**Experiment – 6**

* Design of 3D Hut using Blender.

**Step1)** Open Blender and add a cylinder with vertices is 15 and radius is 2m and cap fill type nothing.

**Step2)** In large the cylinder1 and now select the whole cylinder then go to edit mode and select upper vertices and then press s to make the upper part of hut like cone.

**Step3)**Now select e to extrude in z direction and again press s to make a small cone on the bigger cone again extrude in z direction and then again press s to join the vertices like complete cone.

**Step4)**Go to object mode and then select the cone and then g and move object to z axis

**Step5)**now add another cylinder2 with vertices is 15 and radius is 2m and cap fill type nothing.

**Step6)** No attach cylinder1 and cylinder2 like hut

**Step7)** add another cylinder3 with vertices is 15 and radius is 2m and height is 0.02m to make the base of the heart.

**Step8)** add cube resize the cube like strip used to make the door of the hut now select the face of the the hut press 3 and the delete the face where strip is fitted now hut is ready

**Step9)** now select the loop cut and make lot of loop in different part of the hut.

**Step10)** select the face contentiously with ctri+leftmouse and the go to the material properties and make the colour full as your choice.

**Step11)** Now project Hut is complete