Langara College

# Department of Computing Science & Information Systems

# CPSC 2130 – Multimedia and Animation

**Lab10: 3D Modeling**

**Objectives:**

* Get familiar with the essential concepts of 3D graphics
* Use Blender to create basic shapes and scenes

**Instructions:**

**[40 Marks]**

1. Create a new folder as **Lab10** to store all the files below
2. Go to <https://www.blender.org/> to download the latest version of Blender.
3. Download the Blender Tutorial (Entire Book – 4th Edition) from the following website and complete the tutorial from the beginning to page 3-3

<http://www.cdschools.org/Page/455>

1. [**10 marks**] (**filename: Sculpture.blend**) Complete the Practice Exercise on page 3-4 to create a sculpture.
2. [**20 marks**] (**filenames: Landscape Scene.blend and Lighthouse.blend**) Complete the tutorial from page 3-5 to page 3-15 and from page 3-18 to page 3-19. After completing this tutorial you will have created a landscape scene and a lighthouse.
3. [**10 marks**] (**filename: Logo.blend**) Create a 3D logo for the company or the service that your website is about. You may want to do the tutorial from page 3-15 to page 3-17 to learn how to join/separate meshes and how to create a 3D logo based on an existing 2D image.

**What to hand in**

Zip the folder Lab10 with all the required files inside. Submit the zipped fileto D2L.

**When to hand in**

By 11:59pm, Sunday, March 26, 2017.