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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 Gargi Jaiswal

Associate Professor SAP: 500062353

Department of Cybernetics Roll no: R100217024

**Experiment – 6**

**Aim : Design a 3D hut using Blender**

**Steps –**

Step 1 : Add a circle with 8 vertices . Extrude and scale accordingly to shape a hut.

Step 2 : Add a plane beneath the hut , then change the snap settings to face and set move settings to

proportional editing .

Step 3 : Place rocks on the plane .

Step 4 : Extrude a cube and scale in the shape of a tower.

Step 5 : Duplicate the hut using Shift + D

Step 6 : Create a door using loop cut and bevel property .

Step 7 : Adjacent to the door in different planes . Add a window , and extrude them inwards.

Step 8 : Bevel different corners and give cuts on the edges .

Step 9 : Design a brick structure and place bricks on the hut.

Step 10 : Give the edges of the door a different selection using P

Step 11 : Extrude the face along normal .

Step 12 : Add some realistic trees .

Step 13 : Using material property, assign a material to every piece of the 3D model.

**OUTPUT :**

