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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

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

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

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**Batch-B3**

**Semester- 7**

**Course-B.tech. CSE-OSOS**

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**EXPERIMENT NO 8**

**STEPS TO DESIGN A CAR:-**

1. Open blender workspace.

2. Import an image of car for reference

3. Align the cube with front section of the car and then copy this cube by pressing

“Shift + D” and then place it to form a rough model of car

4. Click edit mode and use vertex select to tweak the shape of our model

5. To create headlights, windshield and mirrors use face select and use the extrude option.

6. Now to space for car wheels again use vertex select.

7. Press “Shift + A” and add a circle, scale and extrude it and finally place it

on appropriate position.

8. Select inner faces of the circle and extrude it to create rims of the car.

9.Create new material with colour of your preference and assign it to the

car object.

10.Reduce roughness and do other adjustments.

11.Similarly set colour for tyres, headlights and windshield.

12.Now the car is ready

**OUTPUT-:**

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