

Experiment – 8

Design of 3D Car using Blender

STEPS

1. File -> New -> General
2. Now import an image of a car. This image will be used as a reference.
3. Create a cubical mesh and align it with the front portion of the car. Create a copy of the cube and place it to form a rough model of a car.
4. Go to Edit Mode -> Use Vertex select and tweak the shape of the model
5. Using face select and extrude option, create headlight, windshield and mirrors of the car.
6. Using vertex select, create space for wheels of the car.
7. Add a circular mesh. Scale it and then extrude. Place it in the proper position.
8. Now extrude the inner face of the circular mesh to create rims.
9. Delete the point light source and add a Sun light source. Set the power of the source to 7 and place it above the car.
10. Create a new material with a color and assign it to the car object.
11. Make desired adjustments and reduce the roughness.
12. Set the colors for tyres, headlights and windshields etc.
13. Render the object
14. Finish

Google Drive Link

<https://drive.google.com/file/d/1lKlR8GzzJJwFtLuj0N8cZL7SSrDupoTQ/view?usp=sharing>