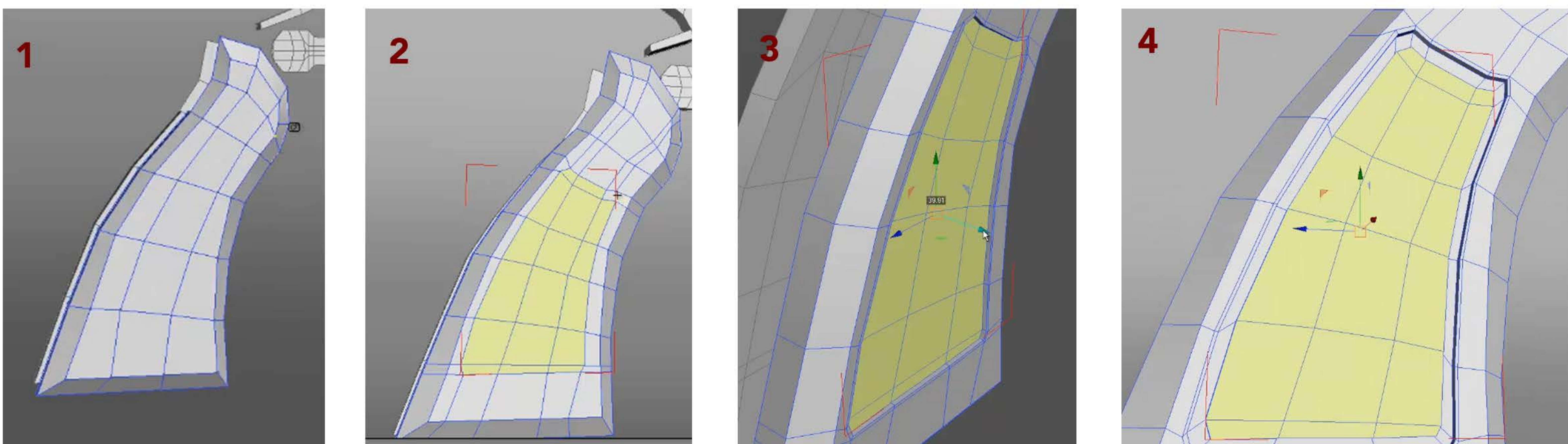


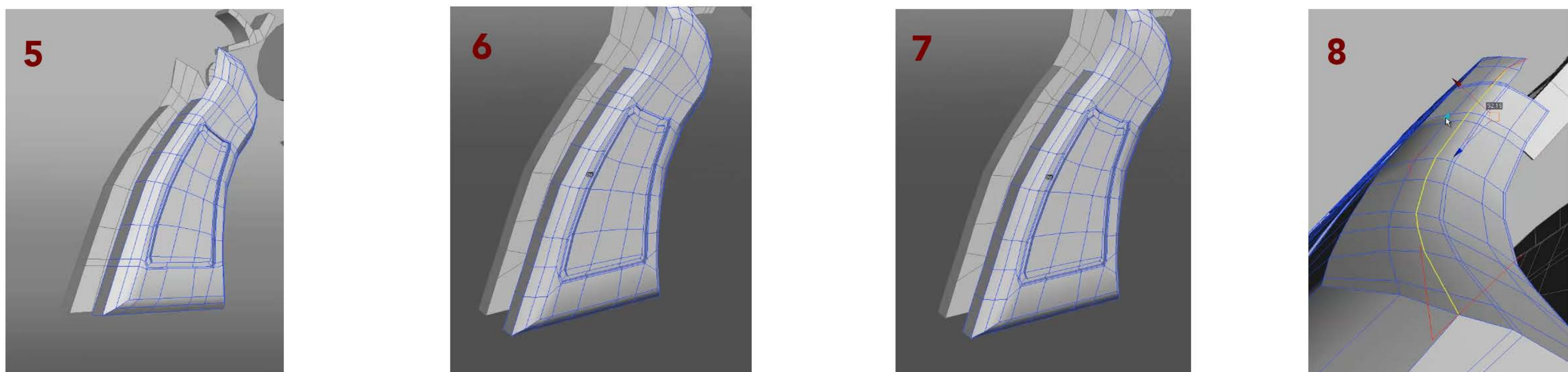
This is the PDF version of the second part of the video tutorial of the revolver. This tutorial explains how to do the handle in detail but if you want more details, it's better to watch the video on our official Youtube Channel: Shade3D Channel.

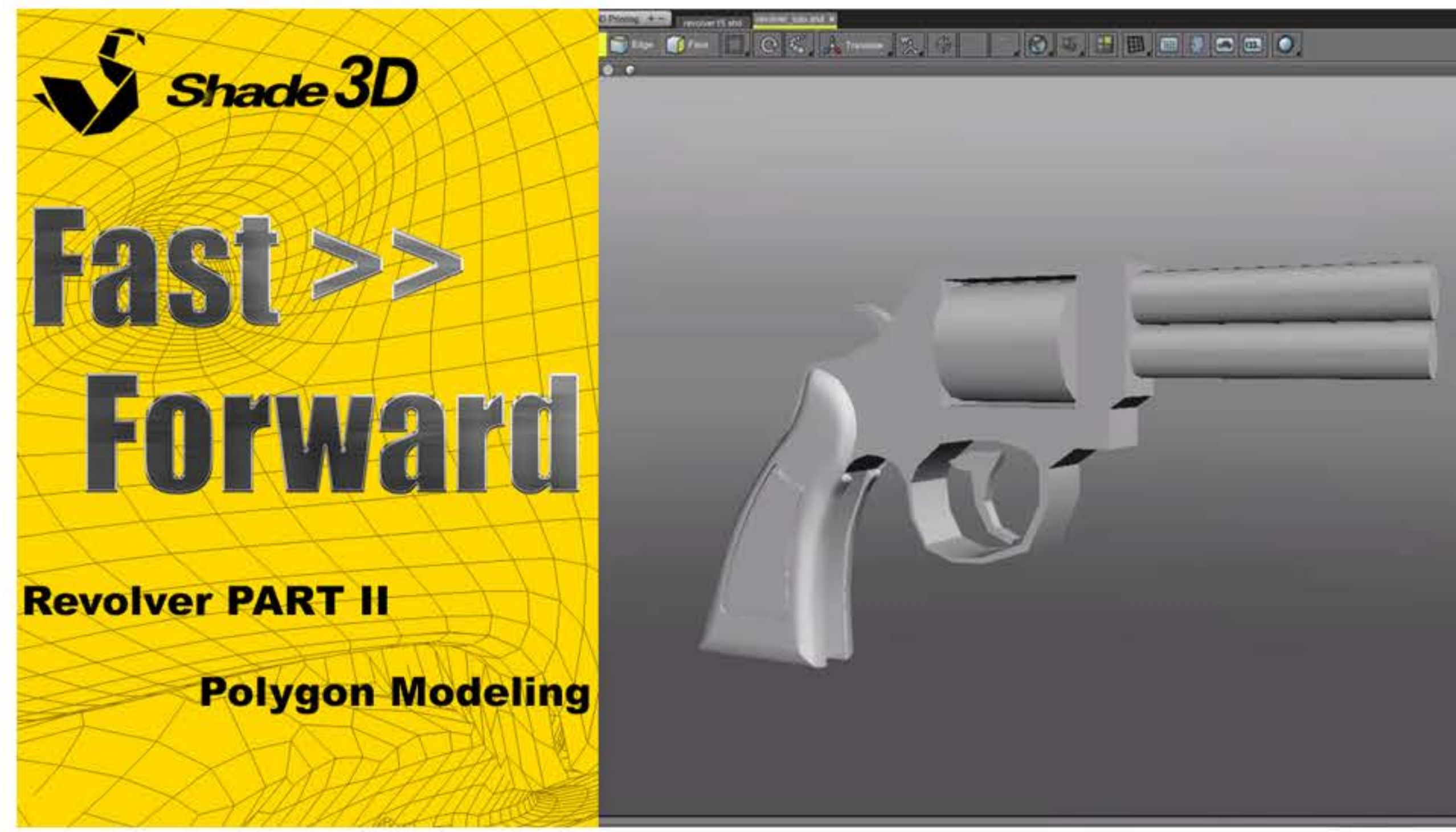
Modeling of the revolver part 2: the grip

1. We start with the base mesh we did before for the grip. This is basic, but this is a good start. First, we have to select the border edges of the model and do a negative scale. After that, as the scale is not perfect, it needs some manual adjustment, vertex by vertex. That way, we start to have the round edges of the handle (picture 1). Then, we need to add some edges in order to do the engraving in the wood. As soon as it's done, we just have to select the faces of the form of the engraving (picture 2), do an inset (bevel, option extrusion), then, do an extrusion toward the inside (picture 3). Then, let's do another inset in this inside (picture 4).



2. When the inside's inset is done, we need to do another extrusion (outward this time). Now, the general form of the engraving is done (picture 5). Let's add some edges, in order to make a better shape for our grip (picture 6). Now, that the shape is fine, we need to add edges for the open subdivision mode. For some part of the handle, this is a bit difficult because we need round edge, and adding edges for the open subdivision add also edges where we don't really need them (picture 5). We have to choose: modify the wireframe in order to delete those edges, or move those edges in order to keep the shape round. I choose the later one (picture 8).





3. Adding edges and make them clean will be the last part of our grip. This part is a bit long and repetitive, but necessary if we want a clean topology and a clean open subdivision. I suggest you to watch the video if you find this part a bit difficult. Adding edge for a smooth can be a bit difficult at first.

The handle is now finished! Next time, we will do the body (main part) of the gun!