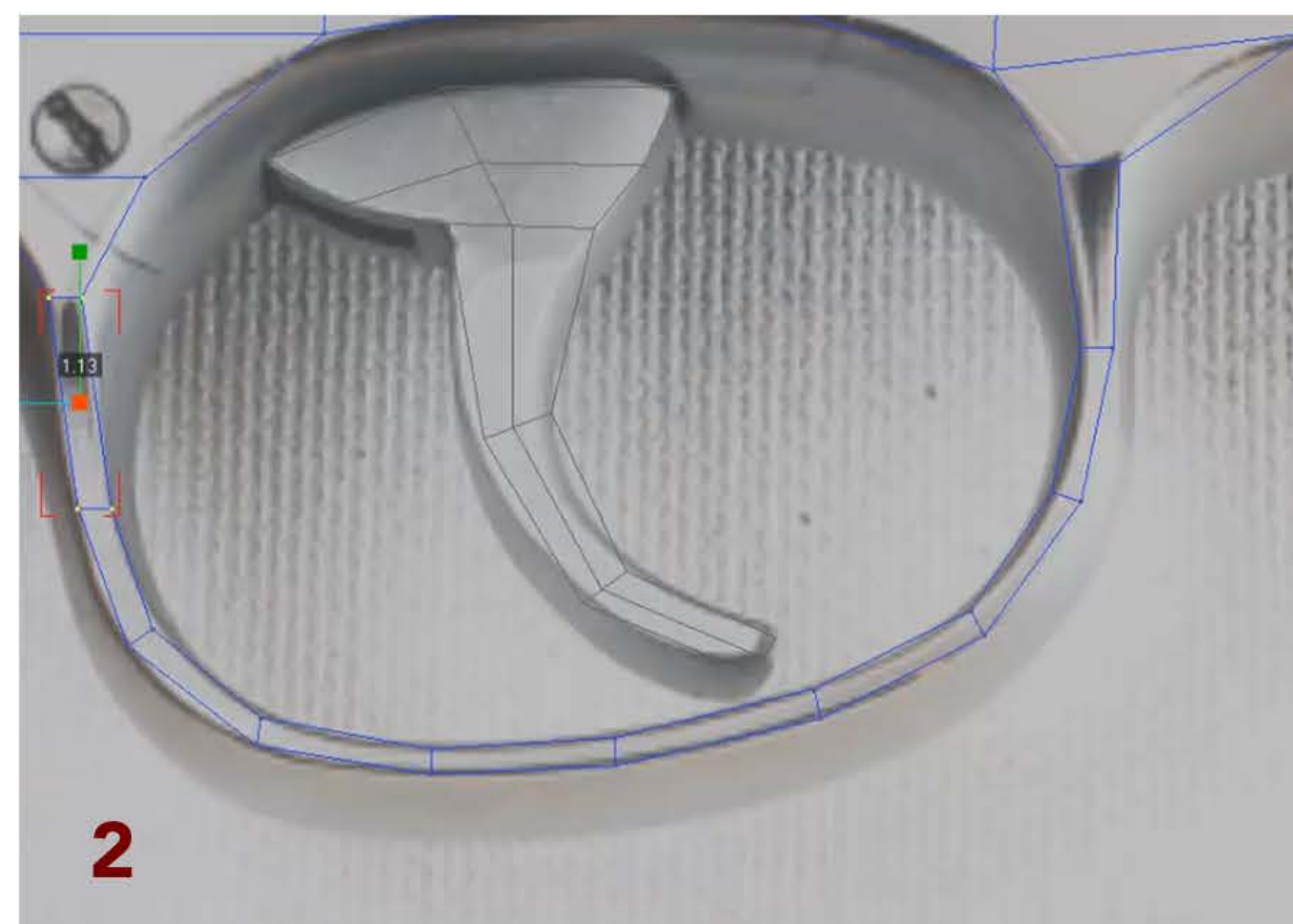
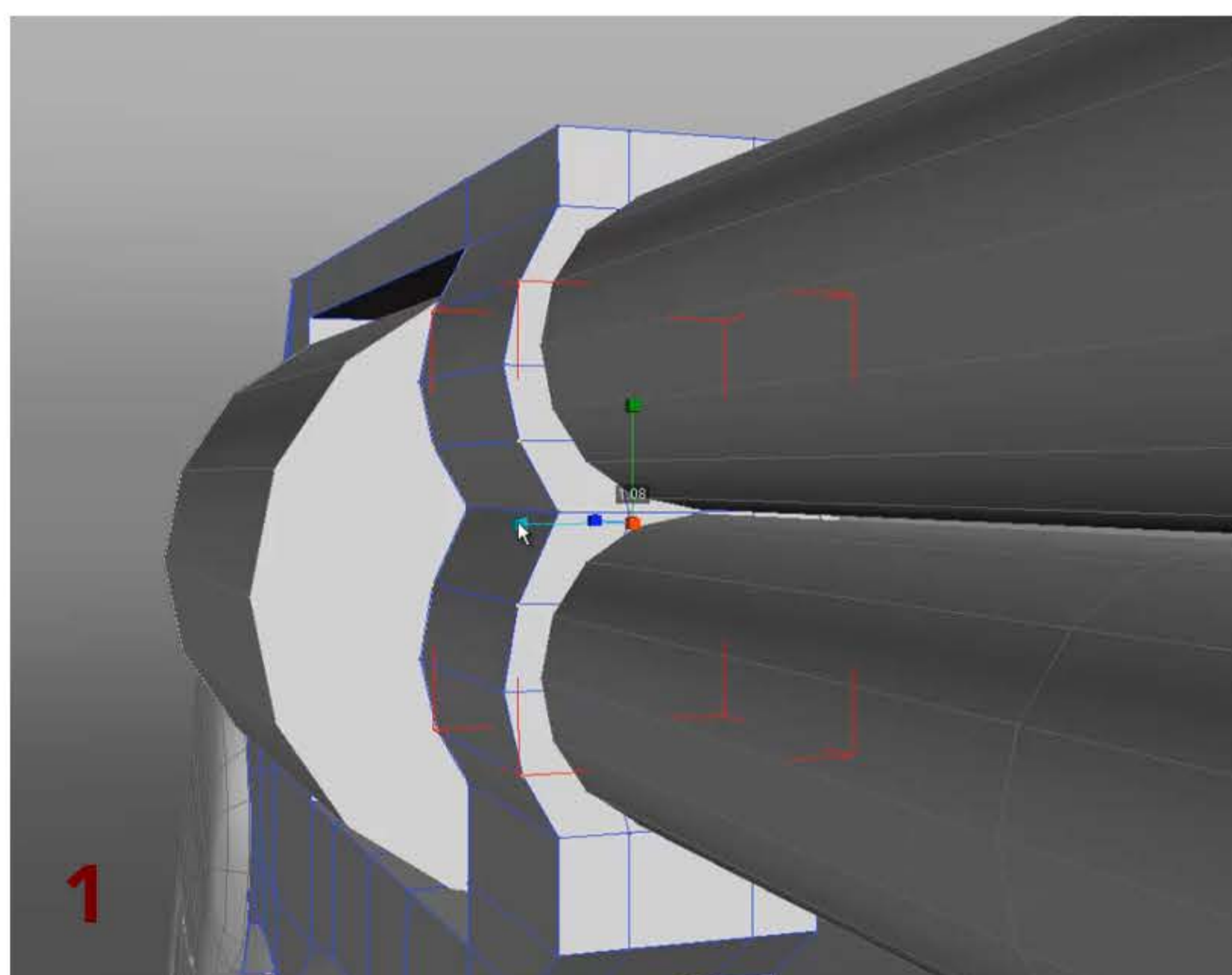


This is the PDF version of the third part of the video tutorial of the revolver. This tutorial explain how to do the main part of the revolver in detail but if you want more details, it's better to watch the video on our official Youtube Channel : Shade3DChannel.

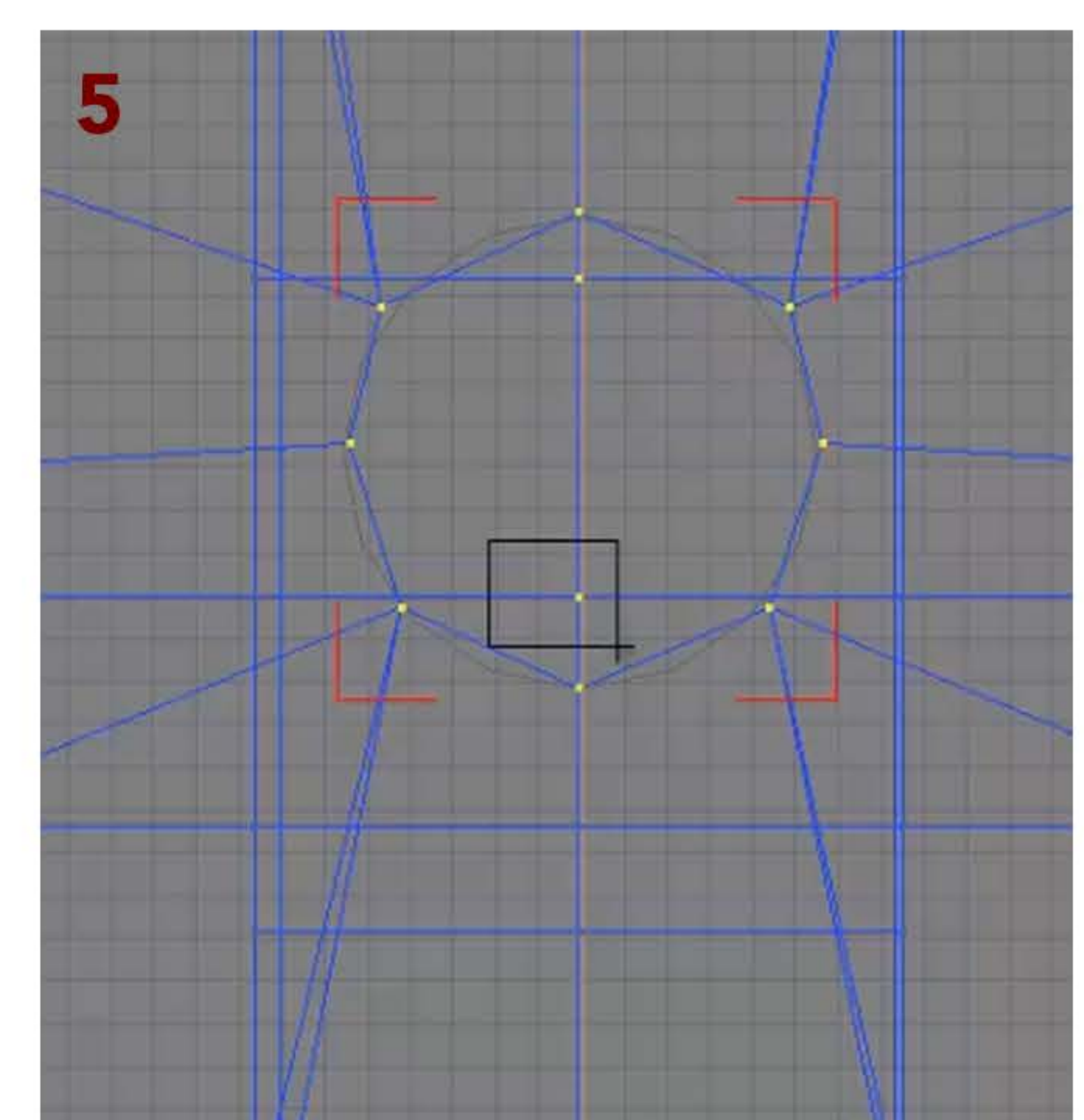
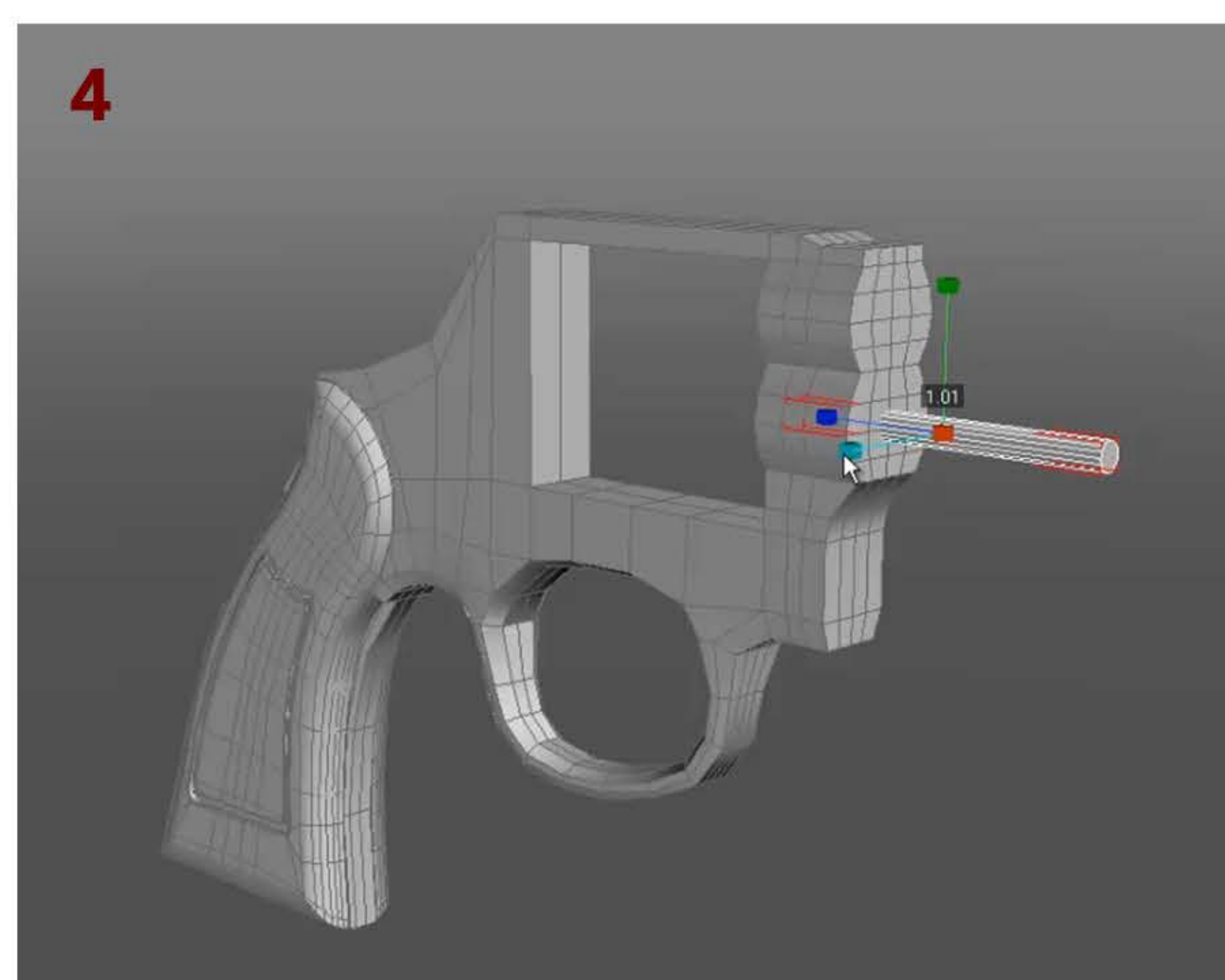
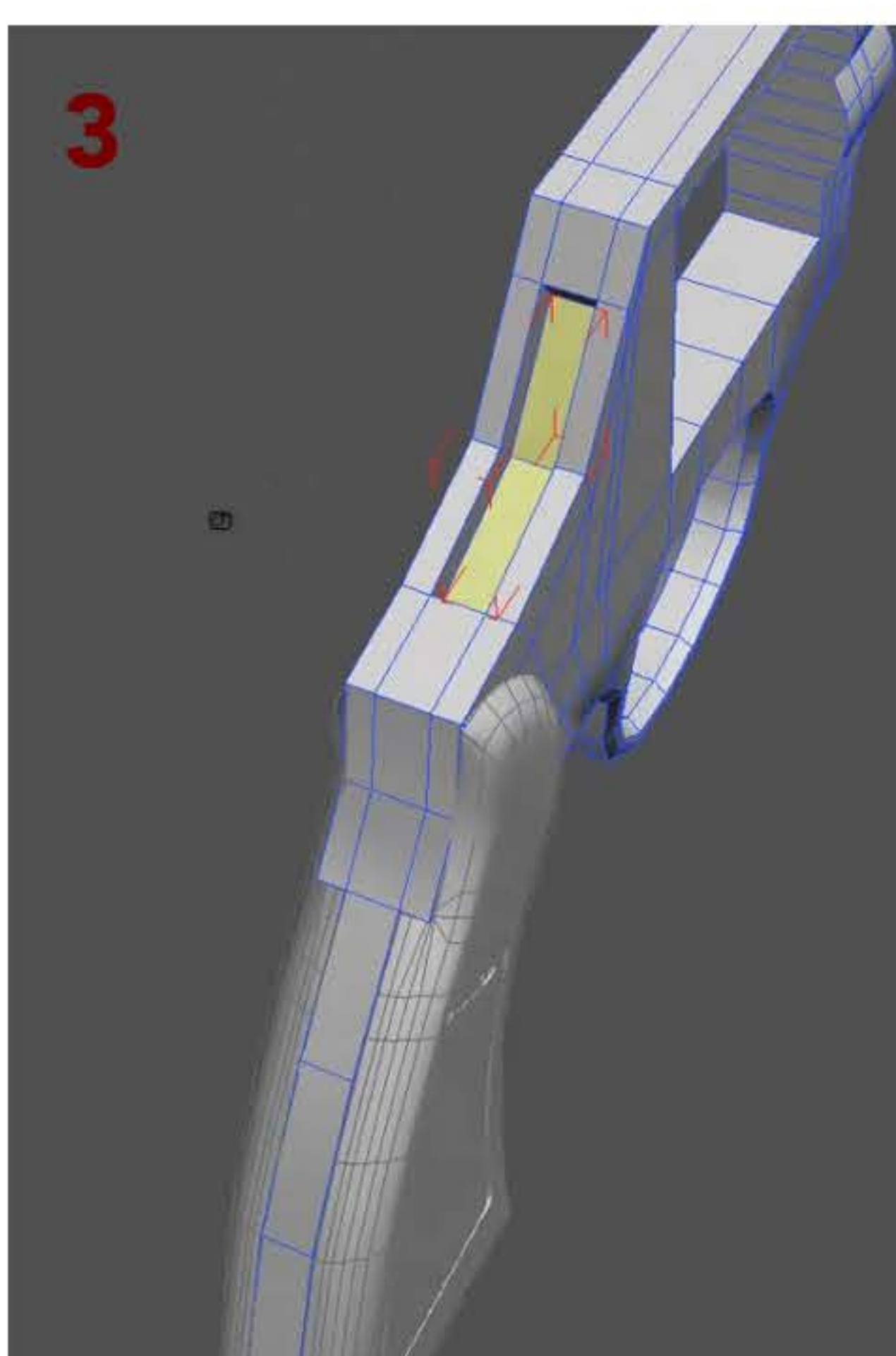
## Modeling of the revolver part 3: the "body" of the revolver

1. We already did a base mesh for the body of our revolver. Before starting to add detail to that mesh, let's add some edges in order to refine the shade a little bit. As our base was pretty close to the form, it's easy to refine it (picture 1 and 2).



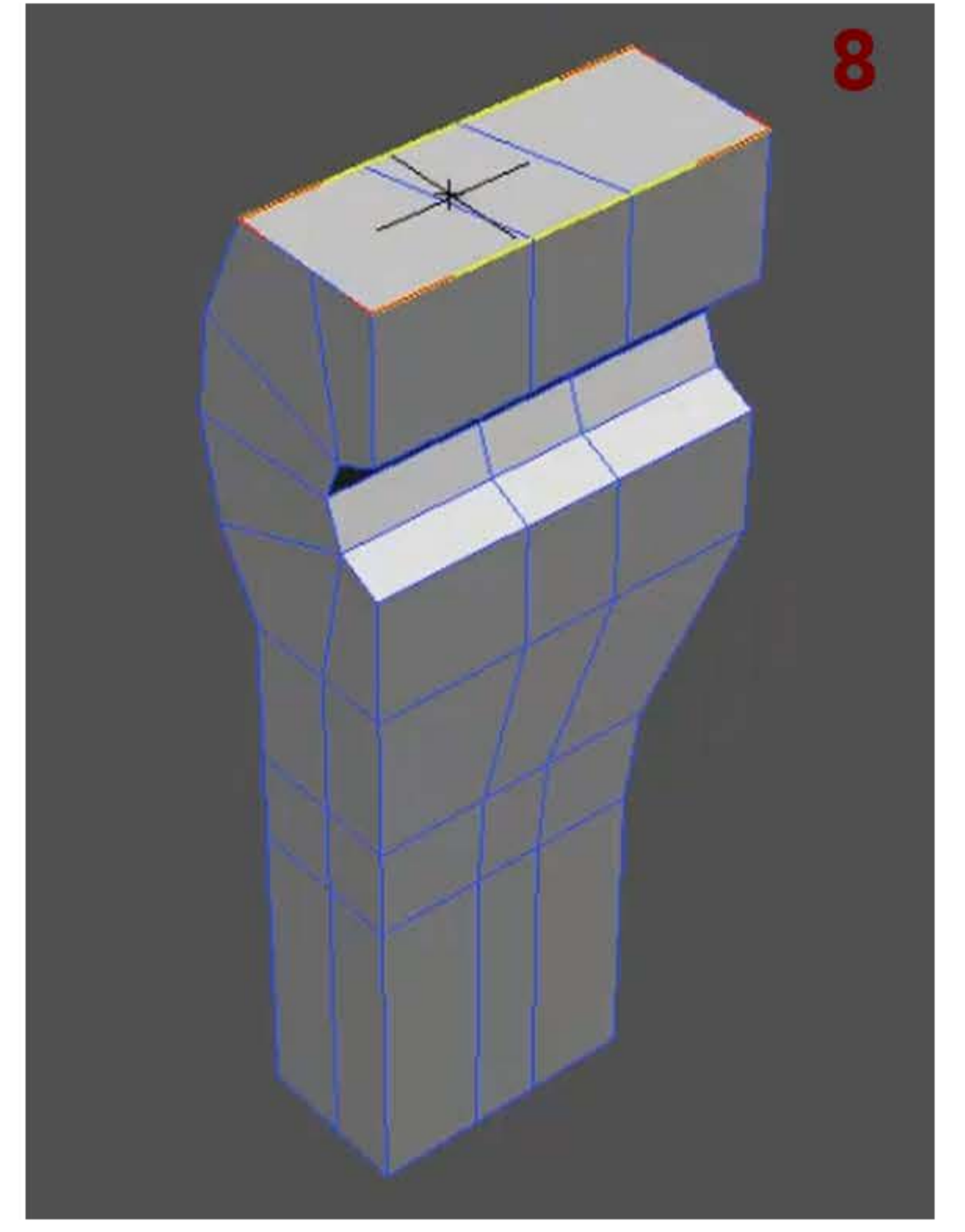
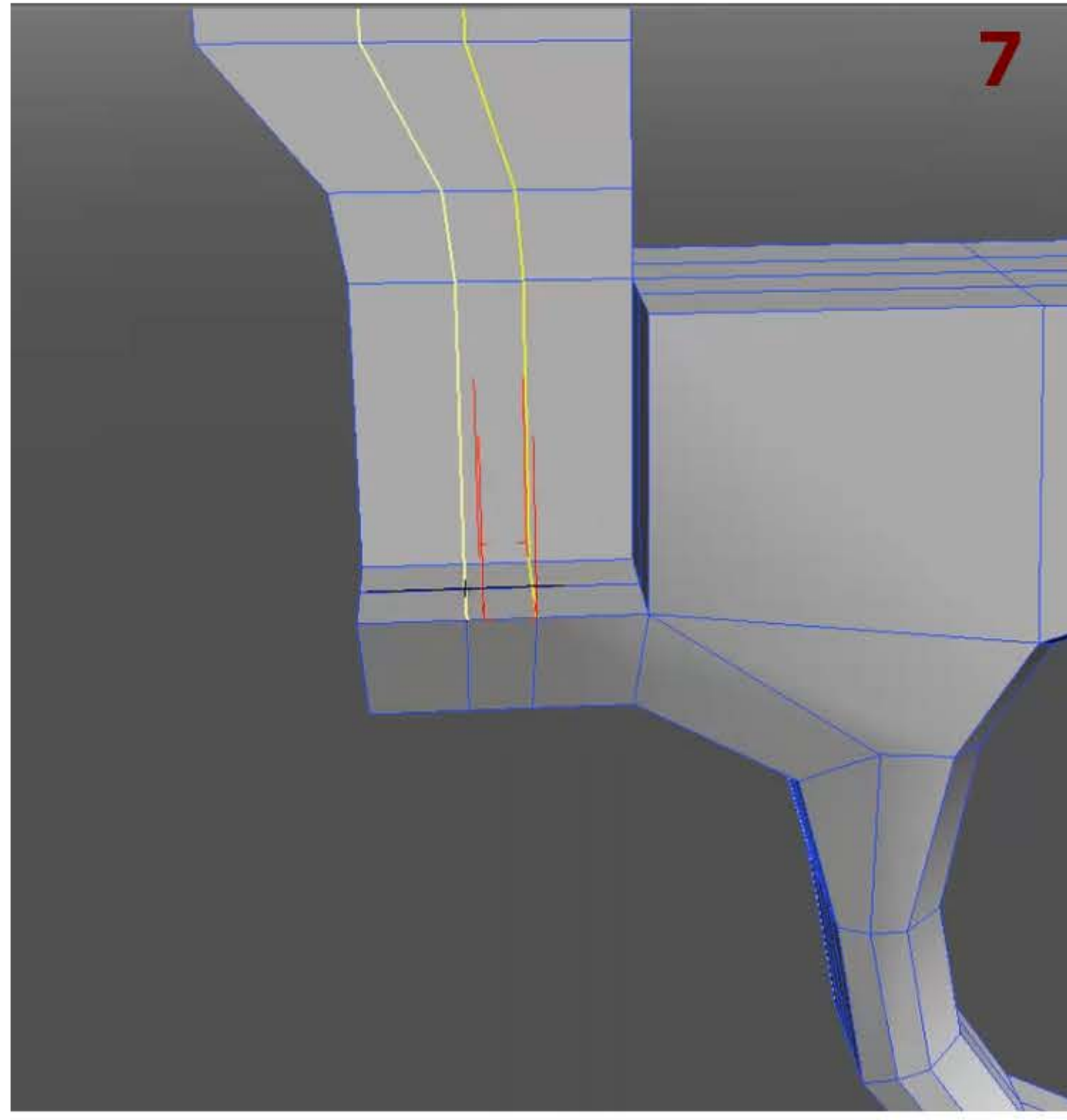
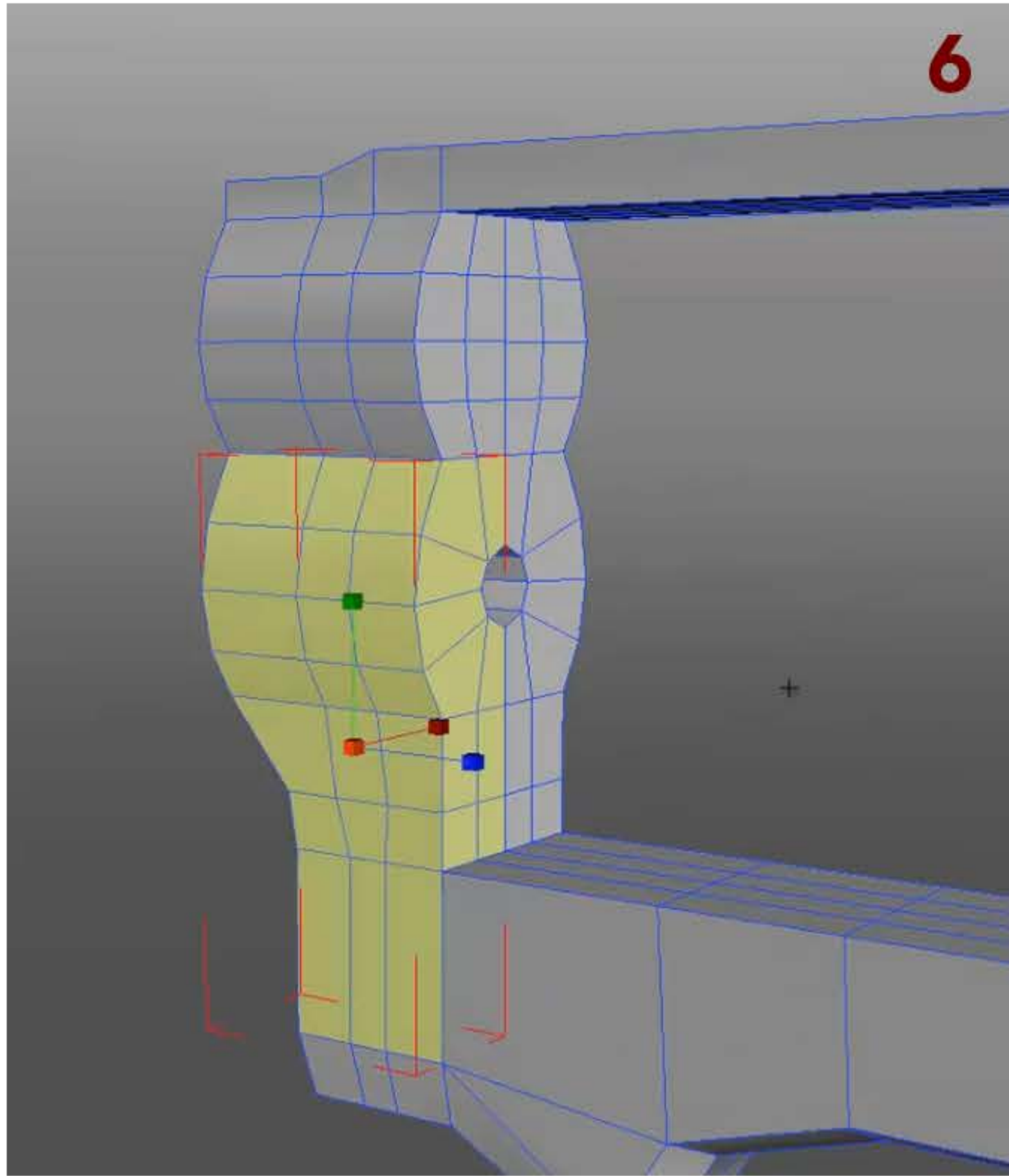
2. Now that our shape is a more precise, we can add some details. Let's start with a the hole for the hammer. For that, we need to add some edges, and because of that, we need additional edges (picture 3). Because I don't want to have too many edges, I used some trick in order to lower their number. I will use that a lot in that tutorial, especially when I will add edges for the open subdivision mode.

The next step, is to create the round hole, in order to leave place for the ejector. I first add edges. I want my circle to have 8 edges (this is the minimum to have a good shape with a smooth) (picture 4). When I have the good number of edges, we can delete the face, and start doing the round shape. For that, I use the cylinder of the ejector (picture 5).

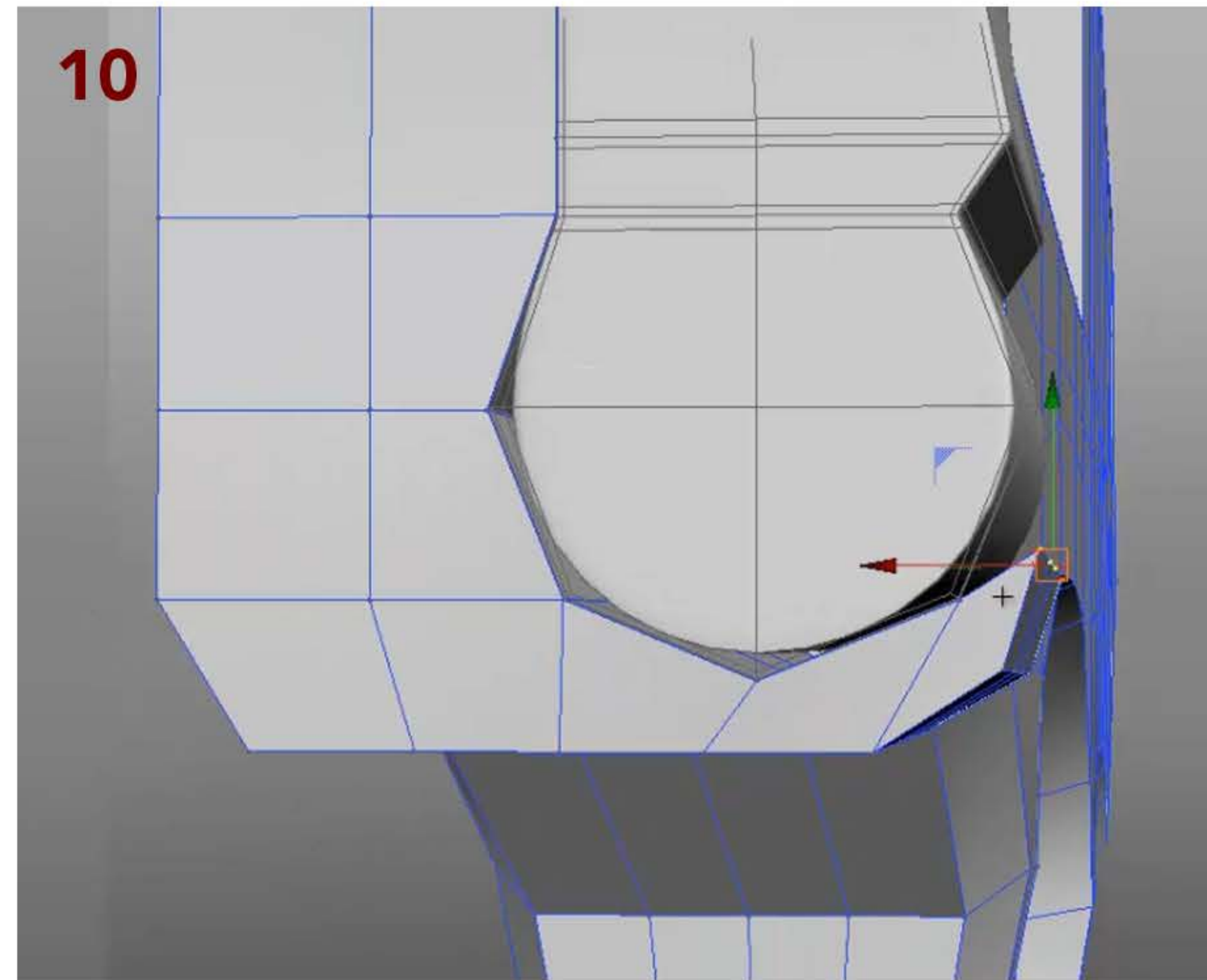
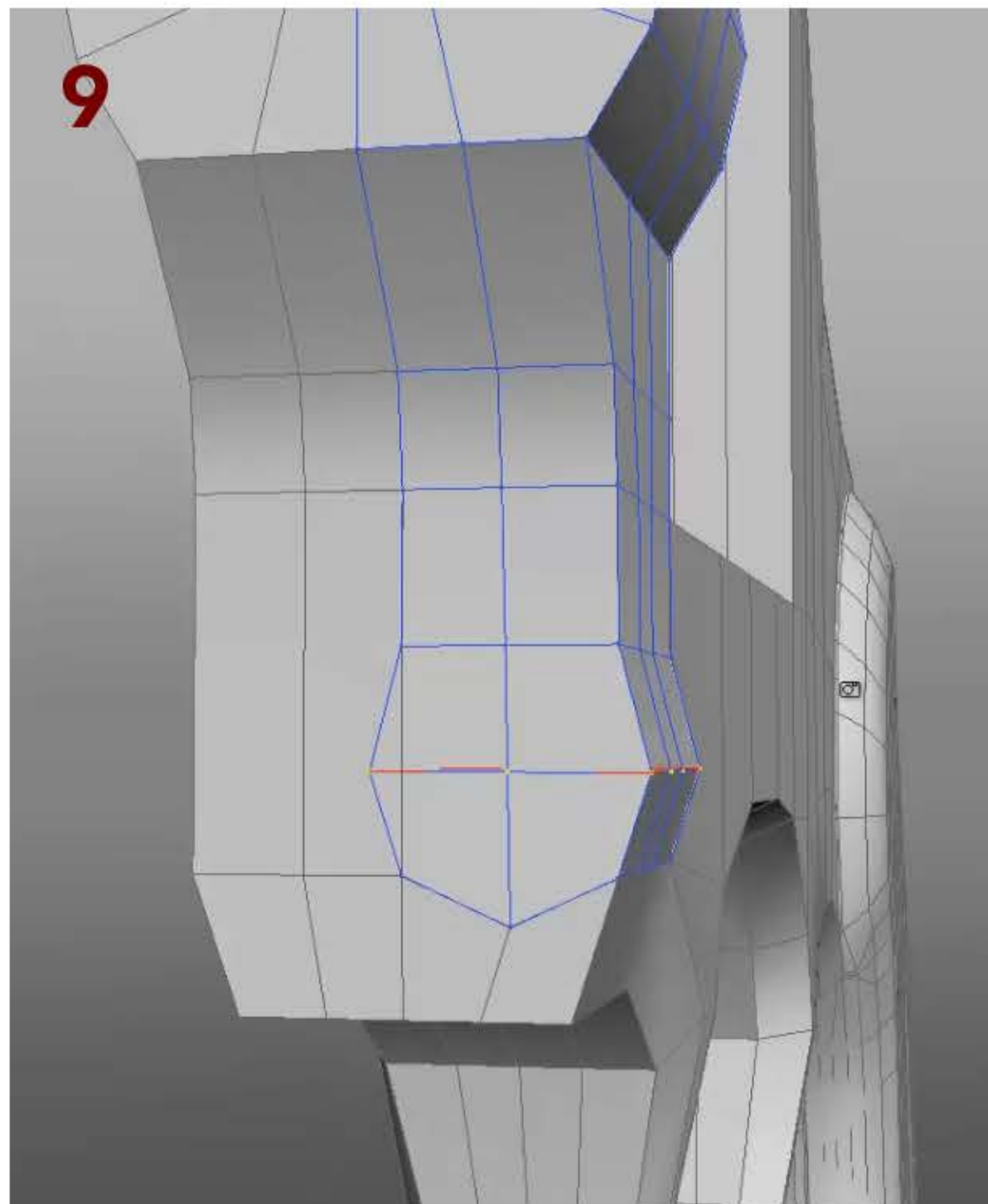




3. Now, we need to split the body in two parts. Let's select the face we want to separate (picture 6), and use the right click button to select separate and separate selected faces as a new shape. Now that we have our two pieces, we need to close them. For that, we can use the bridge tool, the slice tool and the merge tool (picture 7). We have to do this for the both parts (picture 8).



4. In order to finished the shape of our meshes, we need to make the bottom part of the mesh we just extracted rounder (picture 9). We just need to add to slice, and use move the edges a bit. As I said sooner, 8 edges is enough to have a round shape, so no need to add to many edges. Now, we also need to modify the wireframe of the main part. First, make it rounder too, but also, do an extrusion (picture 10).



5. Now, our shapes are done. We need to prepare the meshes for the subdivision mode. This is easy for the small part, but this is way more complicated for the bigger part, as the shape is complex. I suggest you to watch the video for that, as it is complicated to put that on paper. Below, the final meshes on pictures 11 and 12.

