**EXPERIMENT 8**

**Car in blender**

**Steps-**

Step 1- Open Blender.

Step 2- Create a new file -> Delete the default cube.

Step 3- Add -> Mesh -> image -> add an image of a car for reference.

Step 4- Add -> Mesh -> cube. Cut the cube into half to make it easier to mirror the other half of the car.

Step 5- Do click checking in mirror modifier.

Step 6- Press E to extrude the cube into a rectangle, keeping in reference the background image of the car.

Step 7- Give the cube the the approx. shape as the center portion of the car.

Step 8- Go to face select mode -> select the upper face -> extrude a lil for making the roof.

Step 9- Extrude the slide to make it look real.

Step 10- For the wheels, go to shapes and partition and put them across the car body to make them into circular wheels.

Step 11- Top view -> extrude to make space for the wheels.

Step 12- Scale the edges a little towards the inside. And then move to the front of the car, making way for the headlights.

Step 13- Extrude and scale wherever necessary in accordance with the reference picture.

Step 14- Go to central portion of wheel area -> mesh -> select a circle -> 16 vertices -> hit R-90 and select the circle and extrude along x axis

Step 13- For the colouring part, go into the edit mode again, and select the faces you want for one colour, and click the + button in the materials section

Step 14- This will apply the colour to all faces, next click on another face, click the + button, and click Assign, this will give the selected face the new material.

Step 15- Finally export your files as .blend file.

