

**Title: To create a house and vase using various commands and modifiers.**

- 1) Explain the steps to create a house.
  - a) Take a plane
  - b) Extrude it mirror it copy it.
  - c) Make it look like a house.
  - d) You can create bushes with metaballs.
  - e) Make a roof use subdivision modifier.
  
- 2) Explain the steps to create a vase.
  - a) Take a bezier curve.
  - b) Extrude it resize and then apply skew modifier.
  
- 3) Name the modifiers used for creating vase?
  - a) Skew modifier
  - b) Remesh modifier
  
- 4) Name the modifiers used for creating a house?
  - a) Subdivision modifier
  - b) Bevel modifier
  - c) Boolean modifier
  - d) Mirror modifier
  
- 5) Screenshot of the UI of blender having house and vase

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