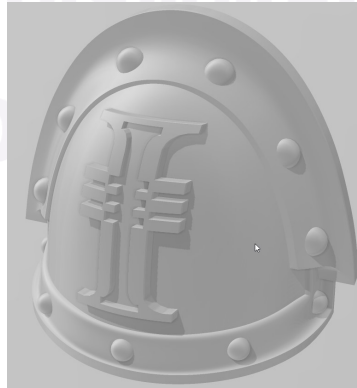


Embossing Designs with 3D Builder to Make Warhammer Shoulder pads

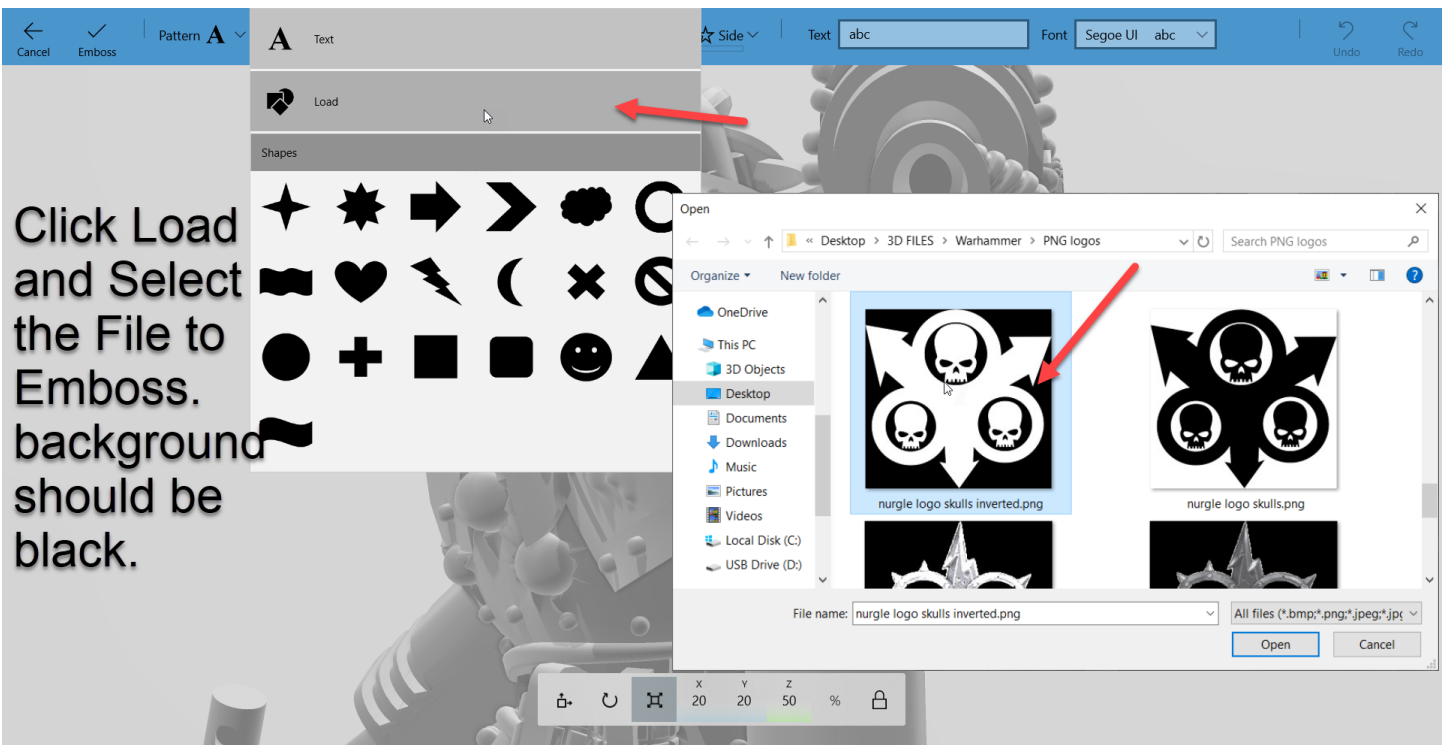
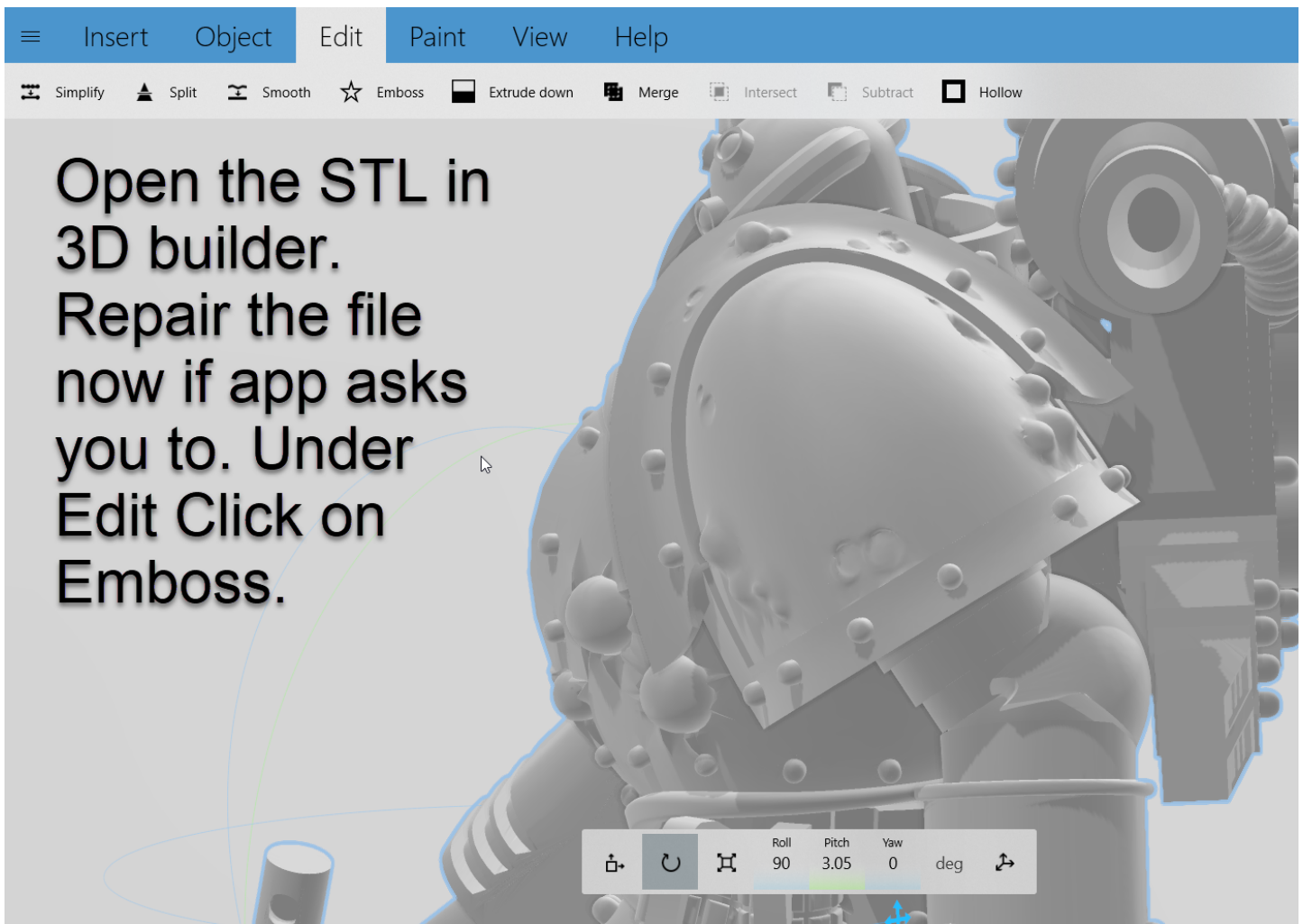
BY MICHAEL LOPEZ

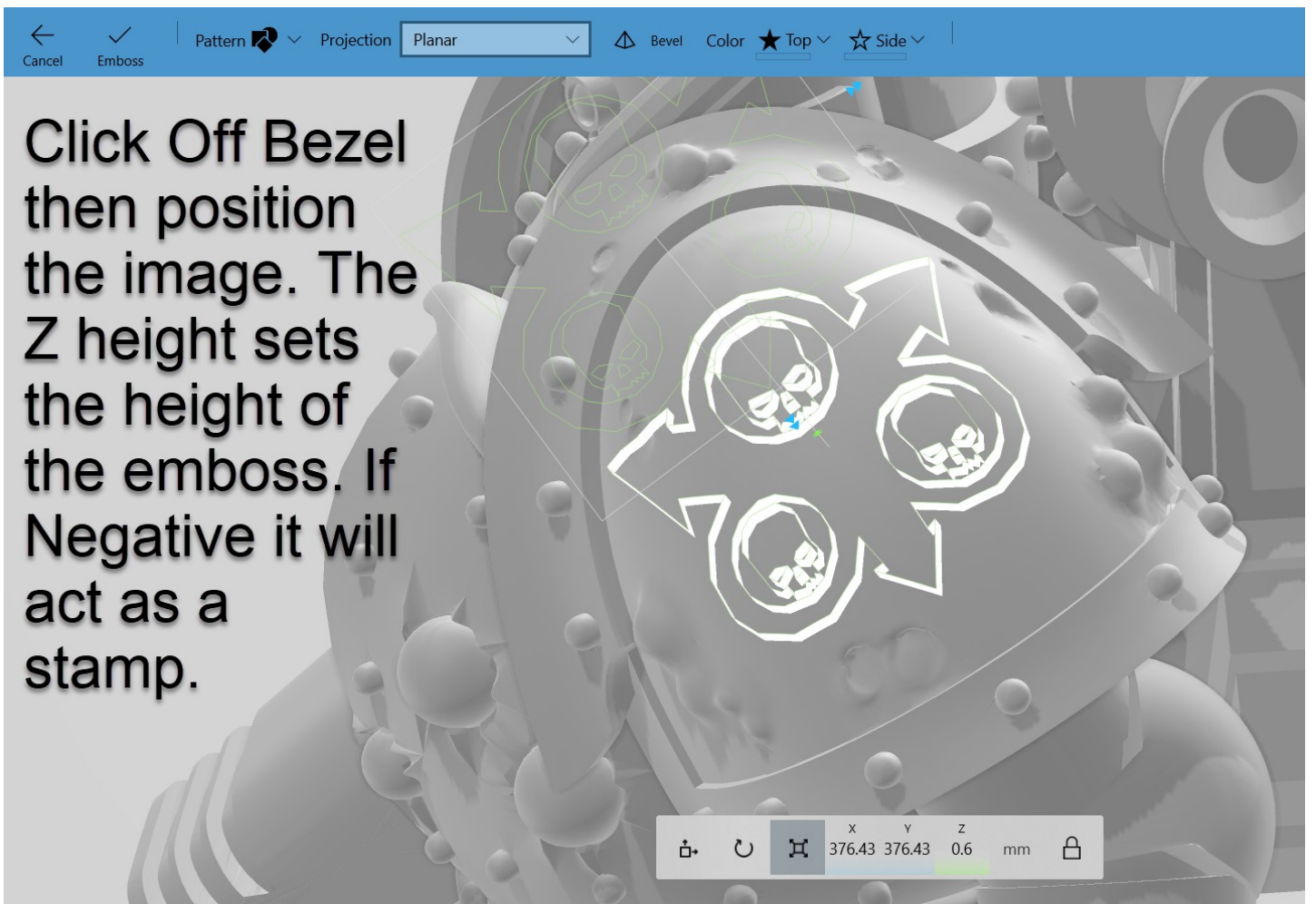
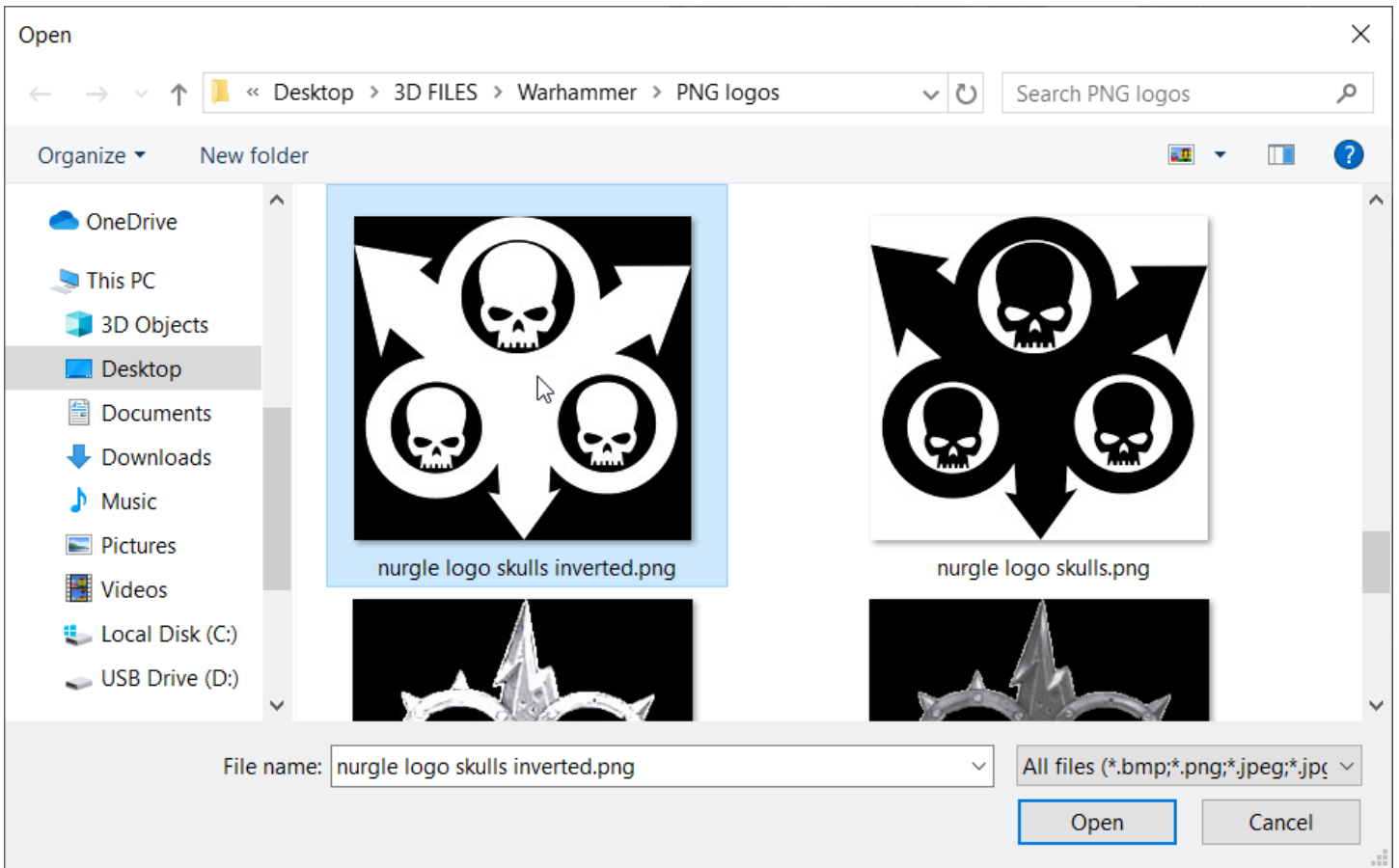


I put this guide together to show how I've been creating custom chapter shoulders and adding markings to models. Hoping this helps out everyone.

First thing is to find the symbol you want to use. I've found this site that has a fantastic collection of Warhammer Icons in simple black and white SVG files. <https://bakadesign.dk/warhammer-40-000-icons/> . SVG Files can be opened with Inkscape(<https://inkscape.org/>) and then saved as a JPG or PNG.

- I use Paint. Net (<https://www.getpaint.net/>) to invert the colors Under the Adjustments Menu. The Icon should be in white and the back ground in black. Save the file.
- I use 3d Builder (Free and Part of Windows 10) to open the STL then repair if needed.
- Click on the Edit then Emboss on the Menu Bar. Browse to your inverted graphic file. Click off Bevel if you want a simple flat embossed icon. Bevel can look good too so its really personal choice.
- Set the projection to planar. You can play with the other options for different effects.
- Adjust the icon size and position and set the height. If you set the z to a negative number it will act as a stamp and imprint the icon.
- Click on Emboss to apply it then save the stl.





Click on the Emboss Button to create the relief.

