Creating a Hard Edge



Notice how using a 90 degree edge with 2 supporting loops (as opposed to chamfering with a angled segments) gives a planar surface up until the supporting loop.

Bolt Head



Topology for a very realistic bolt head. Could also be used as a nut if the middle was cut out. - Courtesy of EarthQuake

Capping a Cylinder with Holes



One of multiple ways to cap the end of a shape like a revolver cylinder in a relatively clean way. -Courtesy of EarthQuake

Insets on a Curved Surface



The key here is to make sure that you have the geometry of the curve in the correct place to cut the detail into it. To avoid getting hard edges on your curve use the existing geometry as the supporting loops. -Courtesy of Blaizer

Connecting Two Cylinders



This method can connect cylinders of varying sizes. -Courtesy of Blaizer

Making a Type of Revolver Cylinder



Animation of the steps to make a certain type of revolver cylinder's basic shape. -Courtesy of EarthQuake

Intersecting Disks



Just Some topology I thought was interesting -Courtesy of Respawnrt

Glock Ridges



An example of how the ridges on a gun (in this case a Glock 19) could be accomplished. -Courtesy of EarthQuake

Hard Triangles



Two examples of how to make a sharp edged triangular prism using only quads. -Courtesy of Perna

Hole in a Cube



Example of how to cut a hole through a cube or other flat surface. Notice that 8 sides are used for the hole. You could just inset a 4 sided face and turbosmooth to get a round hole in the cube, but to get a proper circular hole you must use 8+ sides.

How to cap a cylinder evenly



Instead of having the faces bunch up by capping a cylinder with the standard triangles you can use this method to cap it very cleanly.

-I think I got this from an Earthquake Post and forgot to record it, I'll have to go back through the thread eventually, sorry if this bothers anyone in the meantime

mp40 Barrel Part



A shape I thought was interesting from somebody's model of an mp40. -Courtesy of 00Zero

Flashlight Head



Another model I thought was interesting. The mesh here could be a little bit neater though to be honest.

-Courtesy of EarthQuake and Blorg

Random Shape



Somebody was asking for help with this shape in the thread. They figured it out themselves but I never saw the topology, this is just how I would do it.

Random Shape



Another shape somebody was asking for help with. This is how I would make it. Its important to make sure that the curve has enough geometry to support the hard edges at the part where the holes stop while avoiding any hard edges on the curved surface.

Sphere Inset



If you have a sphere with enough geometry you can move the corner edges around to harden the edges without any really noticeable artefacts at the corners. -Courtesy of EarthQuake

Sphere Inset



An example of using a sphere's existing geometry as the supporting edges to keep the curve of the sphere around the edges of the inset.

Tileable Triangle Inset



Somebody was asking how to make this shape tileable as they could only make it with an unequal number of loops coming off opposite sides of the tile. This is how I would solve that problem.