

## 3D Modeling Project #10

# FANTASY WEAPONS

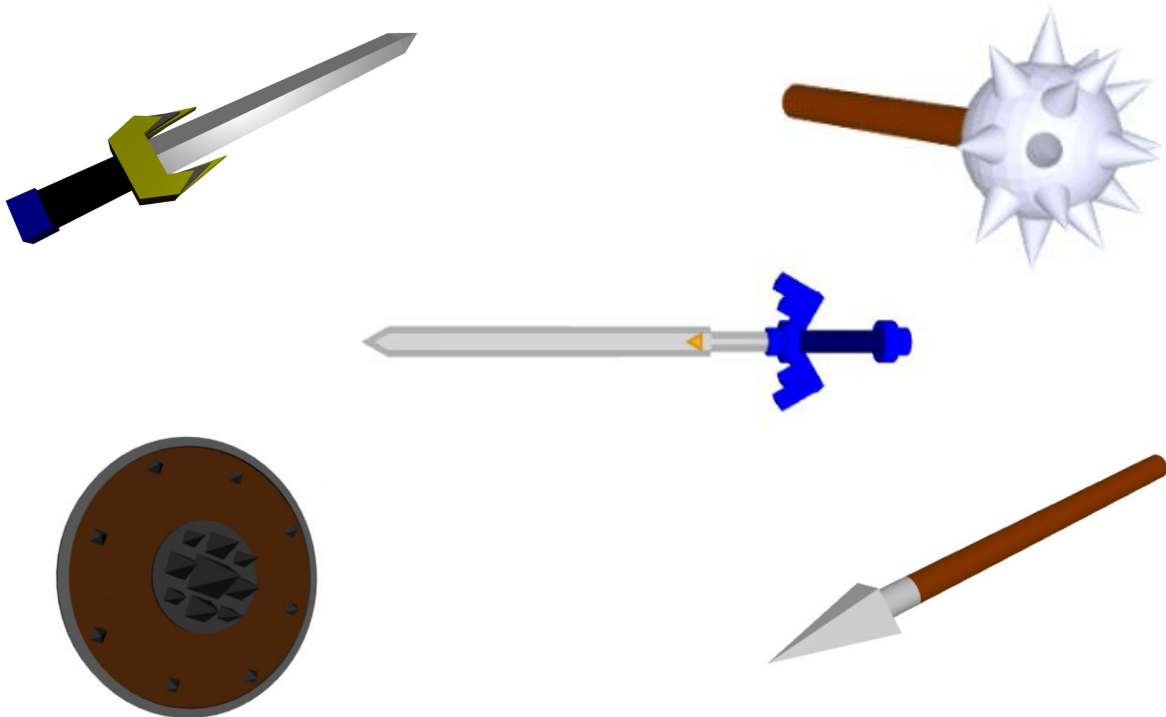
Build something **powerful!**

### Before You Start

Go to the [Creative Suite](#), open a new [PLaSM project](#), and save it as [Project-10](#) in the folder [course-3D-projects/](#).

### Weapons

To begin, choose a [monster](#) from your favorite movie or game - it does not matter if it's a Creeper, Skeleton, Frankenstein, Zombie or something else. Then, build a weapon to [protect yourself!](#)



# Trophies

If you don't like **weapons** and **shields**, create a **staff** or **trophy**!



## Project Checklist

Your project will be finished when:

1. You have **finished** your 3D model.
2. Your program is saved as **Project-10** in folder **course-3D-projects/**.