Graphics and Animation Tools Lab

Experiment-8: Design of 3D car using Blender.

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

Step.1. Select the default cube and scale it twice along x-axis. Now, select the bottom face and move it inwards.

Step.2. Subdivide the cube in three parts using loop cuts and extrude the middle face upwards and scale it down.

Step.3. Add a cylinder with 10 faces and place it normal to the side view of the cube. Duplicate the cylinder and place it at all 4 wheel positions. Delete the intersecting parts to make the space for the wheels.

Step.4.Extrude the front face of the cube, scale and move it down. Now, move it along x-axis to create the bumper of the car.

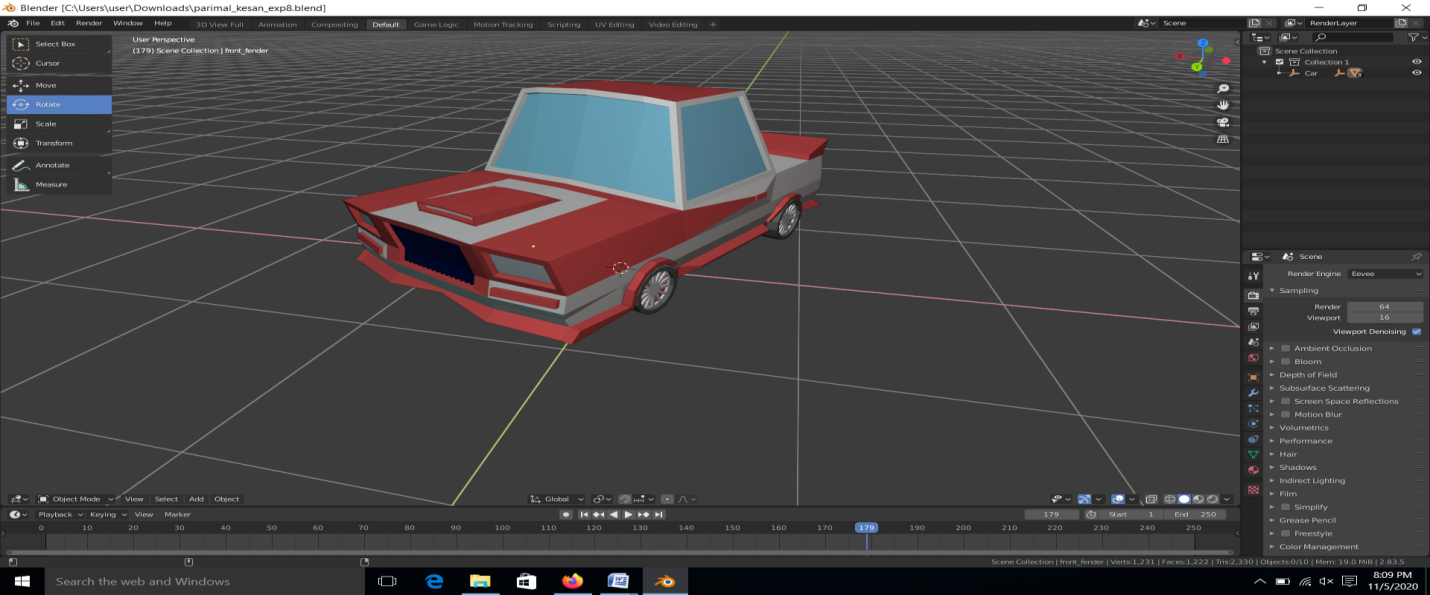
Step.5. Duplicate the bumper, move it upwards and scale it down to make the number plate.

Step.6. Duplicate the number plate twice, move them upwards, scale them down and place it at either side to make headlights.

Step.7.Similarly, create the side mirrors and the car handle.

Step.8. Add a cylinder with 10 faces and place it normally to the side view of the cube. Duplicate the cylinder and place it at all 4 wheel positions. This works as the wheels for the car. Change the color of the wheels to black.

**Output-**

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