Step – 1: Open Blender -> Clear everything.

Step – 2: Create a blank file -> use the default cube.

Step – 3: Select the bottom face of the default cube -> flatten the cube using the move tool.

Step – 4: Scale the cube accordingly to give a base of the building for skyscraper.

Step – 5: Select the side face -> Extrude it accordingly using E key.

Step – 6: Repeat the process of Extruding to form a base.

Step – 7: Add loop cut using ctrl+R -> Select the middle loop cut and do proportional editing and accordingly give shape to the base.

Step – 8: Using select tool, select top faces of the base. Using the move tool, extend the base to form a building.

Step – 9: Extrude using E key to give it some height. Inset the faces to give it a little shape.

Step – 10: Repeat the Extrude and Inset of the faces to form a sky scraper, accordingly.

Step – 11: Save the .blend file to your local memory.