Create a Table using the blender.

* Blender is a free and open-source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation. We use a blender to create a table. Here are steps to create it:

1. First click Shift + A then metaball and select plane.
2. Resize the plane according to the need and copy it to make another plane.
3. And then again shift + A to select mesh and cube to make legs of the tables.
4. Now add light by pressing the shift + A key then select light and click sun.
5. Now to select the color select Material and then adjust the color of the material.
6. In material we can adjust the metallic as well as roughness of the material.
7. In this way we create a table with the help of the blender.

