**EXPERIMENT-8**

**Design of Car using Blender**

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

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

**Step –3:** Click Add (Shift+A) -> Mesh -> image -> add an image of a car for reference.

**Step – 4:** Add -> Mesh -> cube. Cut the cube into half to make it easier to mirror the other half of the car.

**Step – 5:** Do click checking in mirror modifier.

**Step – 6:** Press E to extrude the cube into a rectangle, keeping in reference the background image of the car.

**Step – 7:** Give the cube the the approx. shape as the centre portion of the car.

**Step – 8:** Go to face select mode -> select the upper face -> extrude a lil for making the roof.

**Step – 9:** Extrude the slide to make it look real.

**Step – 10:** For the wheels, go to shapes and partition and put them across the car body to make them into circular wheels.

**Step – 11:** Top view -> extrude to make space for the wheels.

**Step – 12:** Scale the edges a lil towards the inside. And then move to the front of the car, making way for the headlights.

**Step – 13:** Extrude and scale wherever necessary in accordance with the reference picture.

**Step – 14:** Go to central portion of wheel area -> mesh -> select a circle -> 16 vertices -> hit R-90 and select the circle and extrude along x axis

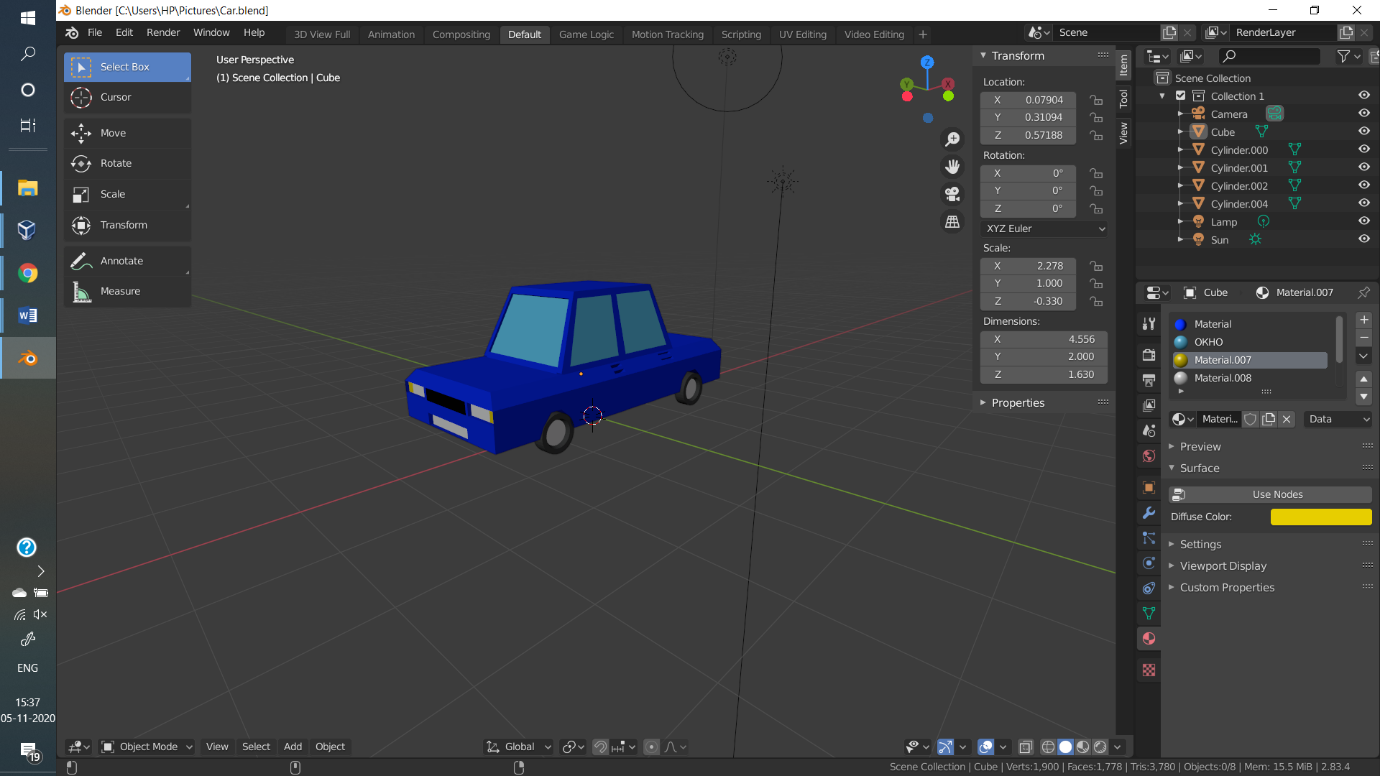
**Step – 15:** For the colouring part, go into the edit mode again, and select the faces you want for one colour, and click the + button in the materials section.

**Step – 16:** This will apply the colour to all faces, next click on another face, click the + button, and click Assign, this will give the selected face the new material.

**Step – 17:** Save the .blend file to your local memory and render the file.

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

**OUTPUT:**

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