**King of the Castle**

For your first Blender project, you will be designing and building the best medieval style castle that you can. Since we are focusing on the introductory skills to blender your castle should end up looking like a simple representation of a castle. Think of it as how a child might draw or design a castle. You can have your castle looking any way that you wish.

For your Blender skills, you should be able to demonstrate how to add meshes, how to modify a mesh, how to modify a mesh in Edit mode, how to add a mesh in edit mode, how to extrude, and how to add in materials and texture.

We will add a few new tools to be able to create and modify some meshes in new ways.

Due Date: Friday November 19, 2015

Example – This is a slightly higher level example of the exterior walls of a castle but the tutorial on how to make this specific castle is available online.

