

Problem #1

Model and render a Rubik's cube in Blender. The arrangement of colors on the blocks can be anything as long as it would be a valid state of a real Rubik's cube. Insert the render into your homework document along with a screenshot of the Rubik's cube in Blender.



Problem #2

Import the render into a vector graphics tool (Inkscape, Illustrator, etc.) and annotate the Rubik's cube to convey its dimensions. Insert the annotated diagram into your homework document along with a screenshot of the annotated diagram in your vector graphics program.

Notes

Your homework submission should include the following:

- A screenshot of the Rubik's cube in Blender,
- the final render of the Rubik's cube,
- a screenshot of your annotated diagram in your vector graphics program,
- the final annotated diagram.