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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

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**Batch-B1**

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**VIVA 2**

**Aim** :- Design of 3D Building using Blender.

**Objective** :- To Design 3D Building using features of Blender 2.8.

**STEPS TO MAKE DESIGN A 3D Building:-**

1. Open Blender workspace and add a cube
2. After adding the cube we will remove the edges and faces and make the base vertices extend and make it similar to circle
3. After doing the above step we will take different vertices and extrude different surfaces
4. After the above step we will form the above structure of the building by extruding and scale
5. After the above we will now subdivide the different parts of the building and then insert the faces and then extrude inwards in order to form the windows of the buildings ‘
6. After getting the structure of the building we will go on shading mode and shade the building
7. After giving shading to the building we will add the lights in the window of building