**EXPERIMENT 6**

**Hut in Blender**

**Steps-**

Step 1- Open Blender.

Step 2- Create a new file -> delete the default cube.

Step 3- Add a plane -> scale it to an average area of a hut.

Step 4- Go to edit mode using TAB.

Step 5- Add loop cuts using CTRL+R, to create a division of rooms inside the hut.

Step 6- Delete any one face to bring the plane in L shape -> extrude(E) it with respect to the z-axis such that it is equal to the two floors.

Step 7- To make a triangular-domed roof-> extrude from middle from both ends of the hut

Add a similar plane in between both floors to differentiate between them.

Step 8- To create the roof-> add a cylinder apart from the hut.

Step 9- Switch to wireframe mode -> select the half of cylinder -> delete the vertices -> duplicate it using (shift+D) and rotate it 180 degree -> align both cover each other -> add an array modifier (x-axis)-> increase the number according to the length of the roof-> Add a second array modifier (y-axis) and increase the number according to the breadth of roof.

Step 10- Add the same to the top of hut by tilting it according to shape of the hut -> add the copy of same to other parts of roof.

Step 11- Save the file in your local computer.

[DRIVE LINK](https://drive.google.com/drive/folders/1HHmhW8S4dYisMYGFoaJuAPxXlKh6NDTe?usp=sharing)

**Output-**

