



**School of Computer  
Science & Engineering**

**LAB – FILE**

**Graphics and Animation Tool**

**CSGG4101**

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Course – B. Tech. CS-OSOS

Batch – 2

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# **EXPERIMENT – 10**

## **Objective :- Design of 3D Building using Blender.**

This experiment is to design a 3D - Building on the Blender Platform.

Steps to be followed on designing 3D - Building:

**Step-1:** Open Blender

**Step-2:** Create a blank file and extrude the default cube to look like a size of a building.

**Step-3:** Make horizontal and vertical loop cuts to the cube.

**Step-4:** Extrude the inner regions of the cube to make balcony like structures.

**Step-5:** Duplicate the cube to make the floors for the building.

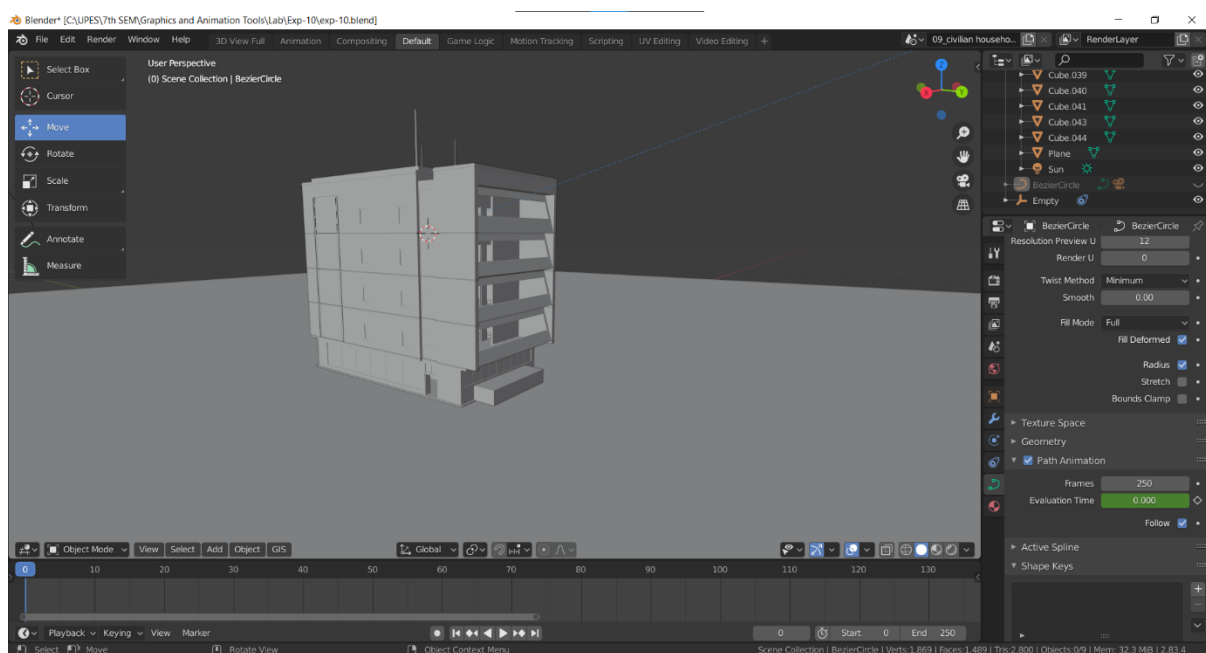
**Step-6:** add a 'point' light source to the each balcony of the building. And a final light source 'sun' to the region.

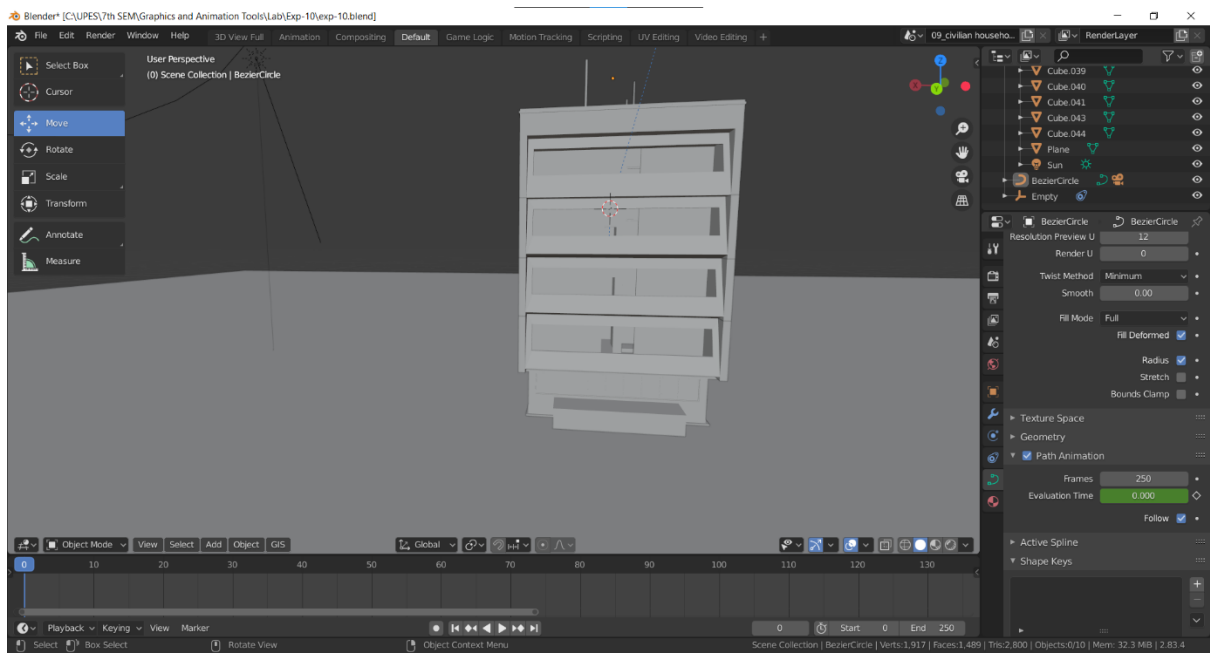
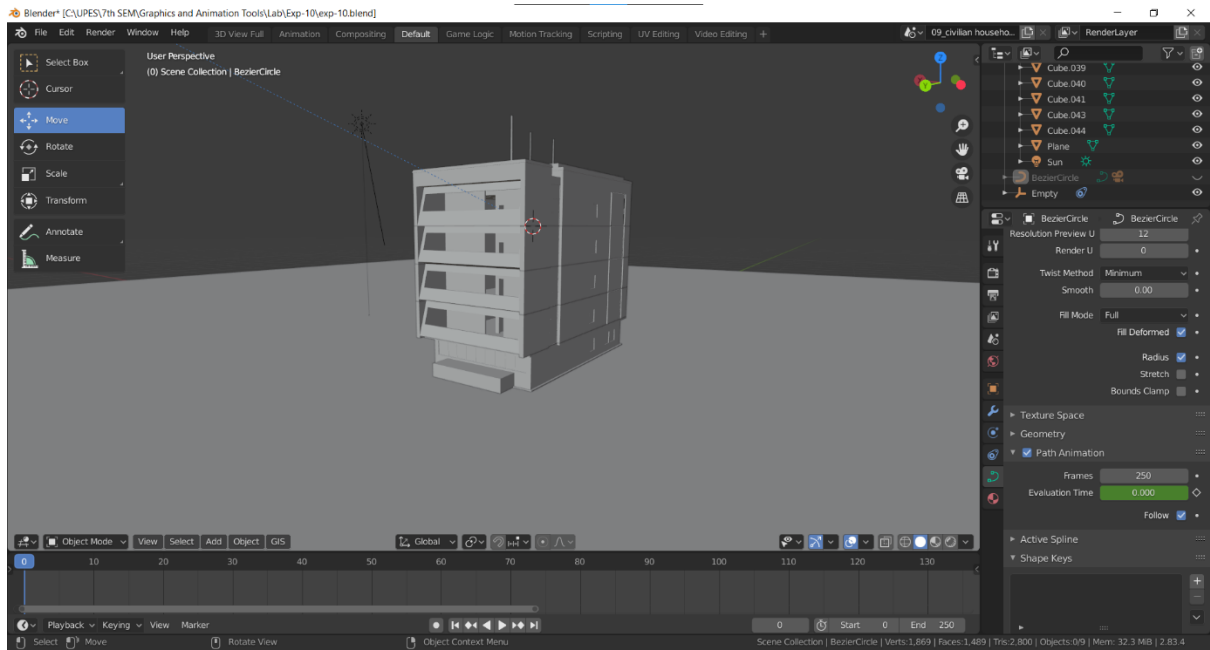
**Step-7:** add a plane on which the building is standing.

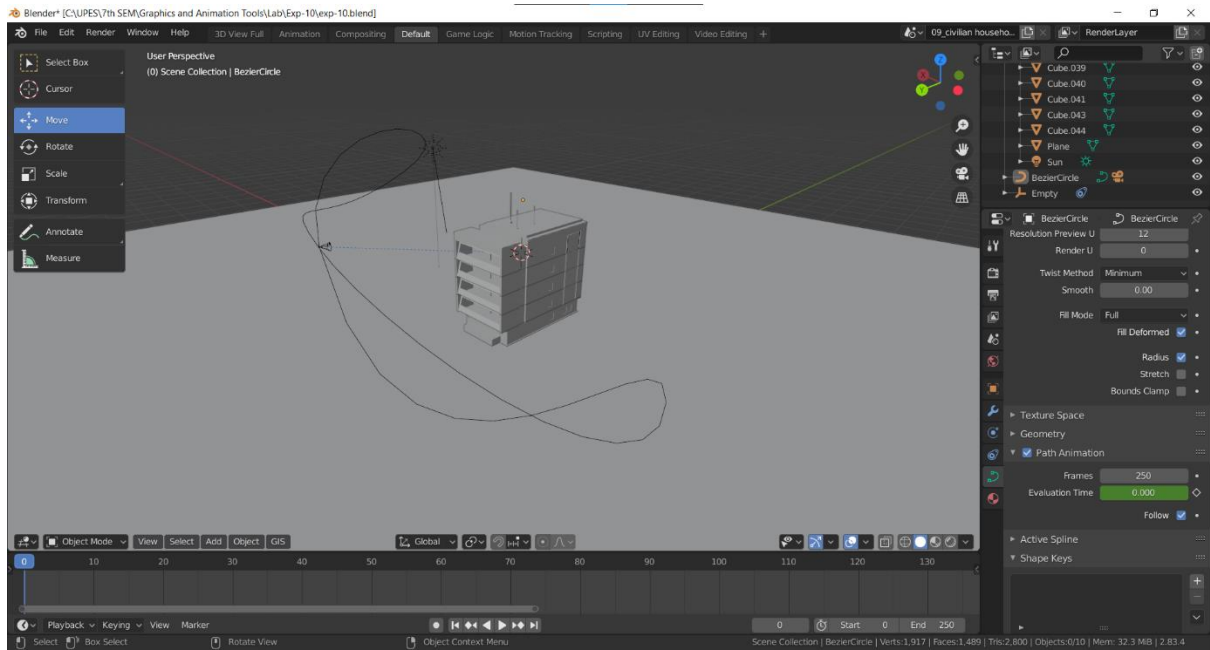
**Step-8:** Now add a camera to render the building and make the camera to rotate around the building in a circle. To implement this add a circle around the building and scale the circle to get the complete view of the building. And the camera to the circular path and focus the camera to the center of the building.

**Step-9:** Now save the .blend file to your local memory and render the file in Render Image tab. And render the animation.

## **SCREENSHOTS:**







**DRIVE Link -**

<https://drive.google.com/drive/folders/1XFT2o7laEdLpPHwjiq2NHDMAUoHxrAA?usp=sharing>