UPES

School of Computer Science & Engineering

LAB – FILE

Graphics and Animation Tool

CSGG4101

Name – Sandeep Kumar
Roll No – 66
Sap id – 500062372
Course – B. Tech. CS-OSOS
Batch – 2
Semester – 7

Submitted To – Dr. Durgansh Sharma

EXPERIMENT – 6

Objective :- Design of 3D Hut using Blender.

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

Steps to be followed or designing 3D-Hut:

1. Open Blender, and we need to clear everything already on the interface, start with a clean slate.

2. Create a new file, and right click to find Mesh, click on the Cylinder option and add it to the Interface. Add 15 faces to the cylinder and scale it according to your preference.

3. Select the alignment tool and use it to align the text to the center. And add loop cuts to the cylinder.

4. Extrude the upper region of the hut and Scale it to look like a cone to make the top of the hut.

5. Select the top part of the hut and add a material to it and color to the material. Now hide this top and firstly work on the bottom part of the hut.

6. Add a cube to make the pillars for the hut. And using the scale and extrude option make it look like a real pillar made of the woods.

7. Now duplicate the pillar to fix all the position of the hut.

8. Now go to Sculpt Mode and draw the outer region to look like an African hut. And add and brick like texture to the outer region of the hut and finally color the hut using brown color hex code.

9. Now unhide the top part and hide the bottom part.

10. Now go to the Particle Edit mode and add hair to the top of the hut to look like real time hut.

11. Using the comb in the particle edit mode comb the hairs down and arrange the hairs.

12. Now color the top part and hairs using the chocolate color hex code.

13. Now it is time to color the pillars of the hut.

14. Color one pillar of the hut using wood color hex code. And duplicate the pillars.

15. Finally unhide all the objects and a light source to the hut.

16. Now add a camera to render the hut and make the camera to rotate around the hut in a circle. To implement this add a circle around the hut and scale the circle to get the complete view of the hut. And the camera to the circular path and focus the camera to the center of the Hut.
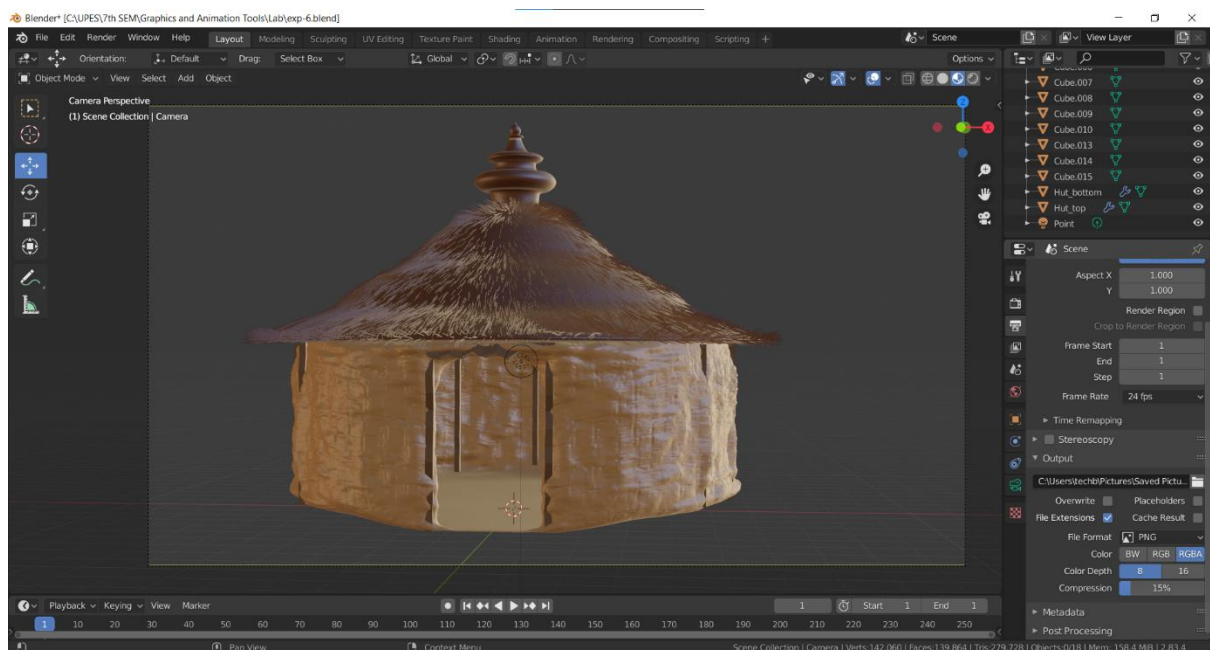
17. Now save the .blend file to your local memory and render the file in Render Image tab.
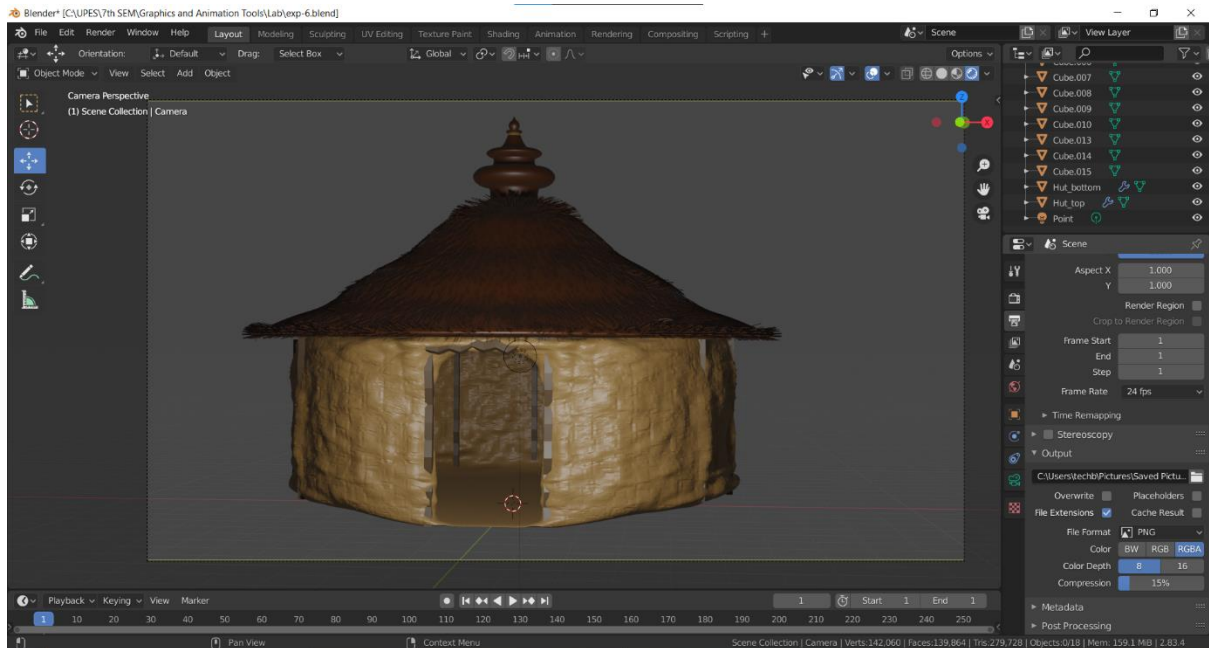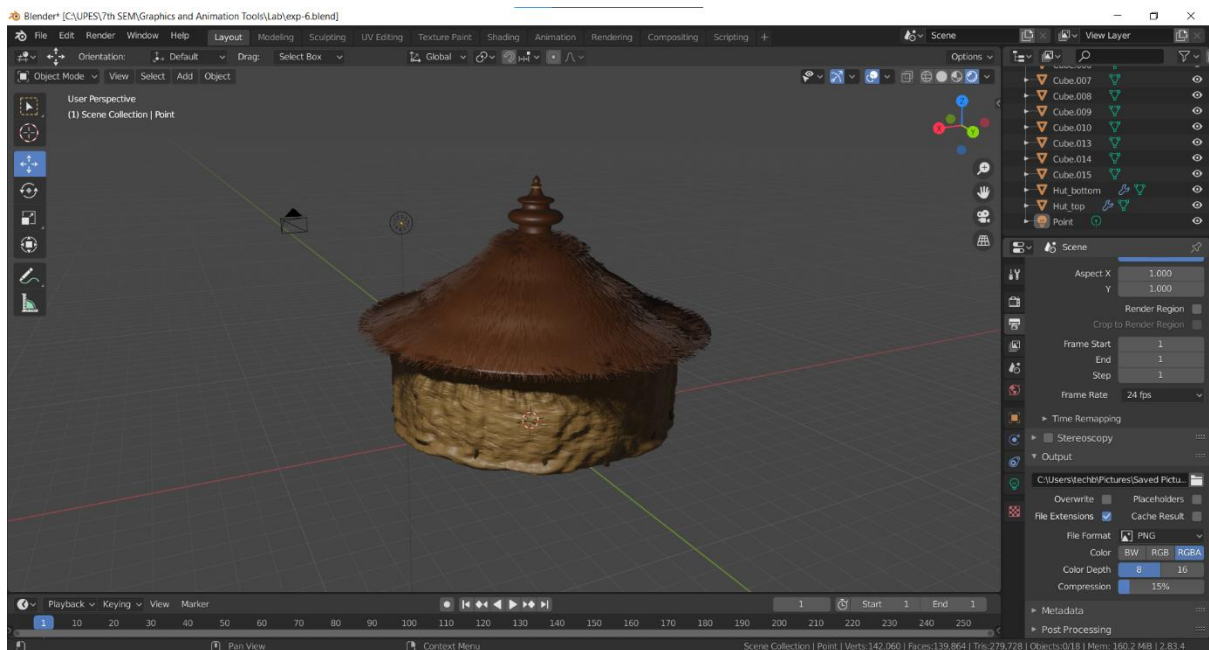
OUTPUT:

1. Solid Mode
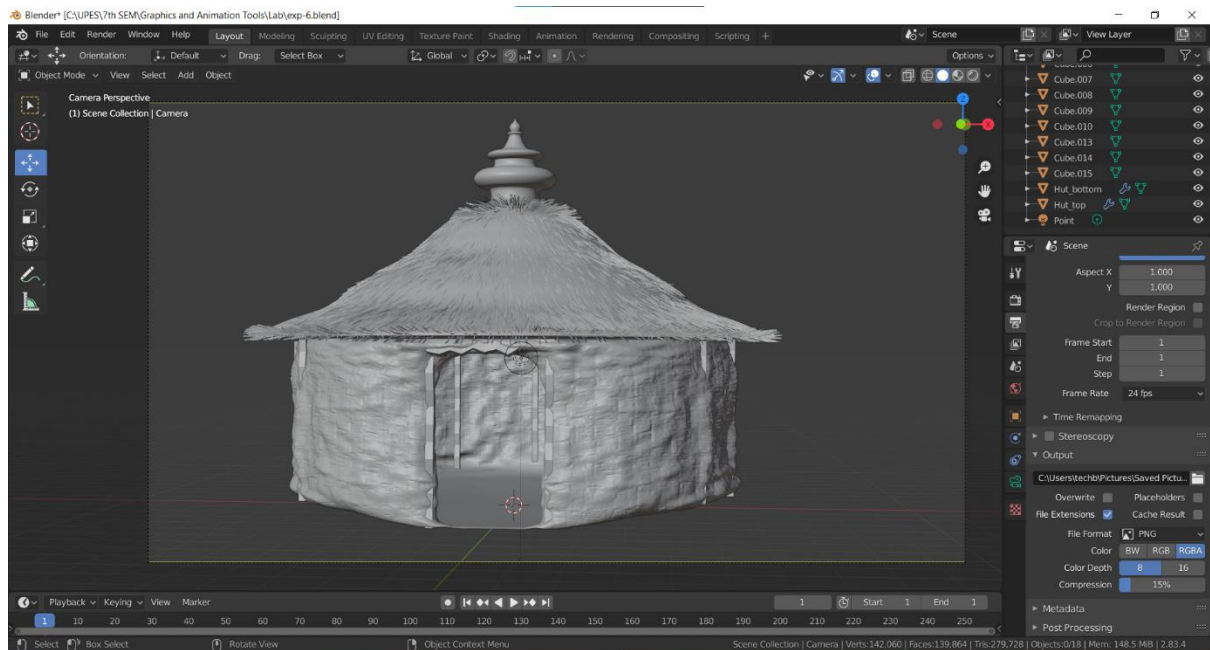
2. Material Preview Mode

3. Rendered Mode – Front

4. Rendered Mode – Back

DRIVE Link -
https://drive.google.com/drive/folders/1hE5ar2hsR_1ihM2RZtuQAJB9BjV8v
Yr0?usp=sharing