Challenge B: A Desert Island

After building a house by following the Project 2 instructions, you'll duplicate and move 3D shapes to make palm trees for a desert island.

Instructions

1. Open the **ChallengeB.blend** file, and resave it with the name **ChallengeBNew**.

2. You'll need some shade on your desert island. Luckily, you have some shapes that you can use to build palm trees.

> **a.** You'll use the cylinder shape to build tree trunks.

> **b.** You'll use the plane for palm fronds.

> **c.** You'll use the spheres for coconuts.

> **d.** Take a look at the three Challenge_2_Example images to help you get started making these trees.

3. Create materials for the three parts of the palm tree. For example, you could create a brown material for the trunk of the tree. You can use any colors you like.

4. Add textures for the three parts of the palm tree.

5. Use CTRL + D to duplicate the shapes that you need to build the palm trees.

> **a.** Make sure that each palm has at least three cylinders, three leaves, and three coconuts.

6. Use the 3D Transform Manipulator to move, resize, and rotate the pieces of the palm trees into place. For example, you may want to make the cylinders at the top of the tree slightly smaller than the ones below it.

7. Once you've created at least three palm trees, add a path for the camera to follow.

8. Render an animation of the camera flying by the island.

9. Put the AVI file in your Desktop folder and rename it **ChallengeBNew.avi**.

10. Save the Blender file as **ChallengeBNew**.