EXPERIMENT 8

**Aim :** Making a 3D car using blender.

Follow the below steps -

1. Open Blender workspace and delete the existing cube, light and camera.
2. Click on the add option and add a cube.
3. Go to edit mode and select a face of the cube.
4. Extrude the face and scale to give shape of a car.
5. Scale vertices of different faces to give the required shape.
6. For headlights, select the face and extrude inwards.
7. Select different vertices and move them accordingly to give shape.
8. Set emission property to headlights.
9. Set color black to body of car.

Output –

