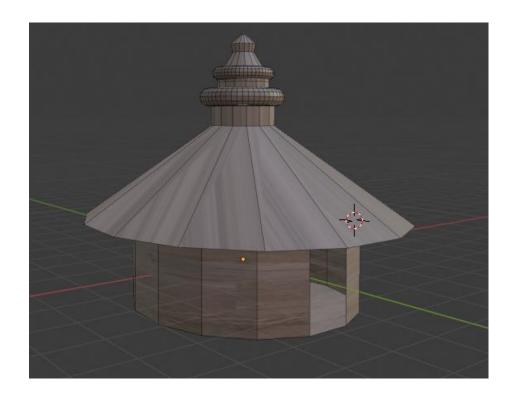
Experiment No. 6

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 selction and deleting a rectangular part from cylinder.
- 6. At last add texture to the complete hut.



Drive Link:

https://drive.google.com/drive/folders/1wPpsOrMlGhAC EcnxKt1QR-GMHhucN hR?usp=sharing