

# EXPERIMENT – 8

## (Blender)

1. Open Blender workspace and delete the existing cube, light and camera.
2. Add a cube.
3. Go to edit mode and select a face of the cube.
4. Extrude the face and scale to give shape of a car.
5. Scale vertices of different faces to give the required shape.
6. For headlights, select the face and extrude inwards.

7. Select different vertices and move them accordingly to give shape.