

EXPERIMENT - 10

Objective: To create a building in Blender

Steps:

1. Open new file
2. Delete contents of the file
3. Insert a new cube
4. Scale and extrude it to create a platform which will act as the base for the building
5. Create some smaller platforms for shorter portions of the skyscraper.
6. Select the upper faces and extrude it to appropriate length
7. Repeat step 5 to create multiple floors
8. Ignore side fences and shape them as a swimming pool with blue texture.
9. Press Ctrl+R to place loop cuts for creating windows
10. Then press I
11. Repeat Steps 8 and 9 where you want to place windows
12. Now Create material with required colours and assign it to required face.
13. Save the file and render the final model.
14. Finish.

Link:

<https://drive.google.com/file/d/1kTUcpBcONpOUf5P1BgiN1dq98TyyRRuM/view?usp=sharing>