

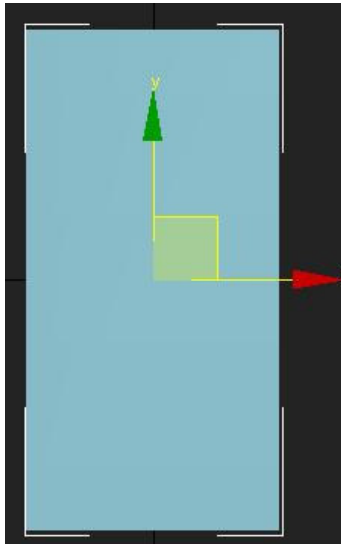
Quick Spline Modeling Tutorial

Written by Maestro

Making odd shaped weapons using splines.

First you need a good pic of the sword from the side as much as possible. The bonus is that if you find a really good side shot you can use it as the texture afterwards. You want to rotate the pic in your photo editor of choice (it doesn't need to be neat, it is just for reference) so that it is straight up and down.

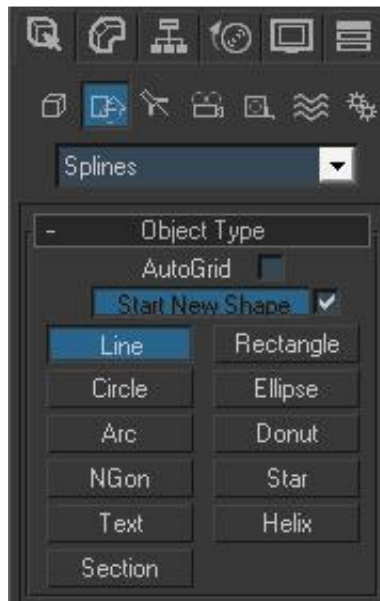
In max switch to left view, smooth and highlights. create a plane and then adjust the size in the panel to 4 high, 2 wide (9 high for really big swords but no taller), with 1 length and width segments.



Open material editor, select standard material, go to maps, diffuse map and find the pic of your sword. Go up to parent, show in viewport button and apply material to the plane. This should give you your pic flat across the plane. this is just for reference and will be deleted afterwards.



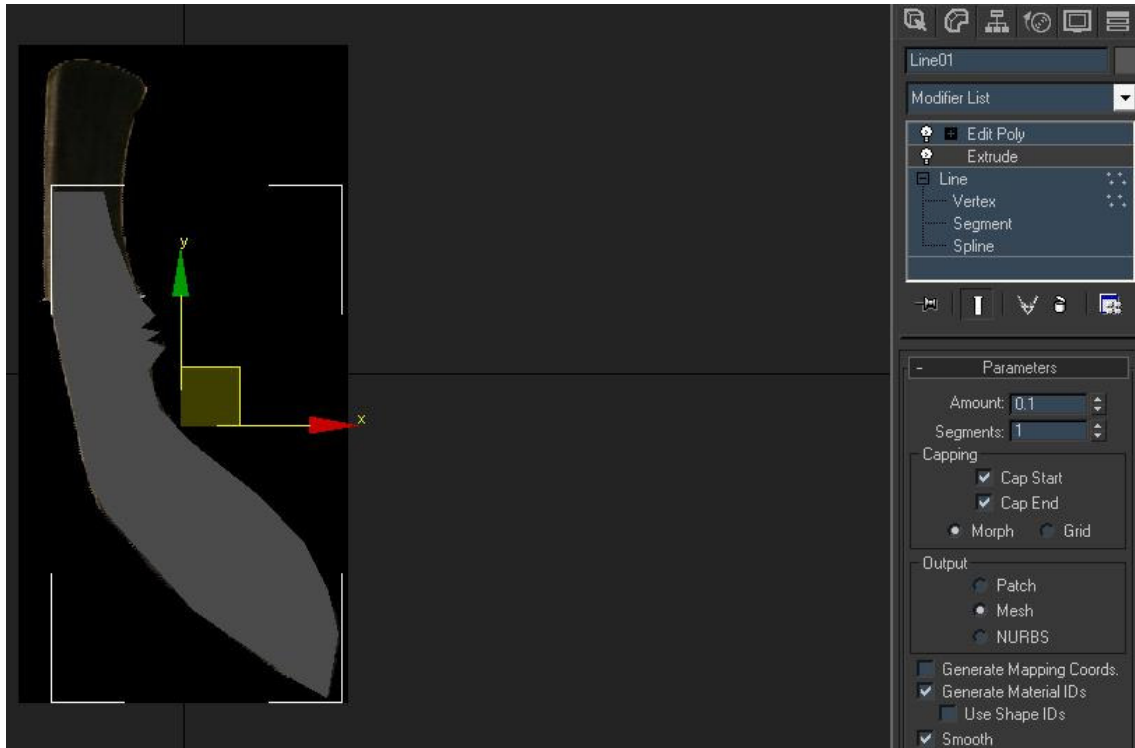
Now go to the create panel, go to the second tab shapes, make sure the dropdown is on splines, click the line button.



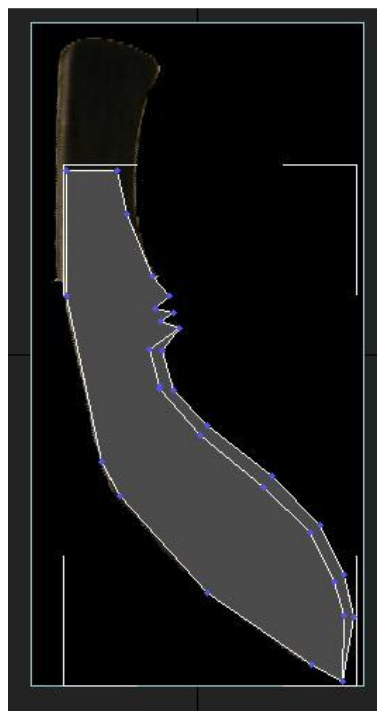
Now go ahead and use this to outline the blade (only the blade) of the sword just the way you would use a lasso in paint. go all around the blade and up into the handle a little, just the way the actual blade would be constructed. When you get around to your first point it will ask you if you want to close the spline "yes" you do. If you have a weapon with holes in the blade like my vladris in the swordpack, make another line around the hole or multiple lines around multiple holes and then use attach to attach them all together.



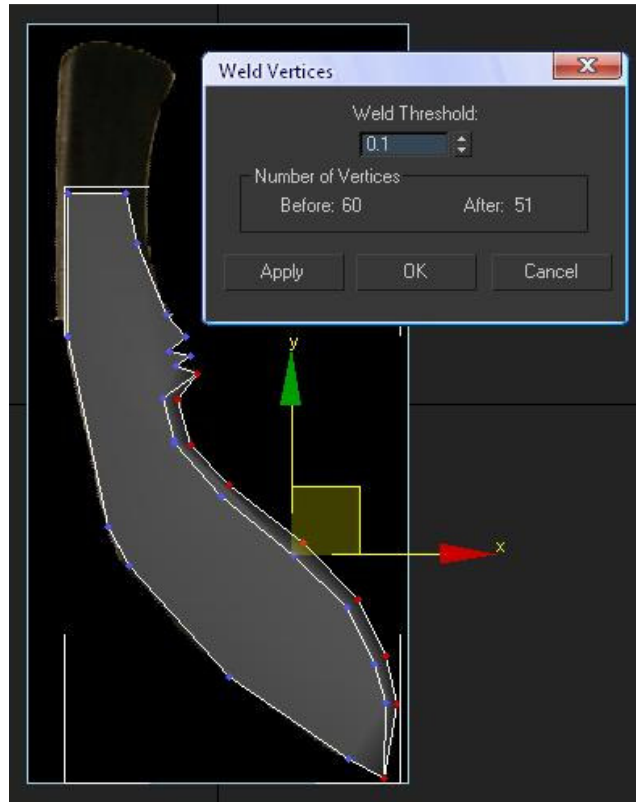
Now go to modifiers and use an extrude modifier. set it to .1 extrusion, 1 segment (.2 for really thick and beefy swords). And then add an edit poly modifier on top of that.



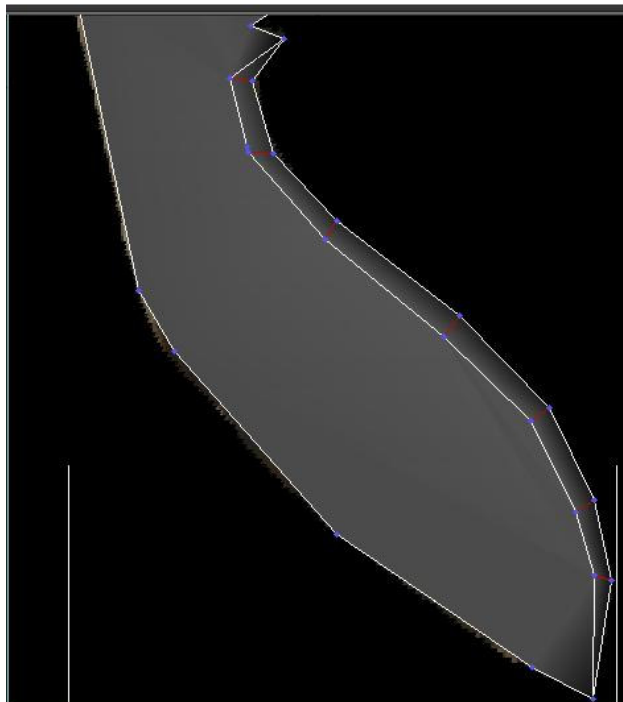
Now you have a blade! but it's not sharp. So now we want to use cut. Switch to vertex select and make sure you've pressed f4 to get edged faces. Right click go to "cut" which is above quickslice. click on the tip of the blade (you'll notice the shape of the tool change when your mouse is over the vertex) and start cutting. you need to click once next to every vertex along the edge, because we're going to connect them in a minute.



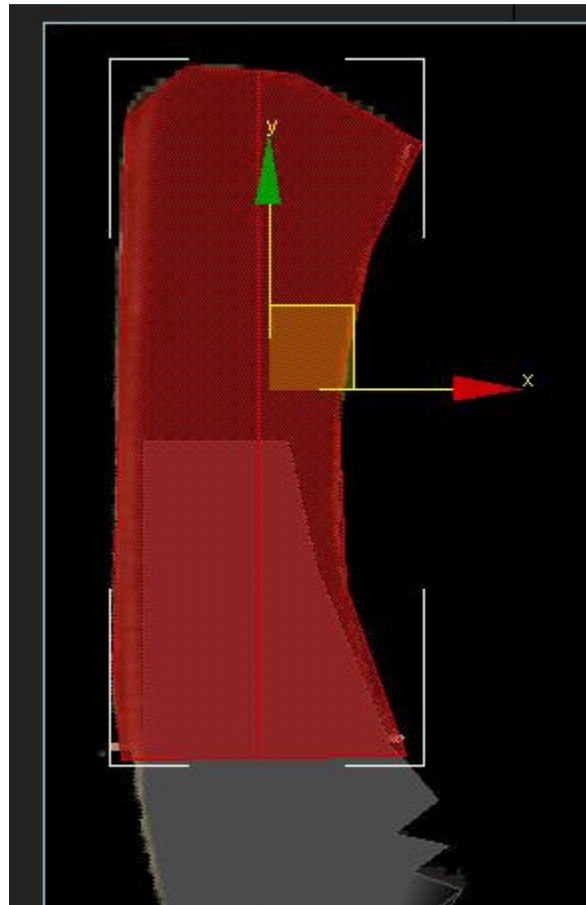
Now cut, unlike quickslice only does one surface not both, so do the same on the other side. Now select all the vertices along the blade (the sharp part), right click, select the box next to weld and set it to .1 (.2 if you chose a thicker blade) and the blade should weld together.



Last step, go to edge view, right click, create. and draw edges between the vertices along the blade. done.



You can use this method to make odd shaped hilts as well, this is particularly good for the classic knight type swords with the big guards. Just after you create it using the same method, go to poly select, select all your polys and do a quickslice right down the middle so that you still get the hexagonal shape to make a nice round hilt.



As you can I'm sure see, splines can be used to make all sorts of really odd shapes quickly and are really useful. Their coolest use is in making houses. it is the fastest way to make a collision representation of the house or add that beam that runs all the way around the bottom of the house instantly with 2 attached splines. some even use them to make face models (I don't understand how that works).