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**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**

**SCHOOL OF COMPUTER SCIENCE**

***Department of Cybernetics***

**GRAPHICS AND ANIMATIONS TOOLS**

LAB FILE

SESSION (2020-21)

Course: BTech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

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**Experiment-6**

**AIM-** Design of 3D Hut using Blender.

**Step 1:** Open Blender, Create a blank file

**Step 3:** Add a plane and scale it to an average area of a hut, using Shift+A>S.

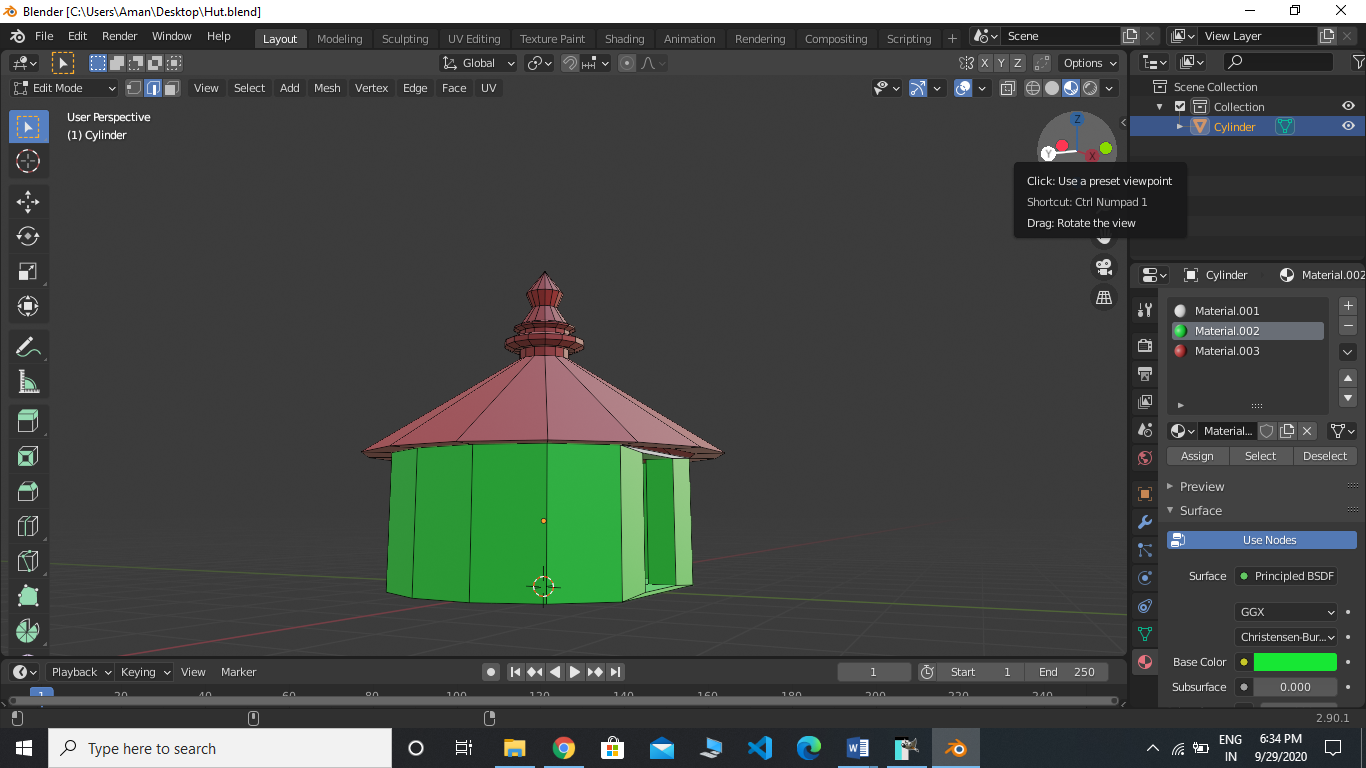
**Step 4:** Switch to edit mode using TAB.

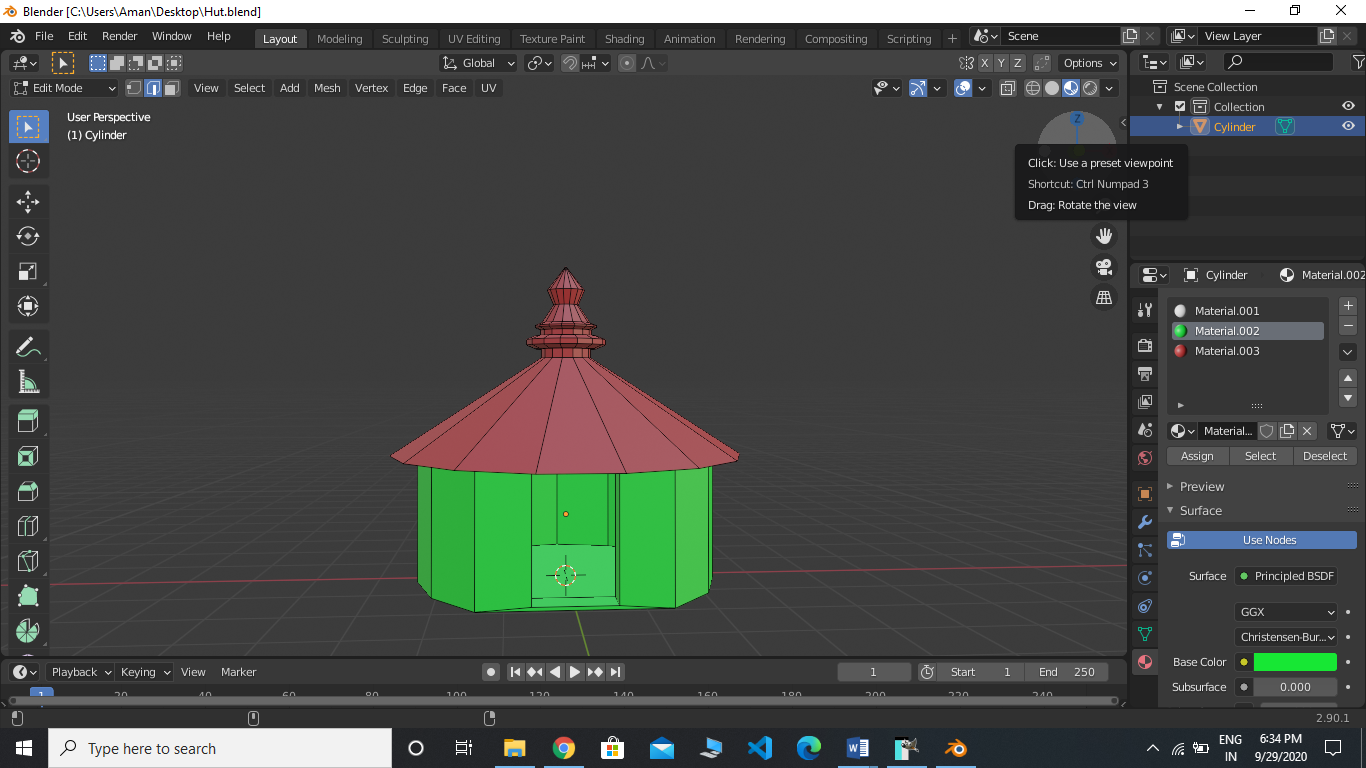
**Step 5:** Add some loop cuts using CTRL+R, to create a division of rooms inside the hut. Loop cuts are needed to be added with respect to X and Y axis.

**Step 6:** Now delete any one face to make a door and extrude it.

**Step 7:** Color the hut using different colors.

**OUTPUT:**

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