Blender Experiment 1

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13 Aug 2023

Draw TABLE

STEPS:

1. Add a cube in object mode
2. Scale it in x,y,z direction by pressing S.
3. Add small cube, scale it. Press G to move small cube and place at corner of 1st cube.
4. Press shift + D, press x and move and place in x or direction at three corner of surface of table.
5. Select small cube, press E to extrude and move mouse cursor to downward.
6. Switch to edit mode, select table
7. Add texture by clicking on material properties icon on bottom right, then click on "new" then click on base colour, select "Image texture"
8. Download any texture for you table and select and open it in blender.