

3D Table Model Report

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Project Overview

This project consists of creating a simple 3D table model using Blender. The model demonstrates the ability to use basic modeling tools such as extrusion, scaling, and material application. The table includes a flat top surface and four legs, all designed with clean geometry suitable for rendering or use in larger 3D scenes.

Objectives

- Practice essential Blender modeling techniques.
- Create a clean and realistic low-poly table model.
- Apply materials and textures for a more detailed appearance.

Conclusion

The table model successfully meets the basic requirements of a simple 3D object created in Blender. It serves as a practical exercise in modeling and scene preparation, and represents an important step in developing skills for more advanced 3D projects.