****

**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

**Submitted By:**

**Name- Vaibhav Kansal**

**Roll no-R100217086**

**Batch-B3**

**Semester- 7**

**Course-B.tech. CSE-OSOS**

**Sap Id- 500061579**

**Steps to make laptop-**

1. Open Blender workspace and scale the existing cube like the base of the laptop.

2. Then we will copy it utilizing SHIFT+D and turn it. Then join it to the base so it would appear that screen of the PC.

3. Now select some aspect of the screen and expel it inwards.

4. After this we will include a solid shape of the base and scale it to make the keys of the PC. Presently copy the shape to make the keys of the PC.

5.To make the keys of the console, include a shape and scale it down to estimate of keys on your console.

6.Select the various pieces of PC to give them color by including new material.

