

## **e-Yantra Robotics Competition (eYRC - 2016)**

### **Task 1 – Model a Terrain**

#### **Question 1:**

After watching the ‘Tutorials on Blender modules’, make a chess piece ‘Pawn’ as shown in Figure 1 below. Folder containing this file contains a chess\_pawn.jpg file for reference. Strive for precision while modeling.



Figure 1: Pawn

#### **Question 2:**

Create the model for rocks found in planet Mars referred to as Object 1, Object 2 and Object 3 shown in Figures 2, 3, 4 respectively. Folder containing this file contains object1.jpg, object2.jpg and object3.jpg. Refer to the video lectures for creating the model. Apply material and texture to the model.



Figure 2: Object 1 - Adirondack



Figure 3: Object 2 - Rocknest 3



Figure 4: Object 3 - Heat Shield

**Finally, render a .jpg file of each model and make a folder named “Problem Solution 1” containing the blend files and the image files of all four models.**