**Graphics and Animation Tools**

**LAB**

**Experiment –10 Design of 3D Building using Blender**

**Step-1**

Create a new project and clear everything from the interface.

**Step-2**

Go to Add → Mesh and add a cube and modify the dimension to create the base for the building.

**Step-3**

Go to Add → Mesh and add a cube and modify the dimension to create foundation of the building that is plain long building.

**Step-4**

Go to Add → Mesh and add a cube and then mold it to make a slab, and then similarly make multiple duplicates of the same by Shift + D and then place them together to form windows, entry gate and fence of the building.

**Step-5**

Go to Add → Lights →Spot light and place it to the top corners of the building to give the effect of the light bulb.

**Step-6**

Go to Add → Lights →Point light and place it to the corners of the building base to give the effect of the street light.

**Step-7**

Now color the same according to your choice to make the building more attractive.

**Google Drive Link-**

<https://drive.google.com/drive/folders/1yxcW7TcvPFiE1Fvj4jGwktek9byvjrnK?usp=sharing>

**Output-**





