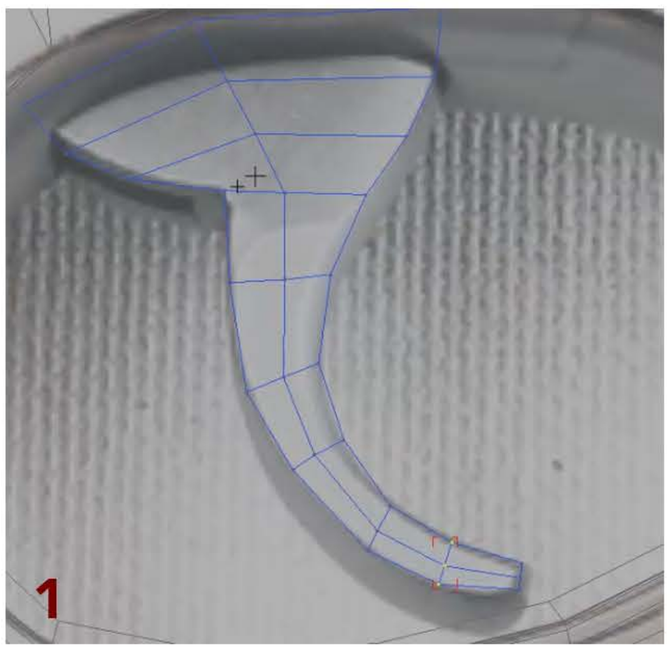
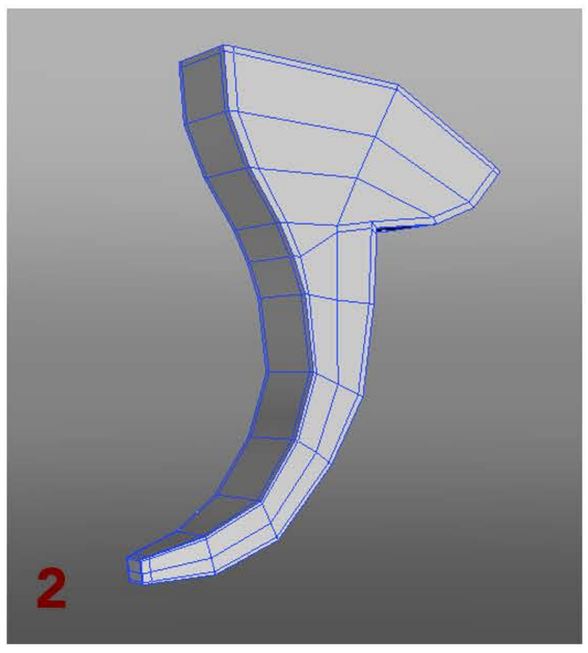
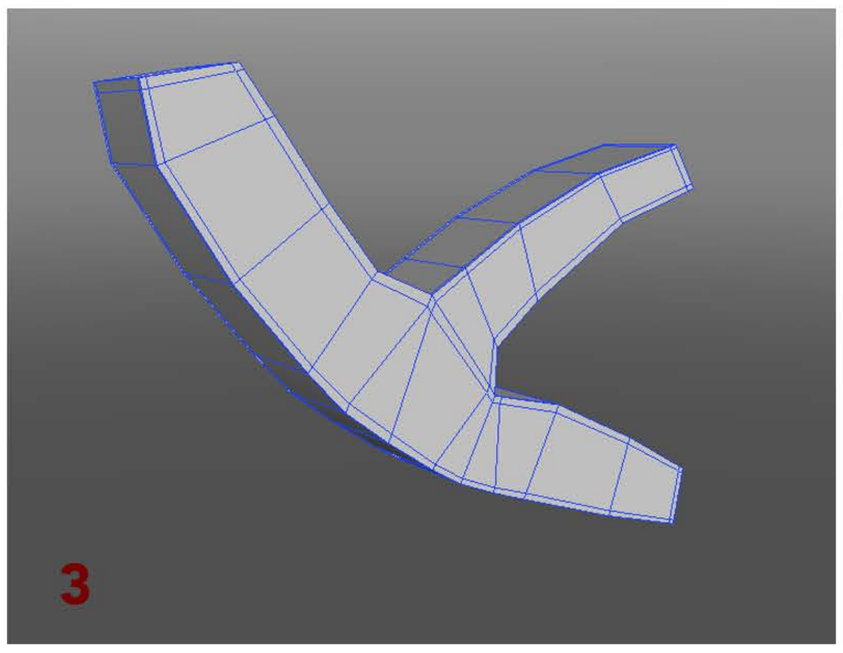
This is the PDF version of the fourth part of the Revolver Modeling's video tutorial. This tutorial explains how to create the barrel and and other small pieces. If you want more details, it's better to watch the video at the following link : https://www.youtube.com/watch?v=MdA4Zx7eaP0

Modeling of the revolver part 4 :

1. Let's start with the trigger. Nothing complicated for this part. We just have to add a few edges to refine the shape (picture 1), and add some others to the subdivision mode (picture 2). The process is exactly the same as for the hammer. You can look at the wireframe on the picture 3.

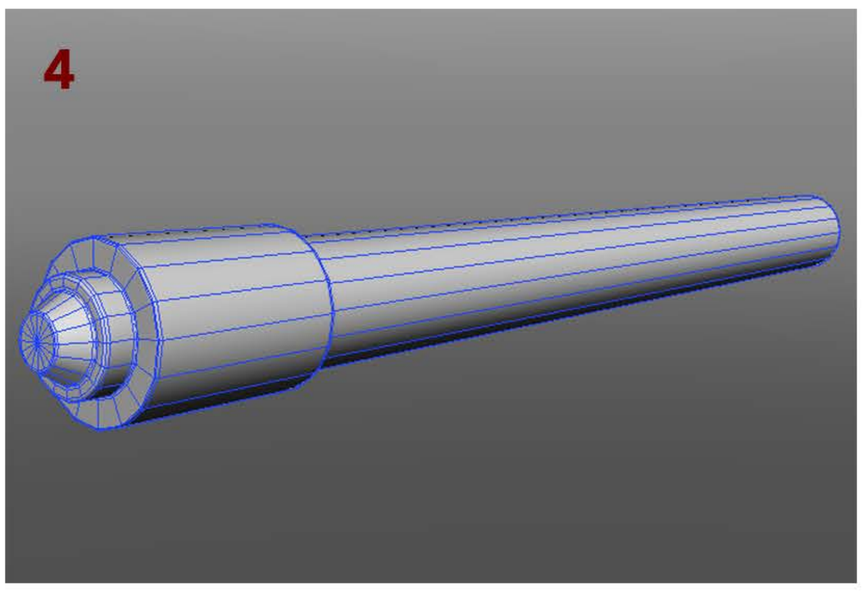


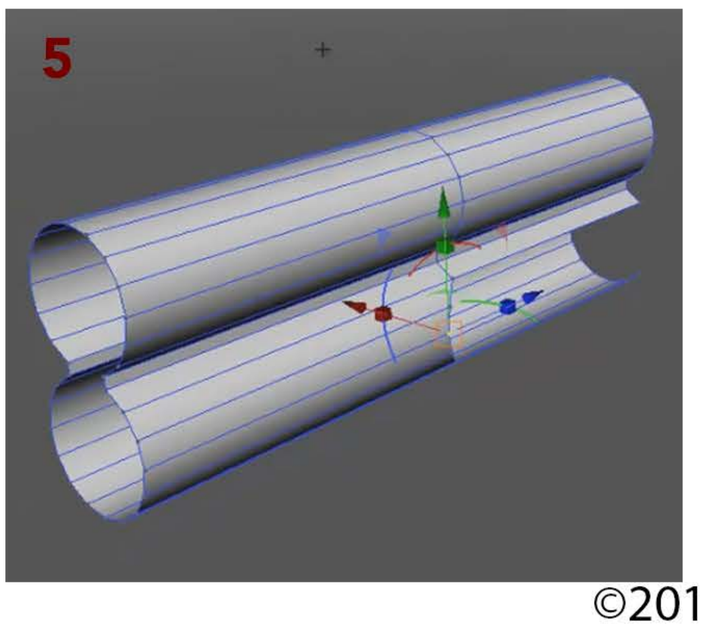


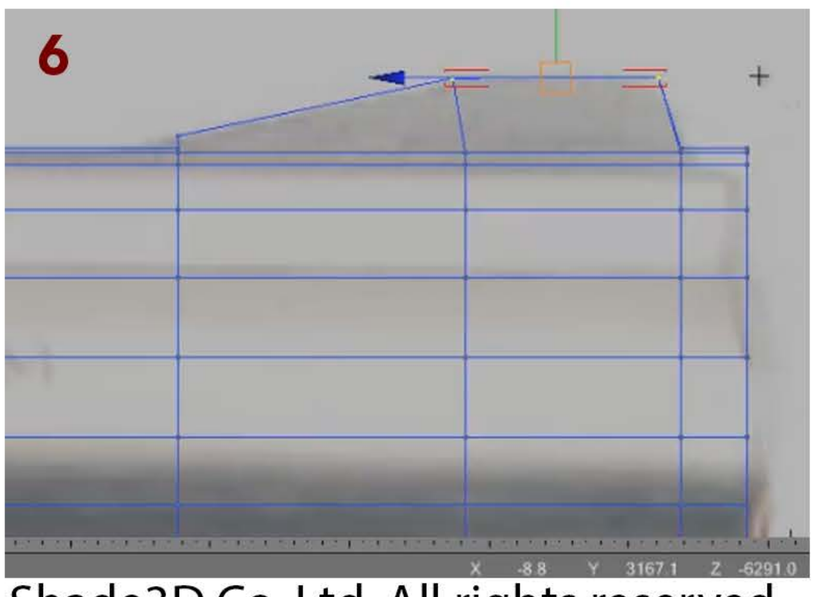


2. Let's start the extractor now. This part is also simple. Let's add some edges, and extrude them. Then, let's add edges for the smooth (picture 4).

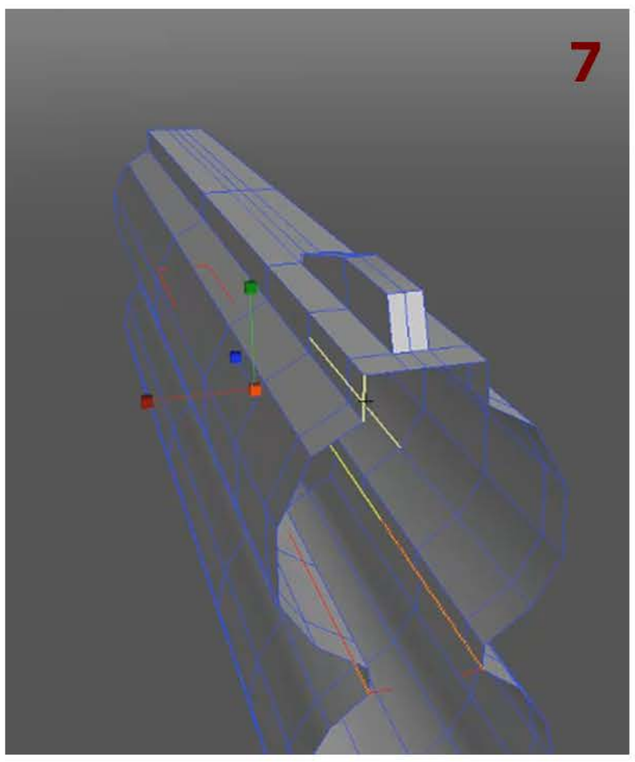
Now we can start the barrel. For that, we first need to delete some face on the cylinder, merge them, then do a bridge between the two meshes. (picture 5). Then, let's add other edges in order to prepare the extrusion for front sight. Then, let's do the the extrusion and move the vertices to fit the shape (picture 6).

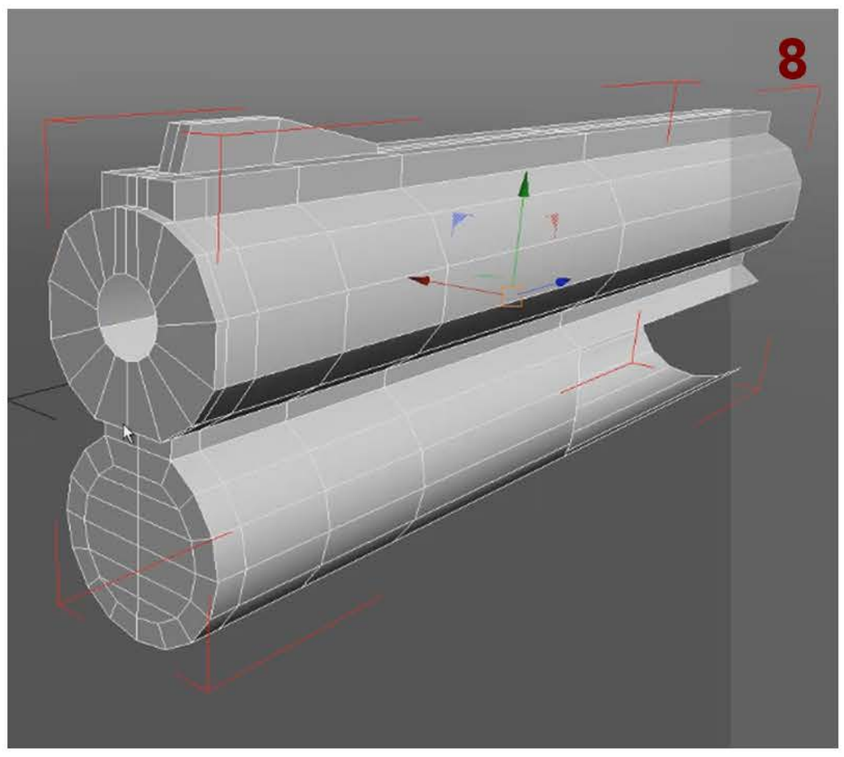


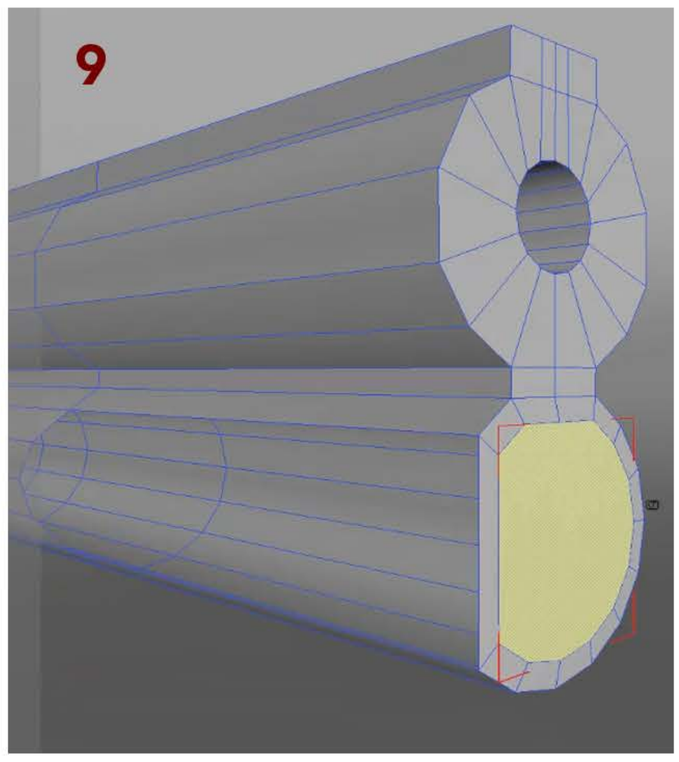




3. Let's select the vertices on the top and use the scale tool to make it flat (picture 7). Then, we have to close the mesh. Let's start with the front part. To close the hole, we have to use a combination of the bridge tool, the append face tool and the bevel tool (in extrusion mode). As we need a hole in the upper part, let's make the wireframe round (picture 8). Let's to the same at the other end, and to a bridge between the two small hole we kept in the wireframe (picture 9).







4. Now that the both ends are close, we need to finish this part with closing the rest of the wireframe. For that, we mostly use the extrusion mode on each edges, then merge the vertices together (picture 10).

The mesh is now done. We just need to add edges for the subdivision mode. Don't forget to add them on the inside of the cylinder too!