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| **Introduction** |
| This report outlines the process of familiarizing myself with essential commands and functionalities in Blender. |
| **Methodology** |
| Steps implemented towards creating the Table:   1. **Initiating Blender**: I launched Blender on my computer. 2. **Scene Setup**: I began by clearing the default cube, setting up a clean scene. This was done by selecting the cube and pressing "**Delete**" or "**X**" 3. **Creating the Tabletop**: I introduced a cube into the scene through the "**Shift + A**" shortcut or the "**Add**" menu. By modifying the cube's dimensions, I sculpted it into the desired tabletop shape. 4. **Flattening the Surface**: To create a flat tabletop, I scaled the top face of the cube along one dimension in the z-axis. 5. **Adding Legs**: Four additional cubes were added, one at each corner of the tabletop, serving as the table legs. I adjusted their sizes and shapes as needed. 6. **Positioning the Legs**: I lowered the table legs to ensure they were appropriately placed beneath the tabletop. Accurate positioning was achieved using transformation tools (G, R, S). 7. **Crafting the Carpet**: Utilizing the "**Shift + A**" shortcut or the "**Add**" menu, I incorporated a plane into the scene. By resizing and adjusting the dimensions, I simulated the presence of a carpet beneath the table. 8. **Applying Texture**: For added realism, I applied textures to both the tabletop and the carpet. This was accomplished by adjusting parameters in the Material Properties tab, controlling color, reflectivity, and texture properties. 9. **Lighting and Camera Configuration**: I strategically positioned light sources to illuminate the scene. Additionally, I placed a camera to capture the setup from an optimal angle. 10. **Render Settings Setup**: Using the Render Properties tab, I fine-tuned render settings. Parameters like resolution and sampling were adjusted to align with the intended output. 11. **Rendering the Scene**: I initiated the rendering process by clicking the "**Render**" button or using the "**F12**" shortcut. Blender generated a visual representation based on the defined parameters. 12. **Saving and Exporting**: I safeguarded my Blender project and exported the final render in a suitable image file format, such as PNG or JPEG. |
| **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. |