**Graphics and Animation Tools**

**LAB**

**Experiment –6 Design of 3D Hut using Blender**

**Step-1**

Create a new project and clear everything from the interface.

**Step-2**

Go to Add → Mesh and add a cylinder. Modify the vertices and other properties of it such it resembles a hut.

**Step-3**

Change the viewpoint to Front view and scale the cylinder slightly.

**Step-4**

Now, we need to create a door and the pillar for the hut to stand on. Go to Add→Mesh and add a cube. Change the size of the cube such that it resembles a door and put it inside the boundary of the cylinder. Then, Select the cube and change the Viewport Display to wire.

**Step-5**

Now, go to Add → Mesh and add a circle and resize the circle such that it completely covers the cylinder.

**Step-6**

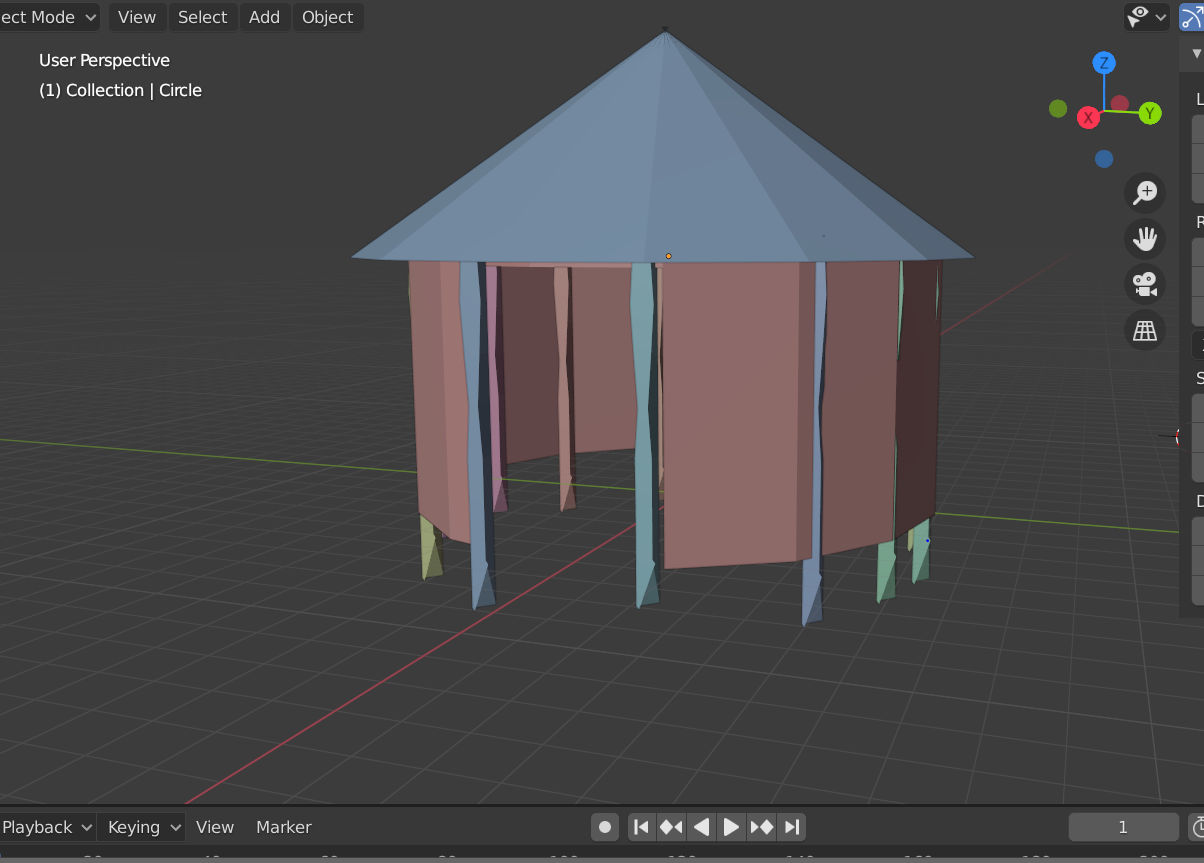
Now, go to Front view and extrude the circle upwards and mould it in the shape of a cone.

**Step-7**

Fill the hut with the desired colors.

**Google Drive Link-**<https://drive.google.com/drive/folders/1ZrhpZraAZvs0CP7lhxeg5o5Drlvl-B5u?usp=sharing>

**Output-**

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