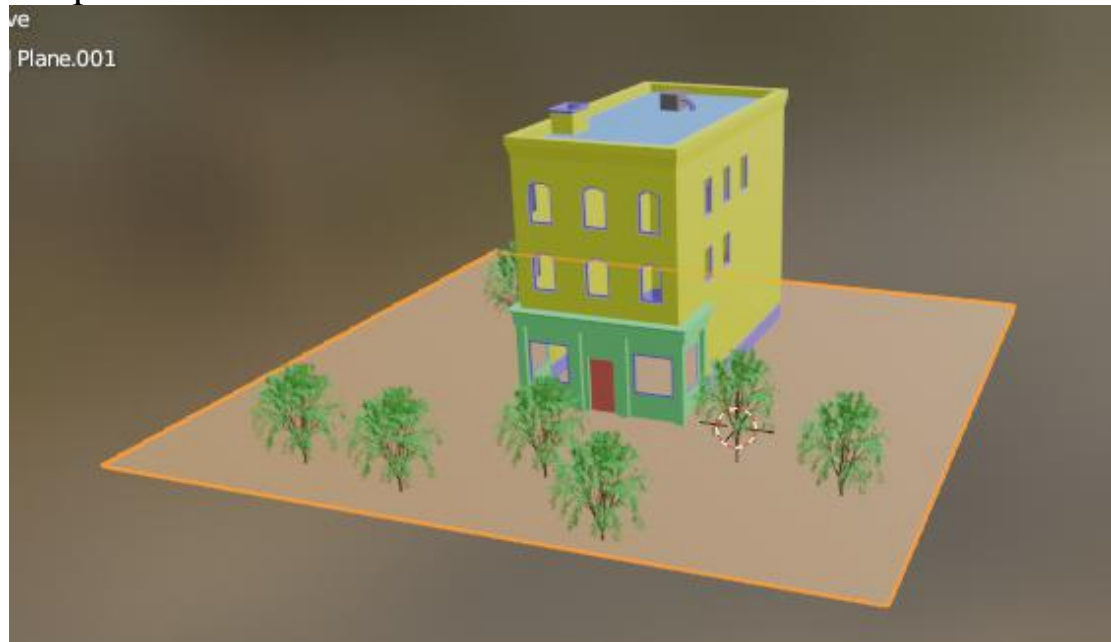# Experiment-10

Aim: To a create a 3D Building in blender.

1. Add a cube stretching its length as a building.
2. Select Particular Path and Delete the faces for window and doors.
3. Take a cube mould it in the form of doors.
4. Add Thickness to the windows by Add Modifier.
5. With the help of Key R Make the outer surface for the front design of House.
6. With the help of cube mould and make the pipeline by KeyS.
7. Add again a Cube for the AC Tank in the roof surface.
8. From the user preference add on the trees.
9. Go to add > curve > sapling trees.
10. Select the tree of your choice and select leaves.
11. Show the leaves and give accurate size to it.
12. Create materials to color the building than select faces of the building and assign colors to them.

Output:

Link to the blender file:
https://drive.google.com/file/d/1YO0abar9JyiiJtYjJct1HDi8Rmz YafhP/view?usp=sharing