



UNIVERSITY OF PETROLEUM & ENERGY STUDIES

SCHOOL OF COMPUTER SCIENCE

Department of Cybernetics

GRAPHICS AND ANIMATIONS TOOLS

LAB FILE

SESSION (2020-21)

Course: B.Tech with specialization in Open Source & Open Standards

Submitted to:

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Project Title:

Living Room

[Google Drive Link](#)

Components of the project

1. Walls and floor of the room –

I have used plane surfaces to make these. Scale and position the plane surfaces at right angles to each other to form two walls and the floor of the room. Extrude the floor towards the walls upwards to give a better look. Add texture to make it look real. I have used wooden texture for the floor. For this, go to shading and drag the image to be set as texture for the surface. Link the image with the surface.

2. Sofa & Cushions -

Add 4 cubes to form the basic structure of the sofa. Add a cube and increase its width to look like a bar. Add it at upper part of sofa and add the color of the sofa as grey. Add two cushions at sides of sofa and give them the same color as well.

3. TV

For making the TV .Add a plane then extrude the face outwards and extends it inwards. You will be having a tv looking like shape .For the Tv color .Go to texture and color the tv shape to black and change the glossiness to 30 .Adding a picture for the TV go to the texture select the picture you want to display and add it as emission so it has its own light in the dark.

4. Image Frame

For this you have to enable an addon .Image as Planes. After enabling the AddOn. Press Shift + A -> Image -> Image as Planes .Select the image you want to show as the frame

