**Graphics and Animation Tools**

**LAB**

**Experiment –8 Design of 3D Car using Blender**

**Step-1**

Create a new project and clear everything from the interface.

**Step-2**

Go to Add → Mesh and add a cube. Modify the vertices and other properties of it such it resembles a hut.

**Step-3**

Go to edit mode and select a face of the cube.

**Step-4**

Extrude the face and scale to give shape of a car.

**Step-5**

Scale vertices of different faces to give the required shape.

**Step-6**

For headlights, select the face and extrude inwards.

**Step-7**

Select different vertices and move them accordingly to give shape.

**Google Drive Link-**

<https://drive.google.com/drive/folders/1j6eg91tnaiGrDz93u64sGWfjPMZaYn23?usp=sharing>

**Output-**

A screen shot of a computer

Description automatically generated

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Description automatically generated