**EXPERIMENT-6**

**Design of 3D Hut using Blender**

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

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

**Step – 3:** Add a plane in the file -> scale it for the hut.

**Step – 4:** Click TAB to go to edit mode -> Add some loop cuts using CTRL+R, to create a division of rooms inside the hut. Loop cuts are needed to be added with respect to X and Y axis.

**Step – 5:** Delete any one face to bring the plane in L shape -> extrude it with respect to the z-axis such that it is equal to the two floors.

**Step – 6:** To make a triangular-domed roof, extrude from middle from both ends of the hut. Add a similar plane in between both floors to differentiate between them.

**Step – 7:** Add a cylinder apart from the hut -> to create the roof.

**Step – 8:** Switch to wireframe mode -> select the half of cylinder -> delete the vertices. Duplicate it using Shift+D -> Rotate it 180 degree -> align both cover each other. Add an array modifier (x-axis) and increase the number according to the length of the roof. Add a second array modifier (y-axis) and increase the number according to the breadth of roof.

**Step – 9:** Add the same to the top of hut by tilting it according to shape of the hut. Add the copy of same to other parts of roof.

**Step – 10:** Save the .blend file to your local memory and render the file.

[Drive Link](https://drive.google.com/drive/folders/1P7LLvzHcF9f5_pZtxFMgVZJHebJOQP8E?usp=sharing)

**OUTPUT:**

