**README Assignment 2**

**Make 3D lamp:**

1. **Base Plate:** Mesh options select circle. Go to edit mode to make the base of the lamp. Use E to extrude and S to scale. Create the desired shape of the base.
2. **Limbs of Lamp:** place a cylinder on the base plate to mount the limbs. Select a cube E extrude to make the limbs and s to scale. Place it on the side of the cylinder and do the same for the parallel limb.
3. **Lamp Shade:** Mesh options select circle. Go to edit mode to make the base of the lamp. Use E to extrude and S to scale. Create the desired shape of the base. Add a UV sphere for reference ball pivot point.
4. **Shade smooth to the entire object.**

**Add and Setting Bones:**

1. Shift A, armature, and select Bone.
2. Viewport display and select front for ease of editing as now we will see all our bines in front of the object.
3. Select bone, go to edit bone, Go to Shift D, replicate the bone and place it in the desired positions.
4. Now we decide on one of our bones to be the I key controller for rendering purposes.
5. To do so, we select the bone and Alt P clear parent and disconnect the bone.
6. Now, we would parent the bones.
7. Go to object mode, select the object whose bone we want to parent, choose rig, move to pose mode, and click on the bone Ctr P and Bone.
8. Go back to object mode and repeat.
9. If we don’t wish to see the bones in bone format, we go to the viewport and select B bone or wire according to our convenience.

**Set the Camera and Add Shades and Textures.**

1. Change camera dimensions and positioning as you desire.
2. Add shades lighting, and colours to enhance the animation.

**Animating Our Lamp:**

1. Add a keyframe at 0 frames for the initial position.
2. Select the move, move it to the new position, change the frame, and add the following position's new key.
3. Similarly, we can move the head of our lamp to new positions.
4. Hit play to see the animation.
5. Render and create animation to make video file.