**University of Petroleum and Energy Studies**
School of Computer Science

Department of Cybernetics

# GRAPHICS AND ANIMATION TOOLS LAB FILE

*(Session: 2020-2021)*

Course: B. Tech.

Batch: 2017-2021

Submitted To-
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Assistant Professor
Department of Cybernetics

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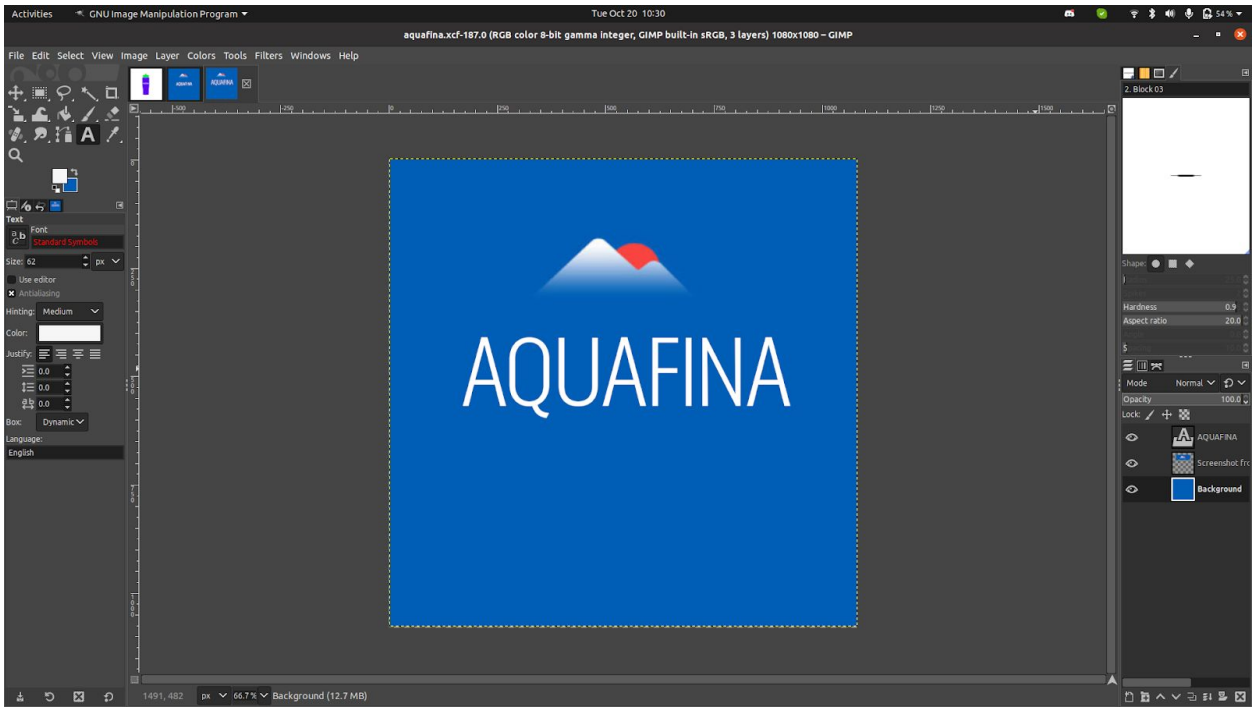
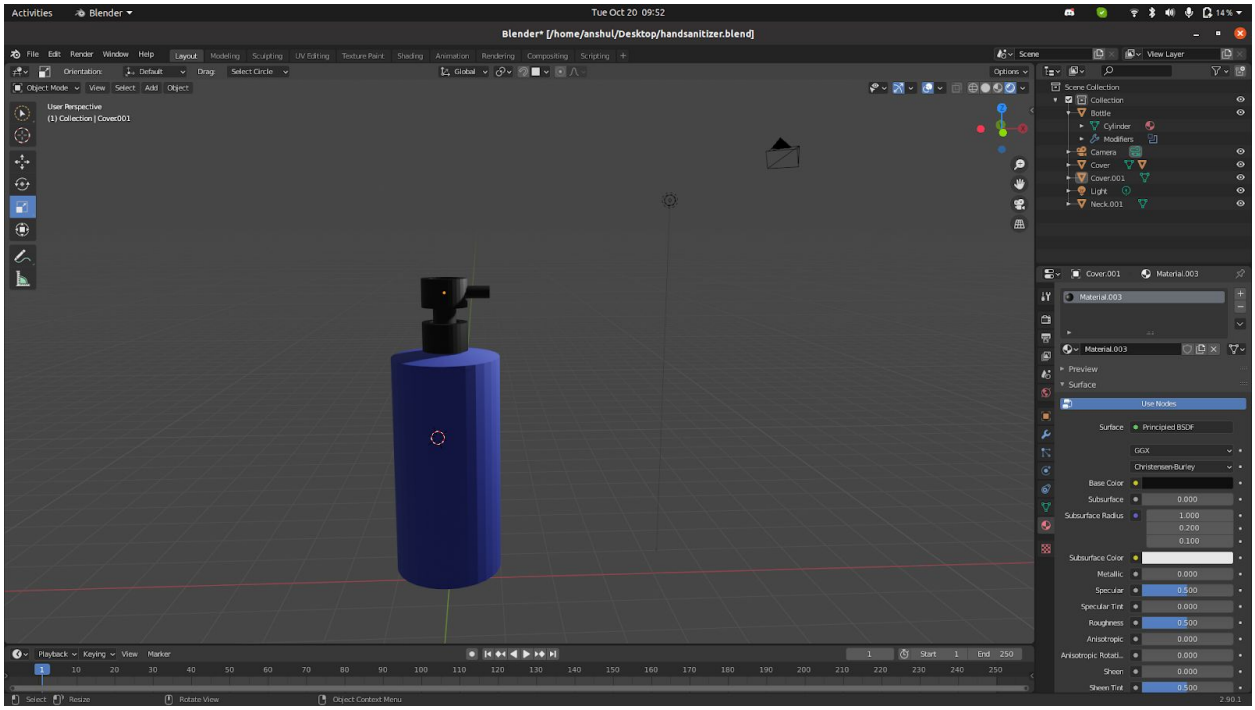
**Task 1- Create a logo of any water bottle of any brand using GIMP.**

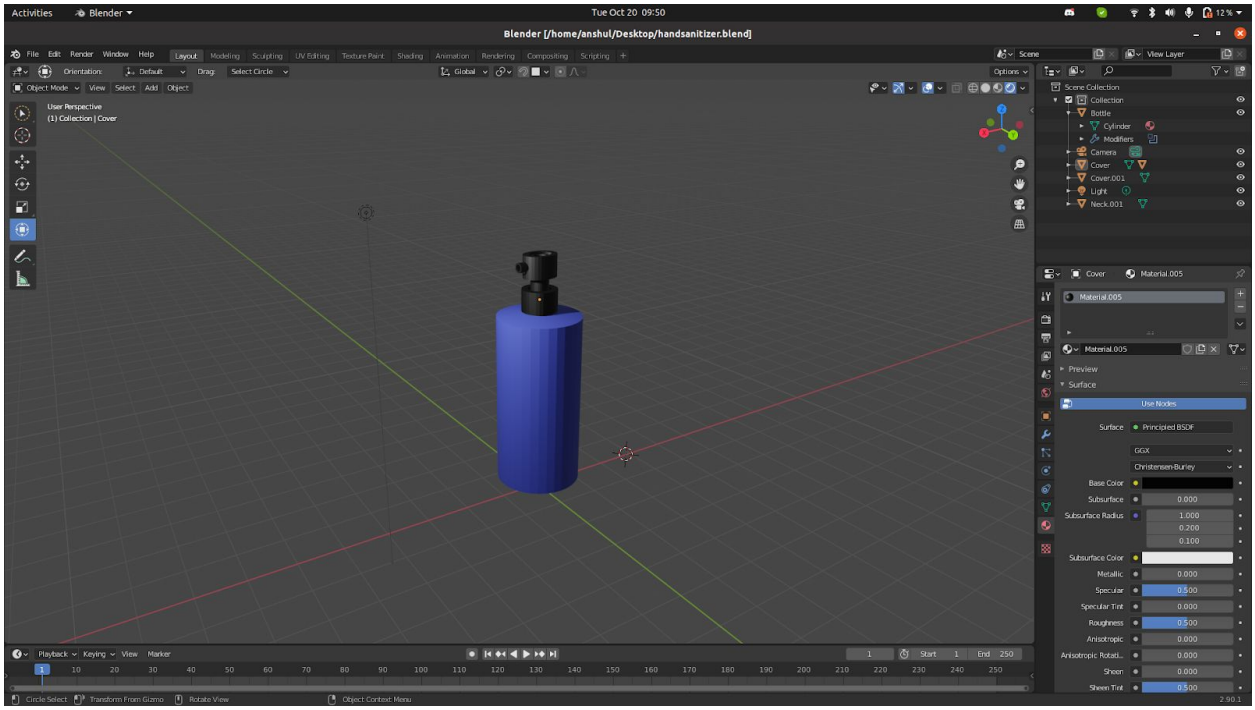
1. Open GIMP, and create a new layer with transparent background.
2. Set the background and foreground color as “#005EB6”.
3. Now, go to file-> open as a layer, add the image of mountains in the **AQUAFINA** logo.
4. Position and scale the image as required.
5. Now create a text box and write the test **AQUAFINA.**
6. Set the font style and size of the text.
7. Save the logo as a PNG file.



**Task 2- Create a hand sanitizer spray bottle using blender.**

1. Open Blender, and clear everything from the interface which is already there.
2. Select mesh and then select a cylinder
3. Extend the length of the cylinder to look like the spray bottle.
4. Now add another cylinder and extend its length. Position this cylinder inside the outer cylinder to represent the straw inside the spray bottle.
5. Now using the knife tool cut a circle shape on top of the spray bottle to act as a straw holder.
6. Add a new cylinder and apply a solidify modifier to make it hollow. Position this hollow cylinder in contact to the outer cylinder and over the inner cylinder.
7. Copy paste the previous hollow cylinder and position it above the previous one(over the inner cylinder representing straw).
8. Now add another and final cylinder. Scale the cylinder to represent the nozzle. Rotate the cylinder and fix it over the top most hollow cylinder.
9. Color the cylinders as per your choice.


Activities
Blender
Tue Oct 20 09:52
Blender* [/home/anshul/Desktop/handsanitizer.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Orientation Default Drag Select Circle
Global
Object Mode View Select Add Object
Options
User Perspective
(1) Collection | Cover001
Scene Collection
Collection
Bottle
Cylinder
Modifiers
Camera
Cover
Cover.001
Light
Neck.001
Cover.001 Material.003
Material.003
Preview
Surface
Use Nodes
Surface Principled BSDF
GGX
Christensen-Burley
Base Color
Subsurface 0.000
Subsurface Radius 1.000 0.200 0.100
Subsurface Color
Metallic 0.000
Specular 0.500
Specular Tint 0.000
Roughness 0.500
Anisotropic 0.000
Anisotropic Rotati... 0.000
Sheen 0.000
Sheen Tint 0.500
Playback Keying View Marker
Start 1 End 250
Select Resize Rotate View Object Context Menu
2.90.1


Activities
Blender
Tue Oct 20 09:50
Blender [/home/anshul/Desktop/handsanitizer.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
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Base Color
Subsurface 0.000
Subsurface Radius 1.000 0.200 0.100
Subsurface Color
Metallic 0.000
Specular 0.500
Specular Tint 0.000
Roughness 0.500
Anisotropic 0.000
Anisotropic Rotati... 0.000
Sheen 0.000
Sheen Tint 0.500
Playback Keying View Marker
Start 1 End 250
Circle Select Transform From Gizmo Rotate View Object Context Menu
2.90.1