****

**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

**Submitted By:**

**Name- Kanish Rajpali**

**Roll no-R100217032**

**Batch-B1**

**Semester- 7**

**Course-B.tech. CSE-OSOS**

**Sap Id- 500061910**

**Final Project steps**

**STEPS :-**

1. Create a new file in blender.

2. Go to edit mode and Scale the already existing cube in x, y and z direction to make it stand like a skyscraper.

3. Press G to move it up and place at right position.

4. Select only the upper face and extrude it a little towards normal. We can tilt the extruded part according to our choice.

5. Add loop cuts in it both horizontally and vertically to make cue balls.

6. Select it and from add modifiers, select wireframes.

7. Select the ball created and select their surface as Glass bsdf and add material to rest of the balls.

8. To give realistic effect, increase metallic effect and decrease roughness.

9. We are done.