

## Experiment No. 6

Aim :- Design of 3D Hut using Blender.

1. First add a cylinder using add mesh than select cylinder.
2. Adjust the cylinder extrude it remove its base and top.
3. Extrude the cylinder from top and converge the extruded part to make it a cone.
4. Follow above step to make a conical design at the top.
5. After that create a door in cylinder using selection and deleting a rectangular part from cylinder.
6. At last add texture to the complete hut.



Drive Link:

[https://drive.google.com/drive/folders/1wPpsOrMlGhACEcnxKt1QR-GMHhucN\\_hR?usp=sharing](https://drive.google.com/drive/folders/1wPpsOrMlGhACEcnxKt1QR-GMHhucN_hR?usp=sharing)