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

Submitted To-   Submitted By-
Dr. Durgansh Sharma   Nilesh
Associate Professor   SAP ID -500061922
Department of Cybernetics   Roll No. -R100217044

Experiment-6 Design of 3D Hut using Blender

In this experiment we need to create a 3D Hut of our choice with the help of blender.

Steps to follow to create a 3D Hut using Blender

1. Open Blender, and clear everything from the interface which are already there.
2. Create a new file and go to mesh, and select cylinder and modify its properties, like vertices etc.
3. If you want to measure the relative size of hut, create the model of human nearby it.
4. Go to the front view, extend the boundary of cylinder and scale it a bit.
5. Now for creating the entrance of the hut, go to mesh and select a cube and resize it and put it inside the boundary of your cylinder. After this change the view port display as wire.
6. Adjust the edges and everything of the walls of your hut according to your choice.
7. Now, go to upper view, and increase it upwards and mould it in the shape of cone (Or you can simply use a cone as a roof-top for your hut)
8. Now, go to shading and then random and fill your selected area with random colours.
9. Now, go to the top of your hut's roof, and raise it a bit to give it a shape of spiked cone.
10. Go to file and save it as your name and render a few pictures for the display.

Link for the experiments:
[Google Drive](#)