**University of Petroleum and Energy Studies** School of Computer Science

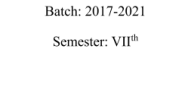
Department of Cybernetics

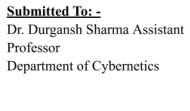


**Graphics & Animation Tools**

**LAB FILE**

**(Session: 2020-2021)**

B. Tech with Specialization in Open Source and Open Standards



**Submitted By:**

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**Experiment - 6** Design of 3D Hut using Blender

In this experiment we need to create a 3D Hut of our choice with the help of blender.

Steps to follow to create a 3D Hut using Blender

1. Open Blender, and clear everything from the interface which is already there.

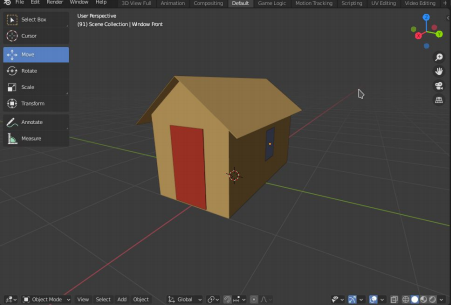
2. Add a cube and convert it into a cuboid by extending it along the Y - Axis.

3. Now take a plane and add it on top of the cuboid and rotate it by 45°. 4. Then take another place and join it with the other plane.

5. Add a triangle shaped plane on the two edges of the cuboid. 6. Now join the two planes and the cuboid and group them together. 7. Add two planes on the side of the cuboid which will act as a window. 8. Add another plane on the front of the cuboid which will be the door of the house.

9. Now paint the house accordingly for different shapes.

**OUTPUT**

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