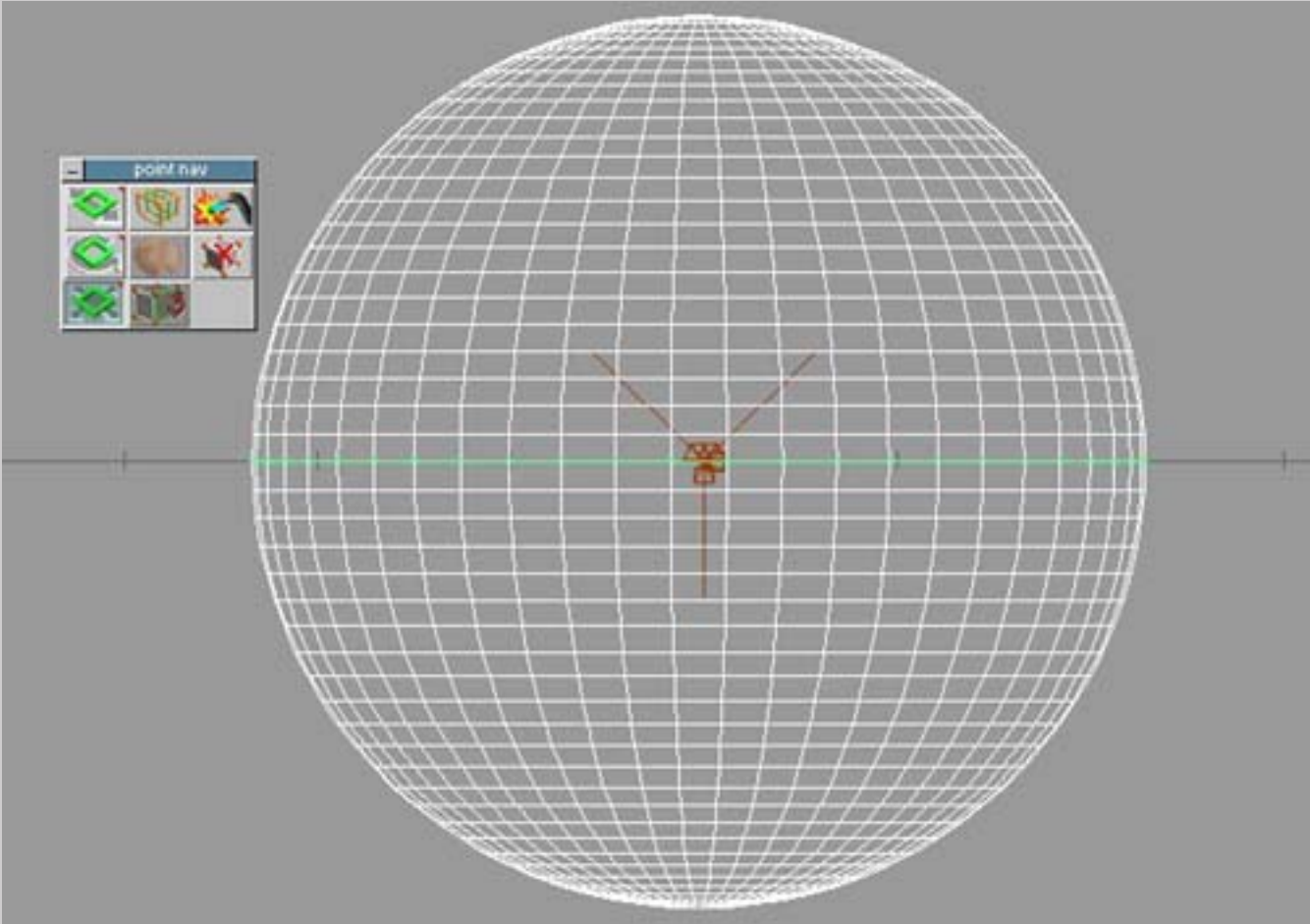
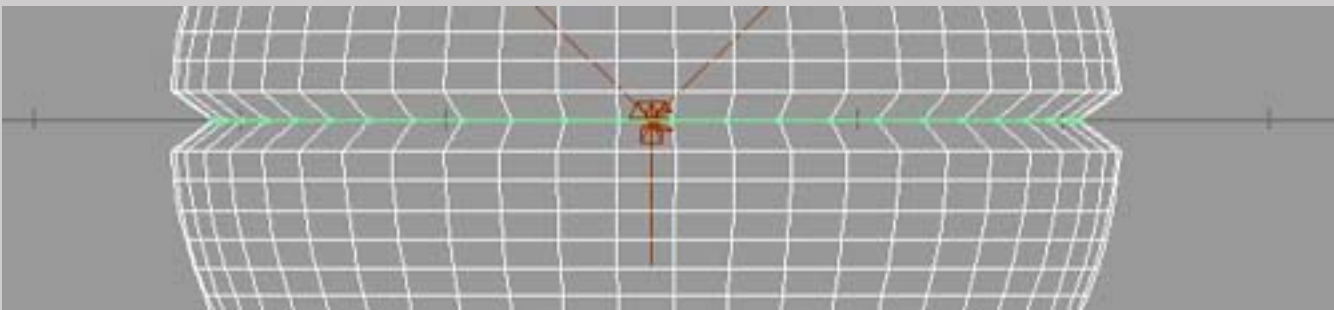


# Death Star © Zyph

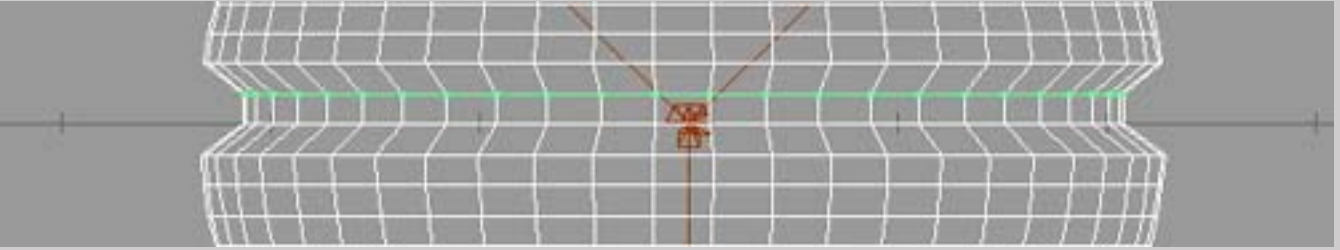
Create a sphere, 50x50. Use the Point Edit: Edges tool. Then hit the shift key and select the edge right next to it. This selects the entire latitude.



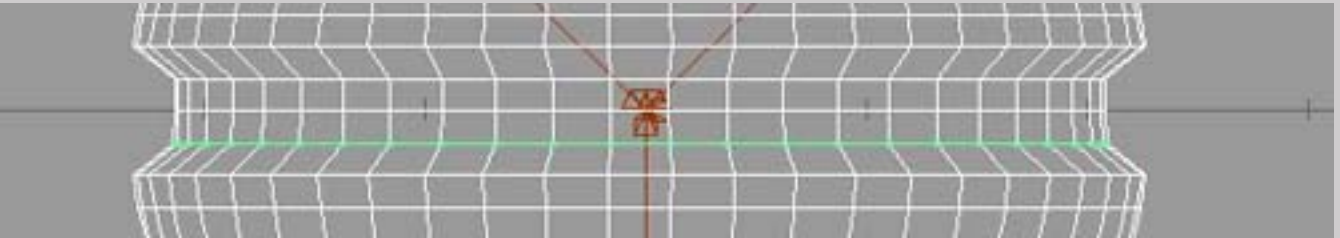
Scale it down.



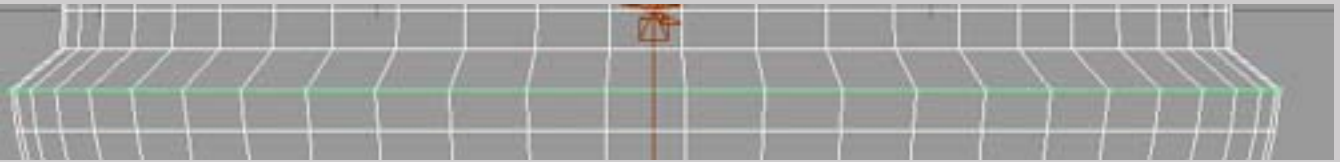
Repeat for the latitude above.



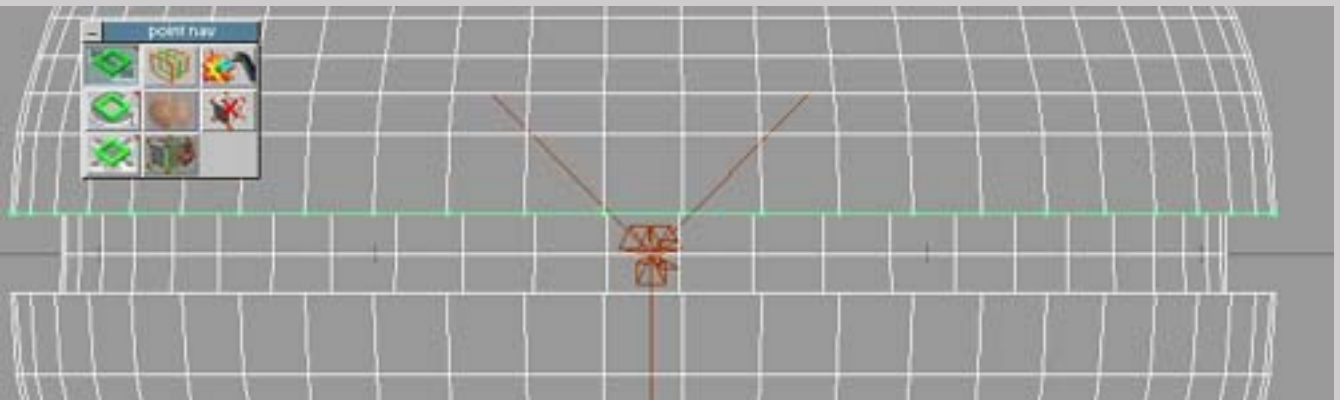
And the one beneath.



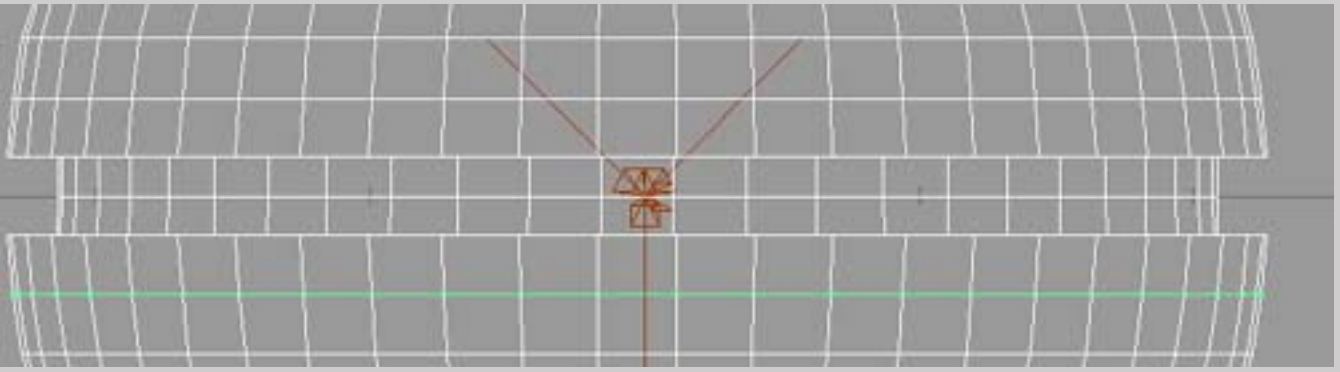
Grab this latitude and move it up the Y-axis



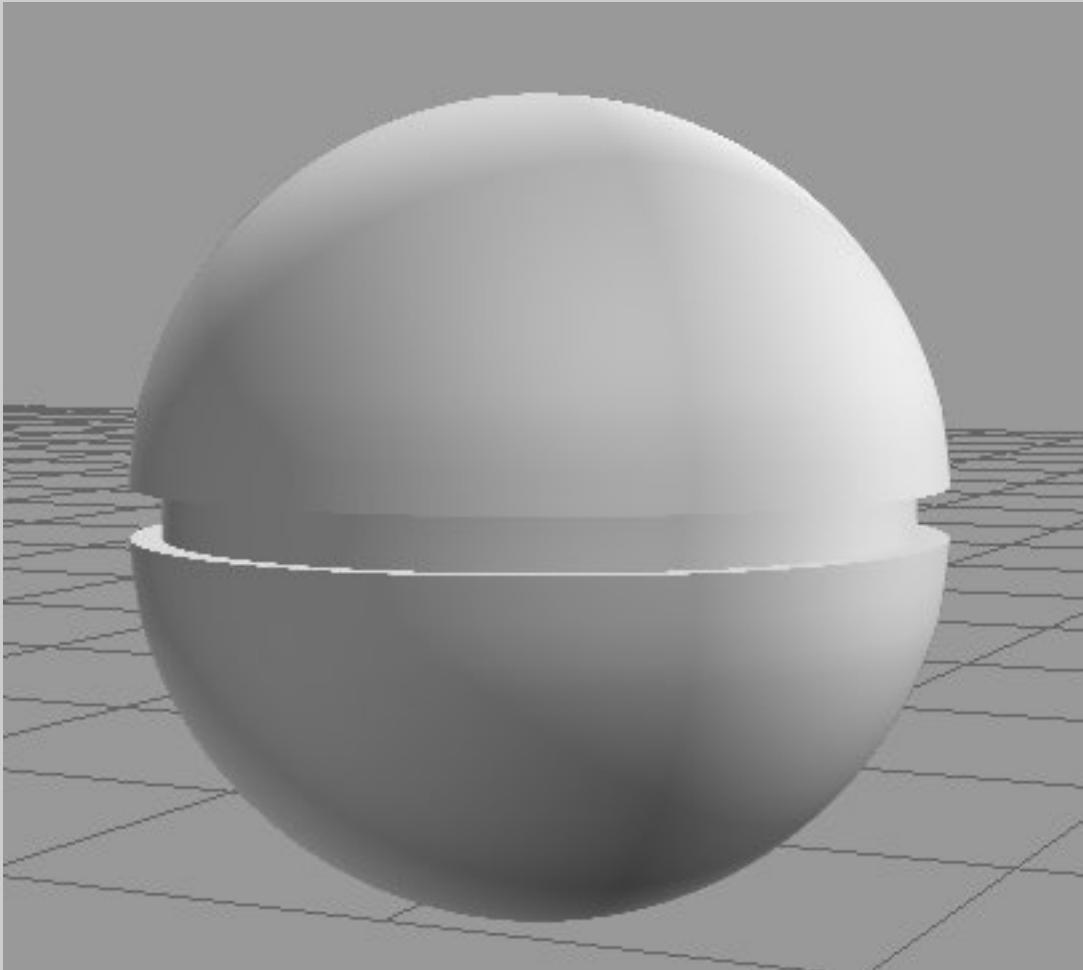
Match that one and the latitude just above them to create the canyon.



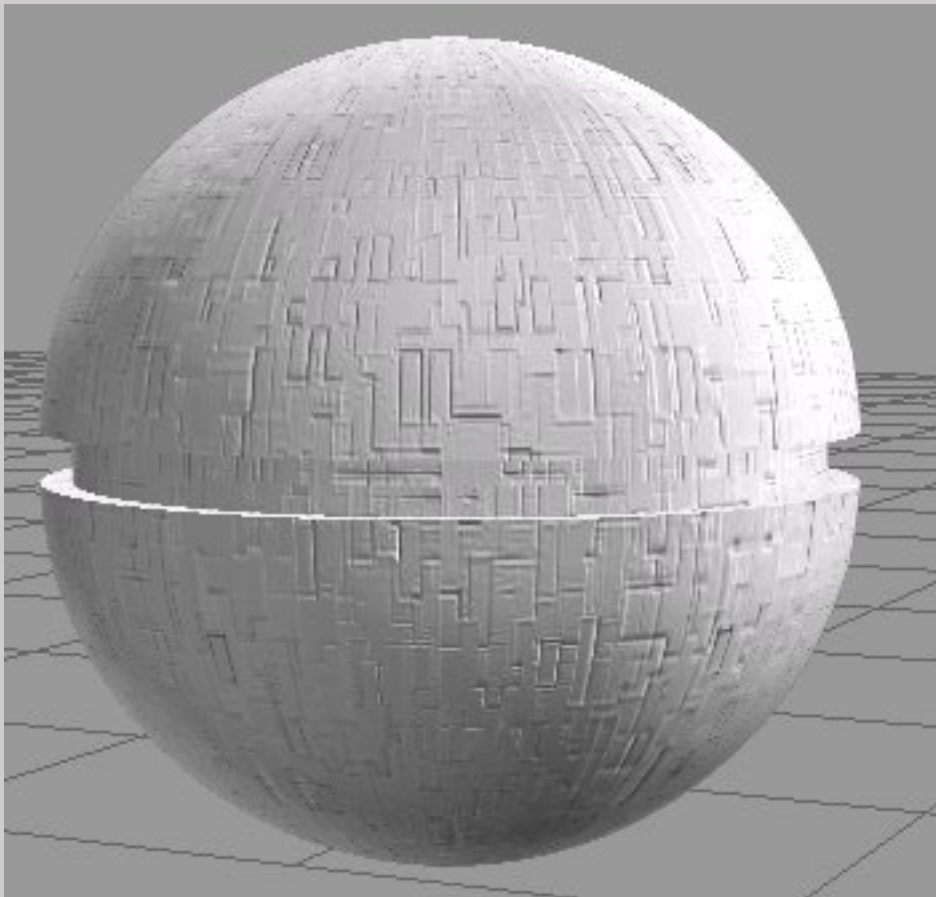
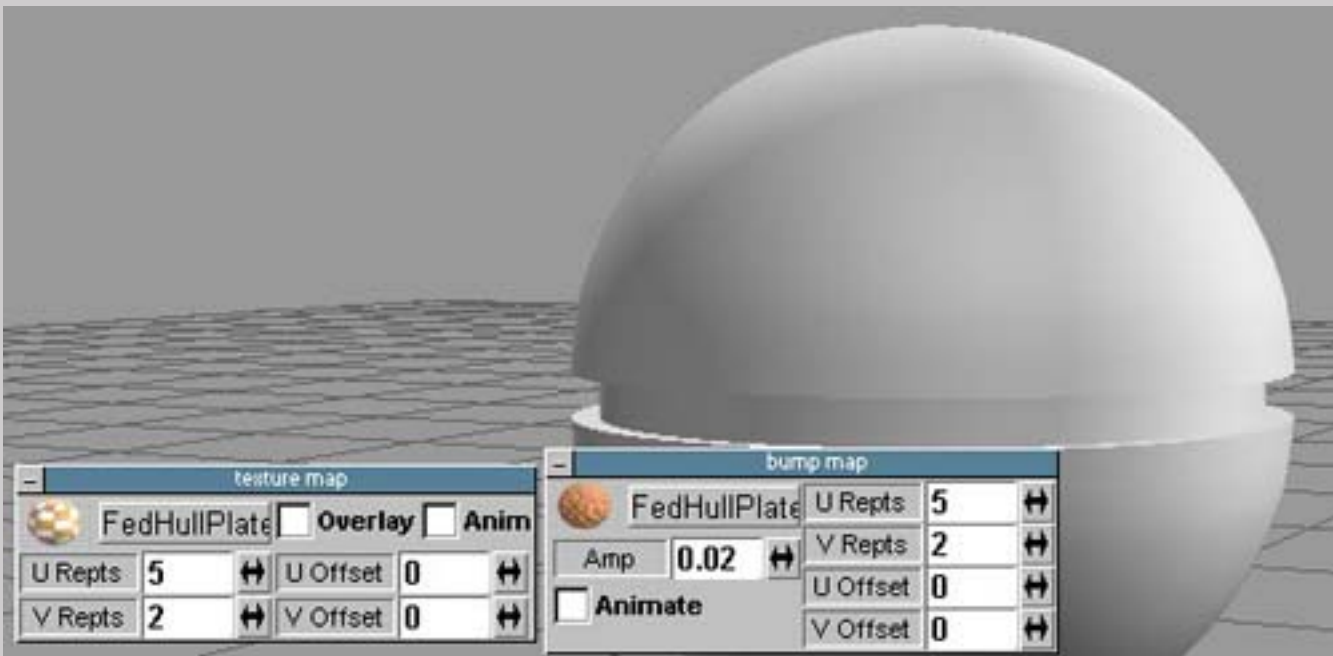
You have to adjust some of the other latitudes so the sphere doesn't look choppy.



**It should look like this:**

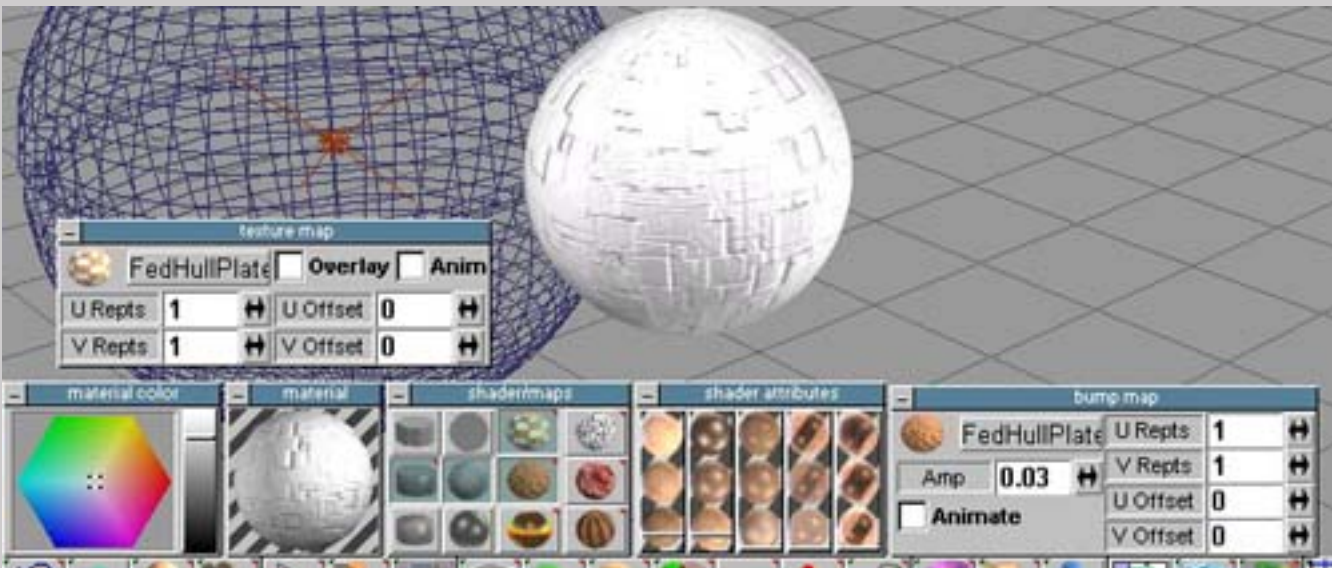


**Apply your textures. Use the texture for the bump map too.**

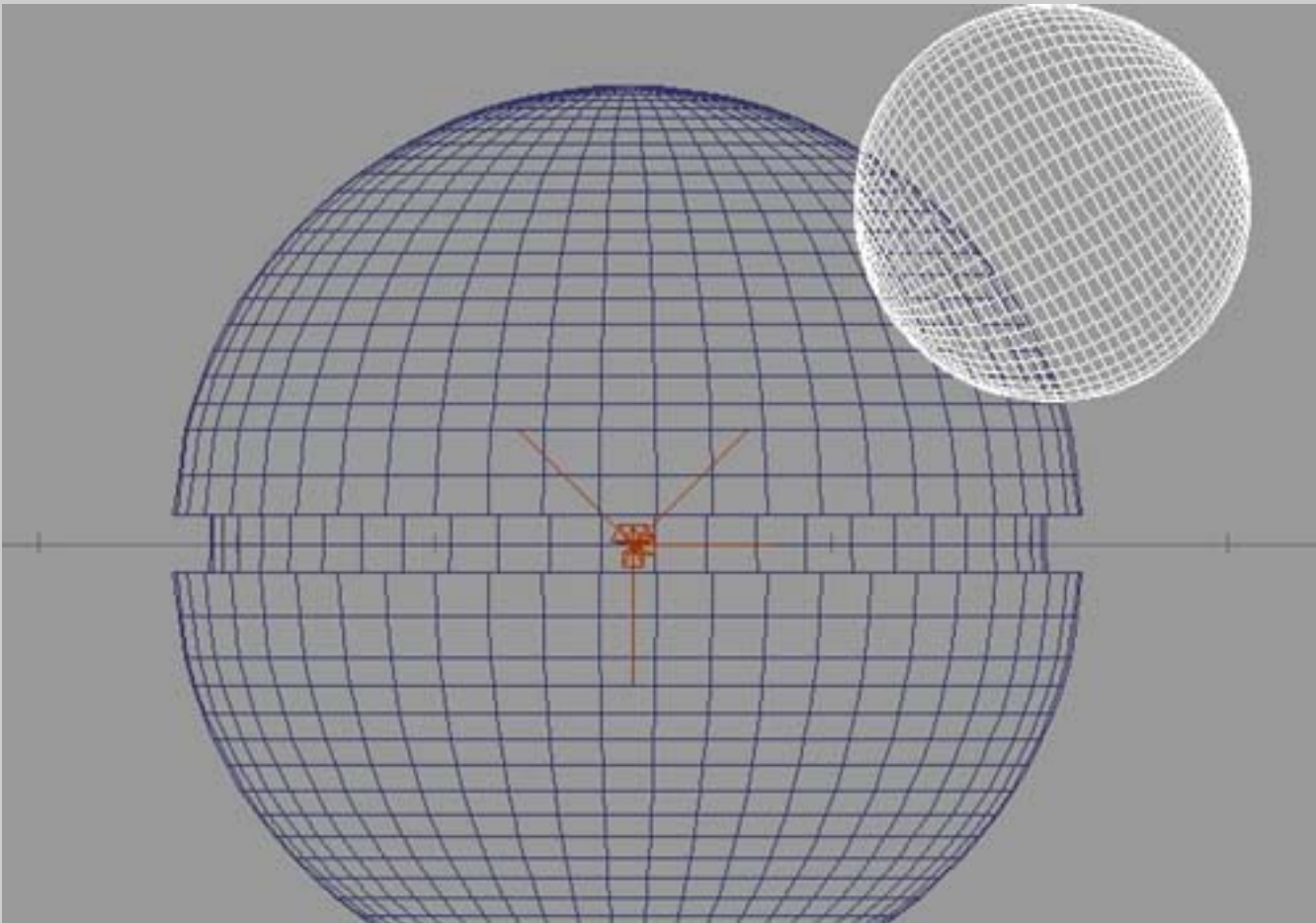


Create another sphere, texture and bump as suggested.

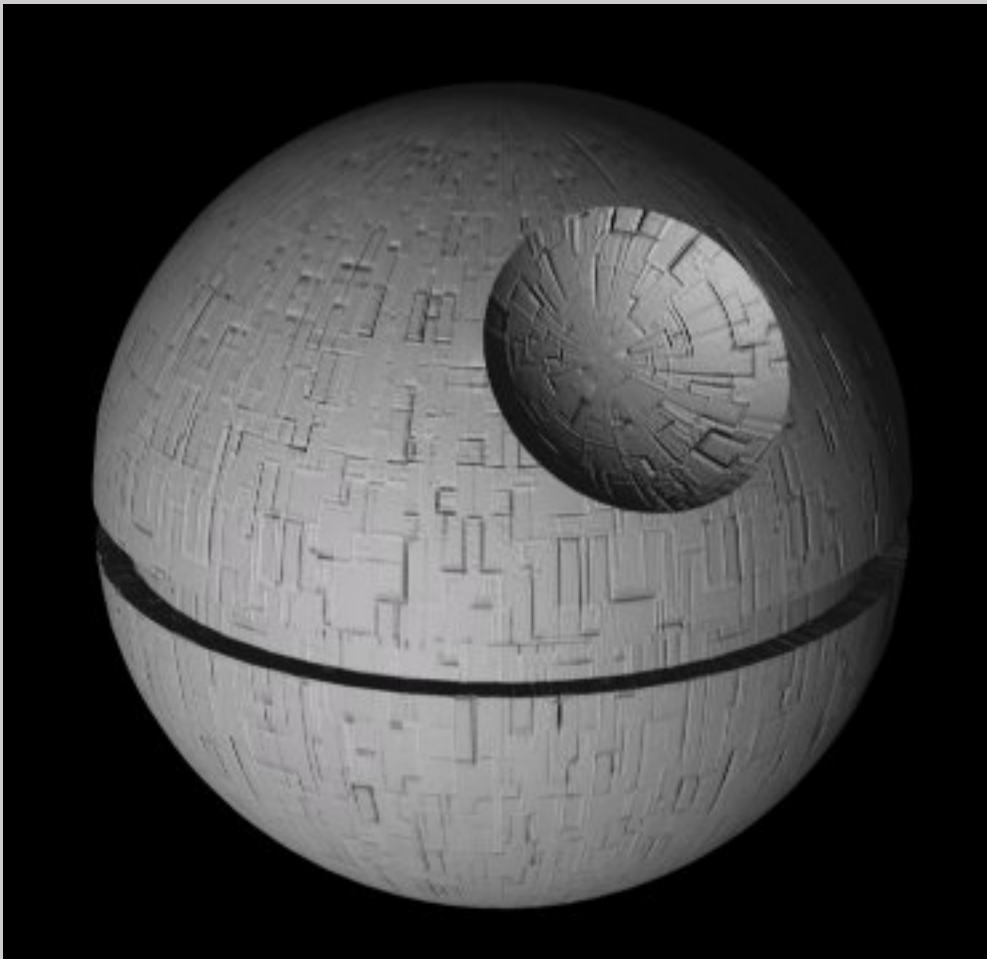




Position the smaller sphere to create the weapon.  
Remember to rotate the sphere. The top of the sphere  
will leave an impression of the weapon.



**Finished!**



I painted the canyon with a darker gray color and used the texture as a bump only.

[Close](#)