

University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics



Graphics & Animation Tools

LAB FILE

(Session: 2020-2021)

Course: B. Tech with Specialization in Open Source and Open

Batch: 2017-2021

Semester: VIIth

Standards

Submitted To: -

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GRAPHICS PROJECT - Coca cola

In this project I decided to create a 3-D Coca cola bottle while just starting with a single cube

Step 1: With the initial cube we get, elongate it and create an initial rough model

Step 2: Now extrude the top and bottom of the cube using extrude

Step 3: For making the tip for Coca cola pointy extend only that part of the Coca cola and also finishing touches on the beveling

Step 4: For patterns on the coca cola bottle use extrude tool

Step 5: For straw use a simple sphere and elongate it

Step 6: Make a suitable background for the scene

Step 7: Add smoothing to the model by using the smooth tool

Step 8: Add texture to straw and bottle

Step 14: Color the parts of Coca cola accordingly

Step 15: Add the lighting and camera accordingly

Step 16: Add 4 planes to display the shadows of the Coca cola and move it a little right

Step 17: Render the final output

Google Drive Link

https://drive.google.com/file/d/19G6HoDU_78OWbgonJ6ta79Ze25zq-r8h/view?usp=sharing

OUTPUT

