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| **Introduction** |
| This report outlines the process of familiarizing myself with essential commands and functionalities in Blender. |
| **Methodology** |
| 1. **Steps implemented to create basic polygon shapes**:    1. Launched Blender and accessed the default 3D viewport.    2. Added different objects using the "**Shift + A**" or "**Add**" menu.    3. Explored object manipulation through mouse interaction.    4. Entered Edit Mode ("**Tab**") to modify vertices, edges, and faces and returned to Object Mode. 2. **Steps implemented towards adding a texture to an object**:    1. Opened the Material Properties tab in the Properties panel.    2. Created a new material for the object.    3. Enabled nodes in the Surface section and added an "**Image Texture**" node.    4. Loaded an image texture and connected it to the material output.    5. Switched to "**Texture**" viewport shading to preview the textured object. 3. **Steps implemented for creating the Tower**:    1. **Launching Blender**: I opened the Blender application on my computer.    2. **Setting Up the Scene**: Started with a clean scene by deleting the default cube, camera, and light. This was done by selecting all objects and pressing "**Delete**" or "**X**" to remove them.    3. **Adding a Base**: Created a base for the Tower. This was done by adding and scaling a cube to form the foundation.    4. **Extruding for Height**: Extruded the base shape upwards to create the Tower's main structure.    5. **Adding Details**: Customized the Tower by adding architectural details. Used edge loops, beveling, and extrusions to create windows and other design elements.    6. **Duplicating Floors**: I duplicated the Tower's main structure for building multiple floors. Selected the top faces, pressed "**Shift + D**" to reproduce, and then moved the duplicated faces up to form the next floor.    7. **Applying Material and Texture**: Applied material and texture properties to different parts of the Tower.    8. **Texture Mapping**: Added textures to different parts of the Tower for a more realistic look.    9. **Lighting**: Placed light sources around the scene to illuminate the Tower.    10. **Camera Placement**: I have set up a camera to capture the Tower from the desired angle, adjusting the camera's position, rotation, and focal length for the best composition.    11. **Render Settings**: Configured the render settings in the Render Properties tab and adjusted the resolution, sampling, and other settings based on the desired output.    12. **Rendering the Scene**: Clicked the "**Render**" button to render the scene. Blender generated an image based on previously applied rendering settings.    13. **Save and Export**: Saved the Blender project and exported the final render as an image in PNG format. |
| **Conclusion** |
| This experiment provided a hands-on introduction to Blender's essential functionalities. I successfully created multiple different polygon shapes, added a texture, and gained familiarity with fundamental commands. This experience laid a solid foundation for future explorations and projects in Blender. |