

## BLENDER - LAPTOP

**STEP 1 - Make the Given Cube a flat 3D-Surface. CTRL+C and CTRL+V, now make that slant height to make the desktop of the laptop.**

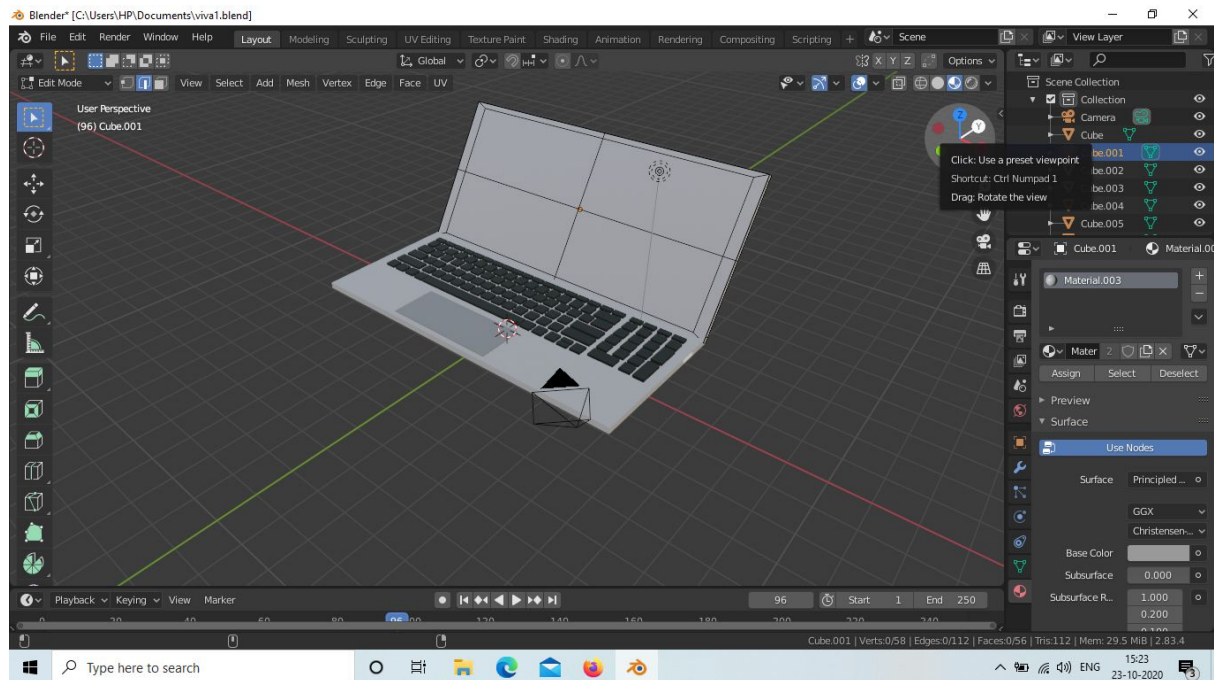
**STEP 2 - Click TAB and “i” hence make the desktop Screen for the laptop**

**STEP 3 - Now go to z-axis and make a key for keyboard with the help of add>mesh>cube.**

**STEP 4 - Make the keyboard by repeating the process.**

**STEP 5 - For the mouse repeat the step but the 3d device should be having less width.**

**STEP 6 - Add the colours with the help of Material and different colours.**



[Link](#)

## GIMP - Spectacles

**STEP 1 - Select a google spectacles in Vector form**

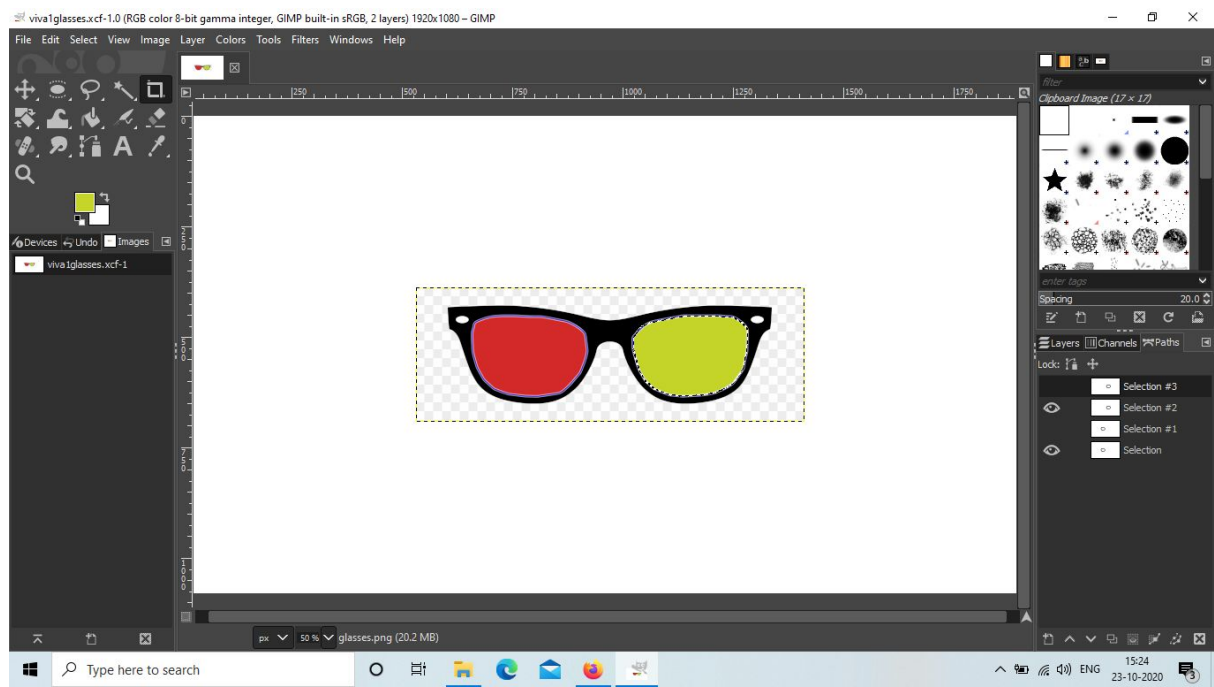
**STEP 2 - Open as layer in GIMP Software with the help of “F” draw the required Shape.**

**STEP 3 - Select path, make it visible, Right click Add the selection path.**

**STEP 4 - select the colour add it to the frame you selected.**

**STEP -5 - Repeat the process for the second glass.**

**STEP 6 - Remove the layer. And done.**



[Link](#)