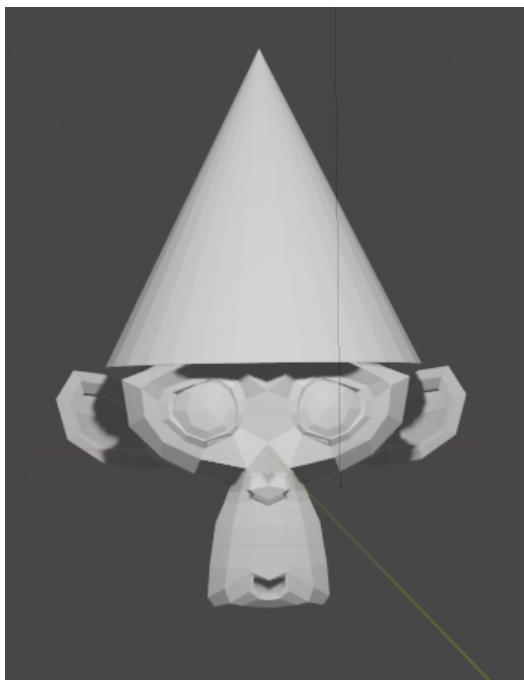


Task Party monkey



Steps

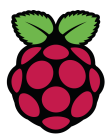
Instructions

1. Enable **Rendered mode** so you can see the effect of the lighting

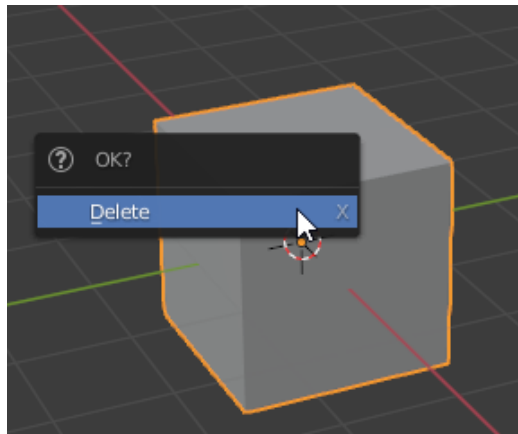
Select the right most, **rendered**, 'ball' in the **viewport shading** panel at the top right of the Blender interface.

2. **Delete** the default cube

Left-click on the cube and press **X** on your keyboard to delete it. Press **Enter** to confirm.



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3. **Add** a monkey head and cone Using the top left **Add menu**, click:

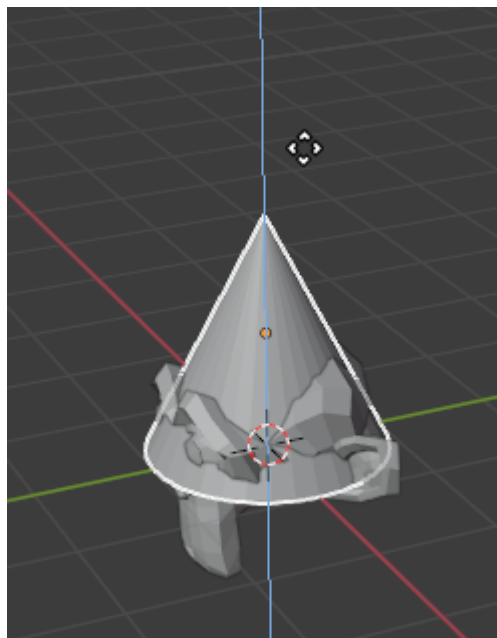
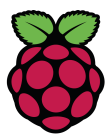
Add ▸ **Mesh** ▸ **Monkey**

Then, for the monkey's hat, click:

Add ▸ **Mesh** ▸ **Cone**

4. **Move** the hat onto the top of the monkey's head Find the **move tool** on the left-hand side of the Blender interface.

Left-click on the cone, and using the **blue arrow** (the z axis) **move** the hat onto the top of the monkey.



Tip: You can also do this by pressing **G** (for grab) followed by **Z**, to fix the movement on the z axis.

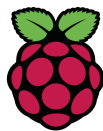
5. **Navigate the scene** to see the party monkey

Left-click and **drag** on the **viewpoint widget** to look at the monkey from the front. Check the lighting.

You can rotate the viewport by **moving your mouse** whilst clicking on the widget with your **middle mouse button**

Tip: Use this tool regularly to check that you have everything lined up correctly.

Tip: You can **zoom** and **pan** the viewport by using the widgets:



zoom - alternatively **roll** your **mouse wheel**



pan - alternative **move your mouse** whilst **holding Shift** and pressing the **middle mouse button**.

6. **Move** the **lighting** to change the shadows on the monkey's face

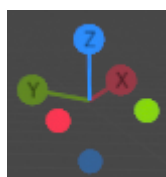
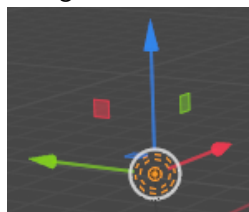


Left-click the **Light source** to select it

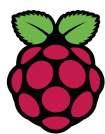


Make sure you have the **move tool** selected

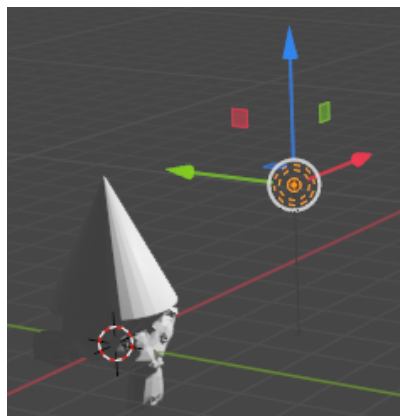
Move the light to the front of the monkey's face using the **move arrows**



Rotate the scene with the viewport widget so you can see the effect of the lighting



Raspberry Pi



Tip: If you can't see any lighting change, make sure you have selected rendered in the viewport shading menu

Explorer task

Add a **body** and some **legs** to the monkey using the **Add menu**