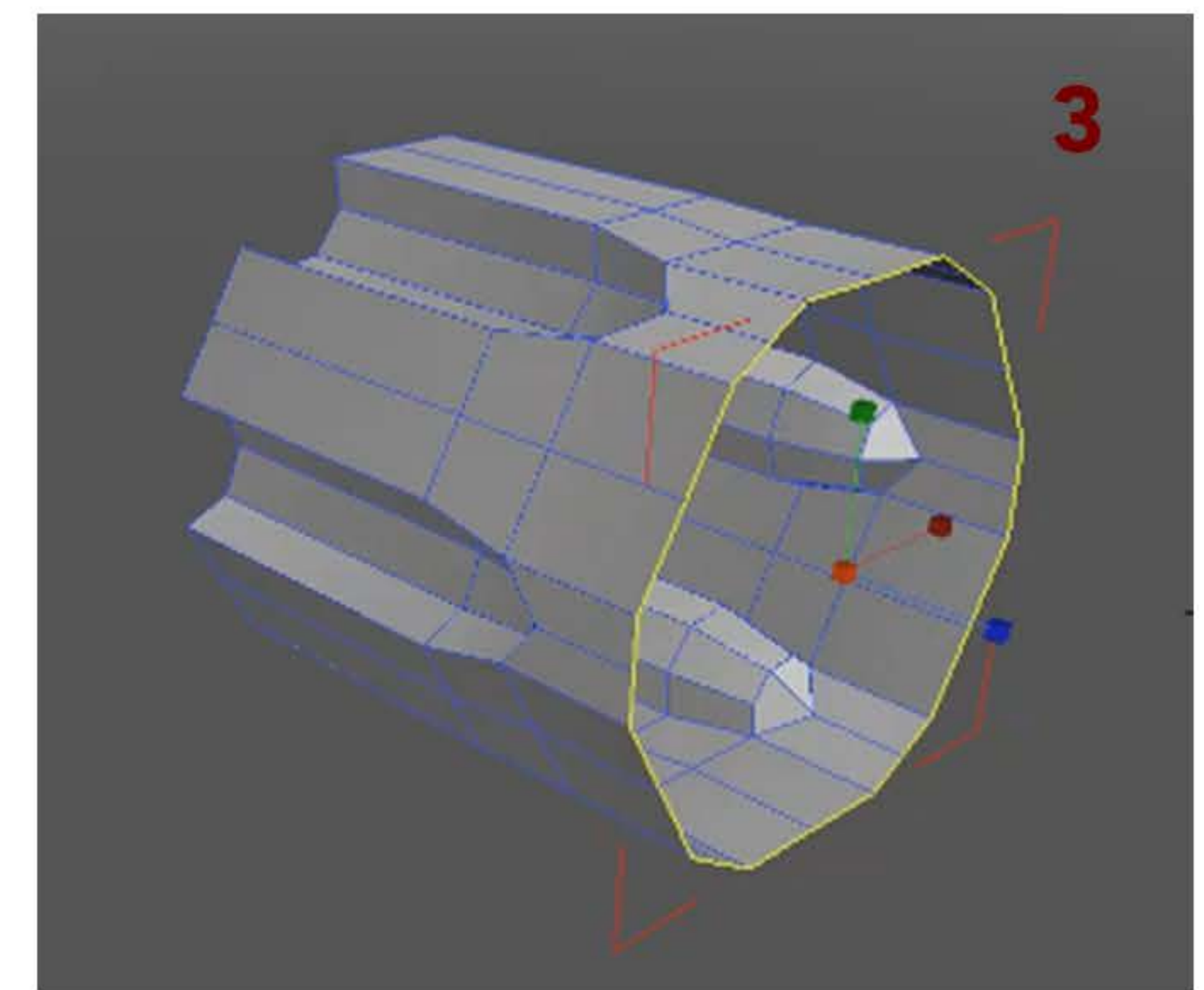
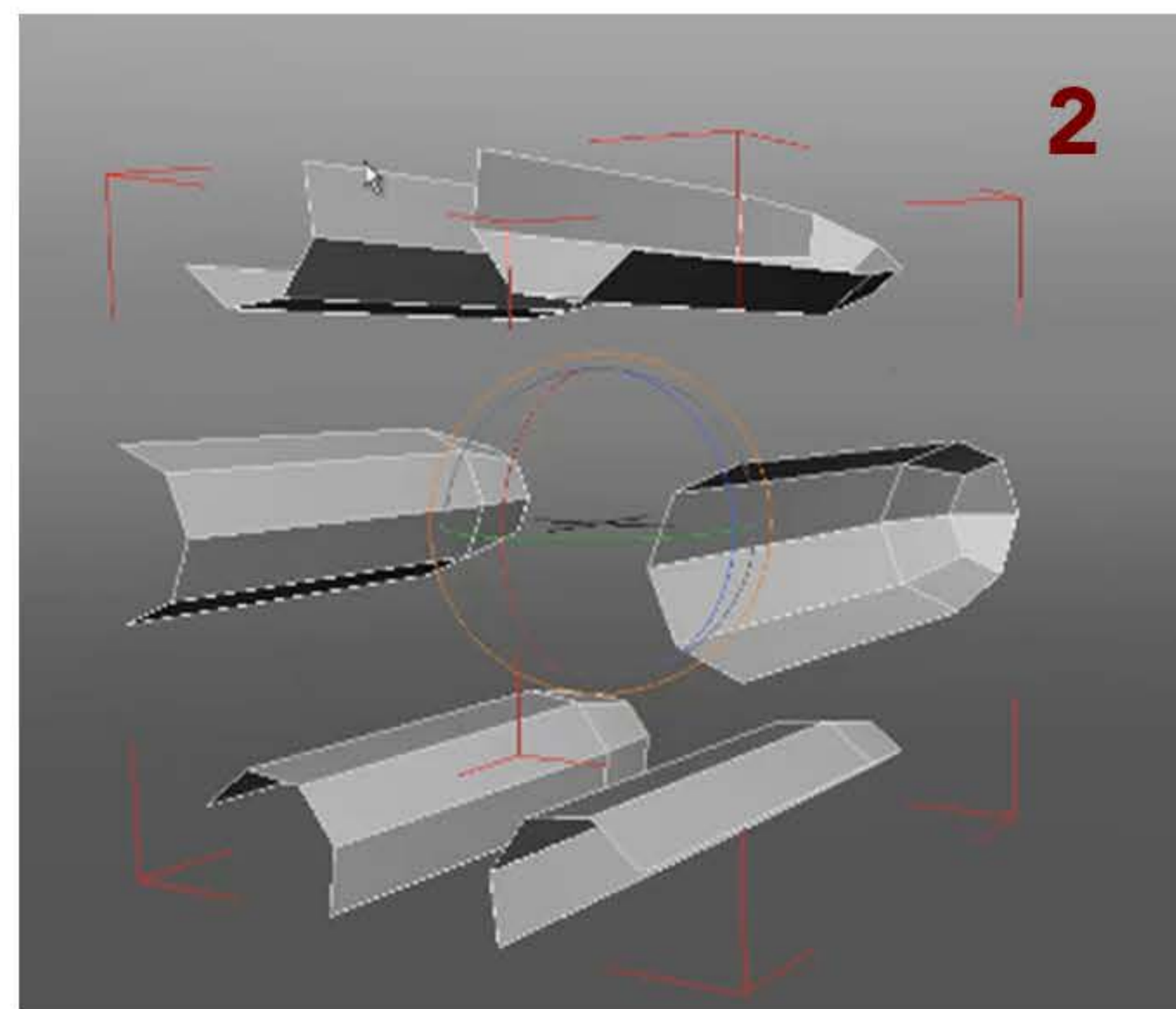
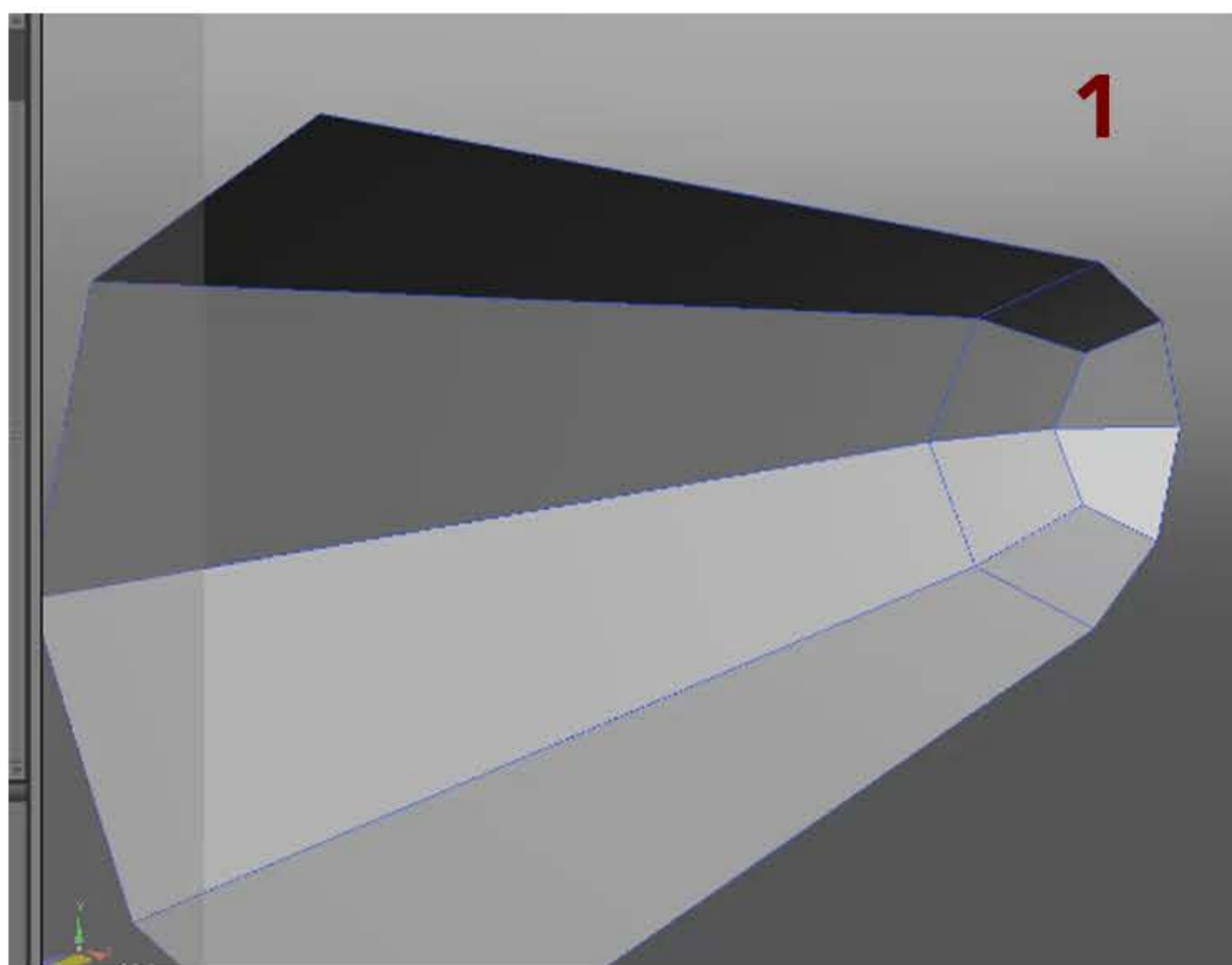


This is the PDF version of the fifth and last part of the video tutorial of the revolver. This tutorial explain how to do the cylinder. If you want more details, it's better to watch the video on the Youtube's Shade3D Channel!

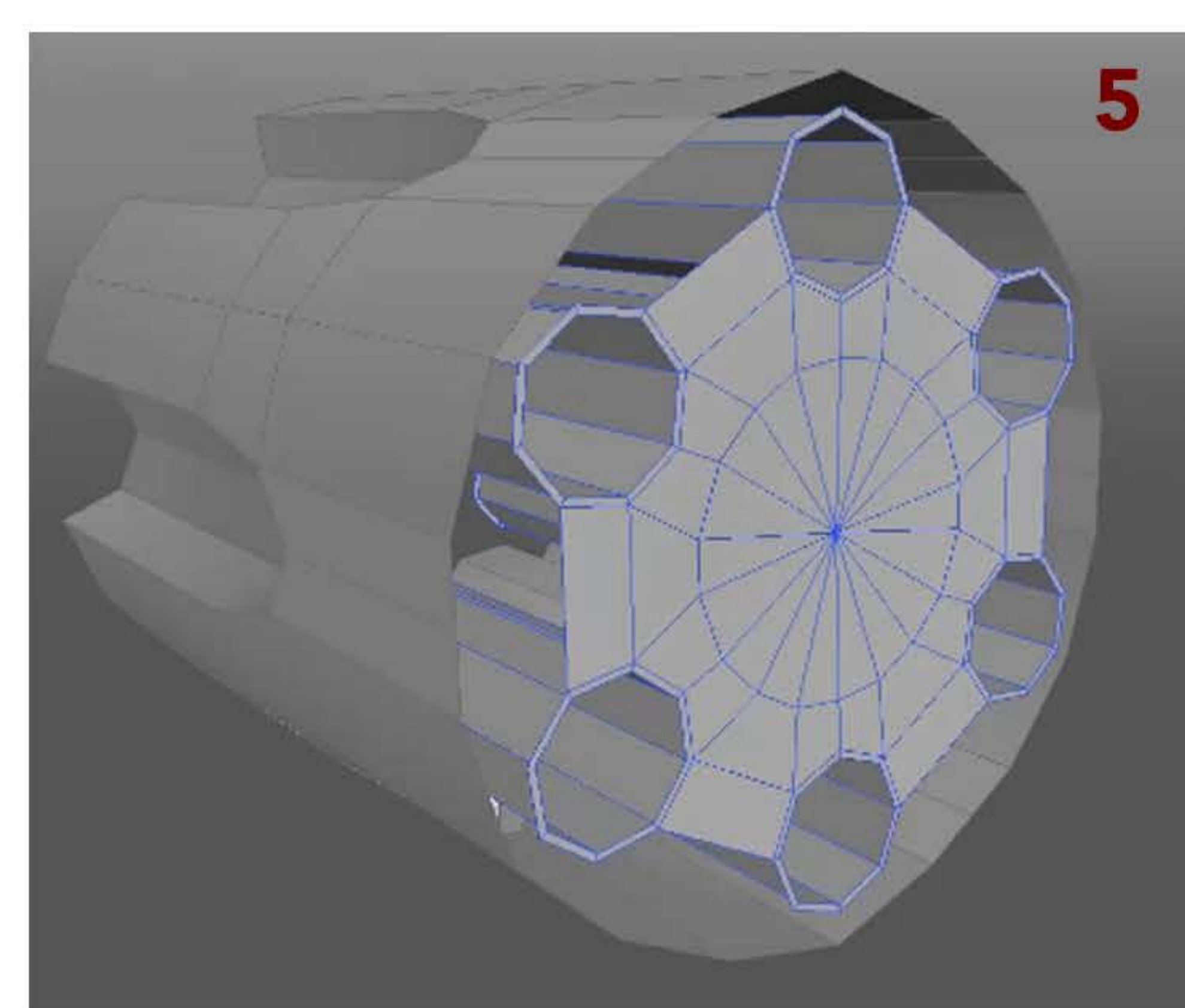
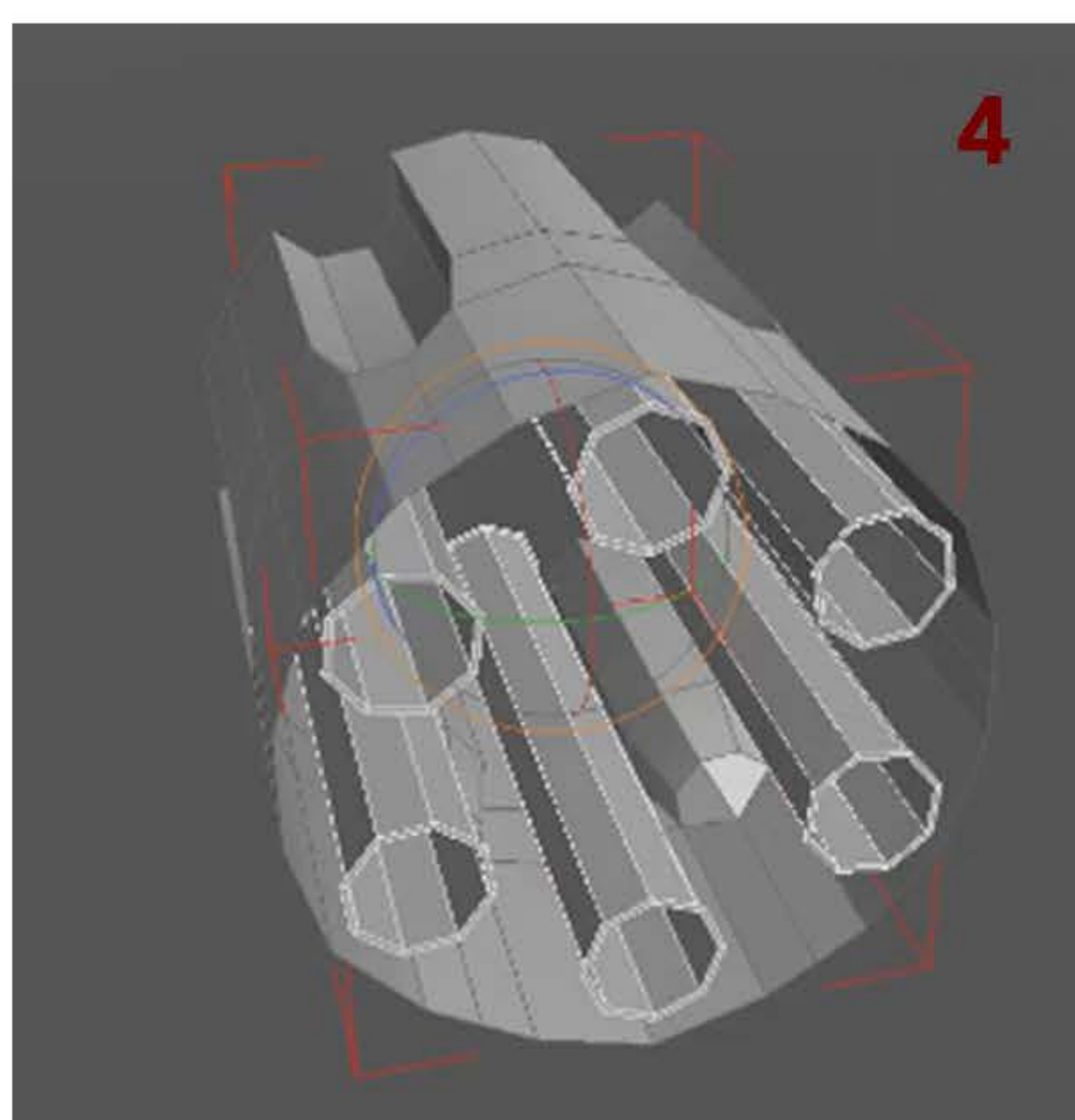
Modeling of the revolver part 5: the cylinder

1. This part is not really complicated, but you need to think of the wireframe before starting. With some trick, it become simple. So, let's start with a base mesh we don't use often, but which is perfect for the cylinder: the capsule. We don't want a dense mesh, so let's go for 8 on U and 4 on V. When the capsule is done let's delete half of it. Then, we just have to delete two edges on the inside. This way, it will be easier to add edges for the subdivision mode later (picture 1). Then, we need 6 of that mesh. To make it easy, let's start with a mirror and lock it. Then, we just have to do a copy of the mirrored mesh, rotate it by 60° and do the same thing again. Now we have our 6 parts (picture 2).

Then, we need to connect those 6 parts together with a bridge. In order to have the right number of edges for later, I did a bridge with a value of 2 (picture 3).

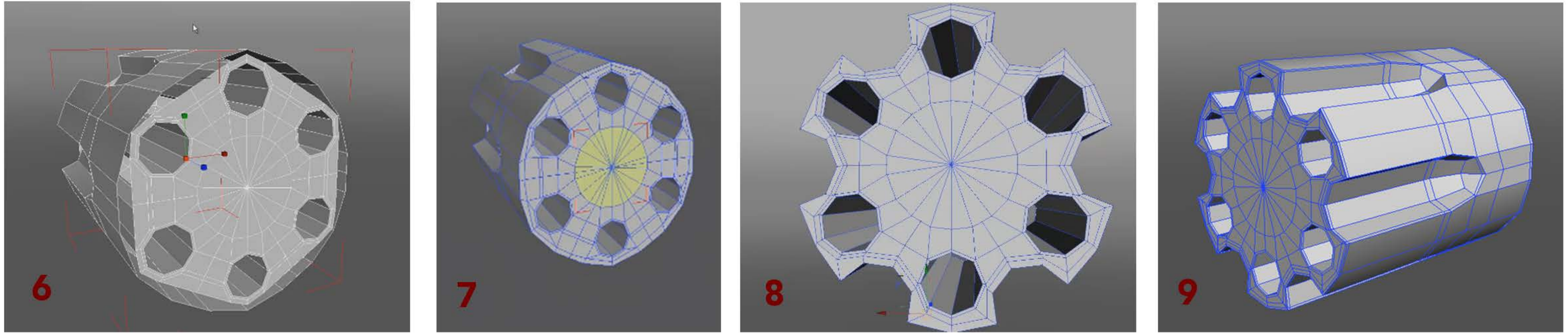


2. Now, we need to do the other side, with the six holes. For that, we will use a similar method. Let's start with a cylinder of 8 edges and duplicate it 6 times, like we did with the capsule (picture 4). Let's delete the cape of those cylinder.



3. Now that the two meshed have been merged into one, we need to connect them. Before connecting them, I added edges, so we have the same number of the edges on each side (picture 6). Then, we just have to make a bridge (picture 7).

Let's do the same on the other side (picture 8). Now, our mesh is done! Let's just add some edges in order to smooth the model (picture 9).



The modeling of our revolver is now done! You can add some more detail if you want, like the motif on the grips but you can add that with textures if you want. If you need more detail, don't hesitate to watch the video or download the final model.

