

Experiment – 6

Design of 3D Hut using Blender

1. Open Blender.
2. Go to File -> New.
3. Press Shift + a to insert a Mesh.
4. Select Mesh -> Plane. This will be at the base of the hut.
5. Go to Edit Mode -> Select the Plane inserted in step 4 and resize it as per required dimensions.
6. Again insert a mesh. This time it will be a Cube.
Shift + a -> Mesh -> Cube
This will act as the boundary of the hut.
Again in Edit Mode, resize the cube.
7. Now insert a Cone Mesh and place it on top of the cube mesh. This will act as the roof of the hut.
8. Resize the cone mesh in the edit mode so that it covers the entire cube mesh on the top.
9. Now again insert a cube mesh at the front wall of the hut. This will act as the entrance of the hut.
10. Insert a cube mesh and resize it in such a way that the width is reduced to minimum and the mesh looks like a plane board. This will then be placed at an angle with the entrance mesh inserted in the previous step.
So we have now created the door for the hut.
11. Finish.