Graphics and Animation Tools Lab

Experiment-10: Design of building using Blender.

**Steps to design a building using Blender-**

Step.1.Create a new project and clear everything from the interface.

Step.2. Go to Add→Mesh and add a cube and modify the dimensions to create the base for the building.

Step.3. Go to Add→Mesh and add a cube and modify the dimensions to create foundation of the building that is plain long building.

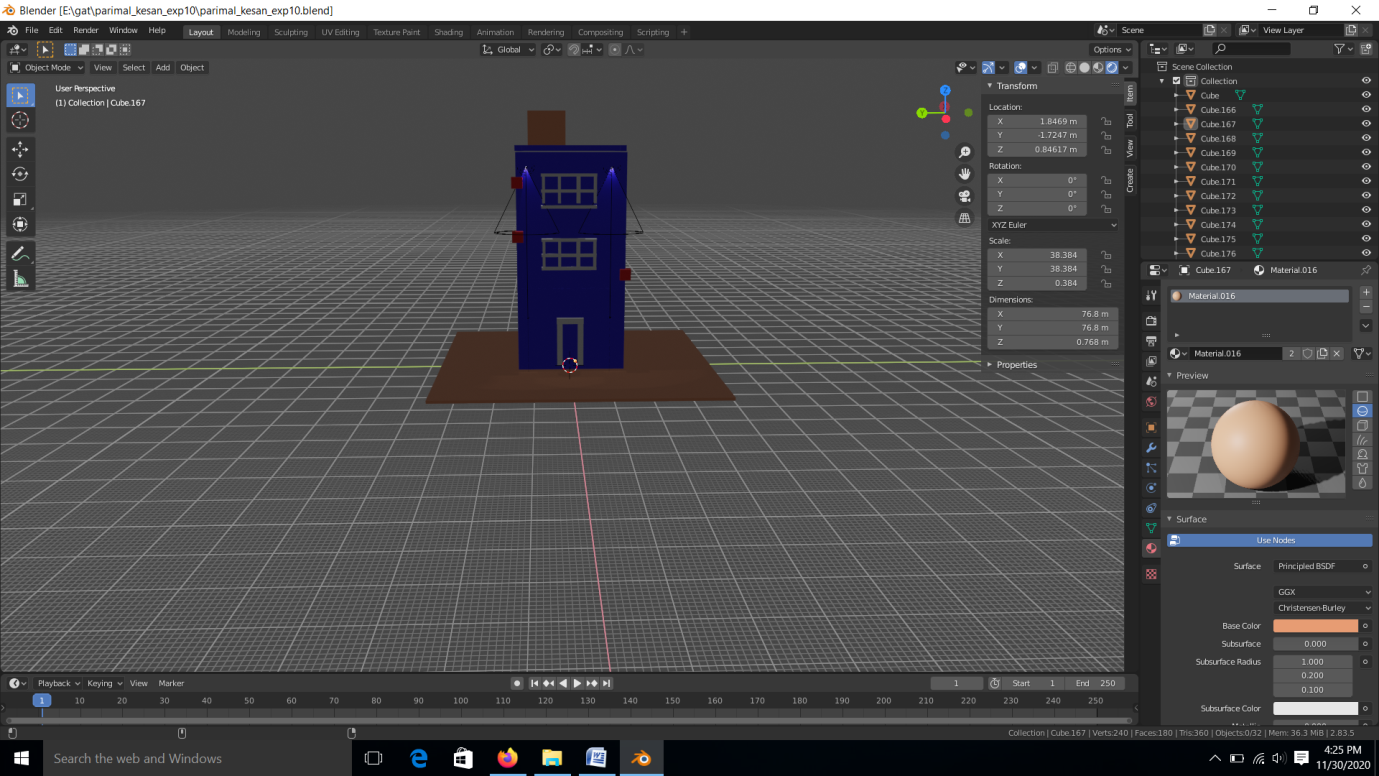
Step.4. Go to Add→Mesh and add a cube and then mold it to make a slab, and then similarly make multiple duplicates of the same by Shift + D and then place them together to form windows and entry gate of the building.

Step.5. Go to Add → Lights →Spot light and place it at the top corners of the building to give the effect of the light bulb.

Step.6. Color the building as per the choice.

The building has been completed now.

**Output-**

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