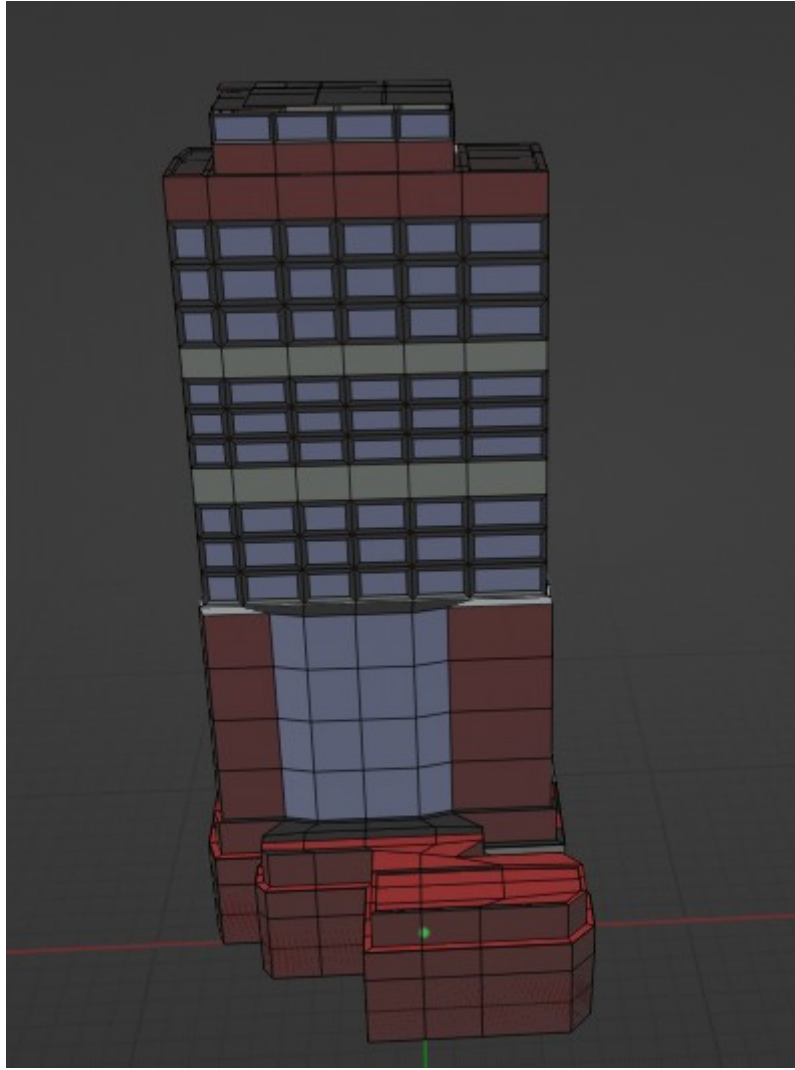# Experiment – 10

Design of 3D UPES Landscape using Blender.

1. Add a new cube mesh.
2. Scale and extrude it to create a platform which will act as the base for the
3. building
4. Select the upper faces and extrude it to appropriate length
5. Repeat step 5 to create multiple floors
6. Now for the rooftop, press I and hold inwards followed by extruding to give it a
7. feel of boundary
8. Press Ctrl+R to place loop cuts for creating windows
9. Then press I
10. Repeat Steps 8 and 9 where you want to place windows
11. Now Create material with required colours and assign it to required face.
12. Save the file and render the final model.
13. Finish.

OUTPUT

Blender File