



UPES

Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards

Sem VII

PRACTICAL WORK FILE

EXPERIMENT 10

[\[LINK TO OUTPUT FILES\]](#)

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EXPERIMENT 10 : Building using Blender

Objective:

To design a Blender using Blender

Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

Steps to create a 3D Building

1. Split the view into four views as at right, by pressing ALT + CTRL + Q
2. Press SHIFT + D to duplicate the cube, grab mode is automatically selected, press Z to restrict the move to the up-down axis and move the cube to rest on top of the original (pressing CTRL while moving will snap it to the grid and make it easier to position accurately.) Press ENTER when it is in place.
3. The top cube is going to become the roof and needs to be given a triangular cross-section.
4. Select the top cube (if it is not already selected) by clicking RMB on it
5. Press TAB to go into Edit Mode (check the box in the middle of the 3D window header)
6. Press A to deselect all the vertices.
7. In the top view, select the top four (RMB the first one and SHIFT + RMB the rest). You can check in the other views that only those four are selected.
8. Similarly use steps 3 to 7 for more partitions of the building.
9. Now press S for scaling and X to limit the scaling to the X-axis (left to right). You could try to move the mouse back and forth to bring the top vertices together, but you will have a hard time lining them up exactly, so it's best to just type in 0KEY (zero) followed by ENTER to set scaling to zero.

Steps to Render

1. Add a plane object and set it child
2. Add light and place it in a suitable position
3. Add camera, Press CTRL+ALT+0 (Num) to position it along the view port
4. Click render on top left
5. Save the output image as PNG.

SNIPPETS

