

EXPERIMENT – 6

Objective: Design of 3D Hut using blender

Steps:

1. Open Blender, and create a new File
2. Press shift+a to insert a mesh
3. Select Mesh->plane to add a base
4. Goto Edit Mode and select the plane, perform tuning in plane dimensions
5. Again insert a mesh, set as Cube to create the walls
6. Insert another cube and adjust dimensions to make it a cuboid
7. We will use this cuboid to create a door like opening
8. Insert Cone Mesh, resize it and place it on the top of the hut
9. Apply textures to the wall and top of hut
10. Render the image
11. Finish

Drive link: <https://drive.google.com/file/d/1Z3oU0aQV-W4BzmJmYPMtyKNinTjv0Uh6/view?usp=sharing>