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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

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**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

**Submitted By:**

**Name- Tanvi Aggarwal**

**Roll no-R100217079**

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**Sap Id- 500062388**

**Experiment10- Design of a building using Blender**

**STEPS :-**

1. Create a new file in blender.

2. Go to edit mode and Scale the already existing cube in x, y and z direction to make it stand like a skyscraper.

3. Press G to move it up and place at right position.

4. Select only the upper face and extrude it a little towards normal. We can tilt the extruded part according to our choice.

5. Add loop cuts in it both horizontally and vertically to make windows and gate.

6. Select it and from add modifiers, select wireframes.

7. Select the windows created and select their surface as Glass bsdf and add material to rest of the building.

8. To give realistic effect, increase metallic effect and decrease roughness.

9. We are done.