**University of Petroleum and Energy Studies**

School of Computer Science

Department of Cybernetics



**Graphics & Animation Tools**

**LAB FILE**

**(Session: 2020-2021)**

Course: B. Tech with Specialization in Open Source and Open Standards

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**Experiment-10**

**Aim:** Design of Building Using Blender

**Steps followed -**

**Step-1**

Create a new project and clear everything from the interface.

**Step-2**

Go to Add → Mesh and add a cube and modify the dimension to create the base for the building.

**Step-3**

Go to Add → Mesh and add a cube and modify the dimension to create the base for the building.

**Step-4**

Go to Add → Mesh and add a cube and modify the dimension to create foundation of the building that is plain long building.

**Step-5**

Go to Add → Mesh and add a cube and then mold it to make a slab, and then similarly make multiple duplicates of the same by Shift + D and then place them together to form windows and entry gate of the building.

**Step-6**

Go to Add → Lights →Spot light and place it to the top corners of the building to give the effect of the light bulb.

**Step-7**

Now color the same according to your choice to make the building more attractive.

**Google Drive Link:**

[**https://drive.google.com/file/d/1\_V5dO55FwBh3iXr2f2c2\_Kv2IuHAvAxW/view?usp=sharing**](https://drive.google.com/file/d/1_V5dO55FwBh3iXr2f2c2_Kv2IuHAvAxW/view?usp=sharing)