

University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics

Graphics & Animation Tools

Viva 2

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Course: B. Tech with Specialization in Open Source and Open Standards

Submitted To-

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1. Create a Skyscraper using Blender

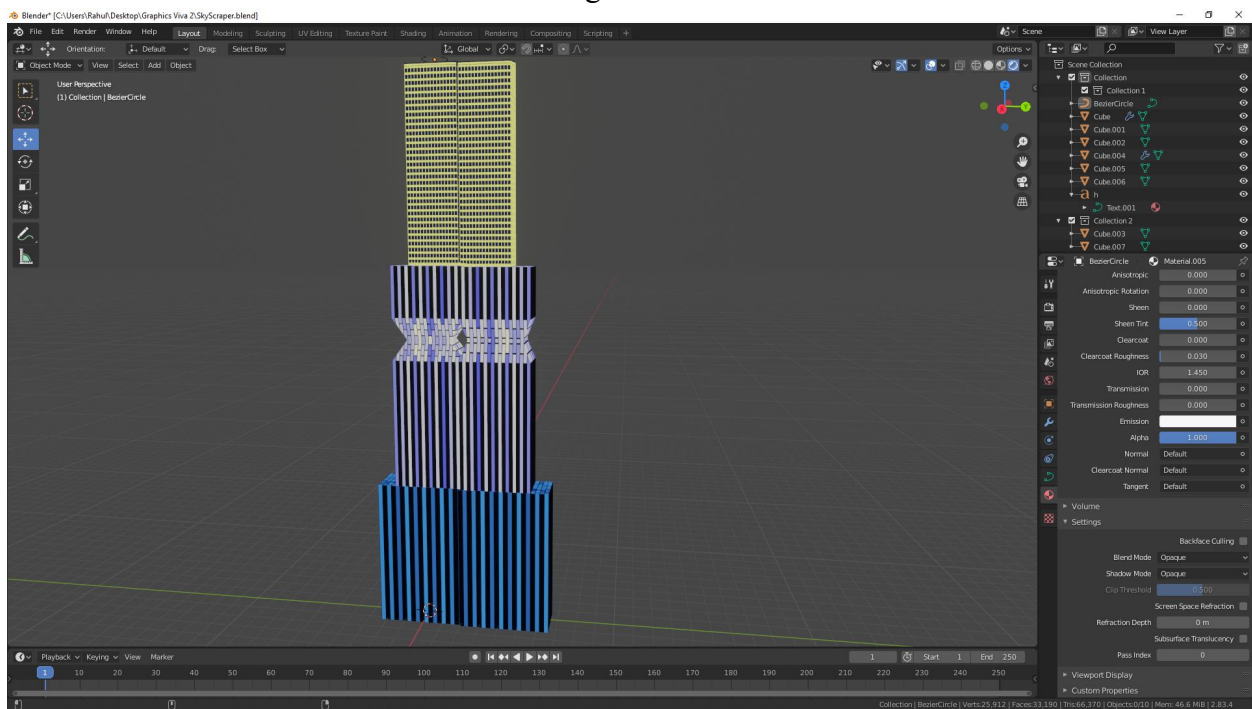
Step 1- Open blender and select new file type as general

Step 2- Add a cube mesh to the workspace and resize it to make it look as follows-

Step 3-Add loop cuts across the cube to make the mesh look like building structure

Step 4- Now turn this structure into a wireframe to get the structure as shown in image and add a copy of the cube mesh to fill the spaces.

Step 5- Modify the structure based on requirements to obtain the desired structure also you can add other meshes to design other structures of the building. Add color and glass material to make the structure look like an actual building as follows-



Create any Mountain Range with Snowfall over it using GIMP

Step 1. Open gimp and create a new file.

Step 2. Apply a light blue color in the background

Step 3. Use the pencil tool and set the size to 30, spacing to 9 and hardness to 76 and draw outlines for mountains using black color.

Step 4. Use the brush tool and set the size between 400 to 500 and force to 30 and paint the mountain outlines with different shades of grey.

Step 5. Use the brush tool and set the size between 400 to 500 and force to 10 and paint the mountains selectively with a shade of greyish white.

Step 6. Use the air brush tool and set the size between 400 to 500 and force less than 10 and paint the fog and cloud effects with a shade of greyish white.

Step 7. Use the pencil tool and set the size to 30, spacing to 9 and hardness to 76 and draw the snowflakes of white color by tapping the workspace several times.

