**GRAPHICS AND ANIMATIONS TOOLS**

**FINAL REPORT**

**ON**

**BUILDINGS AND ROAD**

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UNIVERSITY OF PETROLEUM & ENERGY STUDIES

SCHOOL OF COMPUTER SCIENCE

Open Source and Open Standards

Department of Cybernetics

**Submitted to: Submitted by:**

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**Project Title**- Buildings and Road.

**Components of the project**

**1. Building**

**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 (Standing cube).

**Step-4**

Go to Add → Mesh and add a cube and then mold it to make a thin 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**

After making cube slabs of different dimensions then place them together to form windows, entry gate.

**Step-6**

Similarly make fence by first placing one long horizonal slab and then few vertical to make a cross pattern.

**Step-7**

Similarly make 4 long Horizontal cube slabs and arrange them in square pattern and place on the top of the building to give the effect of the terrace.

**Step-8**

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-9**

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

**Step-10**

Now repeat all the steps to create multiple building so that it looks like a neighborhood.

**2. Road**

**Step-1**

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

**Step-2**

Go to Add → Mesh and add a cube and modify the dimension to create the white break like present in middle of the road.

**Step-3**

Go to Add → Mesh and add a cube and modify the dimension to create the path that breaks the building area and the road.

**Step-4**

Go to Add → Mesh and add a cube and place that on a verticle cube to form a pillar, and then duplicate the same on the entire road with the help of Shift + D.

**Step-5**

Go to Add → Lights →Point light and place it to the side of the road at certain distance to give effect of the street light.

**Step-6**

Now color the road black and white color on the strips in the middle.

**Google Drive Link-**

<https://drive.google.com/drive/folders/1HbmzOfAu-kZgnFKnqSJn-LsV82K8Q0M8?usp=sharing>

**Output-**





