

## **VIVA 1**

### **1. Creating Spectacles Using GIMP**

#### **STEPS**

1. Open a reference image as Layer.
2. Now create a new layer and name it as LensMaskLeft.
3. Now we use the Free Select Tool to create a path along the lens of the spectacle.
4. After selecting the path -> Select -> To Path
5. Now go to the paths tab on the right hand side panel and select this path and select -> Path to selection.
6. Now Fill the layer with a foreground color.
7. Next we create a path along the frame of the spectacle.
8. Repeat steps 4 – 6 for Frame Layer.
9. Now we can use the LensMaskLeft image and mirror it to create the right lens.
10. Select the LensMaskLeft layer and duplicate it.
11. Rename the duplicated layer as LensMaskRight.
12. Now select the LensMaskRight layer and from the menu bar select -> Layer -> Transform -> Flip Horizontally.
13. End.

## **2. Creating A Laptop Model in Blender**

1. Start a new project.
2. Add a cube mesh.
3. Select the mesh and in edit mode, transform the cube by reducing its height and increasing the width. This will act as the base of the laptop.
4. Now duplicate the mesh and rotate the duplicated mesh at an angle. This duplicated mesh will act as the top portion of the laptop.
5. To this top portion of the laptop add a plane. This acts as the screen of the laptop.
5. Now again add a cube mesh and reduce its size to that of a key. Duplicate the key several times to create the keyboard of the laptop.

### **GOOGLE DRIVE LINK**

<https://drive.google.com/file/d/1R2EGqRhnmySSDOrSh8tUhiFkHHh01-PZ/view?usp=sharing>