

## **EXPERIMENT – 8**

### **Steps:**

1. Create a new file in blender
2. Import an image of car for reference
3. Align the cube with front section of the car, copy this cube by pressing “Shift + D” and then place it to form a rough model of car
4. Click edit mode and use vertex select to tweak the shape of our model
5. Now use face select and extrude option to create headlights, windshield and mirrors.
6. Again use vertex select and make space for car wheels
7. Press “Shift + A” and add a circle, scale and extrude it and finally place it on appropriate position.
8. Select inner faces of the circle and extrude it to create rims of the car
9. Do the minor adjustments in the shape to make it look more aerodynamic.
10. Now delete the point light source, and add another light source as Sun
11. Set the power to 7 and place it somewhere above the car
12. Create new material with colour of your preference and assign it to the car object
13. Reduce roughness and do other adjustments
14. Similarly set colour for tyres, headlights and windshield
15. Render the object in Eevee mode
16. Finish

### **Link:**

[https://drive.google.com/file/d/19gOEnW9lvhTyEdM4o1wjeCbrumc\\_NXtu/view?usp=sharing](https://drive.google.com/file/d/19gOEnW9lvhTyEdM4o1wjeCbrumc_NXtu/view?usp=sharing)