

University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics



GRAPHICS AND ANIMATION TOOLS
LAB FILE

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Course: B. Tech.

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Submitted To-
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Experiment 6: Create 3D hut using Blender.

In this experiment we need to create a 3D hut of our choice using Blender. Steps to create a 3D text -

Step 1: Open Blender and create a new project. Scale the cube into a cuboid to act as base of the hut.

Step 2: Add 2 planes on the top of the cuboid to act as the triangular top of the hut.

Step 3: Add a plane on the bottom of the cube to act as the floor.

Step 4: Add a cube and place it on the front side of the cube. This cube will represent the door of the hut.

Step 5: Now add a plane and set its position on one of the sides of the cube. This plane will represent the window in the hut.

Step 6: Add a cylinder on the top of the hut, to act as a chimney.

Step 7: Fill the colors of your choice in all the shapes.

Google Drive link

https://drive.google.com/drive/folders/1cQdmrX4_aaWvVLW5Dk9flVoyZRRaFJX8?usp=sharing

Output



