

University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics



Graphics & Animation Tools

LAB FILE

(Session: 2020-2021)

Course: B. Tech with Specialization in Open Source and Open Standards

Batch: 2017-2021

Semester: VIIth

Submitted To: -

Dr.Durgansh Sharma Assistant
Professor
Department of Cybernetics

Submitted By: -

Nilesh
Roll No: R100217044
SAP ID: 500061922

Assignment

Aim: Design of Fruit Basket Using Blender

Steps followed -

1. Clear your default interface of blender which includes deletion of cube.
2. Now press Shift+A, go to mesh and select a UV Sphere and change its vertices to 12 (Standard is 32)
3. Now scale down 0.5 and drag it up towards z-axis.
4. Now select half portion and delete the vertices.
5. Now we will get a basket for our fruits.
6. Now to make oranges we will take a UV Sphere and set its vertices to 12.
7. Now we will scale it from bottom and top. Then we will go to shading part and add a material to color the orange.
8. Then we will duplicate and create 1 more orange.
9. Now to create a banana we will take a cube and extrude and rotate and scale it.
10. Again will do the same process.
11. Then we will scale it down from top and bottom.
12. Now we will color the banana also.
13. And our fruit basket is ready .
14. Finally export your files as .blend file and also render a few images for the reference purpose.