**EXPERIMENT –10**

**Designing a building using Blender**

1.Open new file

2.Delete contents of the file

3.Insert a new cube

4.Scale and extrude it to create a platform which will act as the base for the building

5.Select the upper faces and extrude it to appropriate length

6.Repeat step 5 to create multiple floors

7.Now for the rooftop, press I and hold inwards followed by extruding to give it a feel of boundary

8.Press Ctrl+R to place loop cuts for creating windows

9.Then press I

10.Repeat Steps 8 and 9 where you want to place windows

11.Now Create material with required colours and assign it to required face.

12.Save the fileand render the final model.

13.Finish

