MID-SEM BLENDER ASSIGNMENT

1. Add plane

2. Give dimensions to it of a football field

3. Add a cylinder and in edit mode using extrude give it a shape of an goalpost

4. Using Shift+D make another duplicate of that goalpost

5. Using move with G, position both goalpost at their respective places

6. Now using image texture in shader mode give that plane a look of ground with the help of reference image of the field.

7. Set the camera according to the required view

8. Using cycles Render Engine render the Image captured by camera

9. And save the result

Rendered output:

