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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:

Dr. Durgansh Sharma Amanpreet Kaur

Associate Professor SAP:500062809

Department of Cybernetics Roll no: R100217006

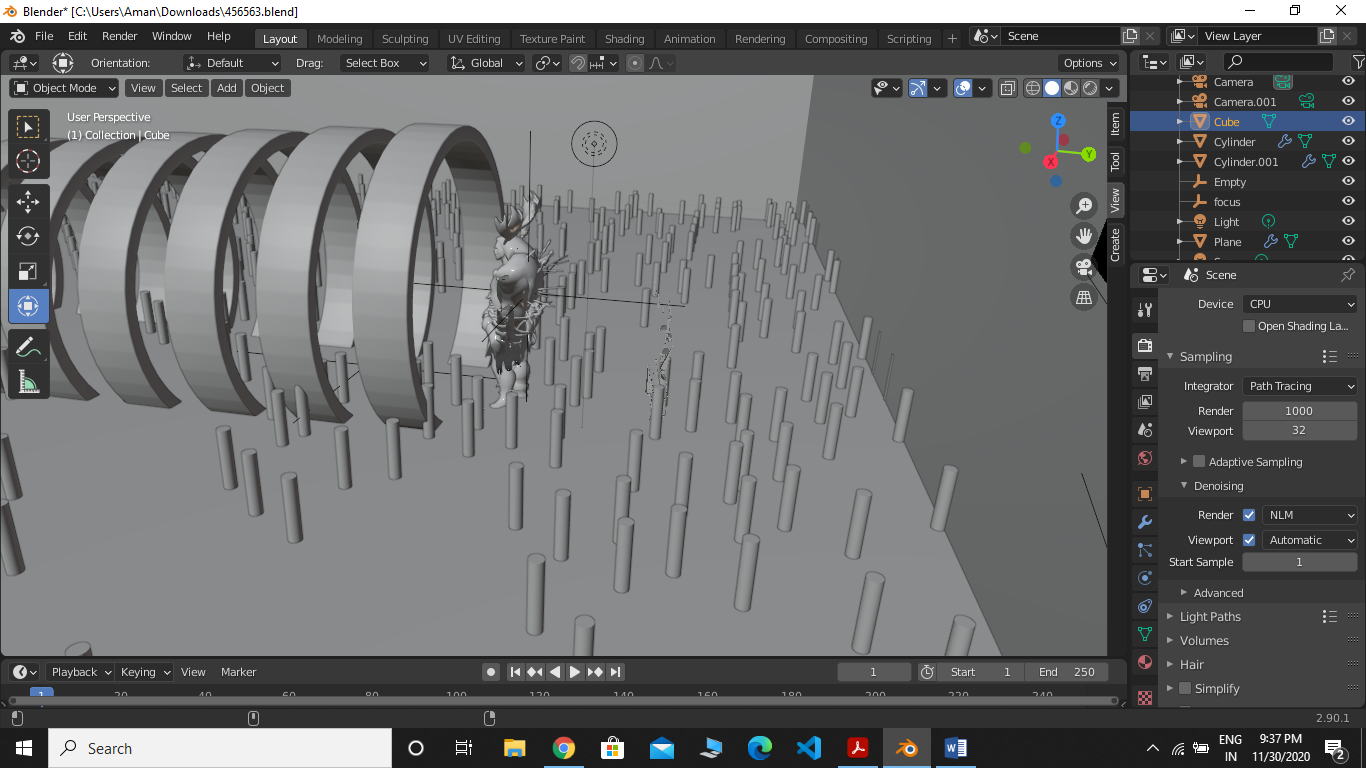
**Objective:**

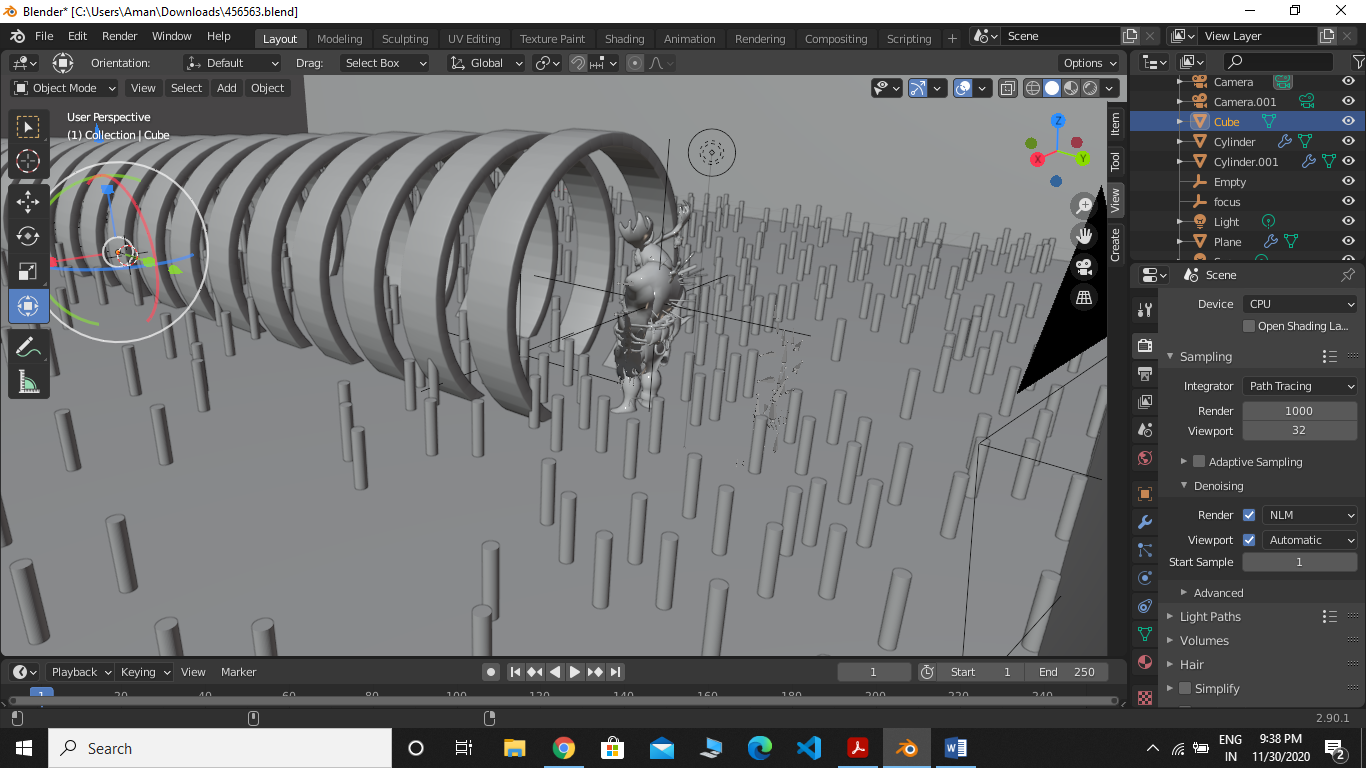
To make an environment design in blender.

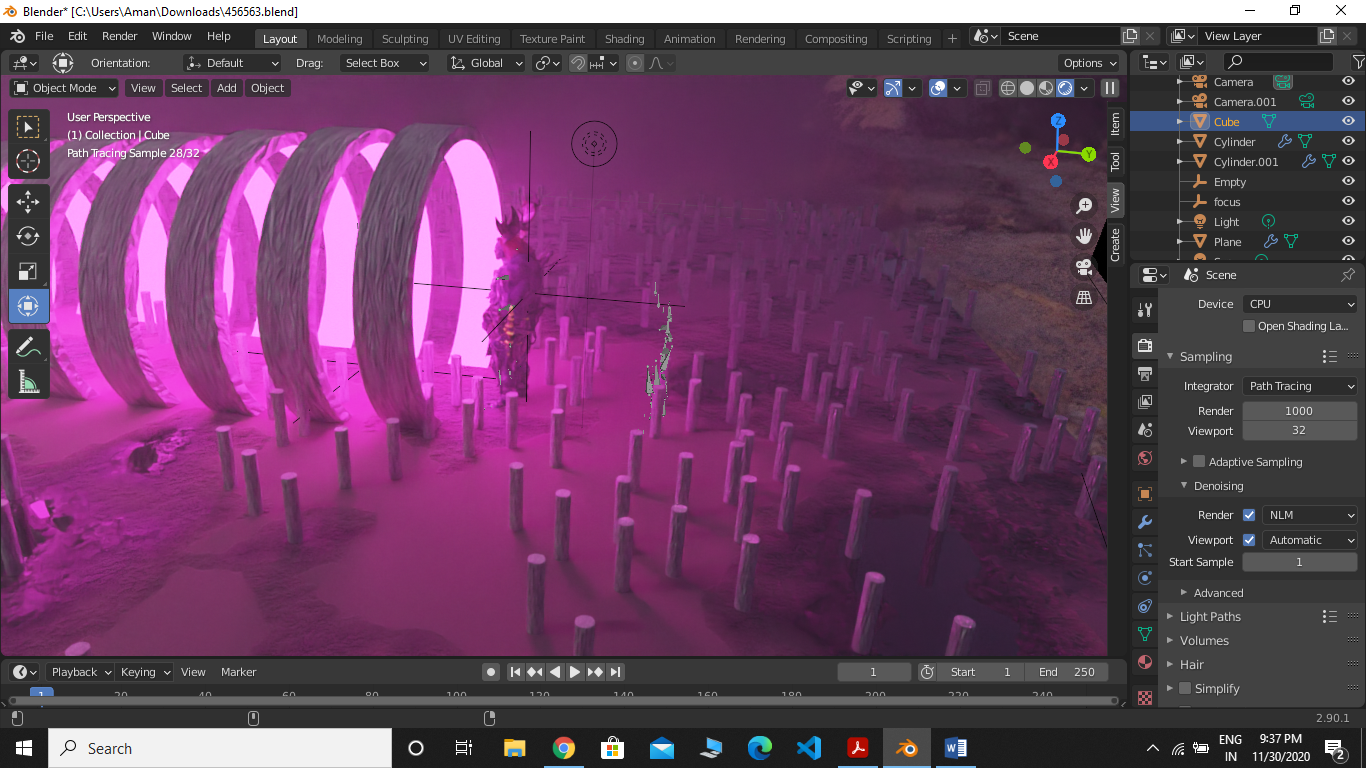
**Steps to be followed:**

* Open a blender and delete cube.
* Then go to mesh and select plane and cylinder to make a circle.
* Scale the circle and add modifiers to bring a width.
* Take circle and move it to suitable position.
* Now add empty, position it and add modifiers and set count of circles.
* Then add a camera and set focal length.
* Add an another cylinder and dimensions.
* Press Tab and set subdivisions to 30.
* Go to particle settings and set y to 90 degrees to add pieces on plane.
* Select a character and append it and scale it.
* Then select HDRI and render it.
* Go to shading and do mapping to position HDRI.
* Add shade and light to the circle and plane using nodes in shading.
* At last, add light behind the character and render it and do some setting according to the requirement.
* Then render it and the really beautiful environment design is ready.

**OUTPUT:**

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