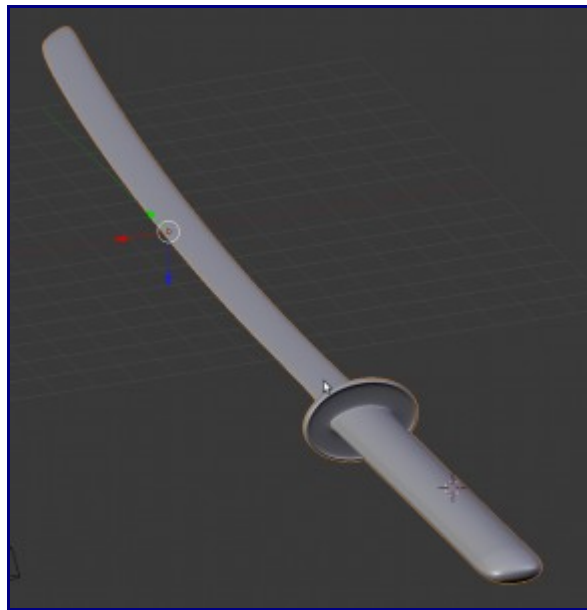


## Katana Project – Sculpt Stage

Important note: This section is the only one (so far) in which Blender version matters. The tools and work flow I am using is specific to 2.5.2 or later. You can still follow along in older versions, but it will require a bit of trial and error to get it to come out right as the ability to go from Edit Mode to Sculpt Mode at will is new to this version. Also note that this section will likely be the longest and most frustrating for those not used to sculpting in any fashion. Give the tools time, and don't be afraid to experiment. Its at least half the fun of learning to sculpt.

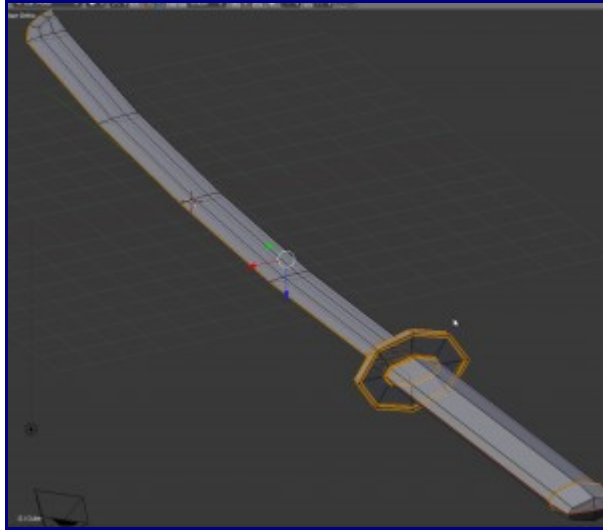
### Step 39

1. To get started with the sculpt, we need to first get the Multires modifier applied. Modifiers are located on the right hand menu. You will find an icon that looks like a wrench. Click on it.
2. Now, go to Object mode. Select the katana.
3. From here we can apply a Modifier. Click on Add Modifier in the right panel and you will see the different options. Click on Multires.
4. Hit apply.
5. Hit Subdivide a few times.



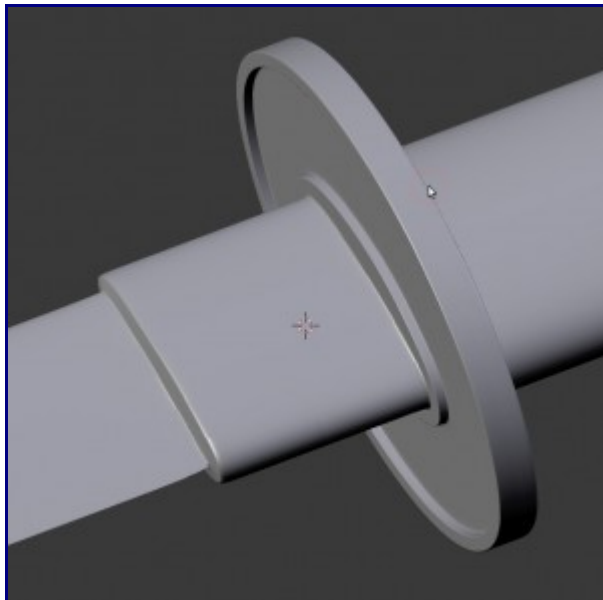
### Step 40

1. Looks like a crappy hunk of clay, huh? Well, we need to fix that. This is where a handy little tool called Edge Crease comes in. Switch back to Edit mode and you will notice all the smoothness goes away.
2. Select all the Edges which we want to remain hard, as in the image.



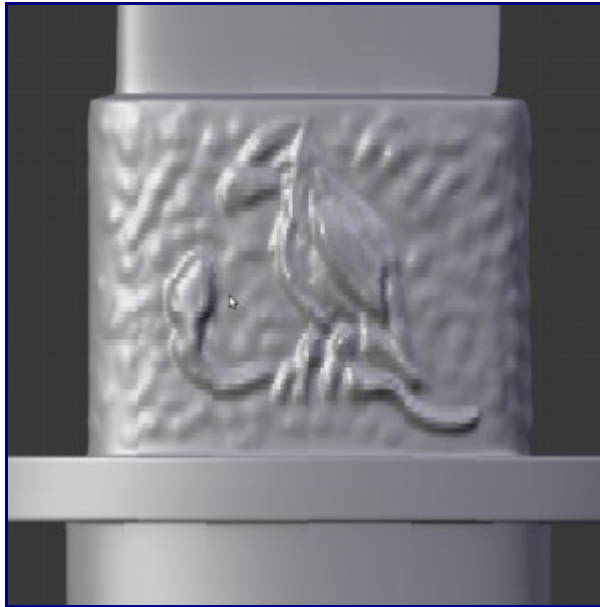
### Step 41

1. Use the Edge Crease tool (Ctrl E) and move the mouse left and right. You should see a number in the lower left hand corner changing as you do. Get this number to around +0.5.
2. Switch back to Sculpt mode and you should see gently curved edges, like a real object would have. Very nice.



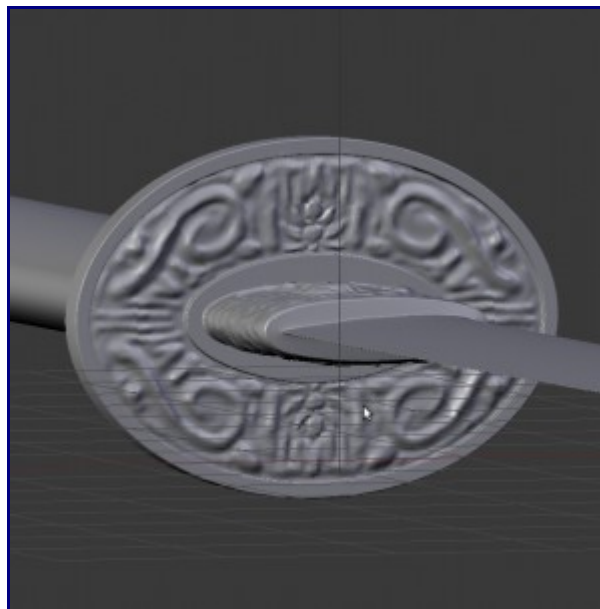
### Step 42

1. Zoom in on the top view of the base of the blade.
2. Here we will decorate. Z symmetry is useful if you want both sides to be identical. I don't, but this section is much more free form than the others. I am going to put a stylized eagle killing a snake on one side, and a mountain with a sun rising behind it on the other (both are very symbolic of the clan this blade belongs to in my fantasy setting, feel free to build your own).



### Step 43

1. Next we are going to work on the tsuba. Again, anything you want, but I am going to put a stylized lotus flower and some geometric designs on mine.



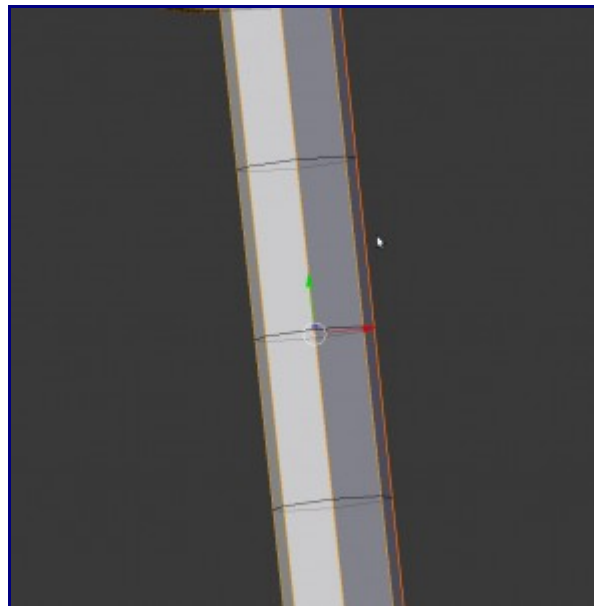
**Step 44**

1. Now to the pommel. Here I will make something akin to a jewel and setting, and surround it with stylized wings. Again, this all fits in with the theme of the sword we are making.



**Step 45**

1. If you try to sculpt on the handle now, you will notice that there is not enough subdivisions available, even at multires level 6, to get anything that doesn't look like crap. To fix that we need to take another trip back to Edit Mode. Select the ring of edges that make up the handle and subdivide them twice.



**Step 46**

1. Now we have a lot more polygons to work with in sculpting, making the handle much easier to make look nice. Here we add in the details of the wrappings.
2. Its best here to be loose and not worry so much about being perfect. Actually it looks much better if its not perfectly wrapped. A little be more believable. Concentrate on only working in one direction per wrap and use a slightly smaller brush size and lots of strokes to give it a more cloth-like texture.



**Step 47**

1. We have only one more task before we are done with sculpt mode. The blade still looks more like wet clay than it does a deadly hunk of steel. There is a simple fix though. Back to edit mode and our friend, Edge Crease.
2. Select the inner loop that makes up the interior edge of the blade's cutting surface, all the way up to the tip.
3. Crease this selection up to a full +1.0. Go back to sculpt mode and admire the lethal sharpness! You could also put in a few nicks across the blade if you are going for a more beat up looking katana. Again, it all depends on your purpose.
4. Save!

