

Exercise14.

Create Primitive objects like an ice-cream cone, snowman, house,tunnel and like.

ICE-CREAM CONE

Step 1: Press Shift +A to bring up the add menu. Select “Mesh” and “Cone”.

Step2: In the lower left hand corner you will see a black box that says “Add Cone”.Click on that to openit. Set cone values as per your requirements.

Step 3: Rotate the cone using Rotate option.

Step 4: Press Shift +A and under “Mesh” select “UV Sphere”. Set UV values.

Step 5: Press G then Z to move your sphere up to the top of the cone.

Step 6: To add another sphere, select previous cone and press Shift +D duplicate, then Z to move it straight up. Press S to scale it in and make it slightly smaller.

Step 7: Naming the shapes in your object. In the upper right hand corner of the interface, you will see a window with the list of the default names of all the shapes used for icecream cone model. Double click the object from the list and give unique names for allother shapes.

Step 8: Make sure that your cone is selected. Go to the material Properties tab and click“new”. And Press Z and go to the material preview menu. Select the color of your cone by using base color. Adjust the roughness to approximately 0.850.

Step 9: Repeat step 8 for your ice cream scoops. This time decrease the roughness slider. Increase the specular tint, sheen, sheen tint, clear coat and clear coat roughness sliders toadd some extra shine.

SNOWMAN

Step 1: Press Shift +A to bring up the add menu. Select “Mesh” and “UV sphere”.

Step 2: In the lowerleft hand corner you will see a black box that says “Add UV sphere”.Click on that to open it. Set cone values as per your requirements.

Step 3: Press shift + D to duplicate objects and click “G” to move object one by one.

Step 4: Press Shift+A to bring up the add menu. Select “Mesh” and “Ico sphere”.

Step 5: Place I co sphere and duplicate object using shift +D.

Step 6: Press Shift +A to bring up the add menu. Select “Mesh” and “cylinder”.

Step7: scale the object by pressing “S” from keyboard. Rotate the object using rotateoption. Add it to middle UV sphere and Resize object.

Step 8: Duplicate the object by pressing “Shift +D” from keyboard.Place it withmodified cylinder.

Step 9: Repeat the step 8.

Step 10: Press Shift +A to bring up the add menu. Select “Mesh” and “cylinder”.

Step 11: Press Shift +A to bring up the add menu. Select “Mesh” and “cone”.

Step 12: Place cone in top sphere.

Step 13: click “object” option, select each sphere and choose “Shade smooth”.

Step 14: select color to each object by clicking material properties then click “new”.Click on “viewport display” and adjust &choose color.

Step 15: Apply your interested colors to each object.

HOUSE

Step 1: With blender open, access Preferences from Edit->Preferences. Go to the Add ons tab and select.

Step 2: Search for “Archimesh” and you will find it. Check the box and save it.

Step 3: Once the add-on is added, Shift +A adds Archimesh to the Add mesh item. Youwill find theRoom, Door, Rail Window, Panel window, Cabinet, Shelves, Columns,Stairs and Roof.

Step 4: Go to Add>Mesh>Archimesh>Room to get a mesh for Room. Then a small wallwill pop up.

Step 5: If you select another wall, you can also select it to see this menu. Let’s create room by manipulating this menu. First, we will set the number of walls i.e. 4 and menu will contain more menus from wall 1 to 4. In each wall menu, you can set length of wall.If you want to make square room with 4 walls, make wall 1 and 3 the same length, wall 2and 4 to the same length.

Step 6: click Archimesh>Elements>Door.

Step7: select Door_ group, CTRL _base, CTRL_ Hole, Doorframe using Shift key then click “G” from keyboard to place door. In order to open the door, click “R”.

Step 8: Select walls of home and Select Auto hole from wall menu. By doing so, you will make hole in the wall.

Step 9: Turn on window (there are two types of windows: Rail window& Panel window).Choose Rail window. Select Window _Group and its submenu. Press “G” to move. Hit “R” then “G” and set angle -90 degree. Click “G” then “y” to slide.Select one window, hit “G” then “Y”. You can slide the window.

Step10: select Room and click on Auto holes. Under the “Room” menu, and click on “Floor”. Under the “Room” menu, and click on “Celing”.

TUNNEL

Step 1: Go to Add>Mesh>Circle and scale object by hitting “S”.

Step 2: Switch to Edit Mode. Delete bottom part of circle by hitting “delete” from keyboard then choose vertices.

Step 3: Press “E” ie Extrude the object. Go to “edge select mode” and choose Edges, then hit “E” it extrudes down -words.

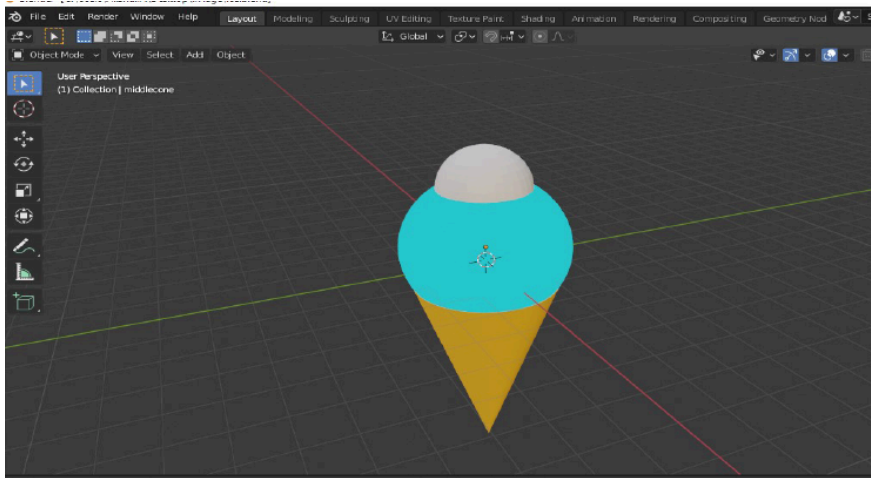
Step4: Choose modifier menu, then click on modifier and choose “Solidify”. You can increase thickness of object then click “Apply”.

Step 5: Hit “E” Extrude whole object.

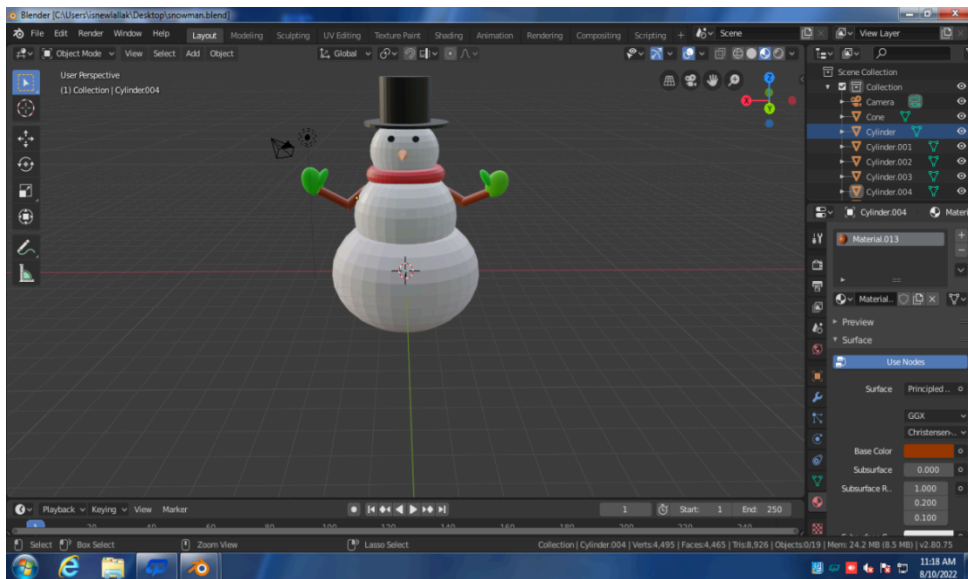
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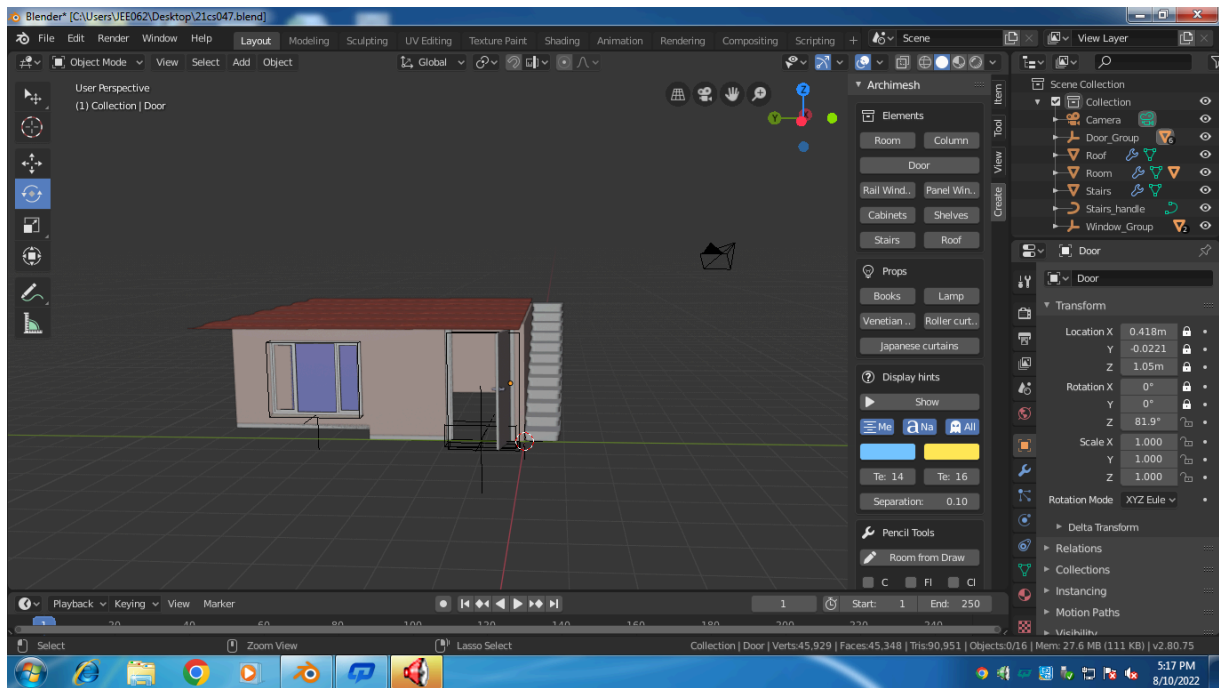
1. ICE CREAM CONE



2. SNOW MAN



3. House



4. Tunnel

