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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

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

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**GRAPHICS AND ANIMATION TOOLS LAB**

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**EXPERIMENT NO 8- Design of 3D Car using Blender**

**STEPS :-**

1. Create a new file in blender and import an image of car for your reference to create its 3d model.

2. Align the cube in front section of the car, duplicate this cube by pressing “Shift + D” and then place it to form a rough model of car

3. To tweak the shape of model, press Tab to go to edit mode and press 2 to select edge

4. To create headlights of car, we will extrude front face by E. Likewise we will make windshield and mirrors.

5. Again use vertex select and make space for car wheels. Press “Shift + A” and add a circle, scale and extrude it and finally place it on appropriate position.

6. Select inner faces of the circle and extrude it to create rims of the car. We can make some minor adjustments in the shape to make it look more realistic.

7. Create new material with color of your preference or we can provide an image of colors and assign it to the selected object.

8. Reduce roughness and do other adjustments like Similarly set color for tyres, headlights and windshield

9. Render the object in Eevee mode and we are done.