

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

Batch: 2017-2021

Semester: VIIth

Submitted To: -

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Submitted By: -

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Project

Step 1: add a plane

Step 2: add texture to plane for road and grass

Step 3: to add texture go to shading press shift + a and add image to open option and join node to colour to base colour

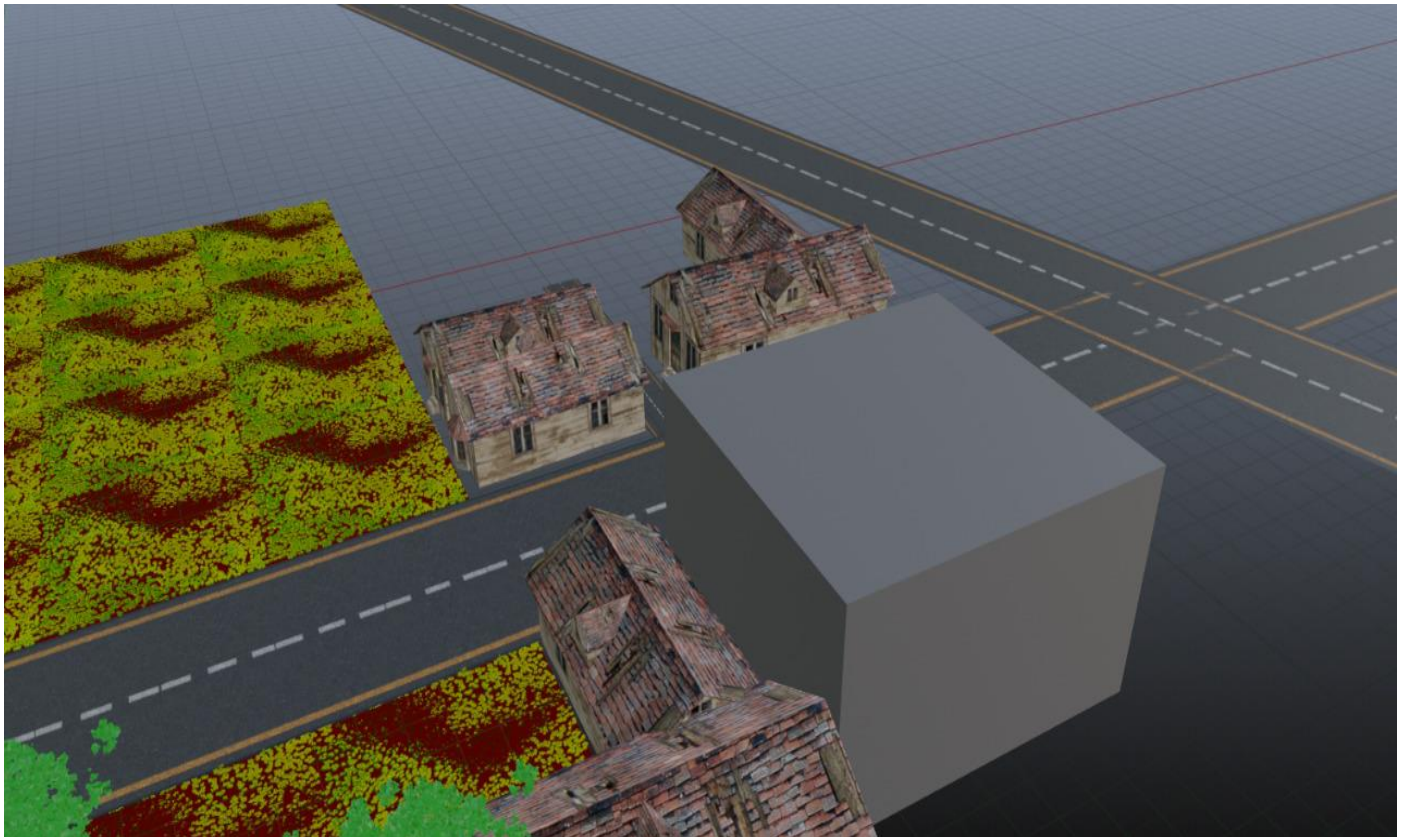
Step 4: add a mesh to create hut and add its suitable texture

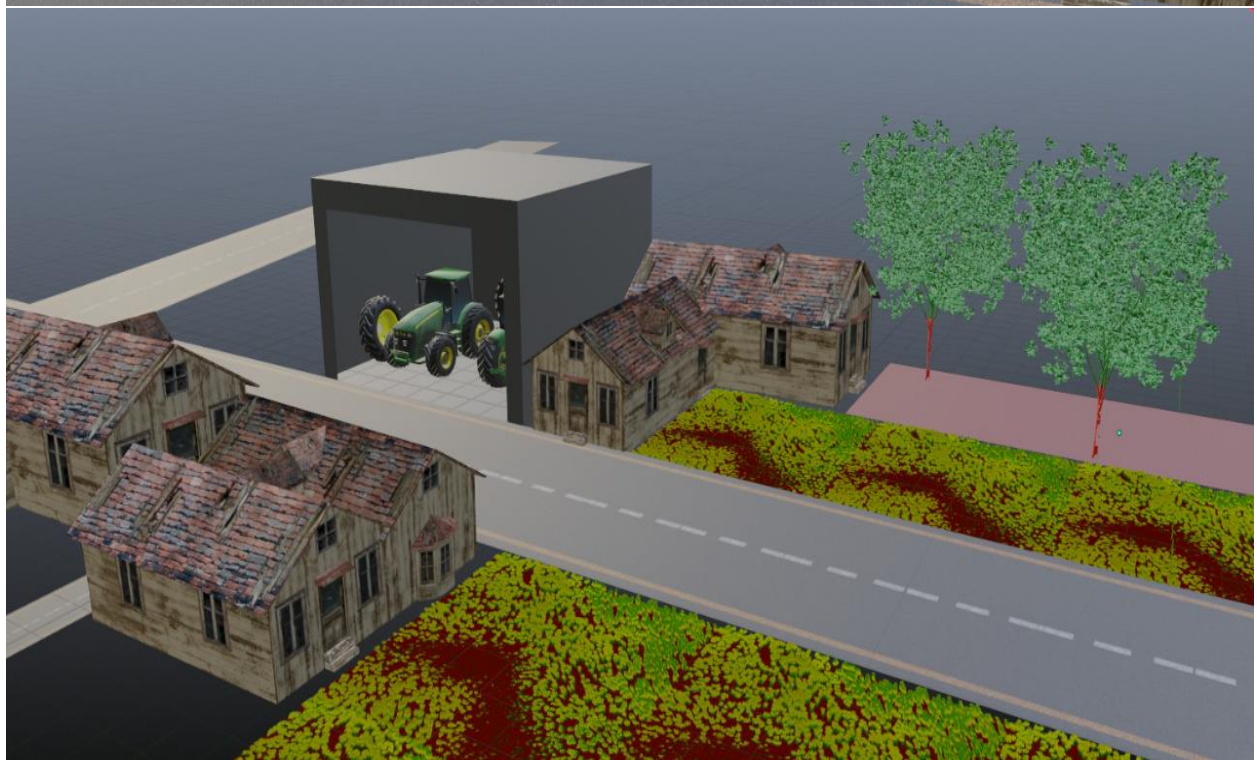
Step 5: use shift + d to create duplicate object

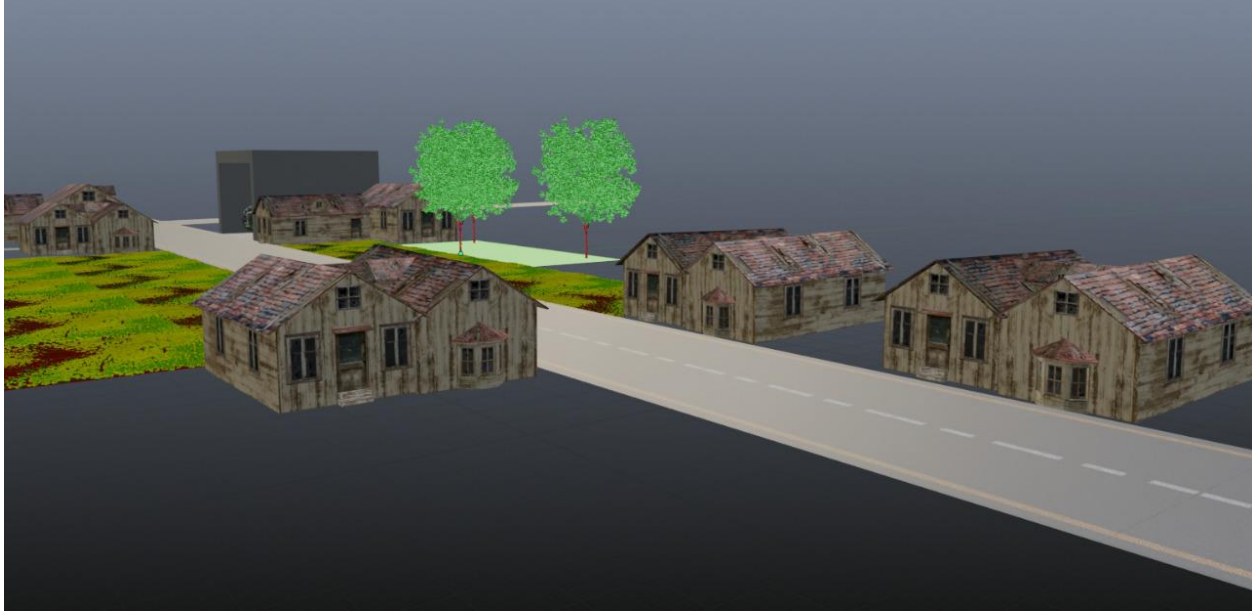
Step 6: add tractor and trees to farm add its texture

Step 7: add all thing and make duplicate object to look like a village

Output:







Drive link:

<https://drive.google.com/drive/folders/19D2uebADRMzwwJ9bv2NrBsm7HbYogK4?usp=sharing>