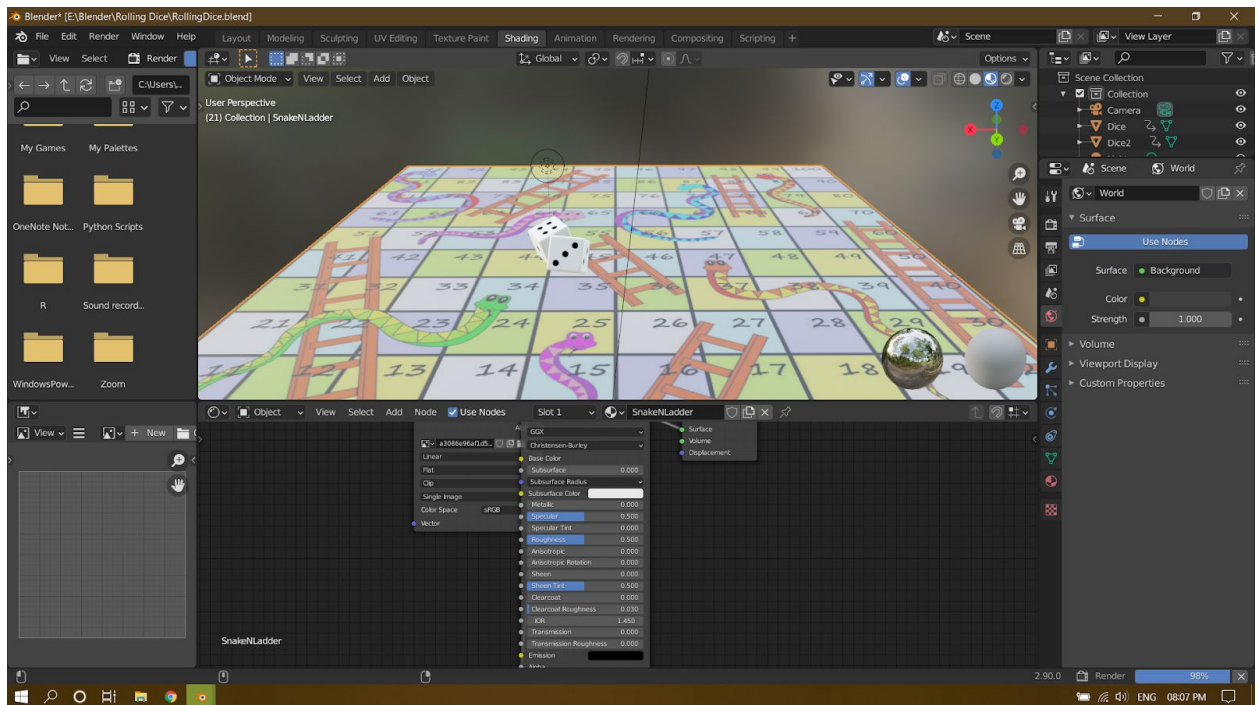


## Title: To Demonstrate with Boolean Modifier and Beveling Modifier on a given scenario.

- 1) Steps to create a dice cube and to rotate it.
  - a) Add a new cube object.
  - b) Add modifier -> Bevel Modifier (Change properties as you want so that the cube can look like a dice such as an Offset and more.)
  - c) For creating dots on the dice:
    - i) Add a new UVSphere object
    - ii) Change the size and put it into the dice to look like a dot.
    - iii) Add a new boolean modifier and choose the “difference” property.
  - d) Repeat step c until all the dots are plotted on the dice.
  - e) To add rotation animation on the dice:
    - i) Add a plane
    - ii) Enable rigid physics for all the objects
    - iii) If you want it to collide with a plane add collision physics and play with the properties.
  - f) Done
- 2) Screenshots of the blender UI



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- 3) Steps to create any 2 objects from given in an image.
  - a) Add an object such as a cube
  - b) Use bevel, loop cut, and binary modifier
  - c) Shape as you want
  - d) Color it
  - e) Done

