

Assignment 4
3D Modelling and Animation(UCS632)

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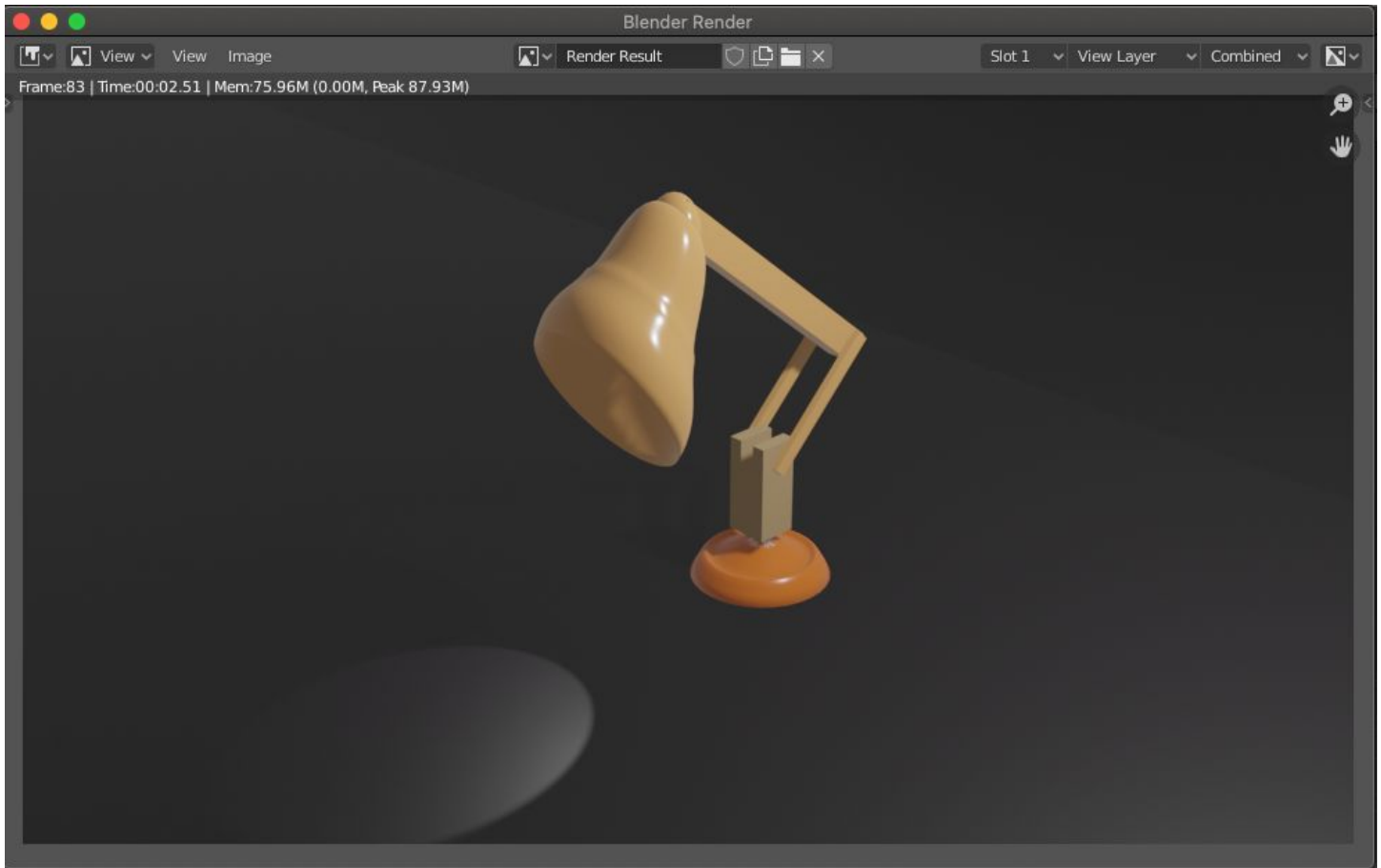


Fig. 1 Final rendered image.

- **Bulb Holder:** Add a circle and a bezier curve. Connect them in such a way that you can manipulate the shape of the circle by making changes in the bezier curve.
- **Lamp base:** Lamp base is made using the similar procedure as of bulb holder.
- **Lamp stand:** This is made using cubes and the extrusion process. Giving it a degree of freedom accordingly.
- **Lamp movement:** This is provided using armature which can be manipulated in the pose mode. Giving the required degree of freedom by locking some axis of rotation, scale or movement.