**Open Source Graphics & Animation**

Mid Term Examination-2

*Submitted to*

Mr. Durgansh Sharma

Senior Professor, Cybernetics SCS, UPES

Submitted by

Name- Harshit Chauhan

Roll no-R100218021

Sap ID-500069534

B. Tech CSE (OSSOS)

Department of Cybernetics

COMPUTER SCIENCE & ENGINEERING



School of Computer Science

University of Petroleum and Energy Studies,

Dehradun – 248007: Uttarakhand

# Steps for Blender Assignment

1. First of all I planned the body and put it over the picture .

2. Then subdivide it by using CTRL+R

3. Then select each and every vertex and align it by pressing G.

4. When it align completes all over the picture , then select the faces one by one.

5. And then extrude it by pressing E so that it converts into box shape .

6. Then by using the Subdivison surface modifier I converted it in round shape.

7. Same steps followed for the face , tails, ears, eyes, nose and for the mouth.

8. And then colour it as per the requirements.