



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

1. Begin with a plane set with some segments

| itled - Autodesk 3ds Max 2019 - Student Version  |  |  |
|--|--|--|
|  | Rendering Civil View Customize Scripting Interactive Content Arnold Help | Bob Schuch ▼ Workspaces: Default ▼   |
| Image: Contract of the section Image: Contract of the section Image: Contract of the section   Odeling Freeform Selection Object Paint Populate Image: Contract of the section   on Modeling Image: Contract of the section Object Paint Populate Image: Contract of the section | iew 🔹 📭 🕂 🔝   3?, 12° % 🛠   {۶ Create Selection Set 🔹   11 💷   🗐 📑       |  |
| [+] [Top ] [Standard] [Wreframe ]  | I + j [Fent] [Standard] [Wireframe ]                                     | Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planeeon<br>Planee |
| [+][Left:][Standard][Wireframe]  | <pre>[+] [Perspective] [High Quality] [Edged Faces]</pre>                | Display:   |
| 0 / 100 ><br>5 10 15 20 25 30<br>1 Object Selected<br>Click and drag to select and scale objects (uniformly)   | [■] A X: 100.0 + Y: 100.0 Z: 100.0 Grid = 25.4 m I < III                 | 80 8,5 90 95 100<br>2 II▶ INI<br>4 Selected ✓ 2 3 3 4 3 5 4 5 5 4 5 5 5 5 5 5 5 5 5 5 5  |

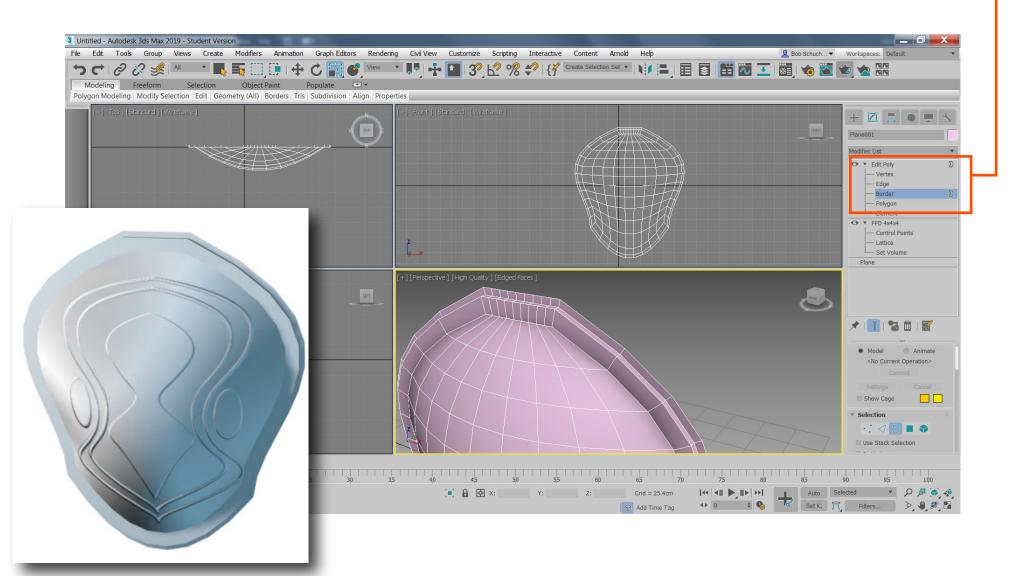
2. Add an 4x4x4x4 FFD modifier. Open to "Control Points".

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



## Modeling A Warrior Shield

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



Detail the shield using a material with Bump Mapping