Experiment 10:- Building

1. Find a building texture with windows from the texture.com.
2. Now add the image in the blender file
3. Now add a plane and connect he image to the principle shader for the tetxture .
4. Next by ctrl+R add the vertical and horizontal lines around the windows now press I to decreser the size and then press E to excrude the windows out of the plane.
5. Add mirror modifier .
6. Next add and empty cude in the plane.
7. Select the object go to the modifier and select the empty object.
8. If you move the empty cude it will generate a mirror side of the wall.
9. For other 2 sides just click the y axis in mirror modifier and then it will add the other two sides.
10. Now go to edit mode select the upper edges and press F to make a roof.
11. Now press E to excrude it down to give it a roof texture.
12. Now half the building and add a array modifier to the bottom half and add the other floors.
13. Now add the roof scale it to fit in the top of the building .
14. At last adjust the camera for the camera view.
15. Now render the image . The output is below.