

Graphics and Animation Tools

LAB

Experiment –6 Design of 3D Hut using Blender

Step-1

Create a new project and clear everything from the interface.

Step-2

Go to Add → Mesh and add a cylinder. Modify the vertices and other properties of it such it resembles a hut.

Step-3

Change the viewpoint to Front view and scale the cylinder slightly.

Step-4

Now, we need to create a door and the pillar for the hut to stand on. Go to Add→Mesh and add a cube. Change the size of the cube such that it resembles a door and put it inside the boundary of the cylinder. Then, Select the cube and change the Viewport Display to wire.

Step-5

Now, go to Add → Mesh and add a circle and resize the circle such that it completely covers the cylinder.

Step-6

Now, go to Front view and extrude the circle upwards and mould it in the shape of a cone.

Step-7

Fill the hut with the desired colors.

Google Drive Link-

https://drive.google.com/drive/folders/1LlLw_ZRvDgws-hjuRSJZIB44E4Toq7qS?usp=sharing

Output-

