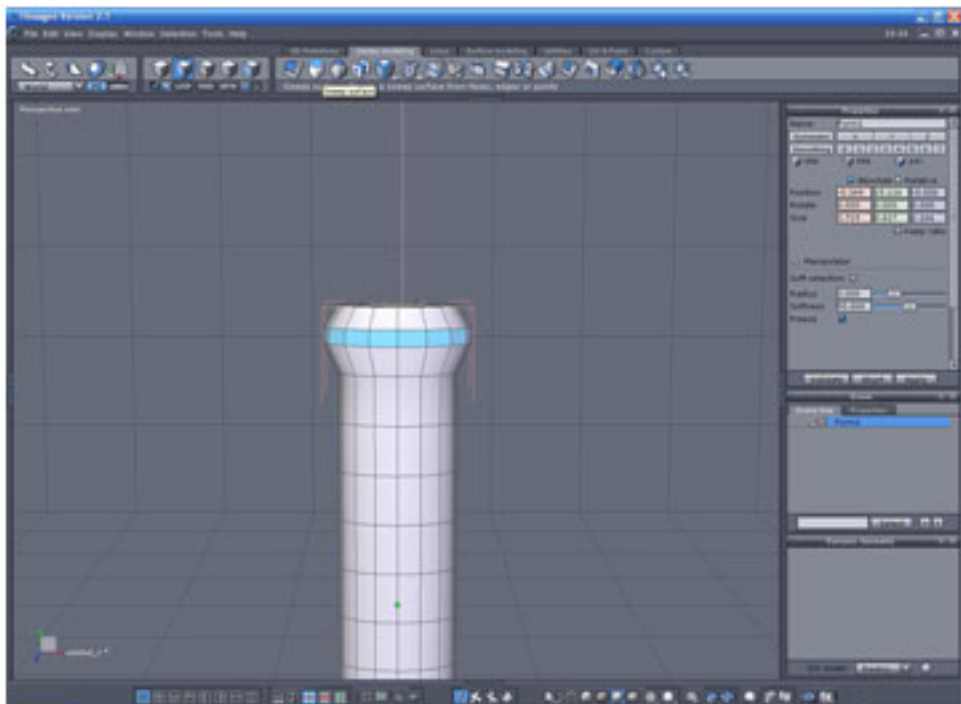
14. It should look like so.



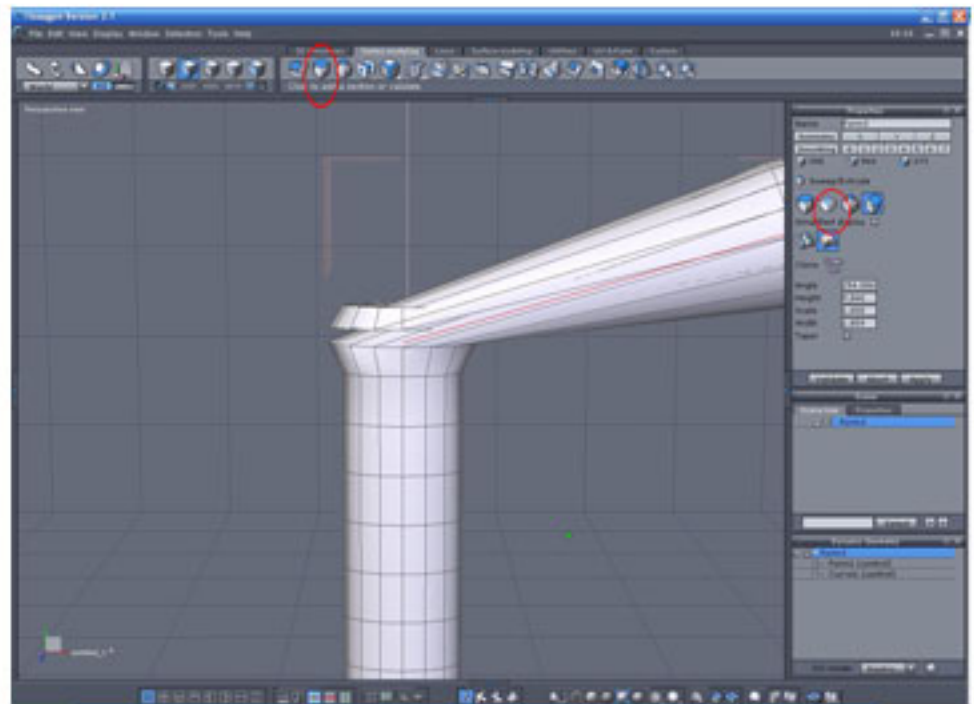
15. Now with the Select faces tool (F2) select any of this faces.



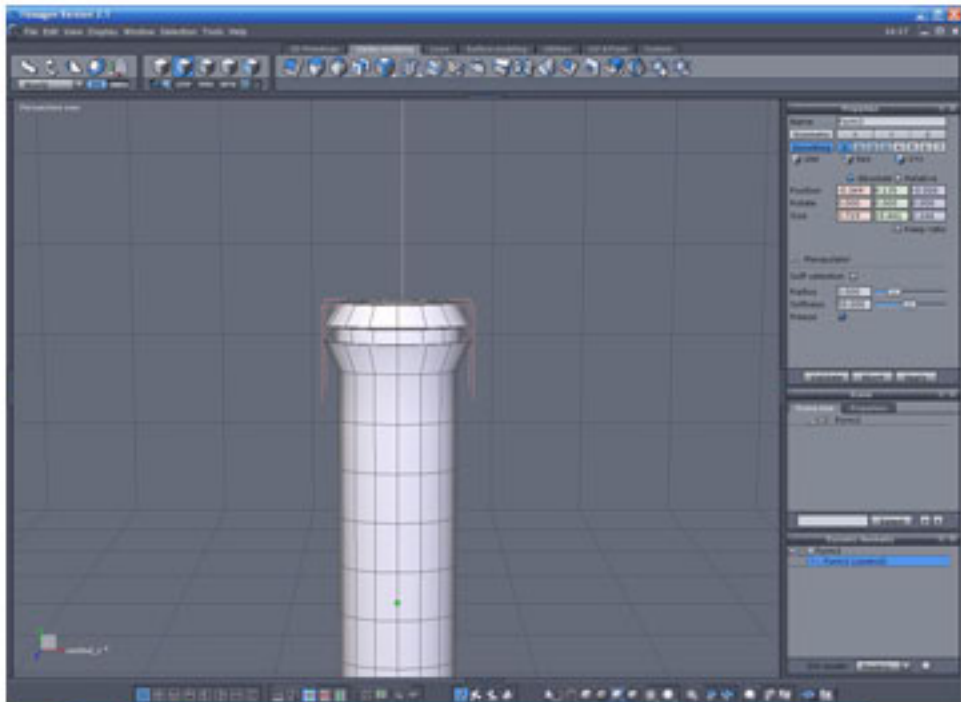
16. Use the loop tool to wrap around the faces.



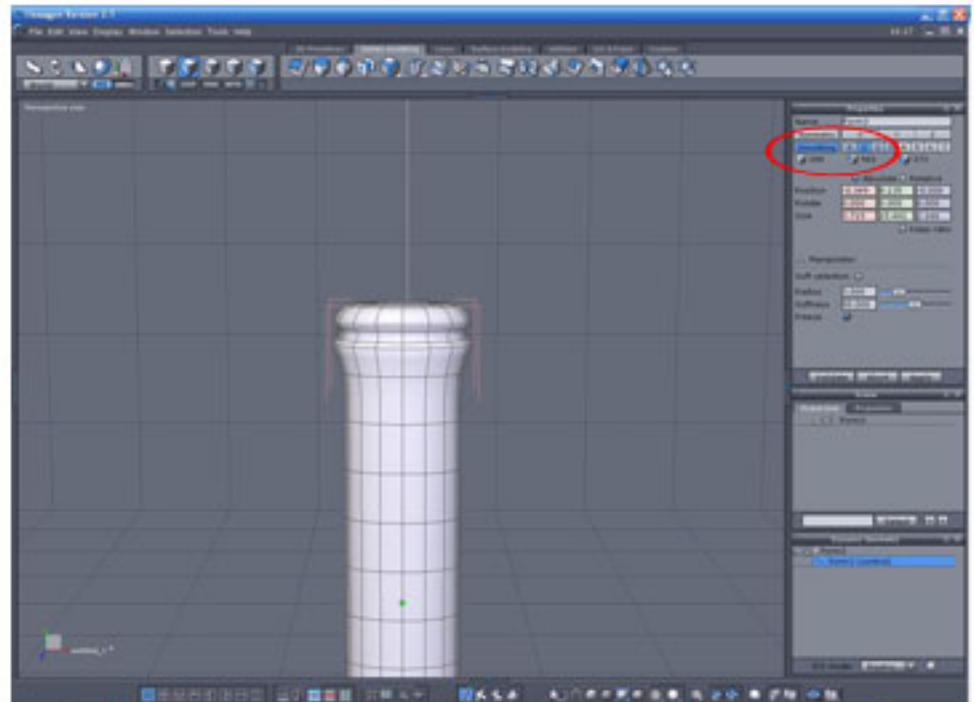
17. Zoom in (# keypad 3) the selection.



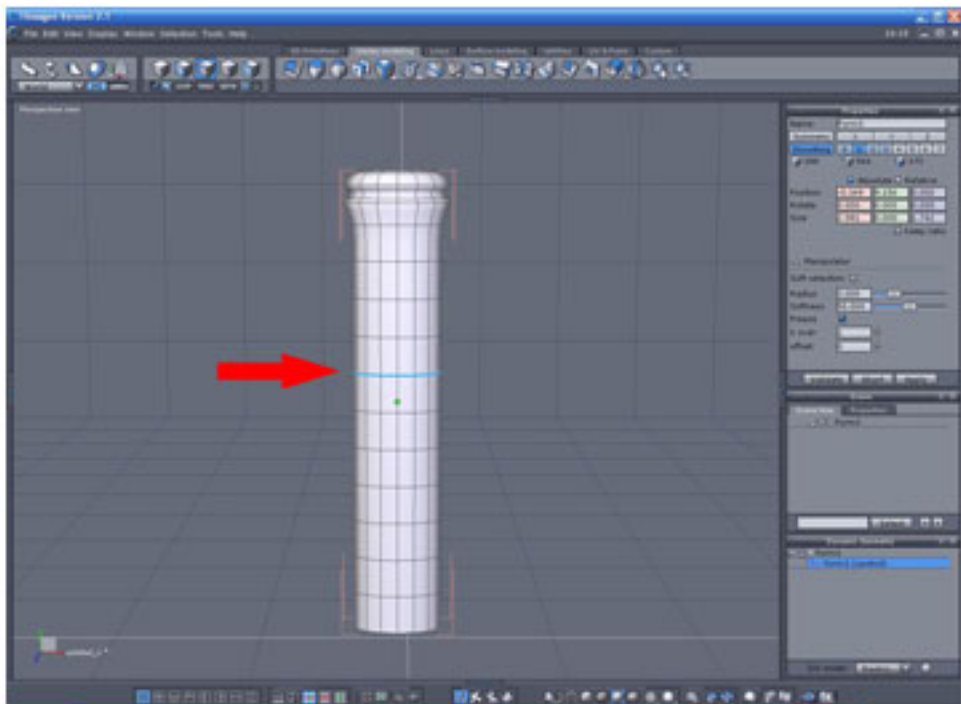
18. Under Vertex modeling select the Sweep surface tool. On the properties panel choose the radial sweep. Sweep as shown on step 19.



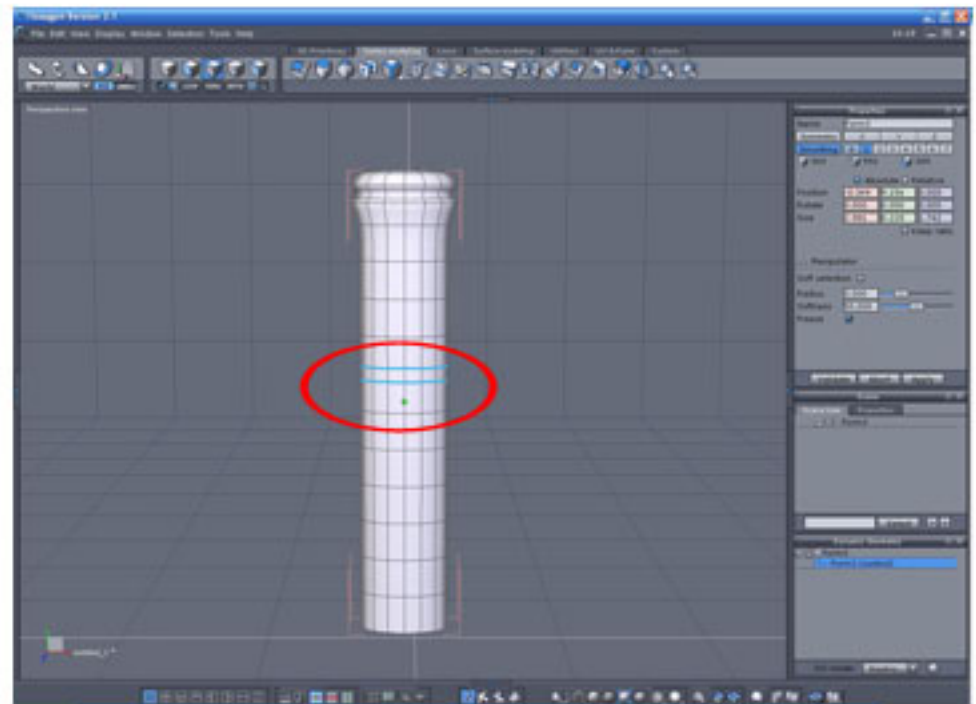
19. Final result.



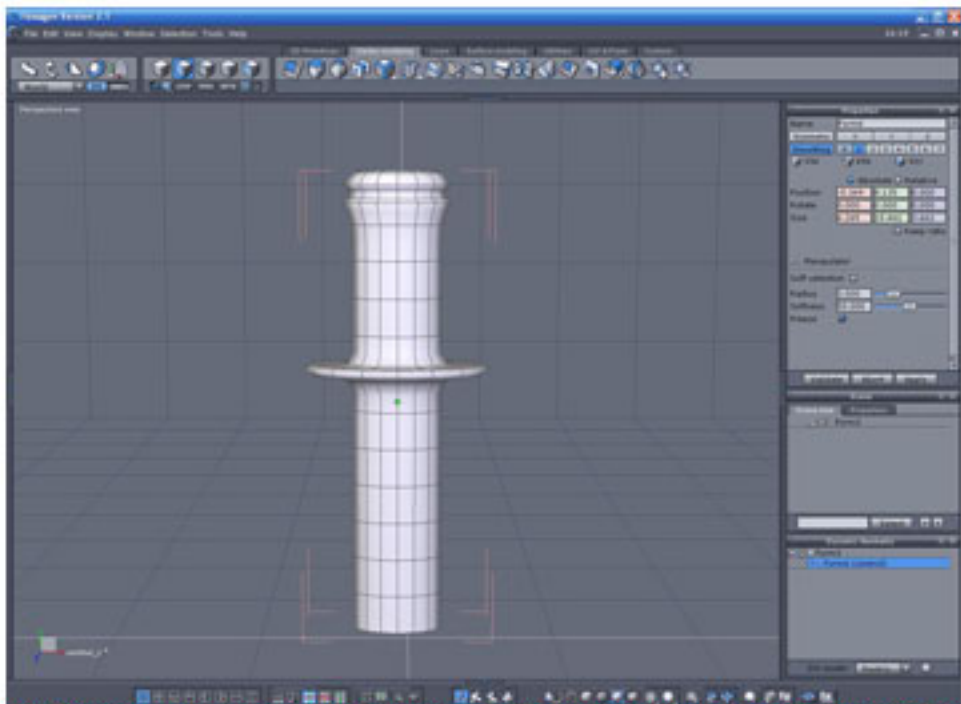
20. On the properties panel go to Smoothing and click on number 1.



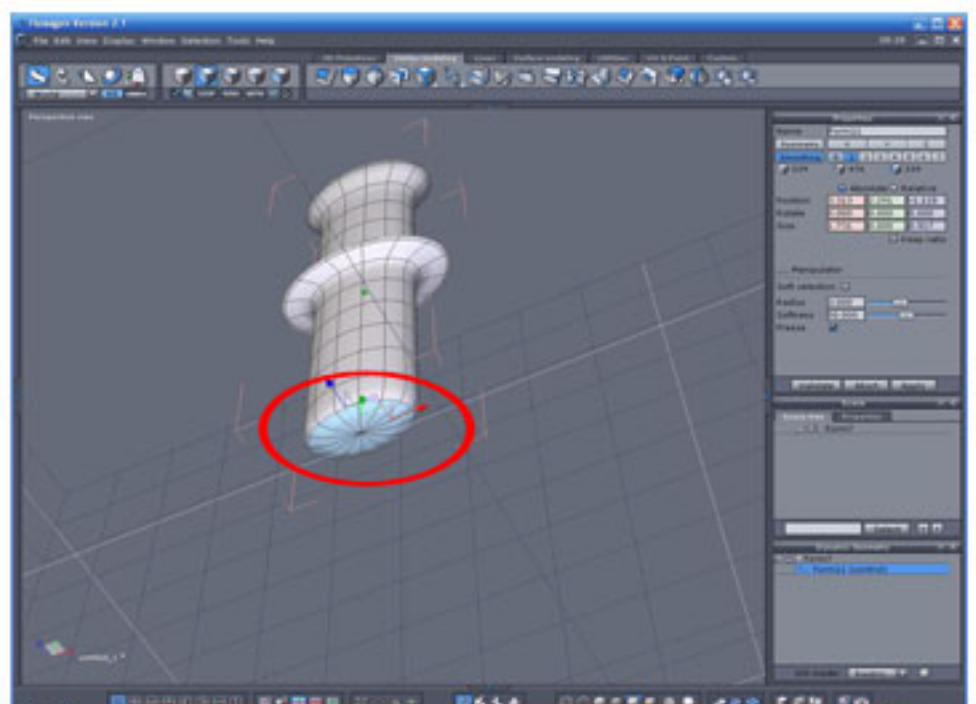
21. Is time to practice. Try to select those edges all the way around. Got it?



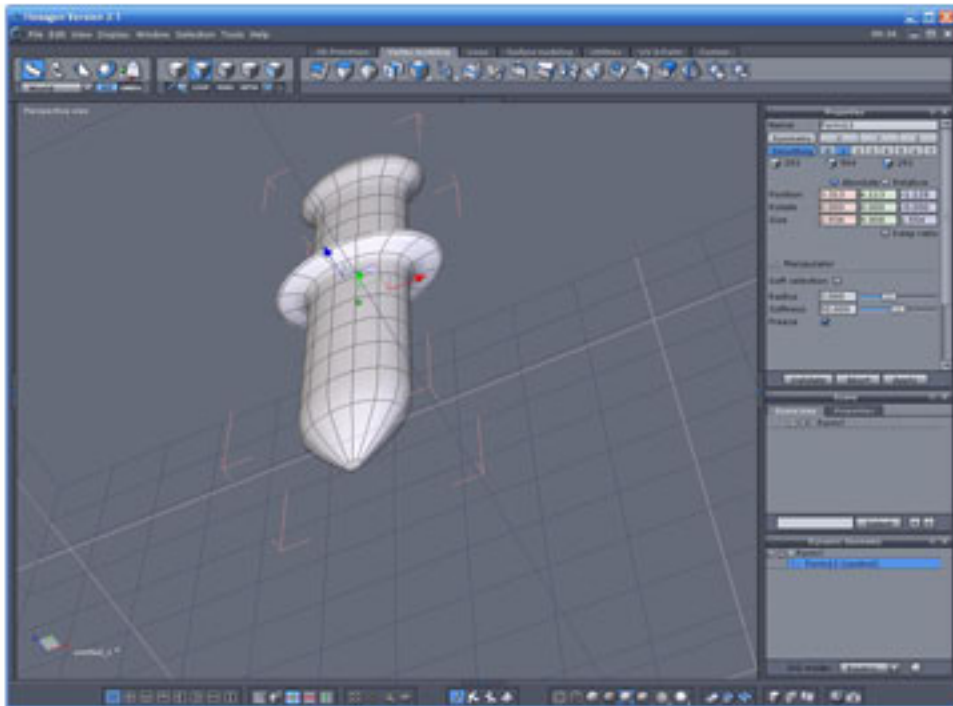
22. Now go to Vertex modeling and make a Fillet as shown. Great!



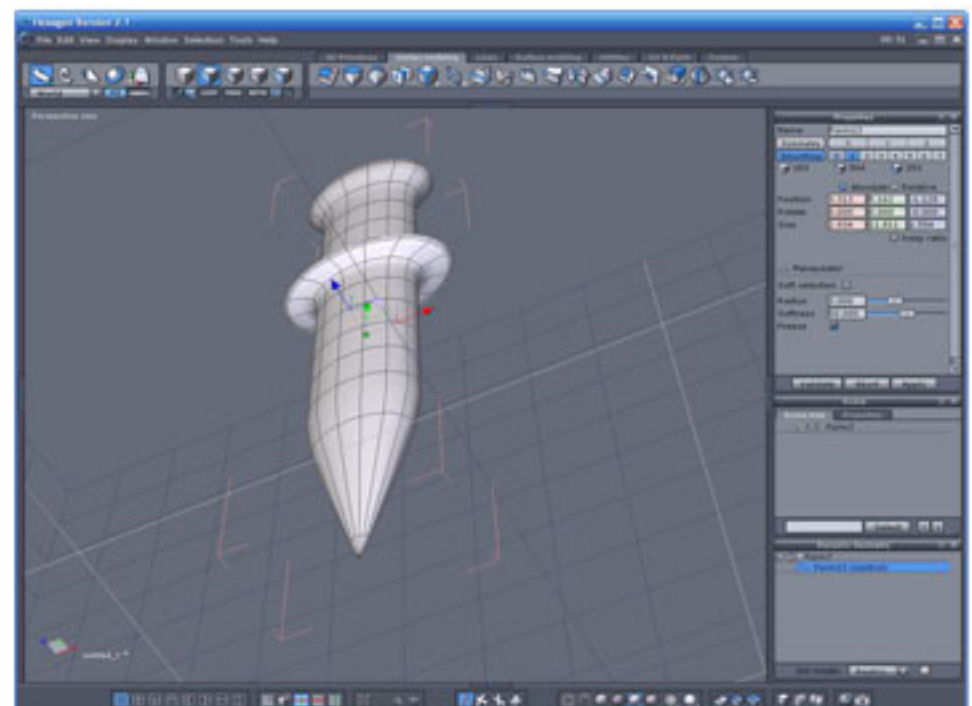
23. Once you have the fillet done, select the faces in between those fillets. Now go to Vertex modeling and choose Sweep surface and Radial sweep on the properties panel.



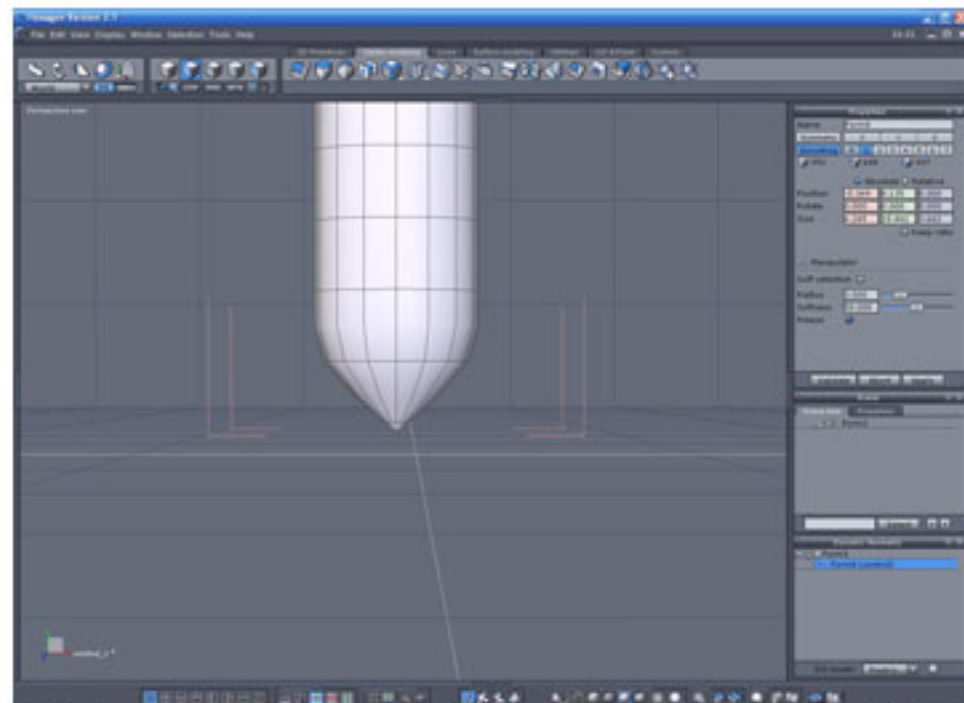
24. Zoom in the bottom part of our dagger to be and select all the faces.



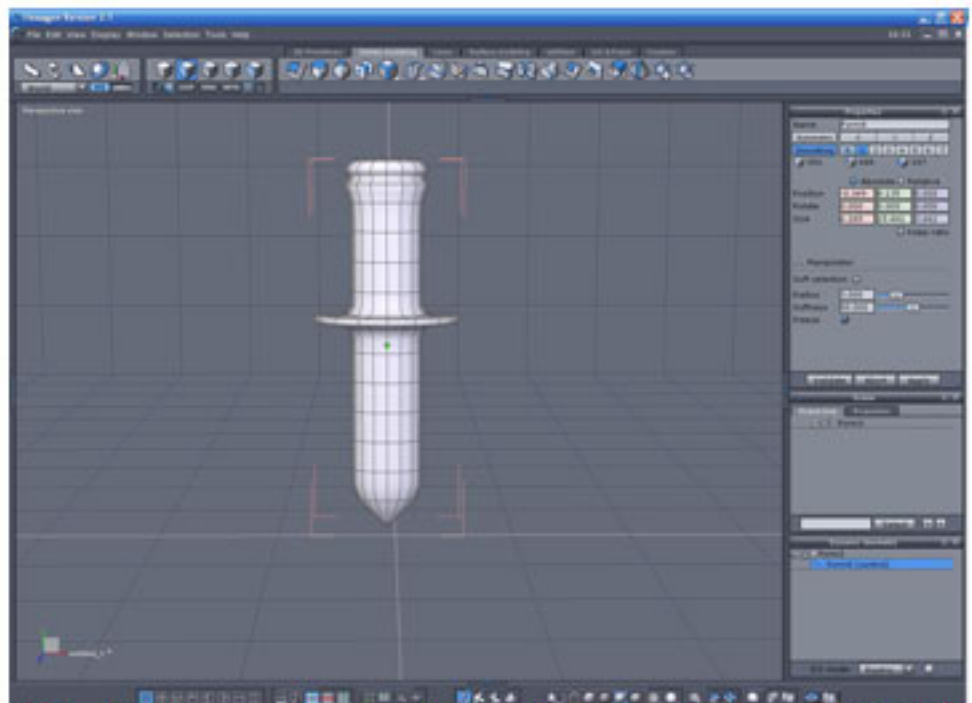
25. Extrude.



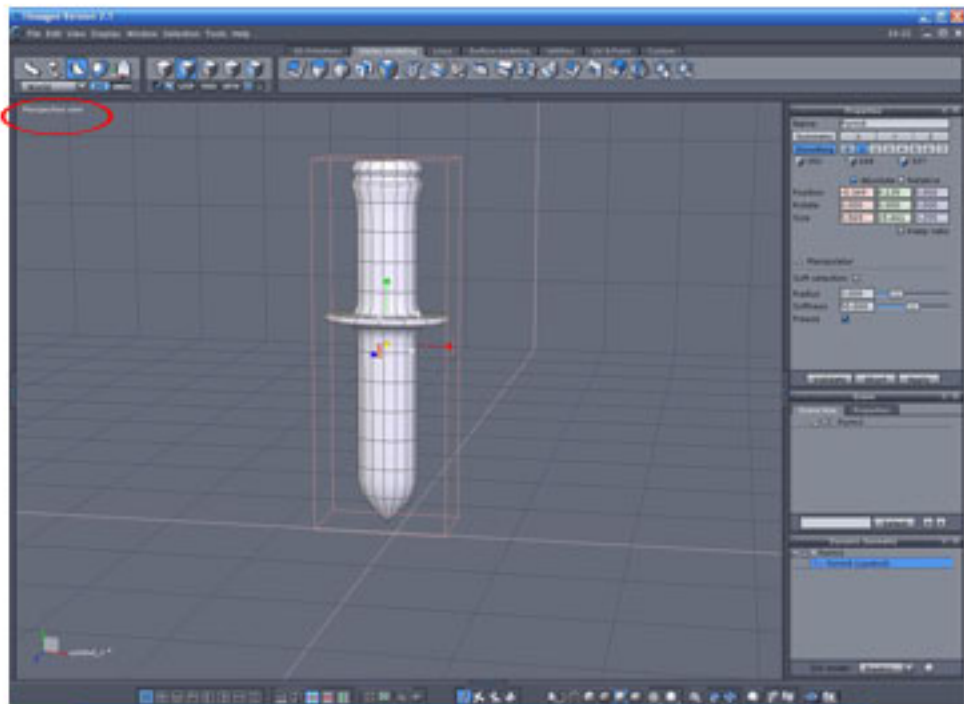
26. (Alternate step) The same extrusion step, more elongated.



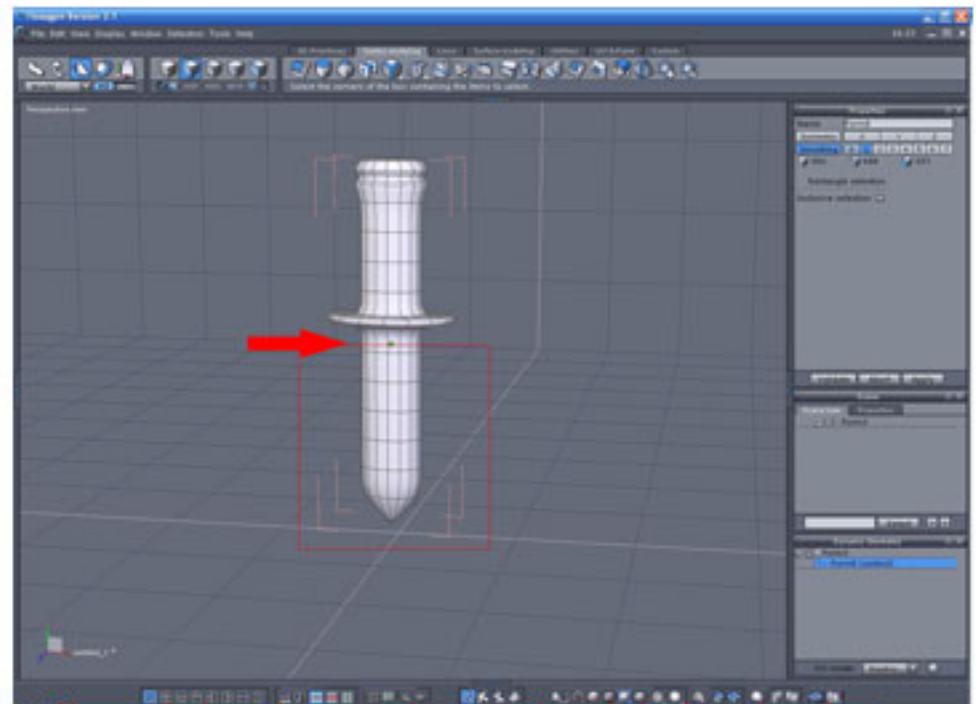
27. Let's make the blade a bit thinner than the handle and longer if it is not long enough.



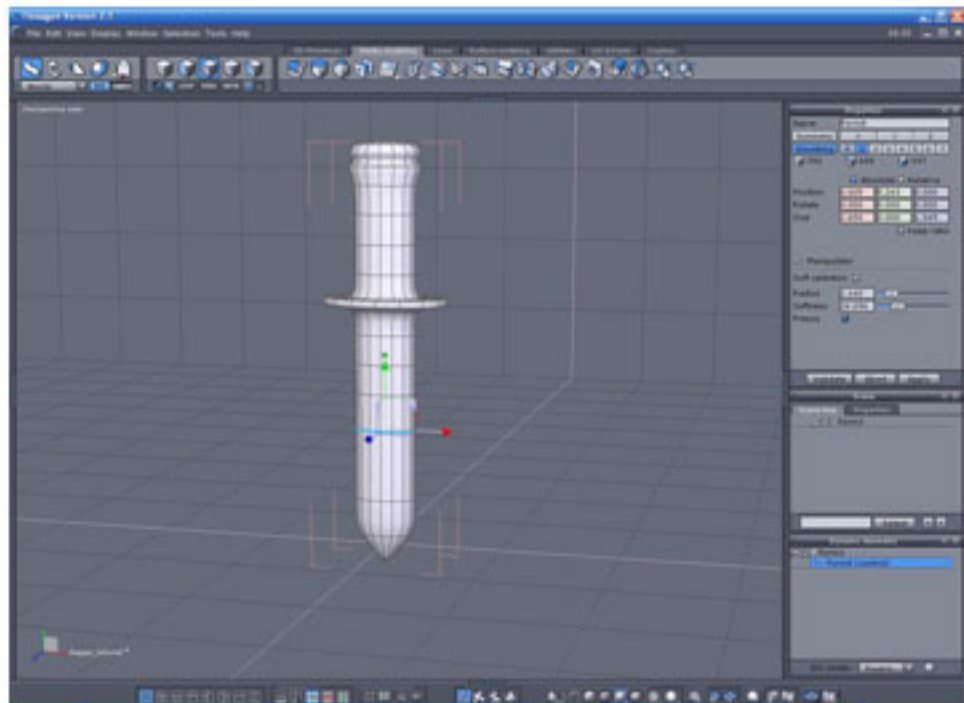
28. To do this you will have to select the bottom part of your object. I will show you how.



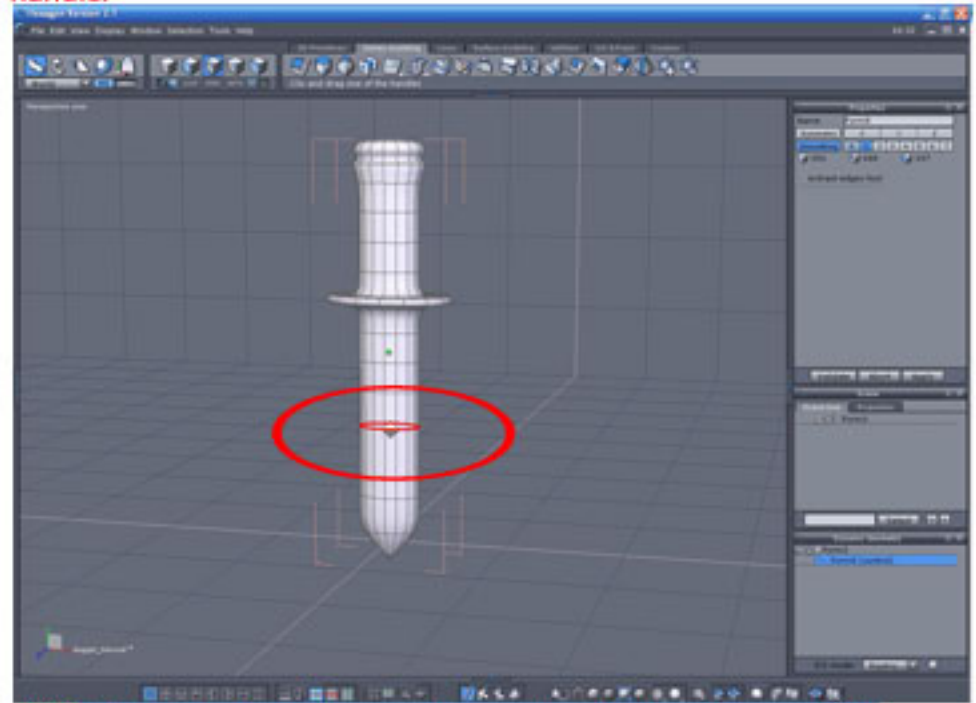
29. First of all go to front view on the left upper corner of your work area.



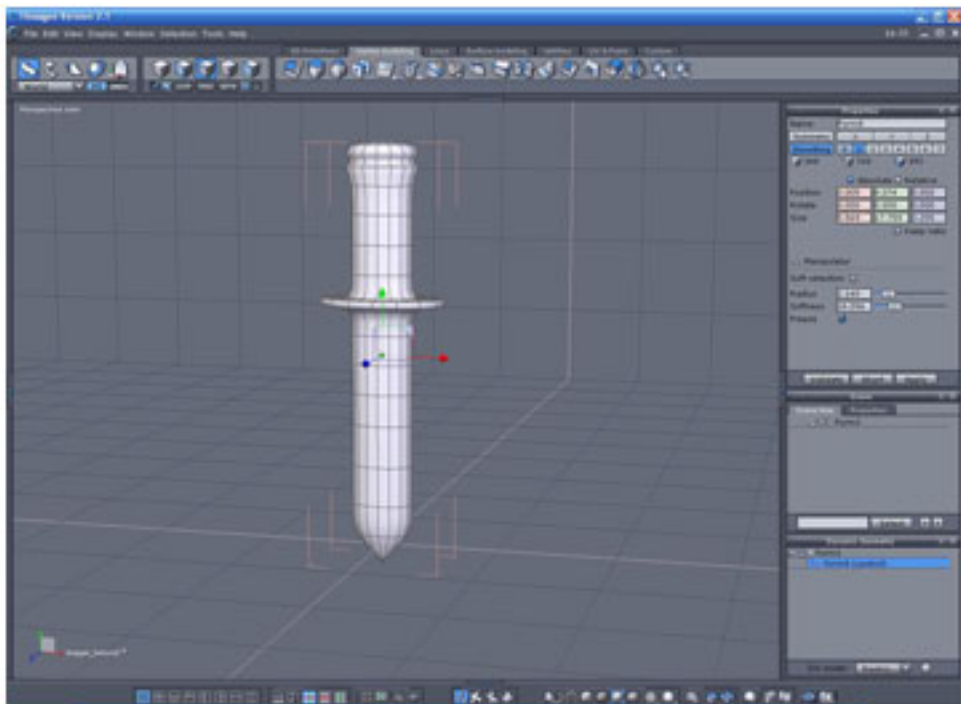
30. Now with the right mouse button select all the faces from the arrow below. Use the Scale manipulator to make the blade thinner than the handle.



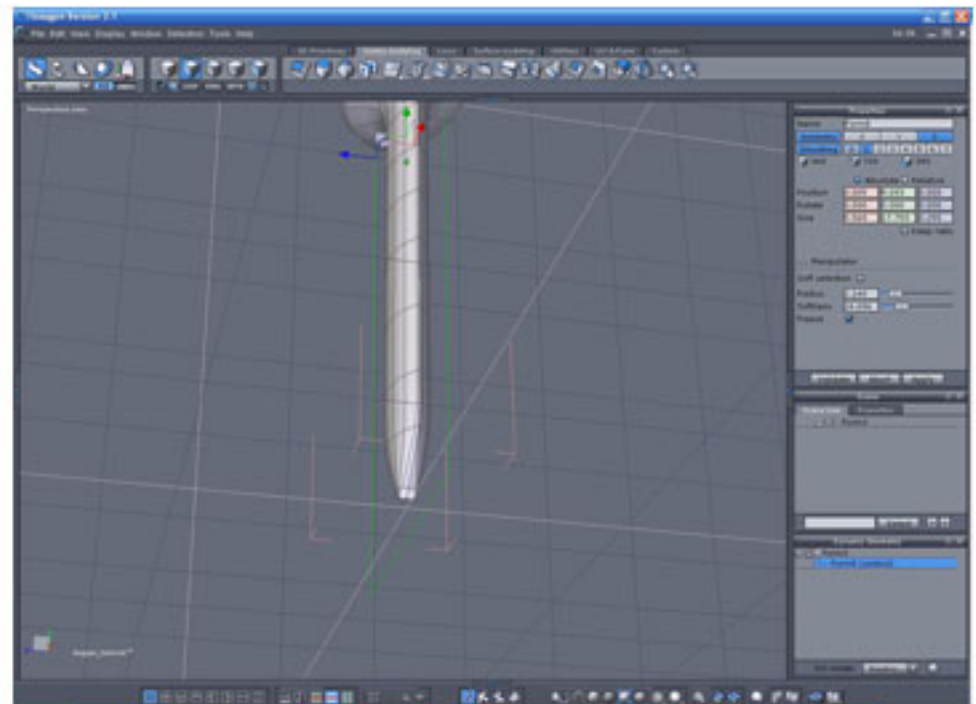
31. Use the same procedure to make the blade longer if needed. This time pull the blade down. Select the edges as shown all around.



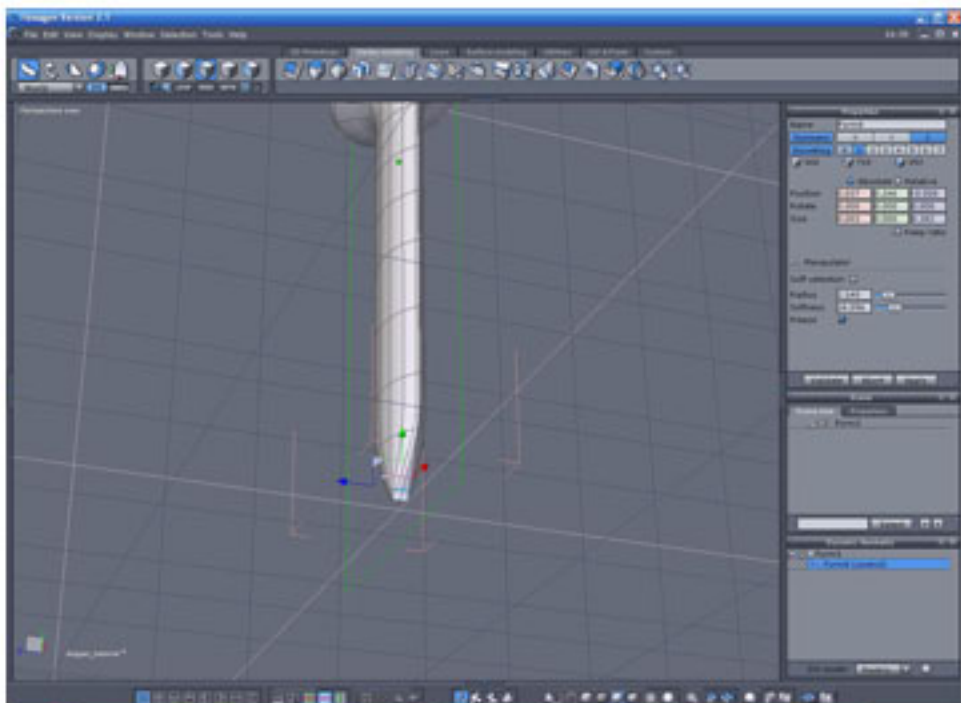
32. On the Edge tools choose choose extract edge along and fill the gap between edges.



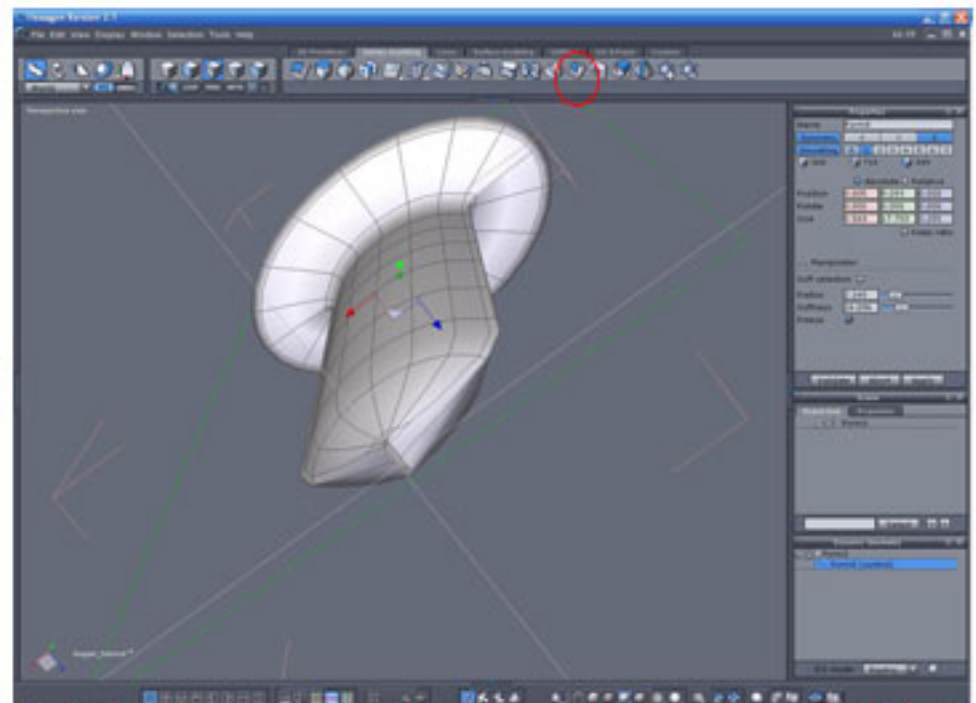
33. Now we'll see if there is any gap on the blade tip.



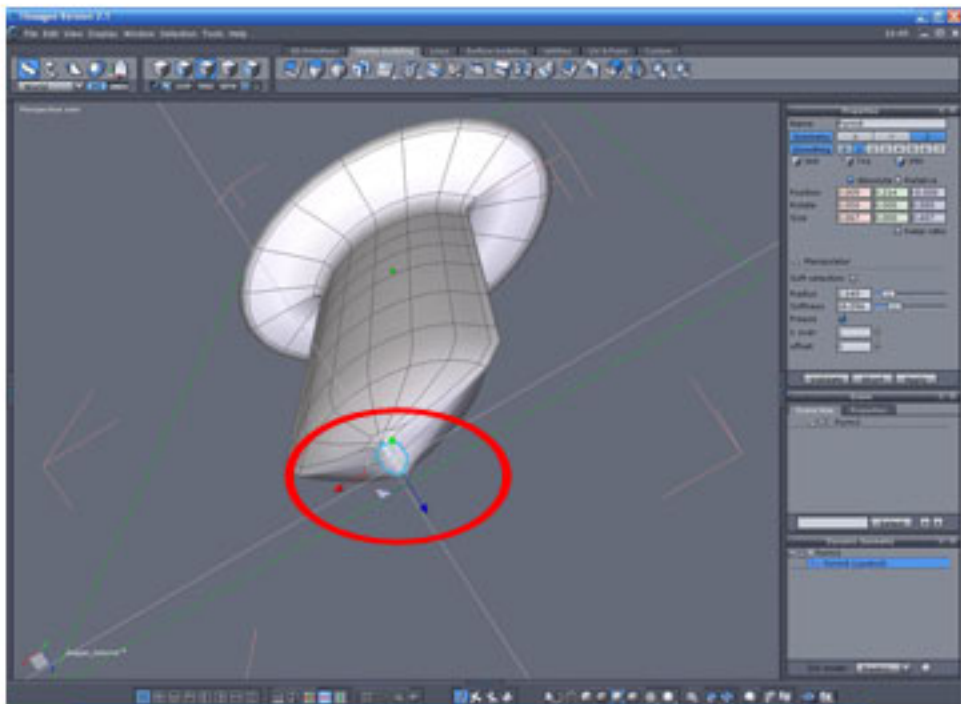
34. Select the symmetry Z from the properties panel.



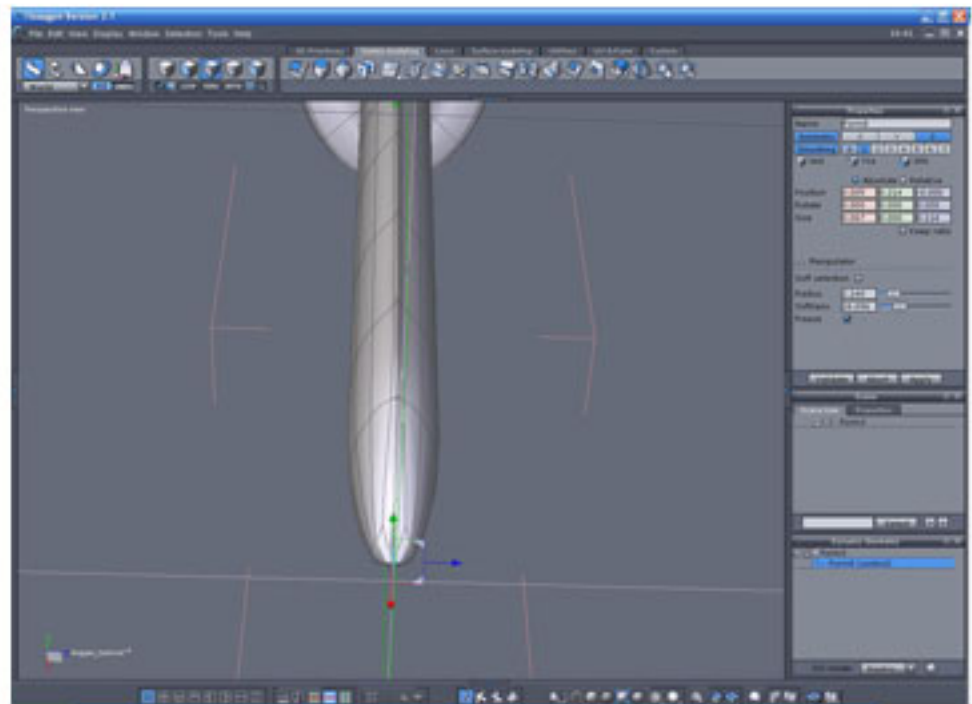
35. Move to the bottom of your object.



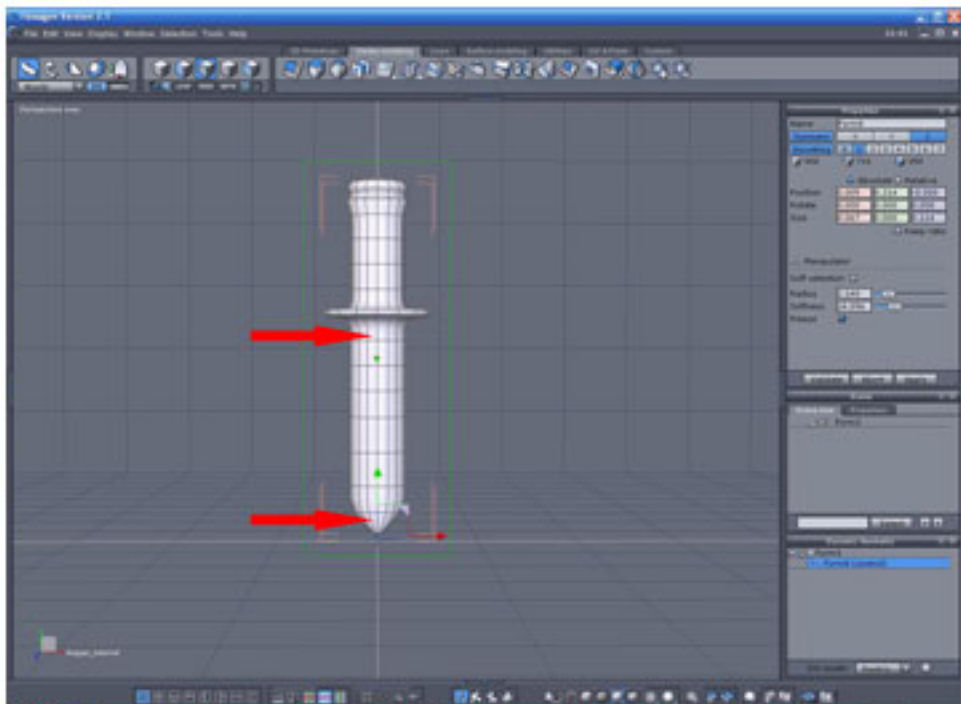
36. If there is any gap, select the close tool from the Vertex modeling tab.



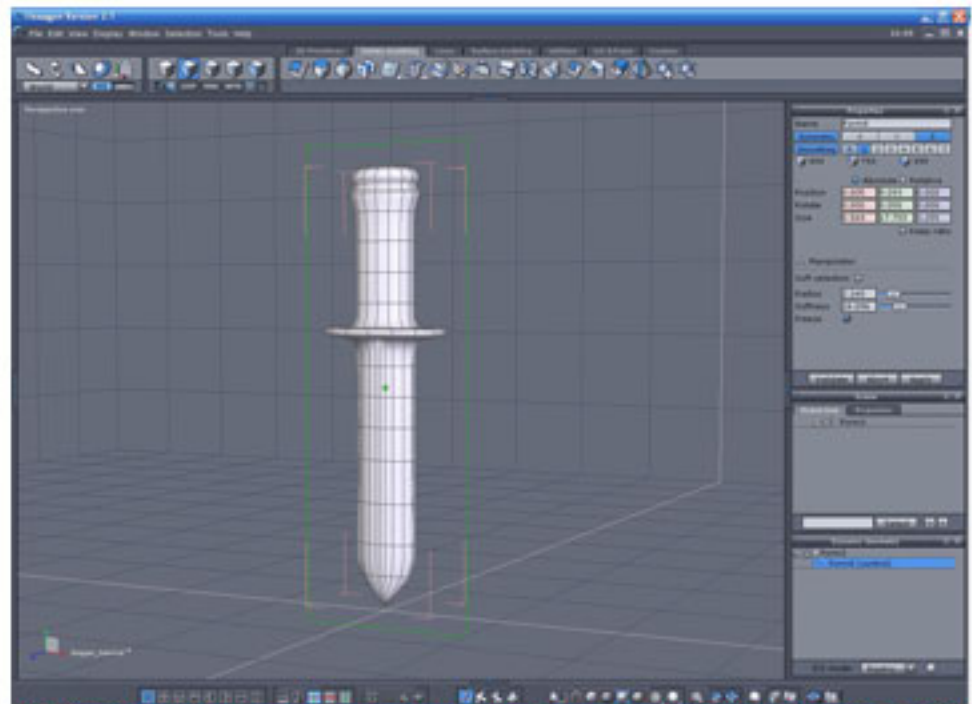
37. Click on the gap if any and it will be filled up. Select the edges as shown.



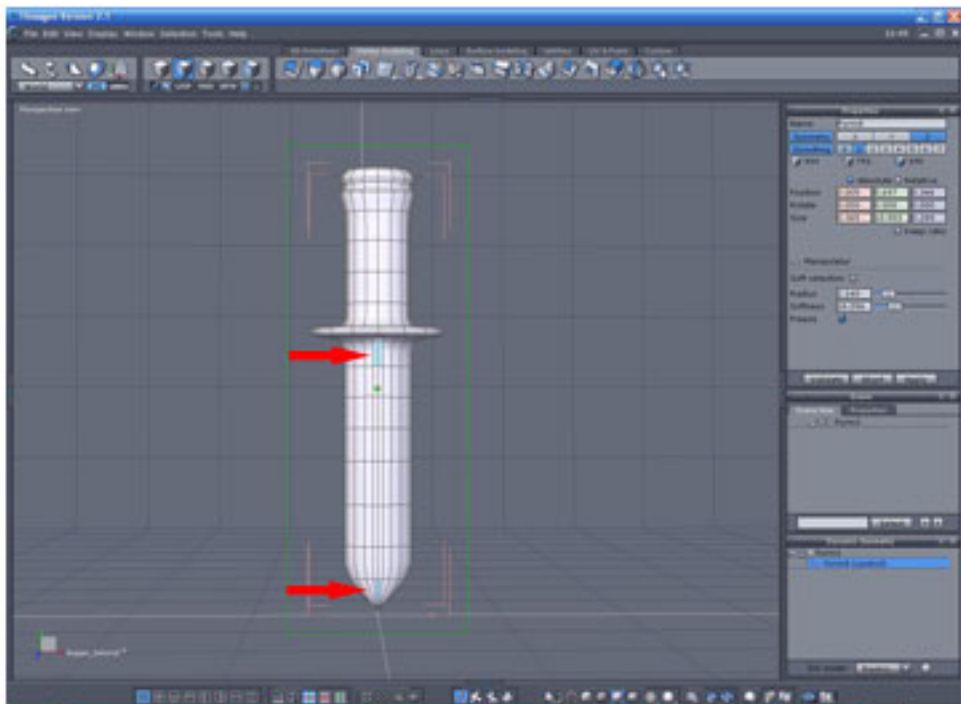
38. Select the Scale manipulator and resize the Z axis.



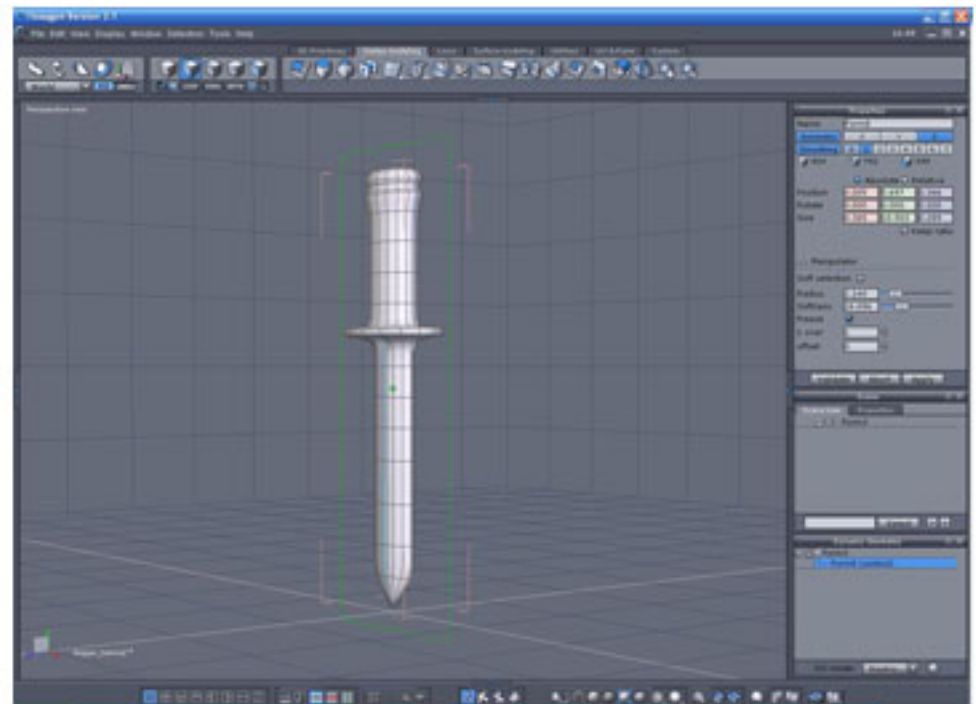
39. Select the two vertical edges in the middle of the blade, then go to BETW to select in between.



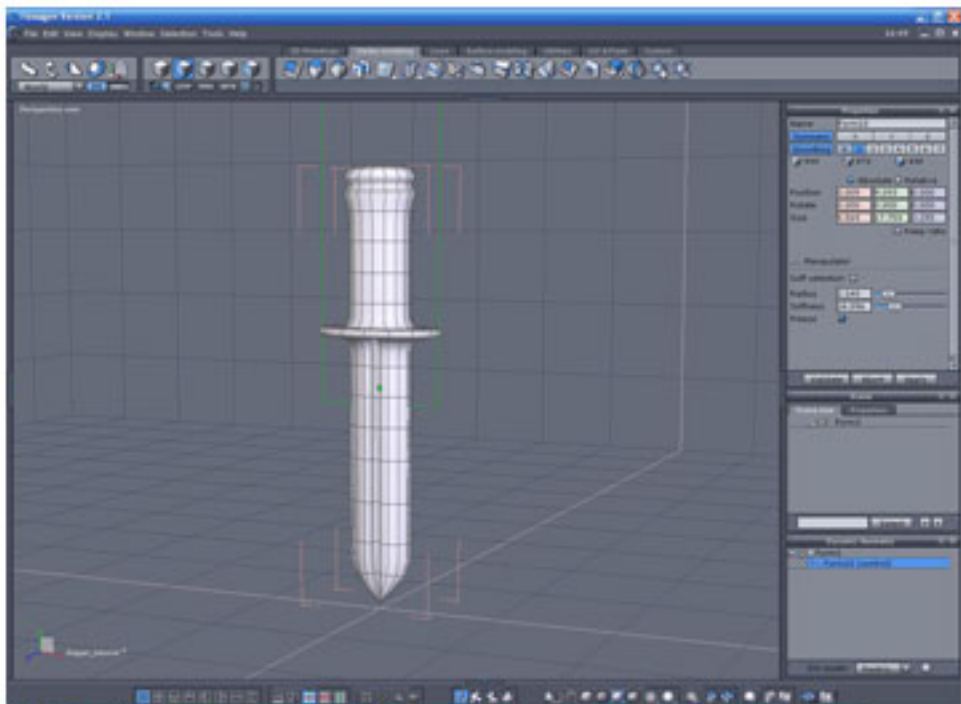
40. Go to Vertex modeling and select the Extract fillet tool. Create a mild fillet in the middle.



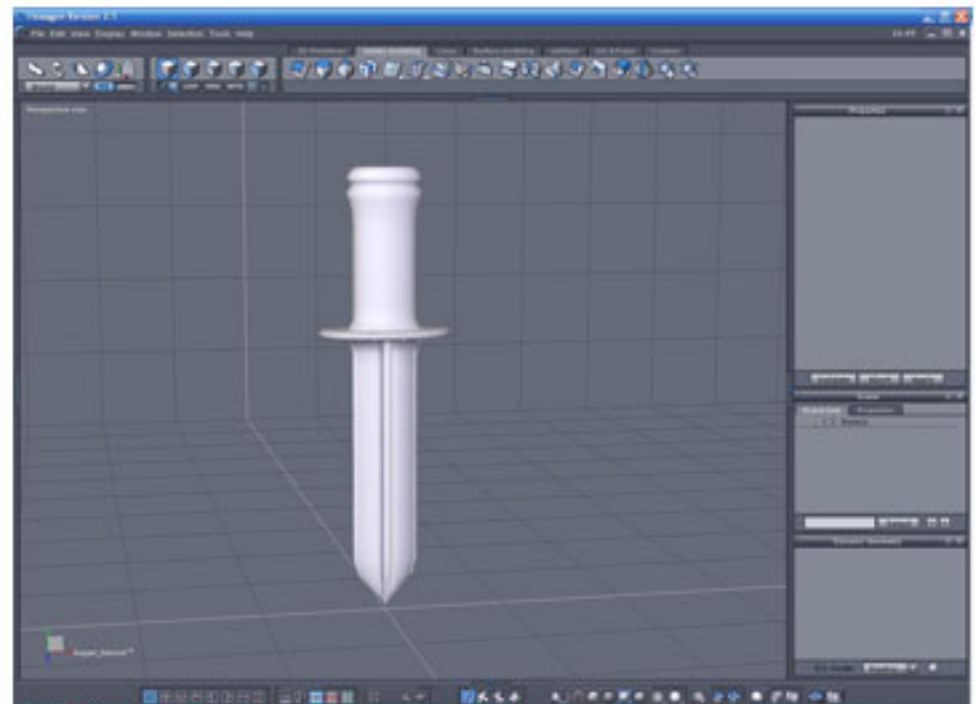
41. Now select the faces in the middle of the blade as you did with the edges before.



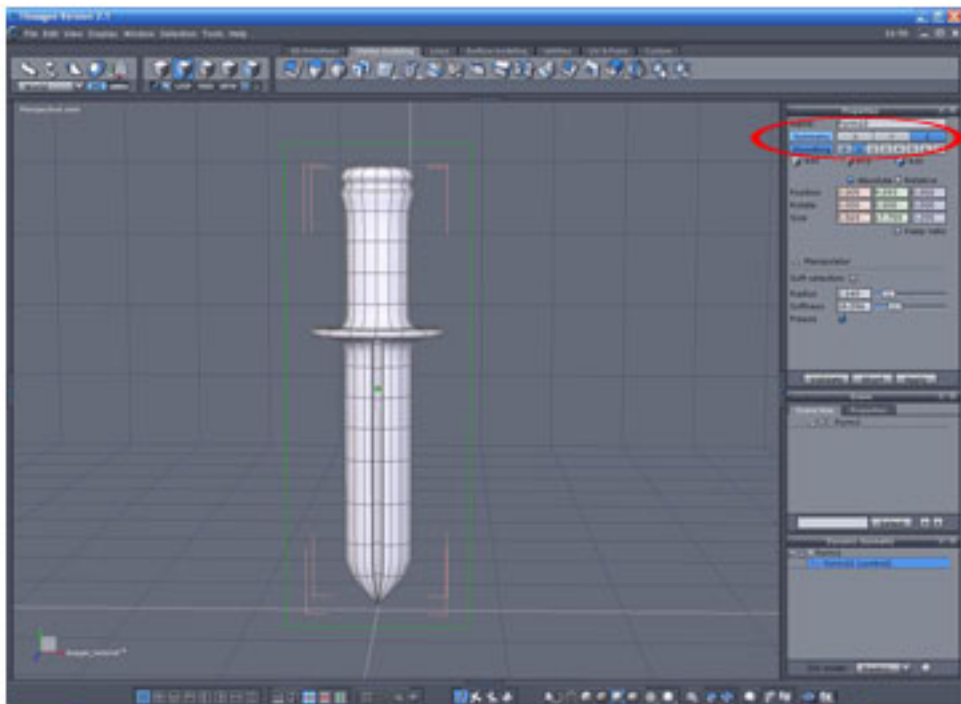
42. Move the planes so you can see the selection at a 45 degree angle.



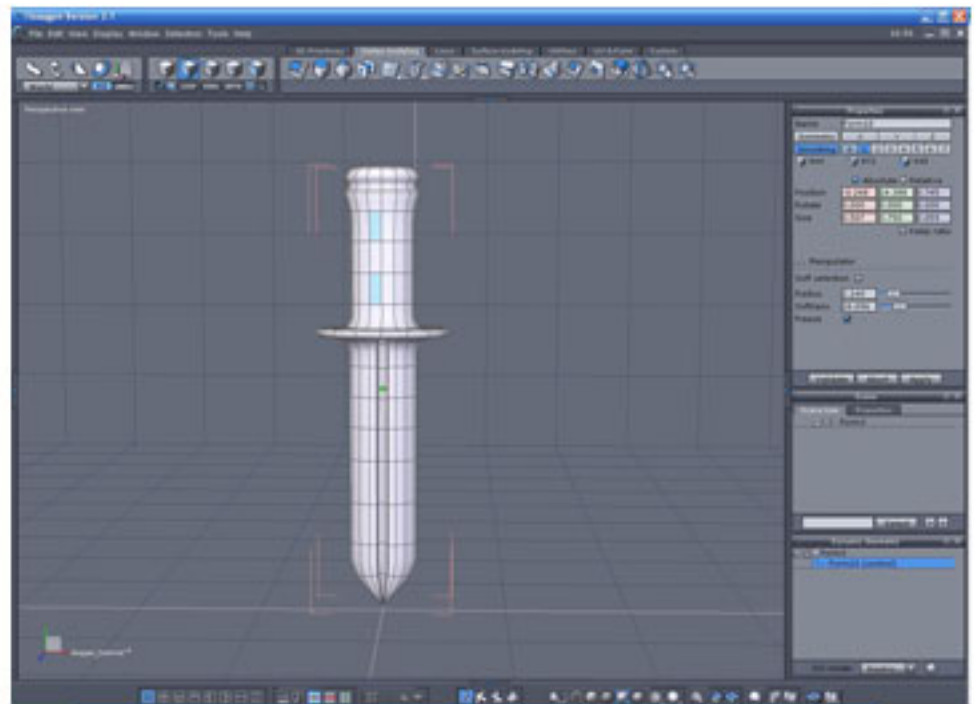
43. Use the Extrude surface tool and make a mild extrusion.



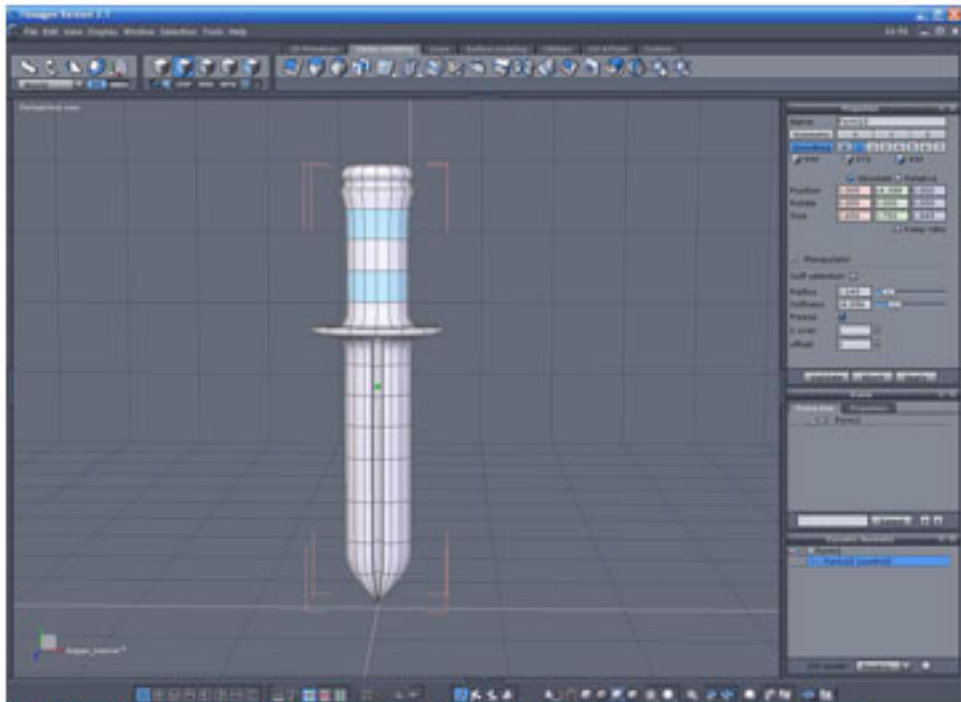
44. This is the final result we are pursuing.



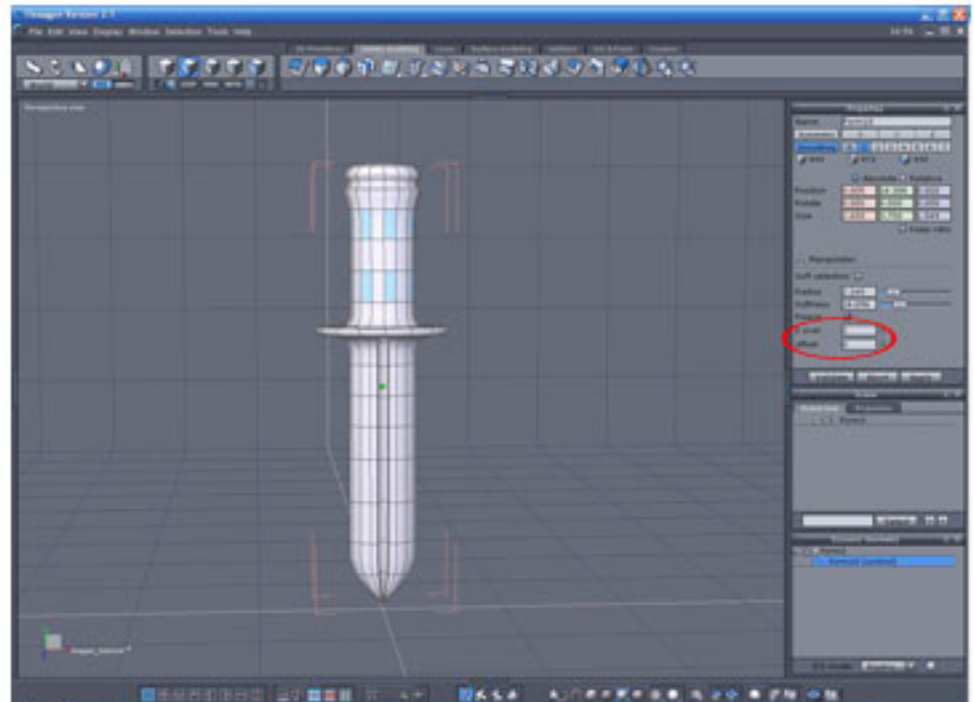
45. Turn the symmetry off from the properties panel.



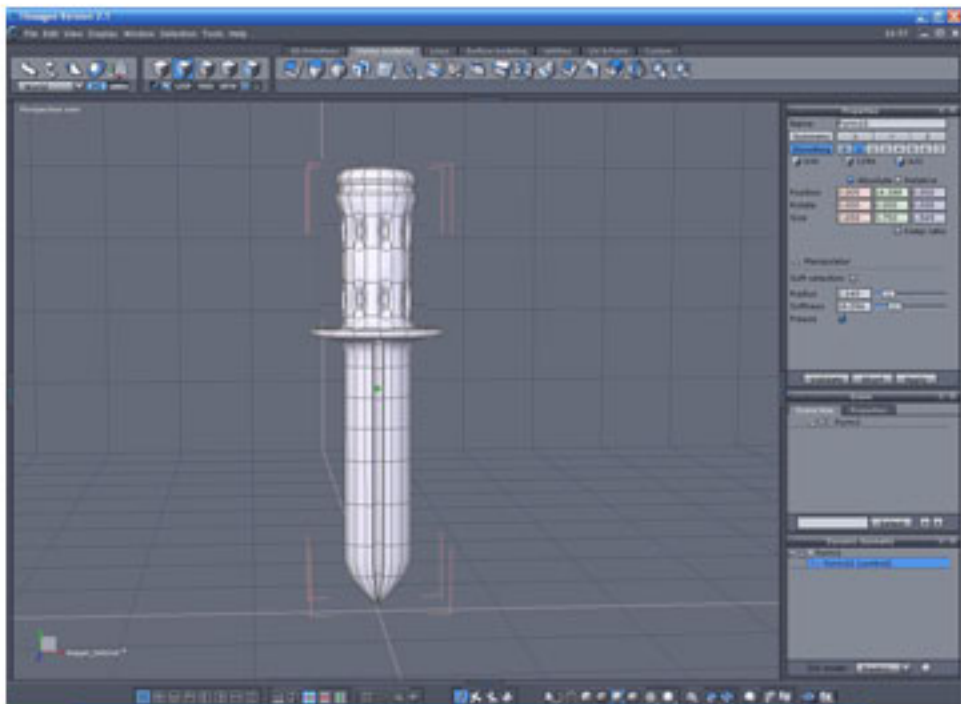
46. Select the faces as shown.



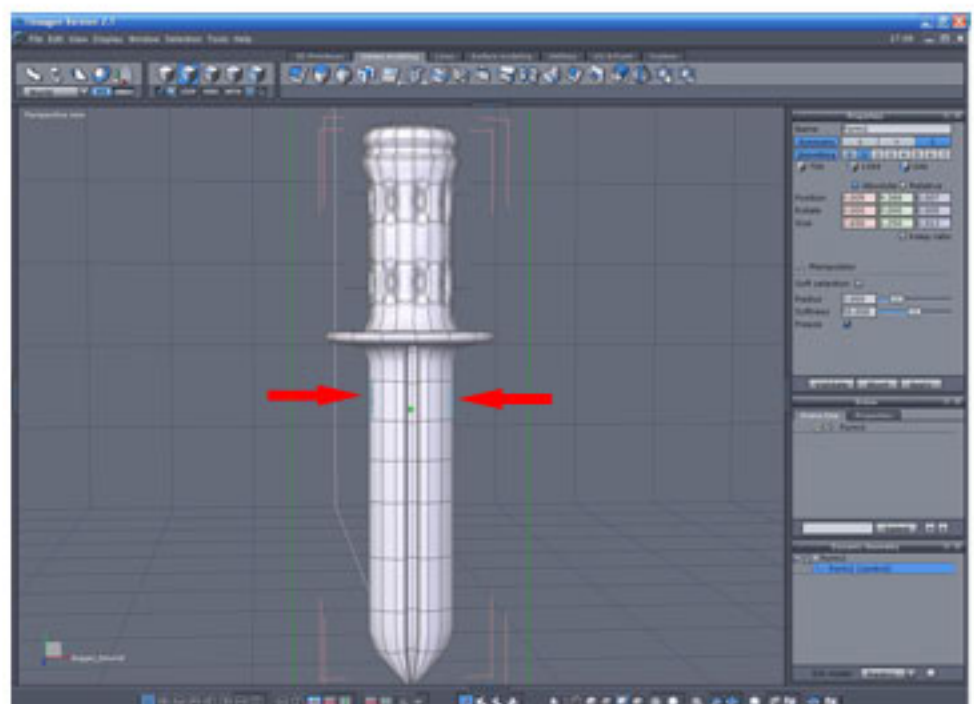
47. Use the loop button to wrap the selections.



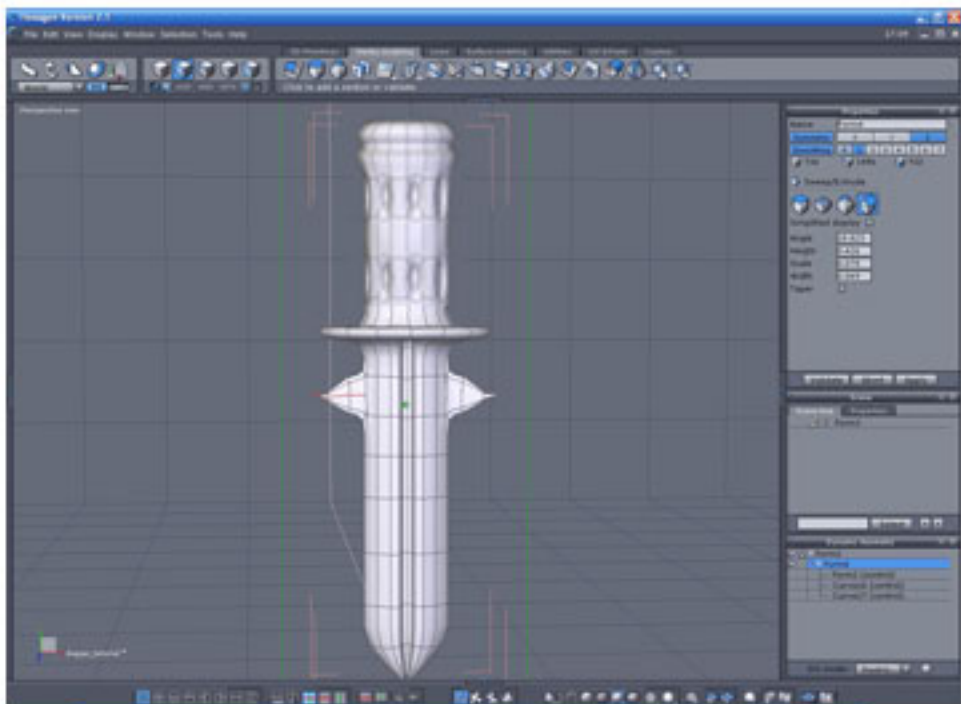
48. On the properties panel change the (1 over) to 2.



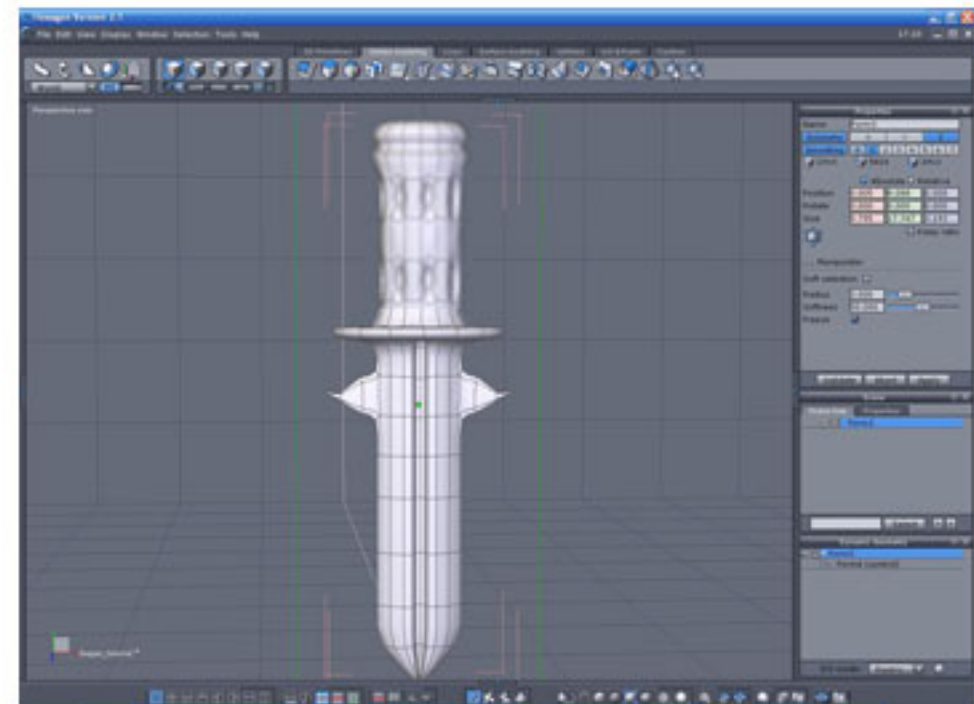
49. Use the Extrude surface tool as shown.



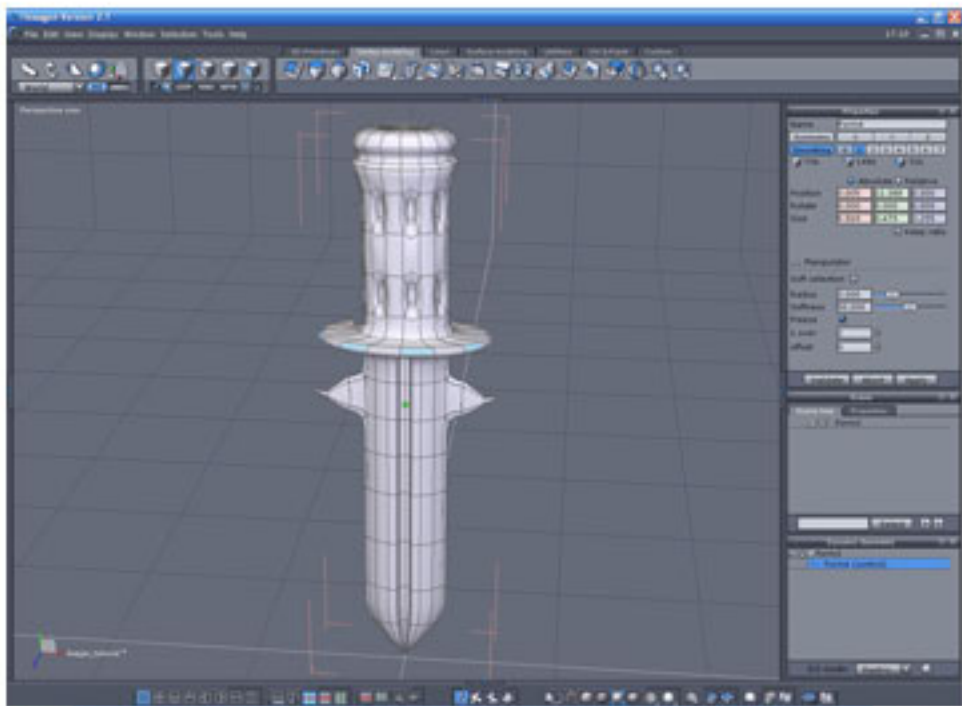
50. Select this two edges with the Symmetry mode on.



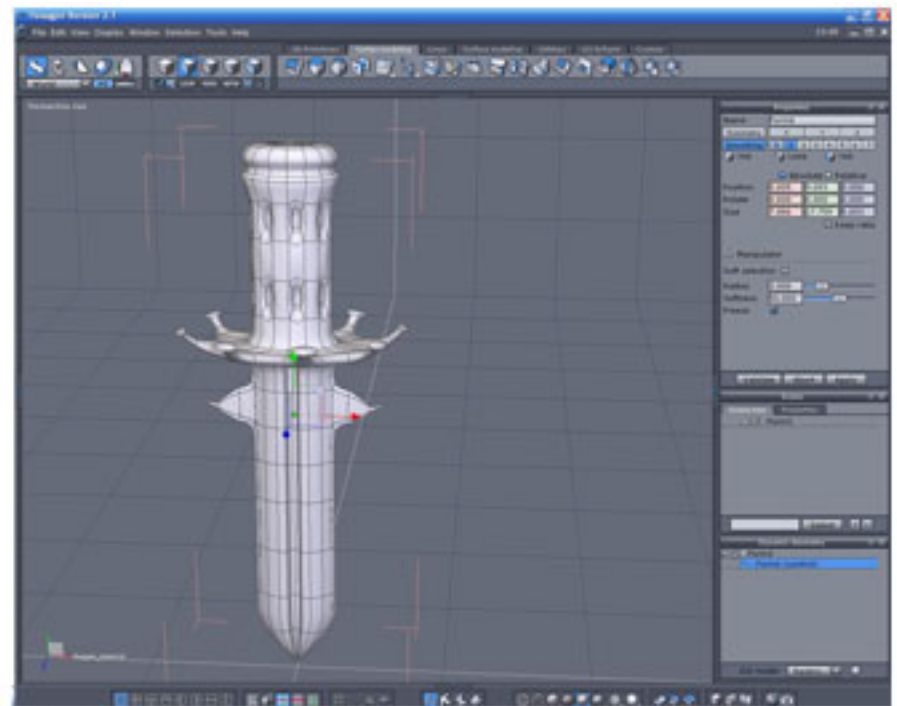
51. Use the sweep surface tool to create this effect on the blade.



52. If have use the sweep surface tool one with the left mouse button and two with the right mouse button. (It creates different effects.)



53. Turn off the Symmetry. Select these faces with the same procedure used with the handle.



54. Extrude any way you want.

