EXPERIMENT 10

1. Create Building using Blender.

**Follow the following steps –**

1. Open Blender workspace delete the existing cube and Click on the add option and add a sphere.

2. Then we will make some adjustments in the sphere like length and breadth.

3. Subdivide the sphere and go to the edit mode to make changes.

3. After making changes in the sphere we will select the upper part of sphere and then extrude it. Like this we are going to increase the length of our building.

4. After this add edge loops to make windows of the building.

6. Extrude outwards to make windows and give them proper shape.

5. Now add new material on the windows and set roughness to 0 and transmission to1.

6. Now go to shading part and add various properties like noise texture, bump etc to give realistic effects on windows.

7. Extrude the upper part of the building outwards to make shape of upper part accordingly.

**OUTPUT –**

