**Graphics Lab Viva -1**

**Hand Sanitizer**

**Steps-**

Step 1- Open Blender.

Step 2- Delete the default cube. Go to Add -> Mesh -> cylinder.

Step 3- Set radius to 3m. Depth to 6m.

Step 4- Go to edit mode -> Face select -> Select the top face of the cylinder.

Step 5- Extrude the top face by pressing E and Z.

Step 6- Scale it to form the opening end of the bottle. And move it closer to bottle.

Step 7- Extrude upwards once. Then extrude again to make two sections.

Step 8- Go to object mode -> Right click -> shade smooth.

Step 9- Add -> Mesh -> Cylinder. Set radius 0.5 and depth 2m.

Step 10- Rotate it 90 on x axis and move it to the top of the bottle to create a nozzle.

Step 11- Select the top part and make it a separate object using shift+P

Step 12- Select the top most part of the bottle and scale it to make it a lil bigger than the rest of the top.

Step 13- Right click-> Smooth shade.

Step 14-Edit mode -> select the nozzle -> P-> selection

Step 15-Select the front face -> P -> selection

Step 16- Object mode -> front face -> Particle properties -> emitter

Step 17- Set emitter to 9000 -> Start to 10 upto 50. -> Lifetime 5 -> Random 1

Step 18- Set velocity to 20.

Step 19- Add -> Force field -> force

Step 20- Move the force field near the nozzle.

Step 21-Right panel -> Physics tab -> Strength -> set to 125

Step 22- Add -> mesh -> UV sphere

Step 23- Set segments to 8 ->Rings to 8 -> Right click -> shade smooth

Step 24- Click on the nozzle face -> Right panel -> Particle -> Render -> Set Render as to Object.

Step 25- Click on the dropper in the instance object -> Drag and click on the UV sphere.

Step 26- Move the sphere inside the bottle. -> Select the bottle along with it using shift. -> P -> Object

Step 27- Color the bottle by selecting faces and going into texture paint mode.

Step 28- Save your file with .blend extension.