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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**

**Assistant Professor**

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**School of Computer Science, UPES**

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**Batch-B3**

**Semester- 7**

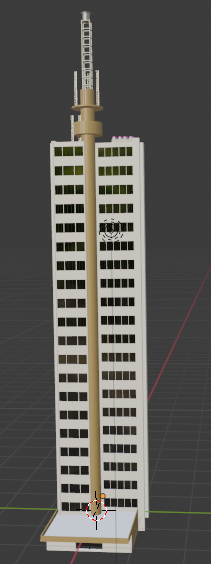
**Course-B.tech. CSE-OSOS**

**Sap Id- 500062569**

**STEPS TO DESIGN A SKYSCRAPER:-**

1. Open Blender workspace delete the existing cube and Click on the add option and add cube.
2. Then we will make some adjustments in the cube like length and breadth.
3. After making changes in the cube we will select the upper face of cube and then extrude it. Like this we are going to increase the length of our building.
4. After this add edge loops to make windows of the building.
5. Now add new material on the windows and set roughness to 0 and transmission to1.
6. Now go to shading part and add various properties like noise texture ,bump etc to give realistic effects on windows.
7. Extrude the lower part of the building outwards to make shape of door accordingly.

**OUTPUT-:**

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