Steps:-

Step 1;- First remove pre existing objects.

Step 2:- Add a cube and resize it according to you.

Step 3:- Now change the mode and go to edit mode and apply the loop cuts horizontally and vertically on the object.

Step 4:- By choosing the faces from the object. Extrude them.

Step 5:- By selecting the object apply material on it.

Step 6:- Now add the camera and select it and check the camera view.

Step 7:- Also add lights and improve the lighting.

Step 8:- FInally render the image.