**EXPERIMENT-10**

**Design of Building using Blender**

**Step – 1:** Open Blender -> Clear everything.

**Step – 2:** Create a blank file -> use the default cube.

**Step – 3:** Scale the default cube along X and Z axis to give cuboidal shape.

**Step – 4:** Add four loop cuts using ctrl+R on the longer side. Adjust the corner loop cuts towards the edges.

**Step – 5:** Add a loop cut to the shorter side. Select the top faces of the cuboid. Delete the faces by using X key. Similarly, delete the bottom faces.

**Step – 6:** Select the middle face of the longer side and Extrude inwards.

**Step – 7:** Add two horizontal loop cuts towards the edges using ctrl+R. Select the faces all over between the loop cuts.

**Step – 8:** Inset the faces to form a window like structure. Scale them to form a window accordingly.

**Step – 9:** Extrude using E key and Inset using I to make a proper window.

**Step – 10:** Select the structure formed so far -> Shift+D to duplicate it and P for selection in order to form a two storey building.

**Step – 11:** Select the edges -> Press F key to form floor and roof respectively. Give it details accordingly.

**Step – 12:** Save the .blend file to your local memory.

Link: <https://drive.google.com/drive/folders/1P7LLvzHcF9f5_pZtxFMgVZJHebJOQP8E?usp=sharing>

**Youtube:** <https://www.youtube.com/watch?v=Ak4Gp8p_d2c&feature=youtu.be>

**Output:**

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