**A Report on**

**“Creating an Environment using Blender”**

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**Course Code: CCE-112**

**Course Title: Engineering Drawing**

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**FACULTY OF COMPUTER SCIENCE AND ENGINEERING**

**PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY (PSTU)**

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**Report on “Creating an Environment using Blender”**

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DECLARATION

I declare that this reported presented in it is our own and has been generated by us as the result of our own original work.

I confirm that:

 This Work is done wholly or mainly while in candidature for a degree at this University;

 This report has not been previously submitted for any degree at this university or any other educational institutes;

 I have quoted from the work of others; the source is always given. With the exception of such quotations, this report is entire our own work;

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**DEDICATION**

Dedicated to our parents for all their love and inspiration.

**ABSTRACT**

This report based on Engineering Drawing. In this purpose I made an clean environment using **Blender** which include a 3d project of a building facing another house.

Blender is a free and open-source 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games. Blender's features include 3D modeling, UV unwrapping, texturing, raster graphics editing, rigging and skinning, fluid and smoke simulation, particle simulation, soft body simulation, sculpting, animating, match moving, rendering, motion graphics, video editing and compositing.

This environment includes two house, a plane surface of grass, surrounding with many trees , a street and wall paint etc.

This design will represents and describes an ideal environment of a residential area.

**ACKNOWLEDGEMENTS**

Praise to Allah, the most magnificent and the most merciful, without whose patronage and blessing this report would not been successfully completed. He gave us zeal, confidence, power of determination and courage and vanquished all the stumbling hardness that we faced on the way.

It is an auspicious occasion for us as students of Faculty of Computer Science and Engineering, one of the prestigious academic centres of the Patuakhali Science & Technology University (PSTU), to express our deep feelings of gratitude to the faculty and especially to our supervisor, Head of the department, all the teachers and also to the departmental staff. We are immensely indebted to our supervisor, Md. Mahbubur Rahman, Lecturer, Department of Computer Science and Information Technology, for his wonderful guidance, inspiration, encouragement and also for through review and correction of this dissertation work that could not be finalized without his astute supervision.

We pay profound regard to all of our teachers of the department for their very valuable directives and special attention. Our parents are very much keen and hopeful in the best performance of the dissertation we are going to submit. We wish we could fulfil their aspiration. We also pay regards to our friends in the department who, through their interest and work, are our contestant source of inspiration.

**With Best Regards,**

**Abhishek Das**

**APPROVAL**

This Report “**Creating an Environment using Blender**” Submitted by Abhishek Das , ID NO: 1802066 Faculty of Computer Science and Engineering (CSE), Patuakhali Science and Technology University (PSTU) under the supervision of Dr. Golam Md. Muradul Bashir, Professor, Department of Computer and Communication Engineering and Md. Mahbubur Rahman, Lecturer Department of Computer Science and Information Technology has been accepted as satisfactory for the partial fulfillment of the requirement for the degree of Bachelor of Science (B.Sc. Eng. in Computer Science and Engineering) and approved as to its style and contents.

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