Graphics and Animation Tools Lab

Experiment-6: Design of 3D Hut using Blender .

**Steps to design a 3D Hut using Blender-**

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

Step.2. Go to Add→Mesh and add a cylinder. Modify the vertices and other properties of it such it resembles a hut.

Step.3. Change the viewpoint to Front view and scale the cylinder slightly.

Step.4. Now, we need to create a door for the hut. Go to Add→Mesh and add a cube. Change the size of the cube such that it resembles a door and put it inside the boundary of the cylinder. Then, Select the cube and change the Viewport Display to wire.

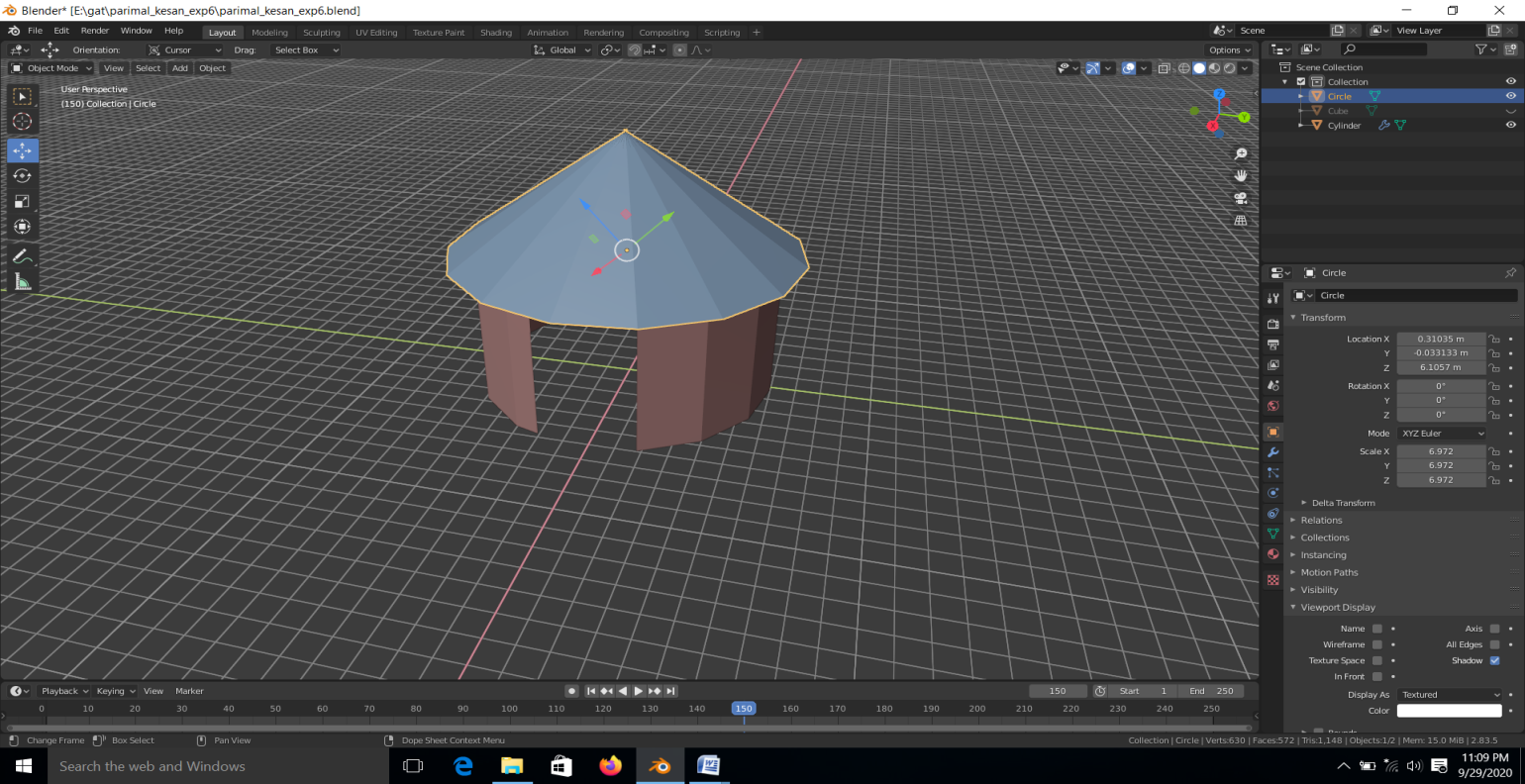
Step.5. Now, go to Add→Mesh and add a circle and resize the circle such that it completely covers the cylinder.

Step.6. Now, go to Front view and extrude the circle upwards and mould it in the shape of a cone.

Step.7. Fill the hut with the desired colors.

Our 3D hut is complete now.

**Output Screens-**

****