Experiment- 10

Design a 3D Building using Blender.

1. Create another undertaking and start with scaling the default block to resemble

a cuboid (fundamental structure of the structure).

2. Click on the add catch and add another block. Scale this 3D shape as indicated

by the size of the base solid shape. This shape will be utilized for making the

limit on the top of the structure (to speak to the side of the rooftop).

3. Copy the shape and change these blocks on 2 sides of the base 3D square.

4. Now, correspondingly make 2 shapes to speak to the next 2 sides of the

rooftop.

5. Now, fly and scale it and position it on one of the sides of the base

3D shape (to speak to windows).

6. Add the plane speaking to windows according to the size of the base shape.

7. Now, make another plane and scale and fix it at the lower part of the base 3D

square speaking to the entryway of the structure.

8. Fill tones in all the shapes according to your decision.



