**University of Petroleum and Energy Studies**

School of Computer Science

Department of Cybernetics

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**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 By: -**

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**Experiment - 6** Design of 3D Text using Blender

Step: 1 Open Blender

Step: 2 Go to object mode-> add -> mesh -> cylinder

Step: 3 Go to Edit mode -> press 2 -> and straight required side of cylinder

Step: 4 Select straight side of cylinder -> press face -> insert face -> move it to set hut gate -> delete selected to open the gate of face.

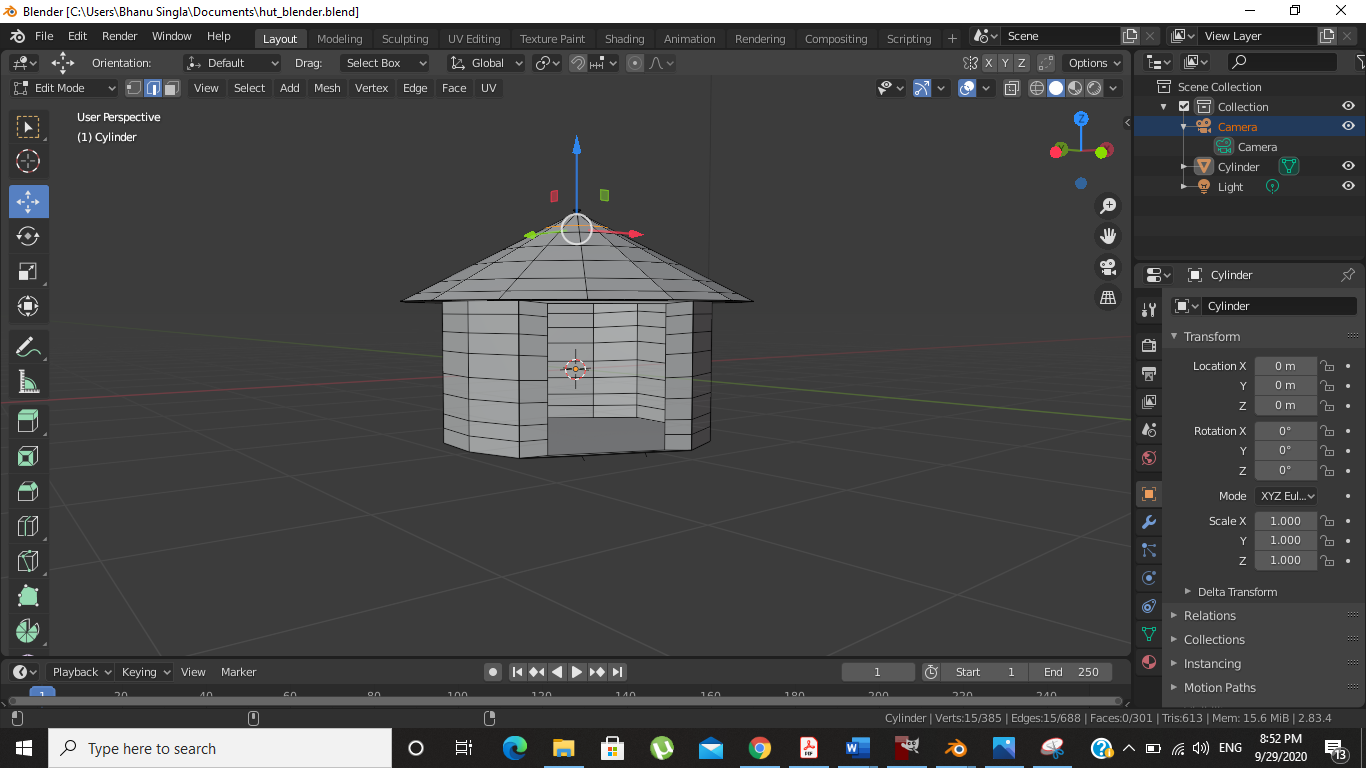
Step: 5 Select vertex of cylinder -> press E to extrude -> press S to scale extrude part

Step: 6 By extrude and scale complete building hut cone.

Step: 7 Press Ctrl+R to add loop in hut.

Step: 8 Save it.

**OUTPUT:**

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Drive Link : <https://drive.google.com/drive/u/1/folders/1hdJHNwxPIU2hQBdzNZaGai5Ub6Ptvx51>