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**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**

**SCHOOL OF COMPUTER SCIENCE**

***Department of Cybernetics***

**GRAPHICS AND ANIMATIONS TOOLS**

LAB FILE

SESSION (2020-21)

Course: B.Tech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

Dr. Durgansh Sharma Ashish Pandey

Associate Professor SAP: 500063104

Department of Cybernetics Roll no: R100217014

**Experiment-7**

**AIM-** Design of Rocket using Blender

[Link to the Experiment](https://drive.google.com/file/d/1ows1QamMAB_h5gh6nkb_QX1G9dof6S2Z/view?usp=sharing)

**Step 1.** Open your Blender and create a new file, now delete the default cube.

**Step 2.** Now use Shift+A to open the mesh and from there select circle shape,

**Step 3.** Open the new open, expand it and change the vertices to 5. Now you have a pentagon.

**Step 4.** Loft the pentagon using Z and move it upwards to give it thickness. Now scale it out to make the bottom part of the rocket.

**Step 5.** Duplicate the 3-D transition to make the middle part of the rocket.

**Step 6**. Take a point on the top and tick mark it to make it to make the top part.

**Step 7.** Press F to fill up the empty parts.

**Step 8.** Choose another circle from the mesh, now from the Ortho-view. Set it just aligned to the bottom

**Step 9.** To make the fin of the rocket, extrude the surface using the points that are at symmetric distance from the body of the rocket.

**Step 10.** Select the different material and now add colors to the rocket.

**Step 11**. Add a camera and light.

**SNAPSHOTS:**

