Graphics and Animation Tools Lab

**EXP 8:** Design of 3D Rocket using Blender.

**Steps to design a 3D Rocket using Blender-**

1. Open Blender workspace and delete the existing cube, light and camera.
2. Add a cube.
3. Go to edit mode and select a face of the cube.
4. Extrude the face and scale to give shape of a car.
5. Scale vertices of different faces to give the required shape.
6. Select cube again and repeat above steps.
7. For headlights, select the face and extrude inwards.
8. Select different vertices and move them accordingly to give shape.
9. Select color of your choice and color it.
10. Car is complete.
11. Go to file and save it.

**Output Screens-**

