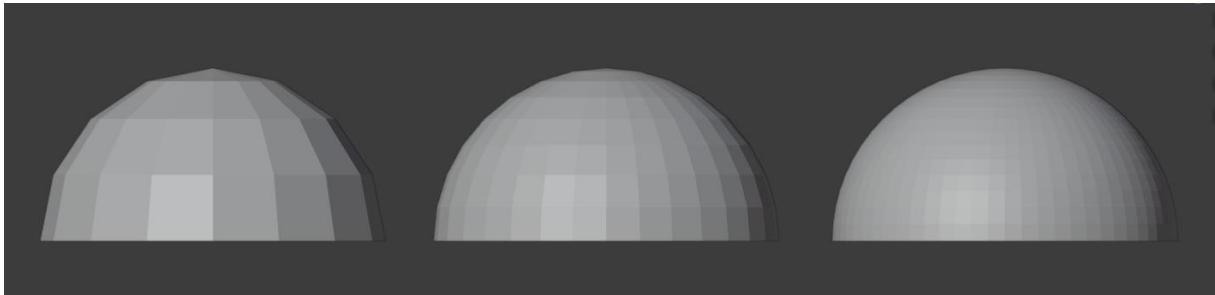


Hello and welcome to this simple guide to rounded turrets! I hope you enjoy making your own IS-3, T-55 or your own creative design and hopefully this guide helps you !

Firstly you need to pick the ratio for your turret. I mostly recommend these three below:



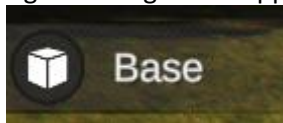
Here we have three levels of smoothness. Be careful, more vertices does mean that you will have a smoother turret, but you will also have much more tedious work to do and you will suffer **increase in lags**.

The three levels are as follows:

- 1) 16 splits vertically and 8 splits horizontally
- 2) 32 splits vertically 16 splits horizontally
- 3) 64 splits vertically 32 splits horizontally

Now the question on your mind surely is „How do I create splits?“ If you already know how to do this, you may skip this step.

First you add your turret by going to the **Base** tab on the left and then the **Structures** and by simply right clicking and dropping the turret onto your hull you will place it.



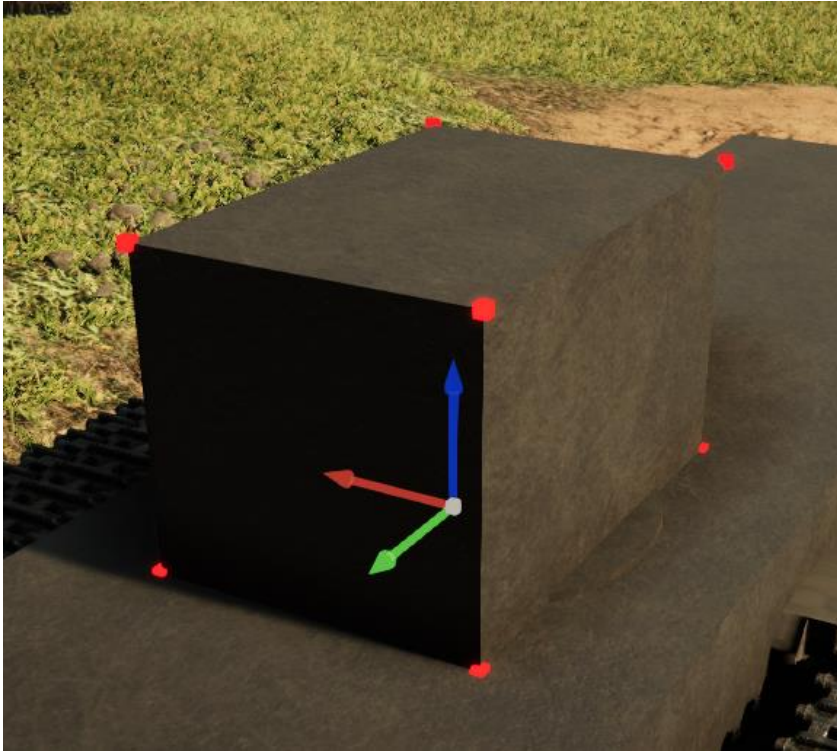
This is the default turret which we use as basis of all our builds. As you may remember from previous versions, on the right is the **turret menu**, which was however completely revamped in this update. You will however find some familiar buttons here like the ring sliders and hand cranked button.

But what is really important are the new buttons:

Vertices, edges and faces.

We will get to these later.

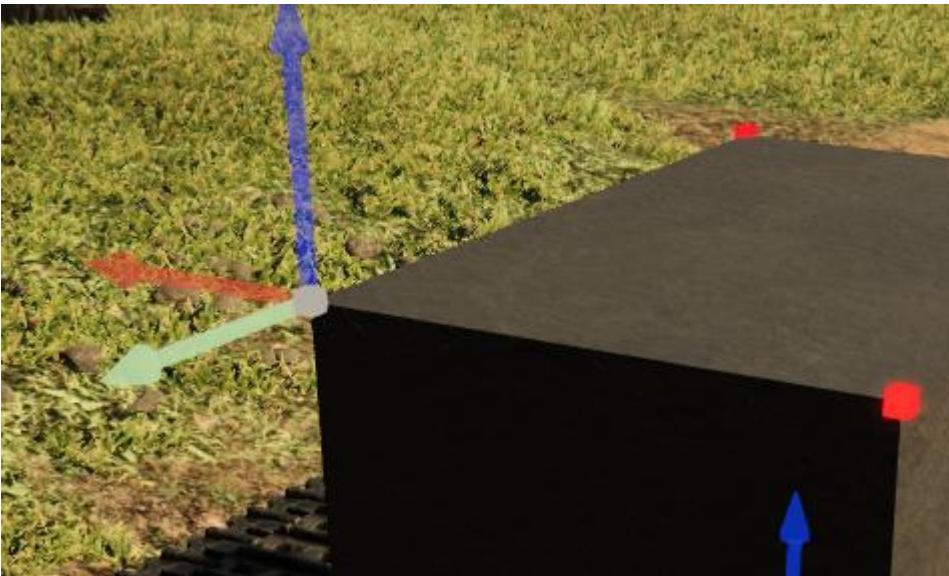




You should now have the default cube turret. This turret has four red dots visible. We call these vertices and they form points of turret faces. You will also see three arrows: red, green and blue. This is the placing tool which moves the entire turret.

By **LEFT CLICKING** the vertex, you will select it, which enables you to use its own **placing tool**. You can drag the arrows, but you can also use keyboard shortcuts to move the vertices. To move it, simply pres **G** and drag around. To select multiple vertices, use **shift** and **LEFT CLICK** all vertices you want.

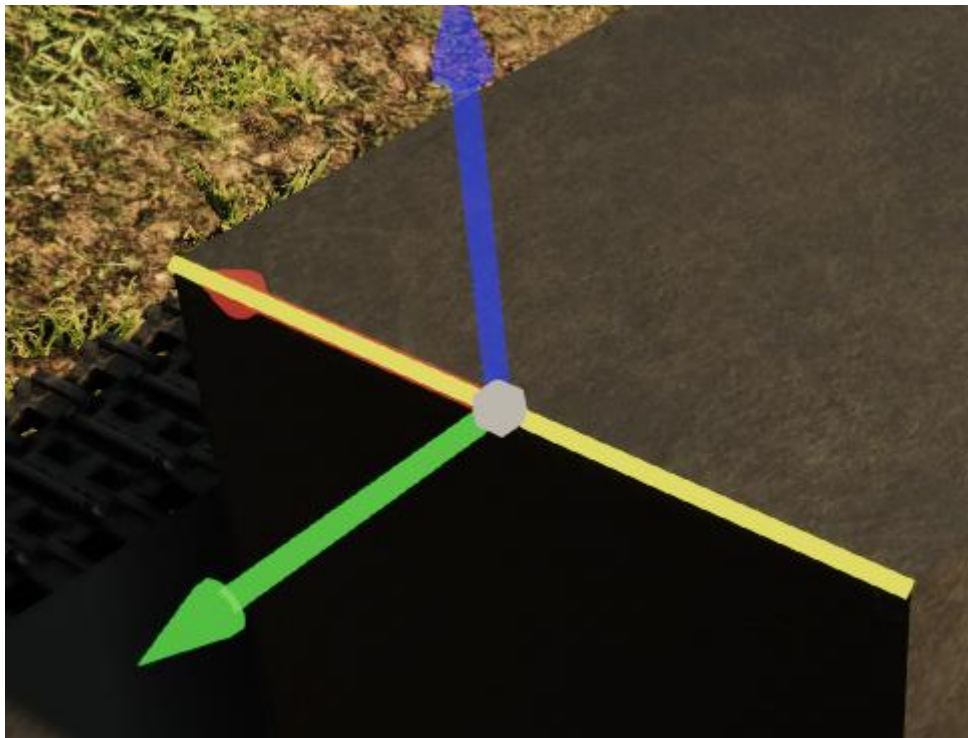
BE VERY CAREFUL! Right clicking the vertices will grab the entire turret, moving it around which may result in it being completely lost.



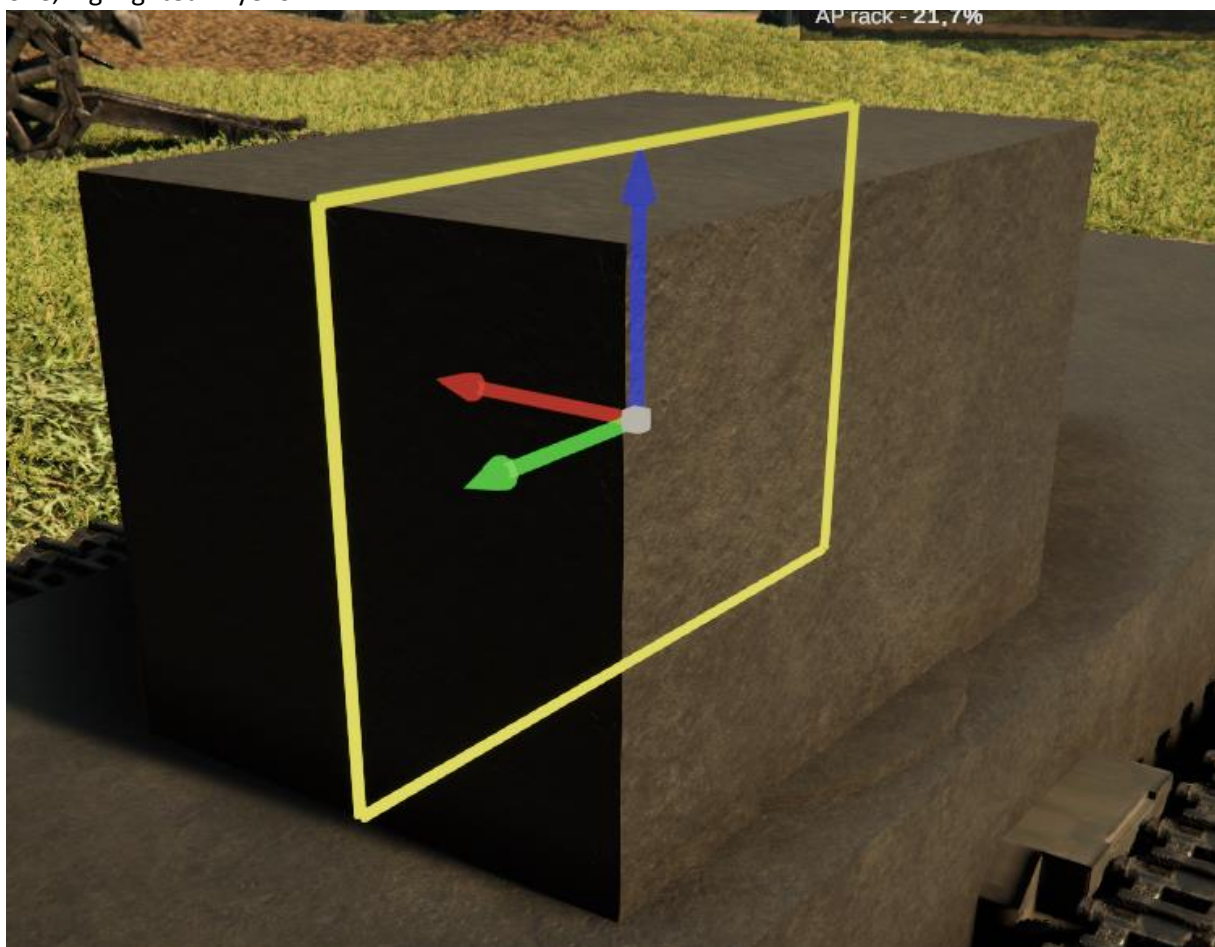
What you need to do now in order to create a smooth turret is to first **split** your **edges**. To select edges, head to the **turret menu** and select the **edges button**. You can find it by scrolling up in this document.

If you selected the **edges button**, now you can select edges. This works the same way as selecting vertices worked, except edges are not highlighted and you need to select them by eye. After selecting the edge you will see it highlighted and with its own placing tool.

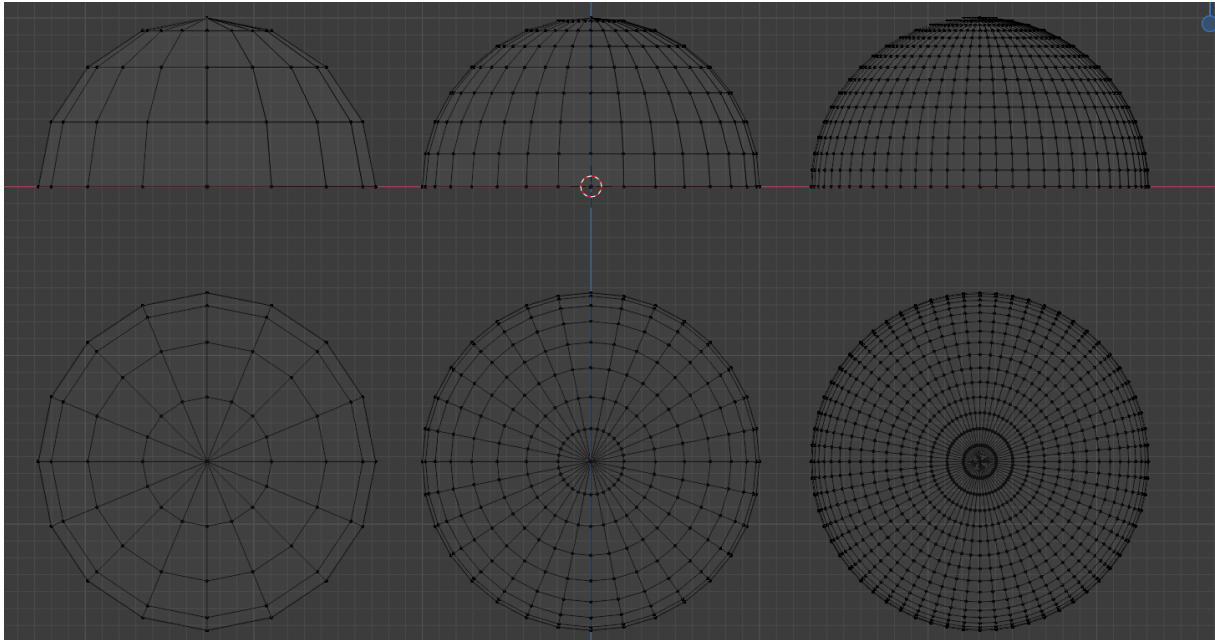
Tip: Vertices align themselves to create edges which can help you find them.



Now you can finally start **splitting** the edges. This you can simply do by clicking the **split button** in the **turret menu** or via a shortcut **J**. After splitting the edge, you will be presented with newly created one, highlighted in yellow.



Now you must repeat this process until you get the same number of splits as your chosen turret in the initial stage of this guide. Final step after splitting the vertices is to grab and drag them in order to make the shape you want. I prepared some „vertex maps“ as I call them so that you can follow them and make your life easier.



I hope this guide was at least a bit helpful!

As final words, don't be turned away by not doing perfectly at first or not understanding. I myself struggled with basics at the beginning even with my Blender knowledge and to this day I can't make a rounded turret. Stay determined, experiment and most importantly, have fun!