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**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**

**SCHOOL OF COMPUTER SCIENCE**

***Department of Cybernetics***

**GRAPHICS AND ANIMATIONS TOOLS**

LAB FILE

SESSION (2020-21)

Course: BTech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

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**Experiment-8**

Design of Car using Blender

STEP 1: Open Blender.

STEP 2: Create a new file -> Delete the default cube.

STEP 3: Add -> Mesh -> image -> add an image of a car for reference.

STEP 4: Add -> Mesh -> cube. Cut cubes into half to make it easier for mirror the other half of the car.

STEP 5: Do click checking in mirror modifier.

STEP 6: Press E to extrude the cube into a rectangle, keeping in reference the background image of the car.

STEP 7: Give the cube the approx shape as the center portion of the car.

STEP 8: Go to face select mode -> select the upper face -> extrude a lil for making the roof.

STEP 9: Extrude the slide to make it look real.

STEP 10- For the wheels, go to shapes and partition and put them across the car body to make them into circular wheels.

STEP 11- Top view -> extrude to make space for the wheels.

STEP 12- Scale the edges a lil towards the inside. And then move to the front of the car, making way for the headlights.

STEP 13- Extrude and scale wherever necessary in accordance with the reference picture.

STEP 14- Go to central portion of wheel area -> mesh -> select a circle -> 16 vertices -> hit R-90 and select the circle and extrude along x axis

STEP 13- For the coloring part, go into the edit mode again, and select the faces you want for one color, and click the + button in the materials section

STEP 14- This will apply the color to all faces, next click on another face, click the + button, and click Assign, this will give the selected face the new material.

STEP 15- Finally export your files as. blend file.

