

# Project

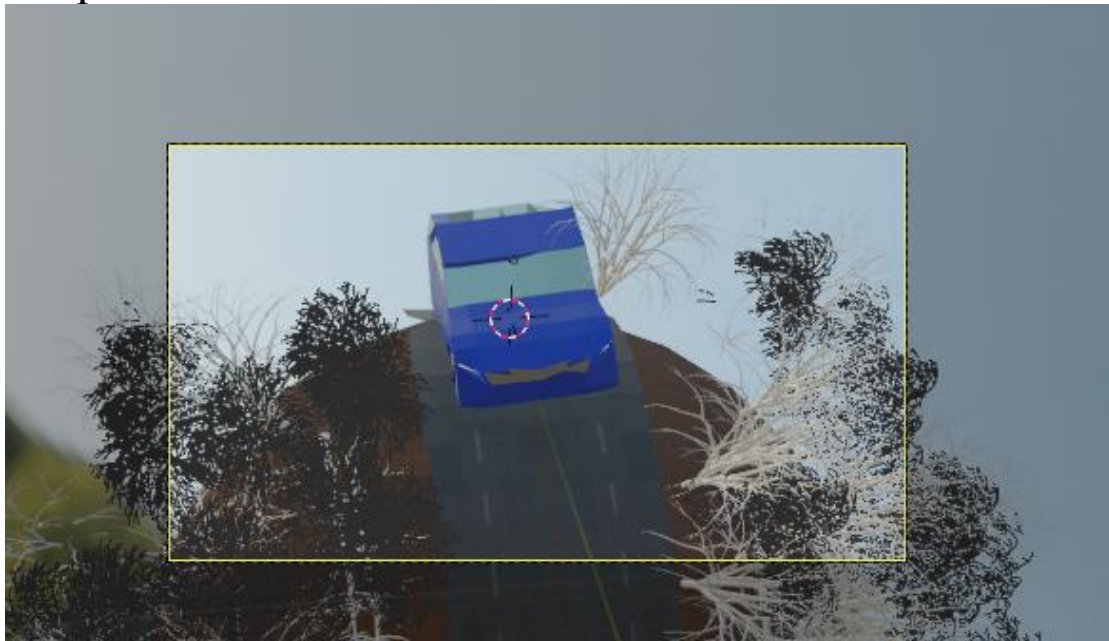
Aim: To make a car moving on a road surrounded by trees.

Steps:

1. First create a car.(I have used the car created in Experiment 8).
2. Add a UV sphere to the center and scale it and move it to the bottom of the car.
3. Right click on the uv sphere and select shade smooth.
4. Then go to edit mode, then edge select, alt+left click on an edge(straight edge) in Y-axis.
5. Press Shift+D then move the line a little bit then place it in the same place.
6. Then click left mouse button to confirm, then press P, then select selection.
7. It will make a new selection, then go to object mode, deselect the sphere then select the new sphere.
8. Then go back to the edit mode, add a subdivision modifier , then add the mirror modifier, now deselect the clipping and select the X, Y, then edit the line.
9. Press E to extrude and extrude a little bit to create a road on the sphere.
10. Select the vertices from both the sides of the sphere remaining the road area and assign them to a vertex group.
11. Create a particle system and select hair and assign the vertex group created above.
12. Using sapling add on select three trees create a collection of all three.
13. In particle system render as collection and use the above created collection.
14. Adjust the trees scale them rotate them.

15. Download textures for ground, tree and road.
16. Assign the textures to the objects respectively.
17. Select the sphere and create two key frames one at 1 with rotation x,y,z as 0,0,0 and another at 120 with rotation x,y,z as 360,0,0.
18. Render the animation.

Output:



Link to blender file:

<https://drive.google.com/file/d/1dAd2mw4HLnOXo0LNIA6qx99oHUYeX-s2/view?usp=sharing>