**VIVA**

**Design of Skyscraper using Blender**

**Step – 1:** Open Blender -> Clear everything.

**Step – 2:** Create a blank file -> use the default cube.

**Step – 3:** Select the bottom face of the default cube -> flatten the cube using the move tool.

**Step – 4:** Scale the cube accordingly to give a base of the building for skyscraper.

**Step – 5:** Select the side face -> Extrude it accordingly using E key.

**Step – 6:** Repeat the process of Extruding to form a base.

**Step – 7:** Add loop cut using ctrl+R -> Select the middle loop cut and do proportional editing and accordingly give shape to the base.

**Step – 8:** Using select tool, select top faces of the base. Using the move tool, extend the base to form a building.

**Step – 9:** Extrude using E key to give it some height. Inset the faces to give it a little shape.

**Step – 10:** Repeat the Extrude and Inset of the faces to form a sky scraper, accordingly.

**Step – 11:** Save the .blend file to your local memory.