ITAI 4373 – The New Nature of Work in AI

Muskaan Shahzad

Professor Patricia Mcmanus

Fall 2024

**Lab 07 - Building a simple interactive experience using Blender or Unity**

I used Blender for this lab and my experience, the challenges I faced, and the lessons I learned are detailed below:

**Experience**

My journey with Blender started with a project to design a basic living room. I began by adding planes for the floor and using basic shapes, called meshes, to build the room. As I worked, I quickly saw how complex Blender’s interface and tools could be. One early success was learning how to import images into my file to add textures, which made the room look more realistic. I also added simple items, like cones to represent Christmas trees, which gave a festive touch to the room. Working with shapes and learning Blender’s commands was interesting and showed me how much can be done with 3D design.

**Challenges**

I faced many challenges along the way. Getting used to Blender's main controls; like pressing 'g' to grab, 's' to scale, and 'r' to rotate objects, made it easy to work with the software, but it took hours of practice and watching tutorials to understand the basics. Sometimes, things that seemed easy at first took me a long time to get used to. The interface felt confusing at first, with so many buttons and menus that seemed hard to understand. I struggled to position objects correctly, and even small adjustments took a lot of time and patience. Learning how lighting and textures change the 3D scene was also difficult since small tweaks often created unexpected effects, adding more complexity to the design.

**Lessons Learned**

This project taught me important lessons about patience and paying attention to details. Working through these challenges showed me that Blender projects need both creativity and problem-solving. I learned that using Blender takes both technical skills and a good eye for design, and it takes patience to get each part just right. Although this project was hard, I now have a basic understanding of Blender, and I feel more confident. Each new skill I learn helps me improve, and I’m excited to keep practicing. This experience has motivated me to keep learning Blender and give a few more complex 3D projects a try in the future.

A screenshot of a computer

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