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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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**Viva 1- Design of 3D laptop using blender**

**STEPS :-**

1. Open Blender workspace. Scale the existing cube in y direction and make it thinner.

2. Now scale it again , this time in x direction to give it a length.

3. Press ctrl+C and then ctrl+V to copy the same and rotate that using shortcut R.

4. Move the rotated part to one of the edge of first part so that it looks like screen of the laptop.

5. Now extrude inwards a little from the screen part to give it proper shape.

6. To make the keys of keyboard, add a cube and scale it down to size of keys on your keyboard.

7. Duplicate the key by pressing shift+D and populate the keyboard with keys. Now scale and adjust some keys at right positions to make them larger like spacebar, shift key, enter key.

8. Add loop cuts to make the mouse and left and right click on the mouse.

9. Select the different parts of laptop to give them color by adding new material.