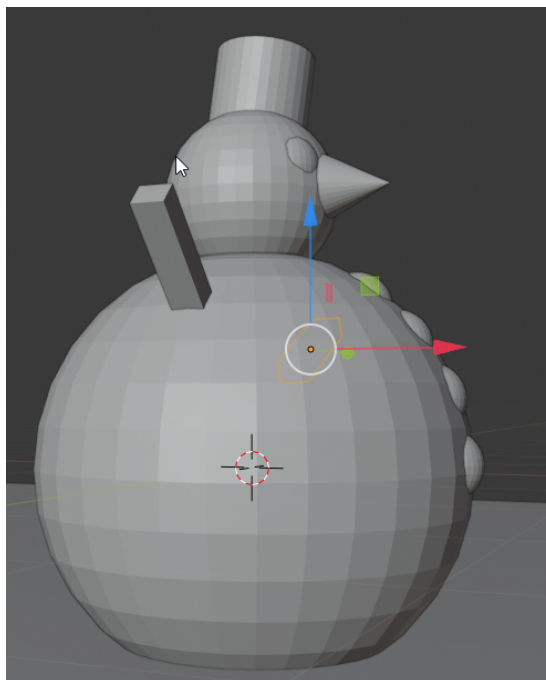


Task Snowman



Steps

Instructions

1. **Delete** the default cube and enable **Rendered mode**

Press **X** to delete something

Viewport light can be changed in the top right of the Blender interface:

2. Add two spheres to form the head and body of the snowman

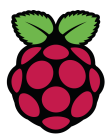
Add ▸ Mesh ▸ UV Sphere

Do the above twice

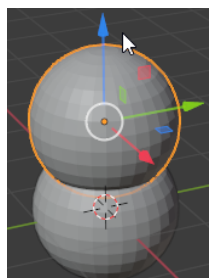
3. Select one sphere and move it above the other sphere

Make sure that you use the **move** tool  and use the **blue arrow** to move along the z axis.

Tip: You could also use the **G** key followed by the **Z** key



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4. **Scale** the head to be smaller than the body

With the top UV Sphere selected, press **S** on your keyboard and move your mouse to change the **scale**

Tip: If scaling is uncontrollable, press **Esc** and make sure your mouse is some distance from the centre of the sphere before pressing **S**



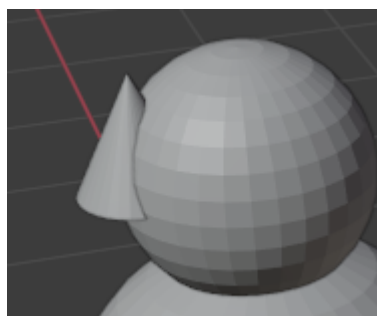
Tip: You can also scale using the scale tool on the left-hand side of the Blender interface.

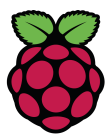
5. **Add** a nose

Add > **Mesh** > **Cone**

6. **Move** and **scale** the nose

Move the nose to the front of the snowman's face.
Scale the nose using the **S** key





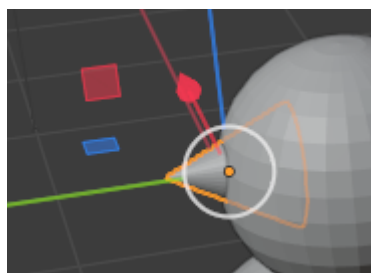
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Tip: Use the viewport widget to check that it's in the correct place

7. **Rotate** the nose to be on the front the snowman

Select the nose and press **R** to rotate it.



Tip: pressing **R** followed by **Z** and **90** will rotate the nose 90 degrees around the z axis.

Tip: You can also rotate using the rotate tool on the left-hand side of the Blender interface.



Tip: pressing **R** twice gives you a different rotation mode.



Tip: Use the viewport widget to check that it's in the correct place.

8. **Add** eyes, buttons, a hat, and arms

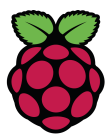
Using different meshes add all the parts of a snowman.

Explorer task

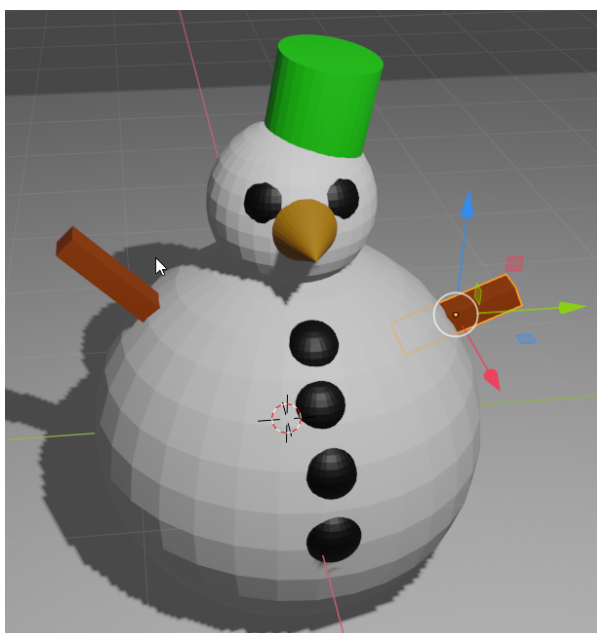
Add ground and trees:

Ground: **Add** ▸ **Mesh** ▸ **Plane**

Trees: **Add** ▸ **Mesh** ▸ **Cone**



Task Colouring and materials



Steps

1. **Load** your snowman and enable **Rendered mode**

Instructions

File ► Open

Viewport light can be changed in the top right of the Blender interface:

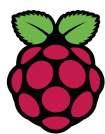
2. Select an eye and add a material

Left-click to select an eye.

Find the **materials tab**  on the bottom right of the Blender interface.

Add a new material by clicking on:





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Give the new colour a name:



Change the Base Colour:



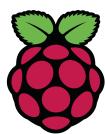
Tip: To make black or white, use the grey sliding scale to the right-hand side of the **colour wheel**:

Tip: If you can't find the **materials tab** in the bottom right of the Blender interface, **hover your mouse** over the items and **scroll your mouse wheel**:



3. **Duplicate** an object

If you want to quickly reuse the eye you have created to make more eyes and buttons:



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Select the object you want to duplicate

Press **Shift** + **D** to duplicate

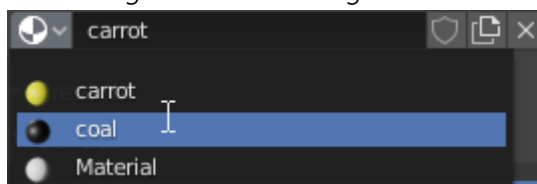
Tip: Please **don't use copy and paste**, it will make lots of copies of the same materials

-
4. **Reuse** a colour on a new mesh

Create a new mesh and **select** it

Find the **materials tab**  on the bottom right of the Blender interface.

Use the **drop-down** menu to select and reuse a material you have already created



Tip: Changing the colour of coal, will change its colour across all the materials it has been used on.
