**Open Source Graphics And Animation tools**

**ASSIGNMENT-1**

**(CAR)**

*Submitted to*

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**TOPIC:DESIGN A CAR**

**STEPS:**

STEP-1: ADD A CUBE OF 1M AND GIVE THE AXIS OF X,Y AND Z

X=5.885 m

Y=2.029 m

Z=1.905 m

STEP-2:TAKE A REFERENCE OF CAR AND DO A LIITLE BIT OF TRANSPARENCY.

STEP-3:GO TO EDIT MODE AND USING VERTEX MODE SCALE THE CUBE ACCORDING TO THE CAR.

STEP-4:SELECT THE FACES AND AND SCALE IT FOR THE SHAPE AND PRESS G TWICE TO SCALE THE EDGES FROM TOP VIEW.

STEP-5:USE THE EDGE LOOP TOOL AND DIVIDE THE CUBE.SELECT THE FACES OF CUBE AND DELETE IT.

STEP-6:GO TO MODIFIER PROPERTIES AND SELECT MIRROR AS IT WILL CREATE COPY OF THE HALF FACE.

STEP-7:GO TO KNIFE TOOL IN EDIT MODE AND START THE CUBE ACCORDING TO THE REFERENCE IMAGE.

STEP-8: THEN EXTEND THEM AND FOR FACES SELECT I FOR INSETS.

STEP-9: FOR HEADLIGHTS ADD EDGE LOOP AND EXTEND TO LOWER AND UPPER.

STEP-10:DISSOLVE THE FACES AND PRESS F TO FILL. USE EDGE LOOP CUT FOR BACK OF LIGHT.

STEP-11: TO GIV EBETTER CURVES FOR WHEELS USE SHIFT+H RO ISILOTE THEM AND GIVE BETTER ANGLE FOR CURVES.

STEP-12: FOR BACK SIDE USE EDGE LOOP AND BEVEL IT, MOVE AND THEN EXTEND IT TO DOWN.

OUTPUT;

