

This is the PDF version of the video tutorial (PART I) of the Revolver modeling. This tutorial explain the main part of the modeling but if you want more details, it's better to watch the video on our official Youtube Channel: Shade3D Channel.

This tutorial will be in several parts. The first part of this tutorial will focus on the basic shapes of the revolver. Then, we will detail each part of the revolver.

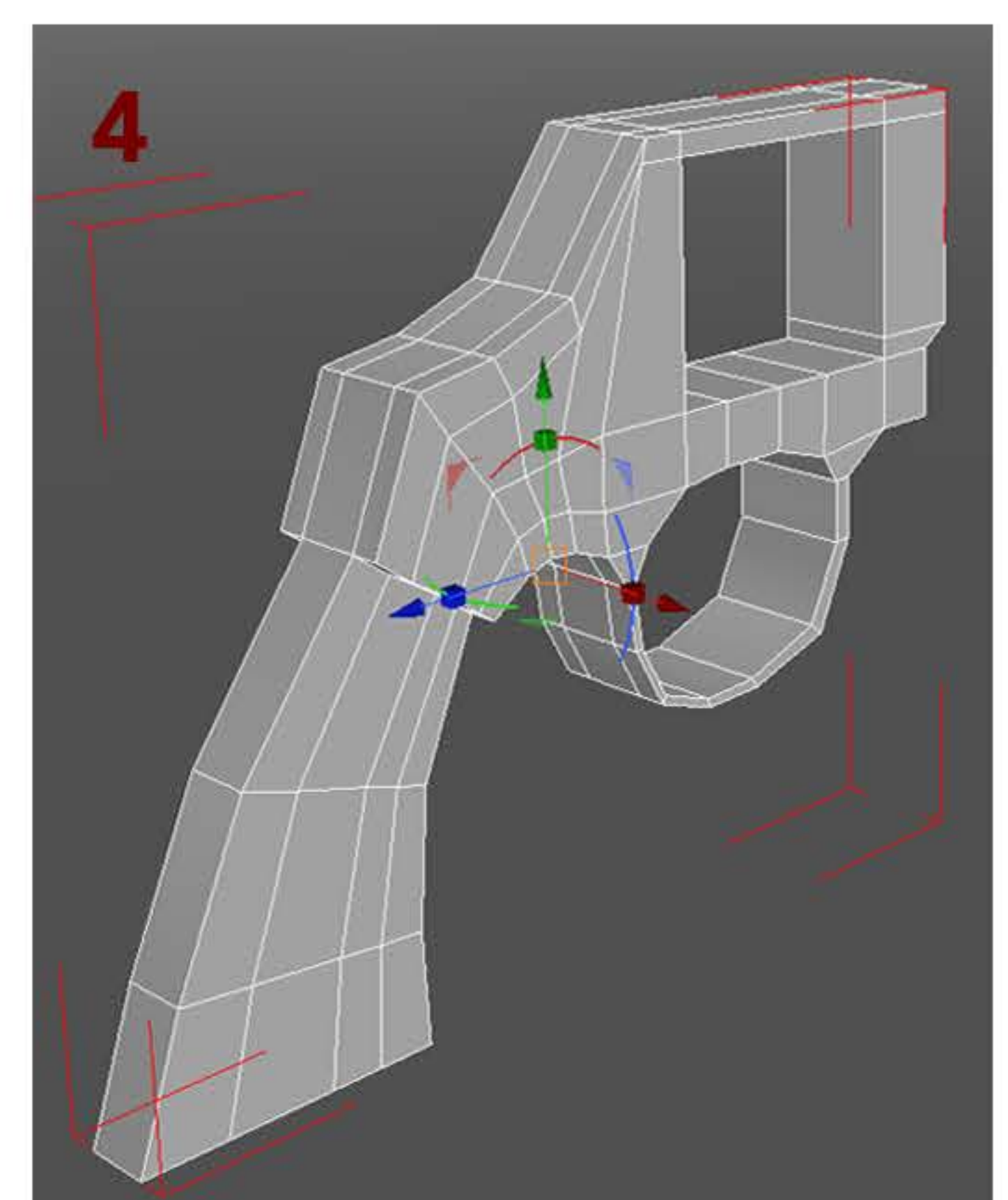
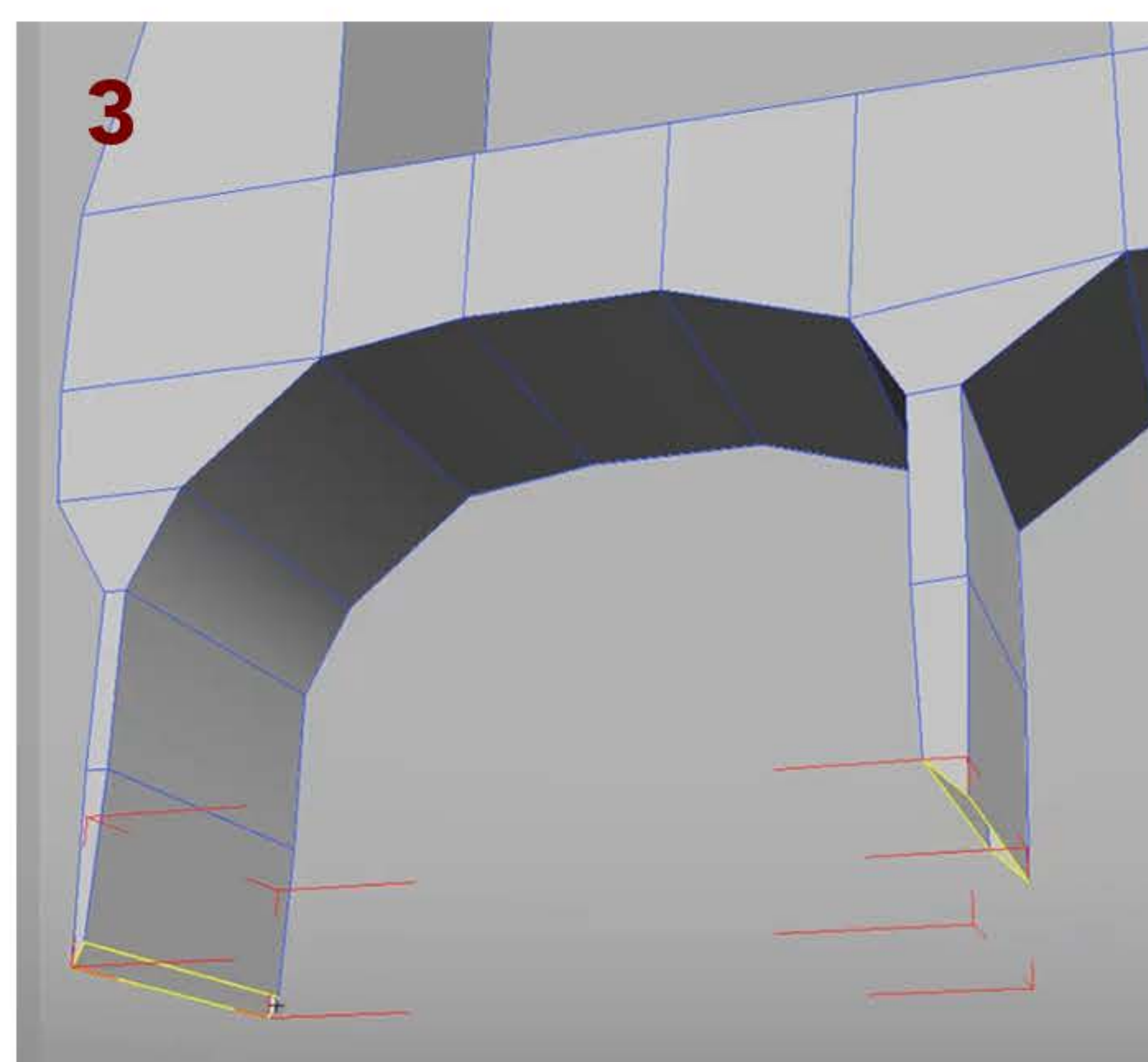
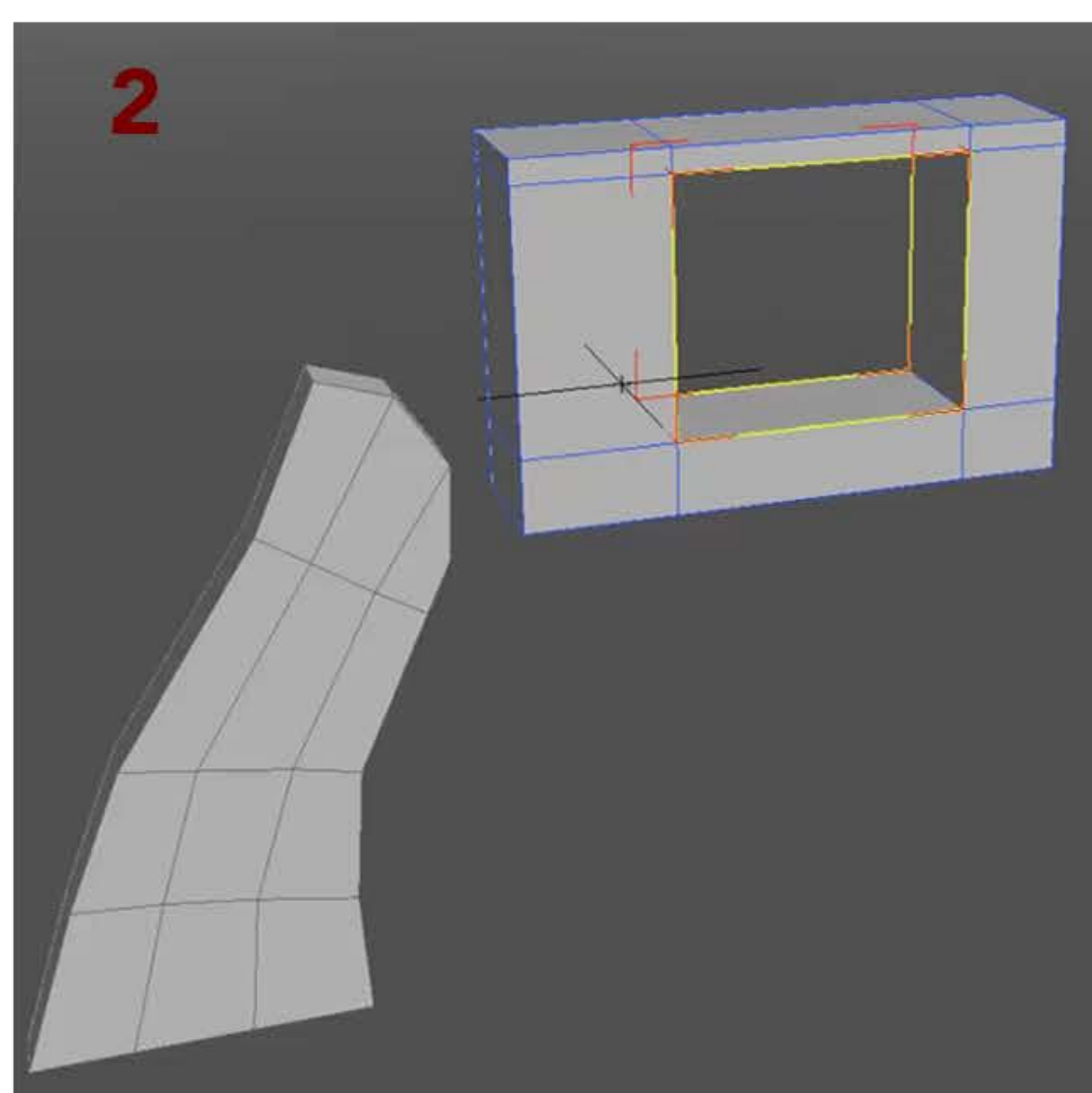
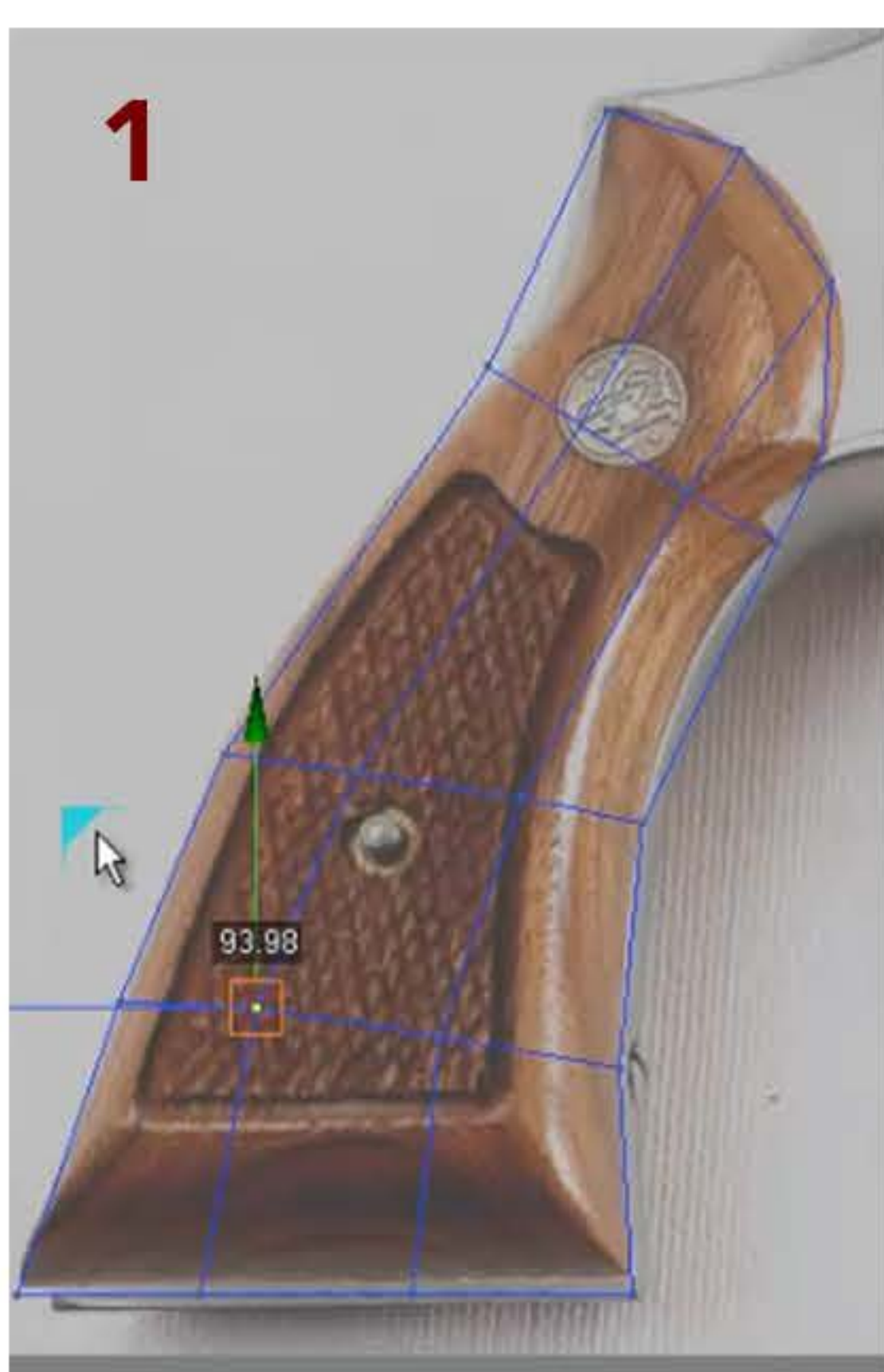
## Modeling of the revolver :

After gathering a few references for your pen, put an image on the background of Shade. I choose a Magnum 357 of Smith and Wesson for this revolver. There is a lot of different model, but this methode will works for any of them.

1. The first part of this tutorial is really simple. We will focus on the basic shape, and just use primary meshes with some modifications. Why do we start like that? It's better to have a view of the whole model in 3D, before starting detailing. That way, we can compare pieces to each other, and see if we have the right proportion.

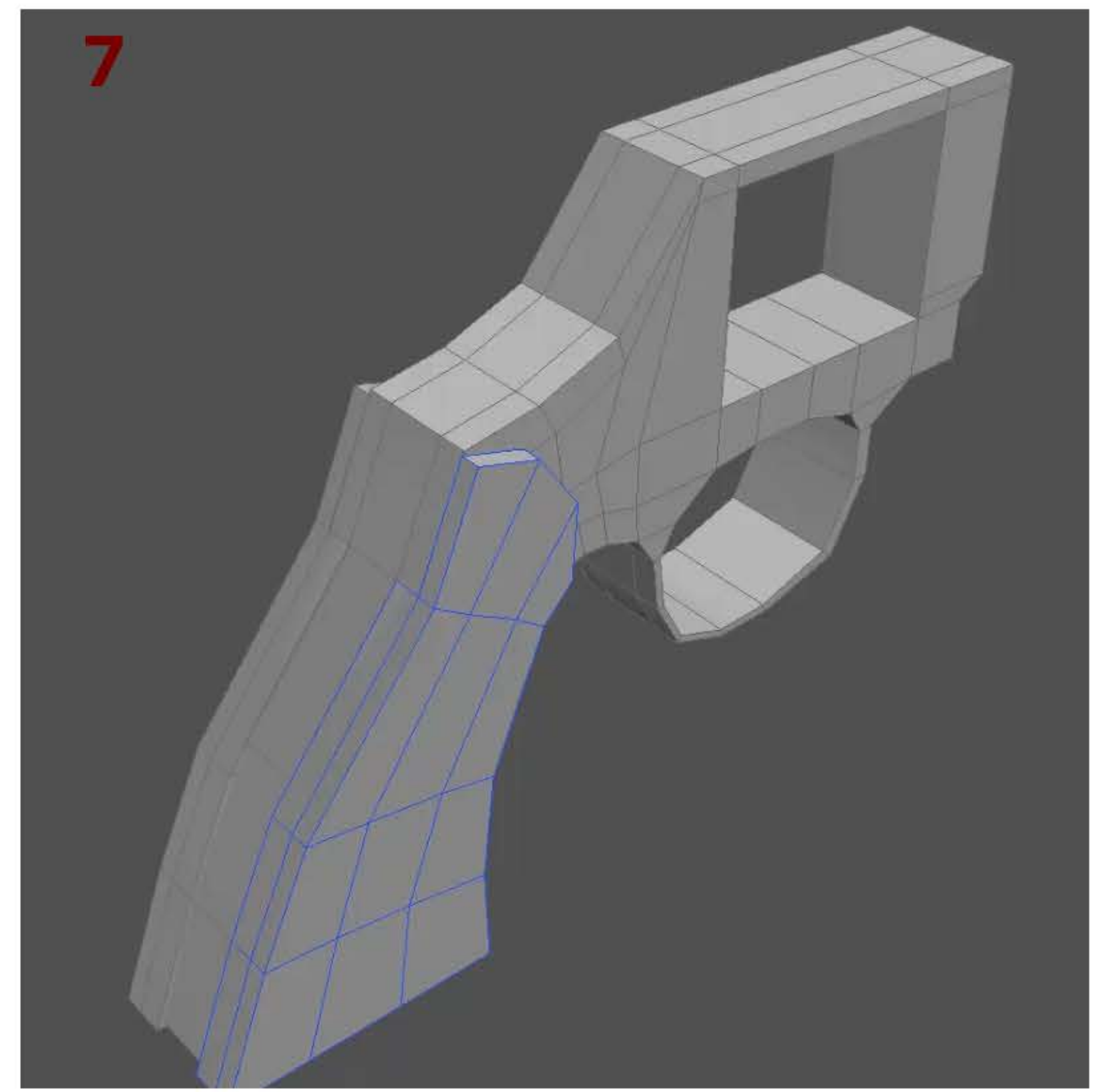
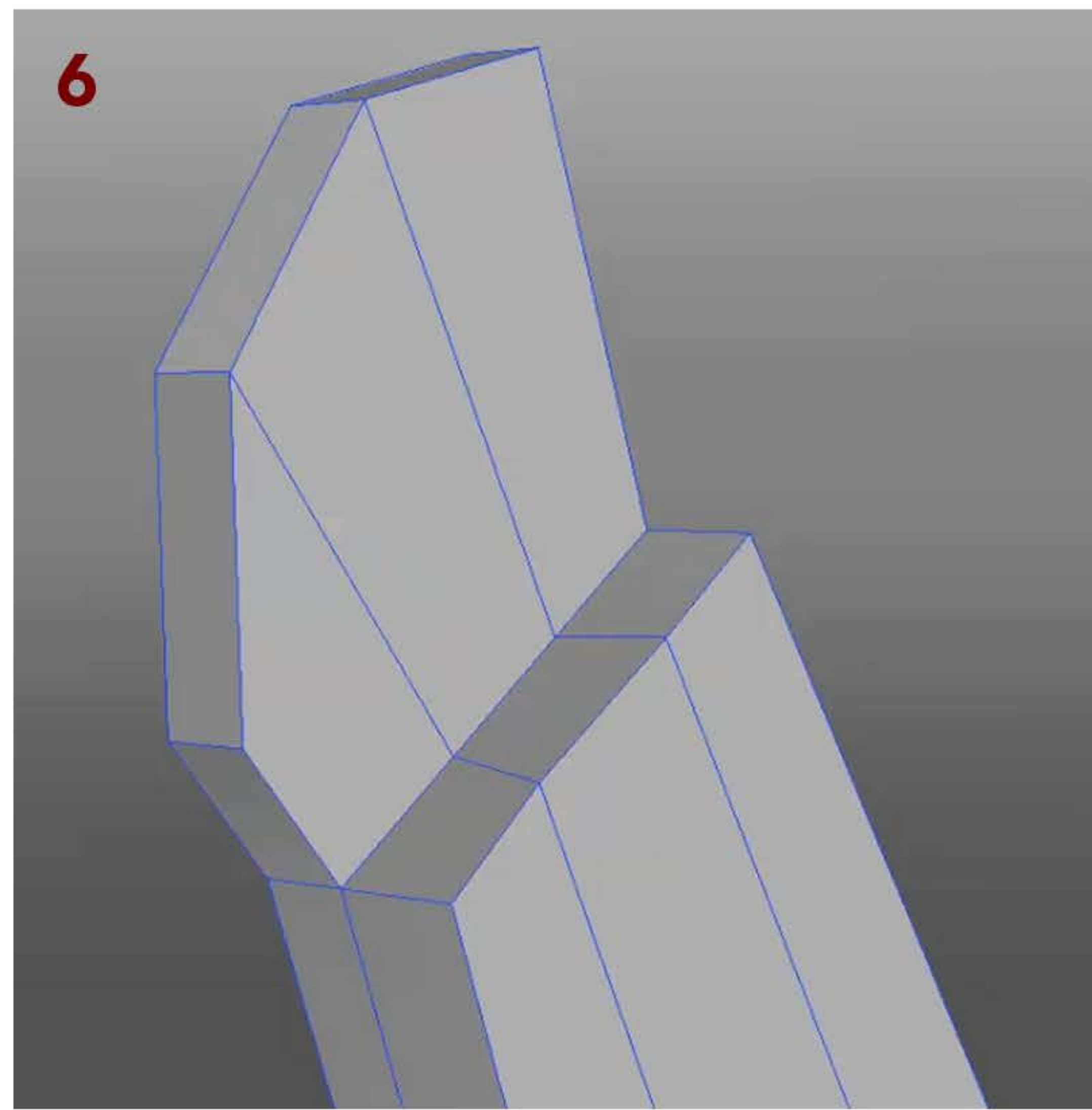
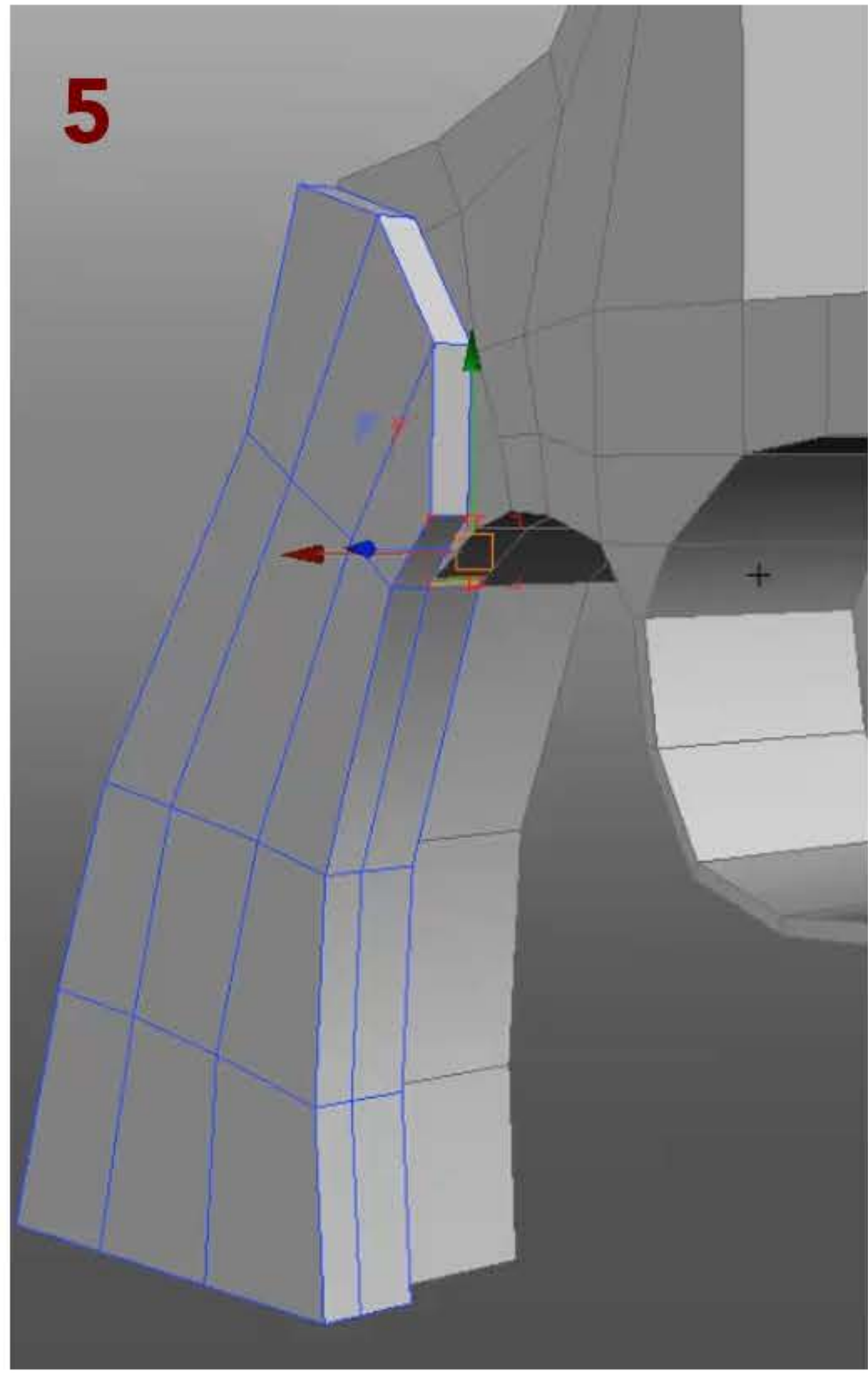
Also, the image placed is only one side. Being able to see the whole model in perspective is a good thing. That way, it's easier to judge proportions and see if we need adjustments.

We will start this model we a cylinder for the barrel. Then, we will create a cube for the grip, and add some edges to have a better form of it (picture 1). Then, we will do the same thing with the body of the gun. So we create another cube. This is the most complex form of the gun, so even if we want to keep it simple, we have some operation to do. First, we need to create the hole for the barrel. For that, we add some edges, delete the central face, and create a bridge to close the hole (picture 2). Then, we will add some more edges, and to give the body a better form. We will need a other brige, to create the hole for the trigger. We just need to use the same methode as before: delete the faces we don't need, and do a bridge between the two hole (picture 3). After that, this is just a matter of adding more edges, do some extrusion, and finish the basic form of the body (picture 4).





2. Now that we finished the basic form of the body, we need to do some modifications on the grip. The grip is screwed on each side of the body. We need to delete the faces where the handle connect with the body (picture 5). Then, we need to close the hole with the bridge and the merge tool (picture 6). Now, the basic shape of the grip is done. We just need to place it against the body, and to a mirror, so we have both part of the grip (picture 7).



3. Now, we will do the basic shape of the other pieces of the gun. Let's do the trigger. We start with a cube, and just add some edges in order to modify the shape (picture 8). The process is the exact same for the hammer, with the two extrusions (picture 9). For the canon, we will just do two cylinders for now. The last piece we need to do, is the locker, on the other side of the gun. For that, I loaded a picture of the other side of the gun. This piece is simple, just start with a cube, add some edges and move them to have your basic shape (picture 10).

Now, the basic shapes of the gun are done. Even if the shapes are simple, we can see right away that this is a revolver. In the next tutorial, we will start detailing the handle.

