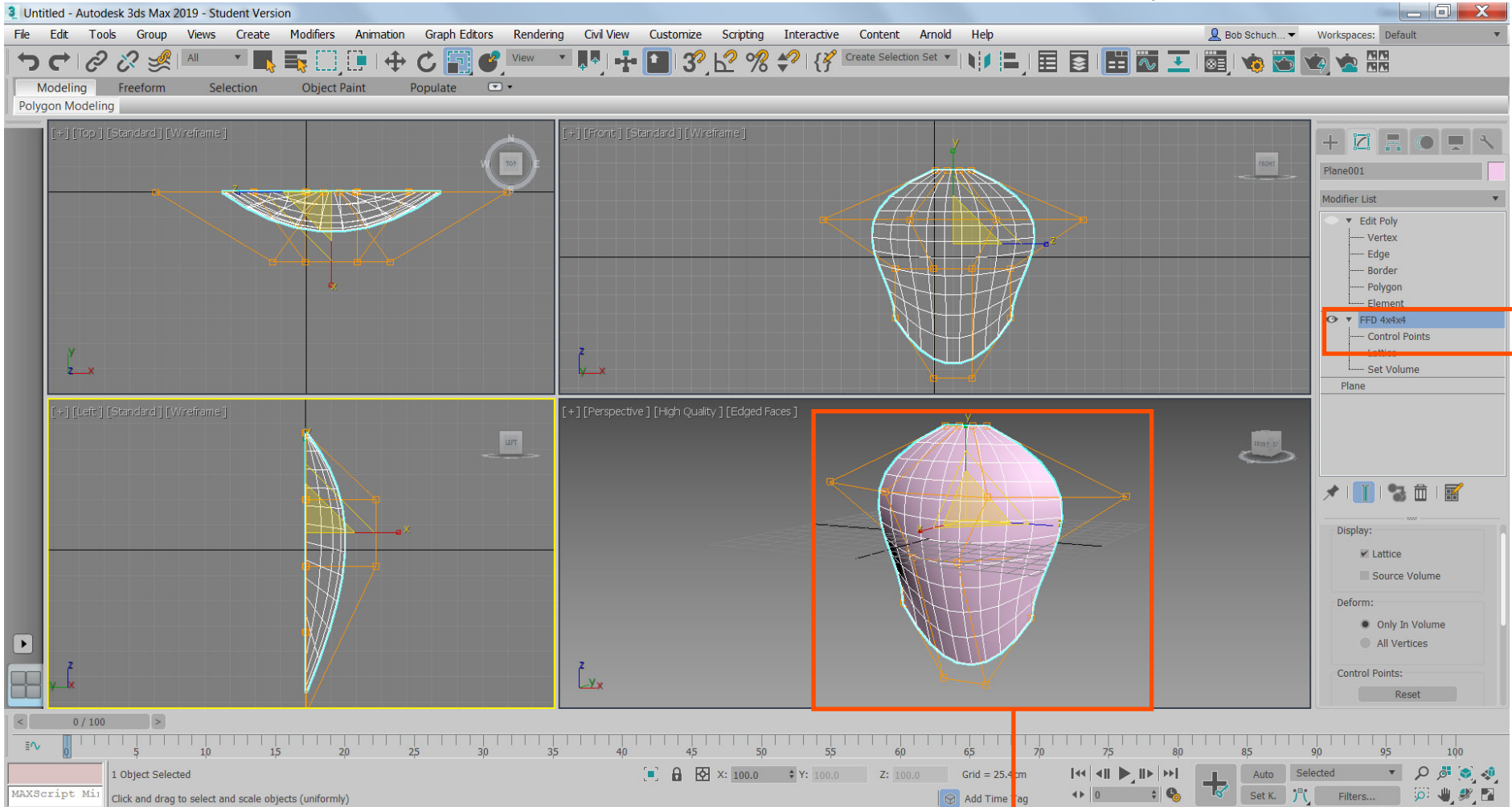# Modeling A Warrior Shield

Shields are easy. They can be decorated with bump/normal maps for details.

1. Begin with a plane set with some segments
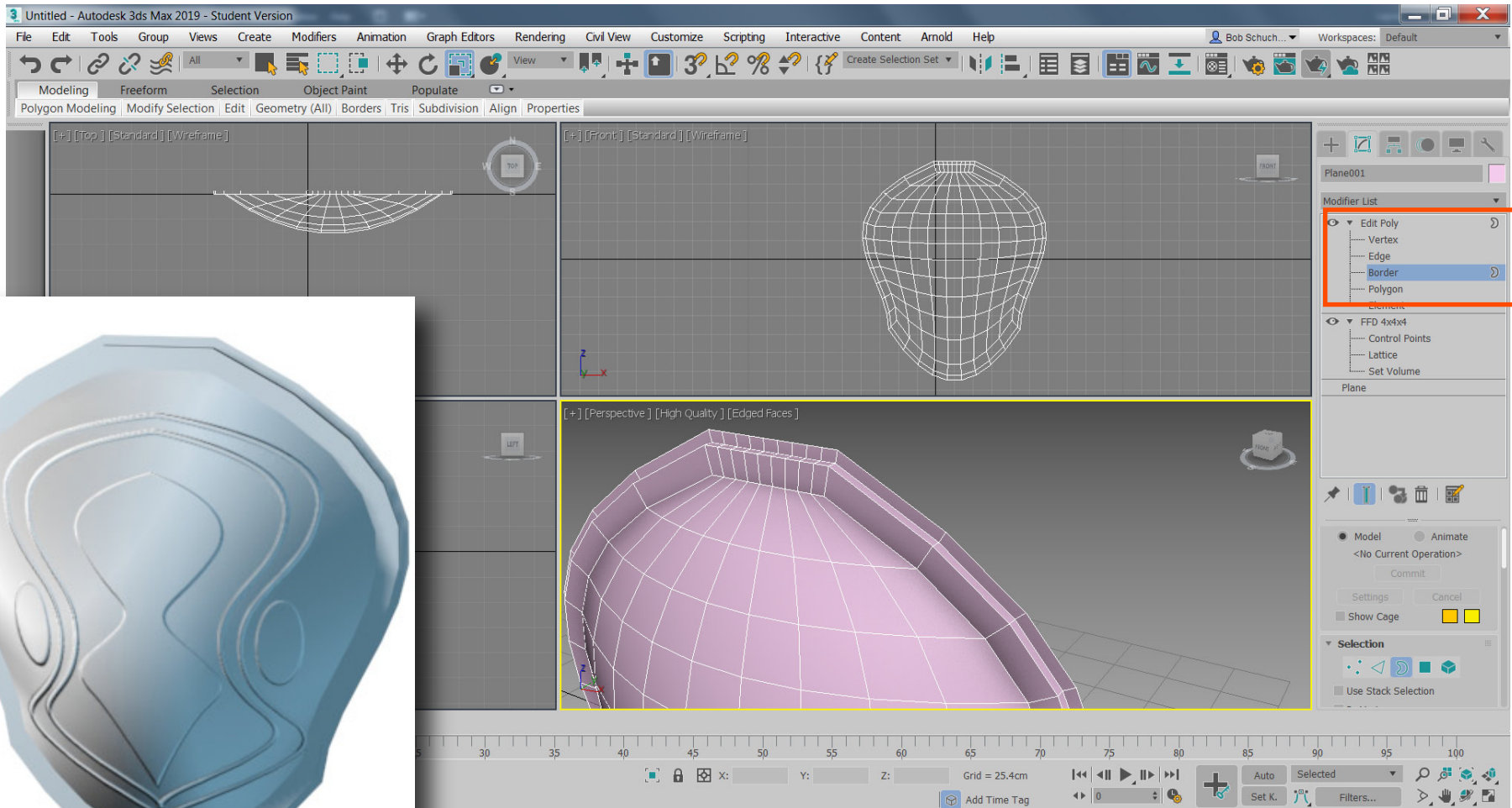
2. Add an 4x4x4x4 FFD modifier. Open to "Control Points".

4. Move the Control Points to bulge the plane out and shape the contour.

5. Add an Edit Poly modifier , select "Border" and extrude edges.

Detail the shield using a material with Bump Mapping