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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: BTech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

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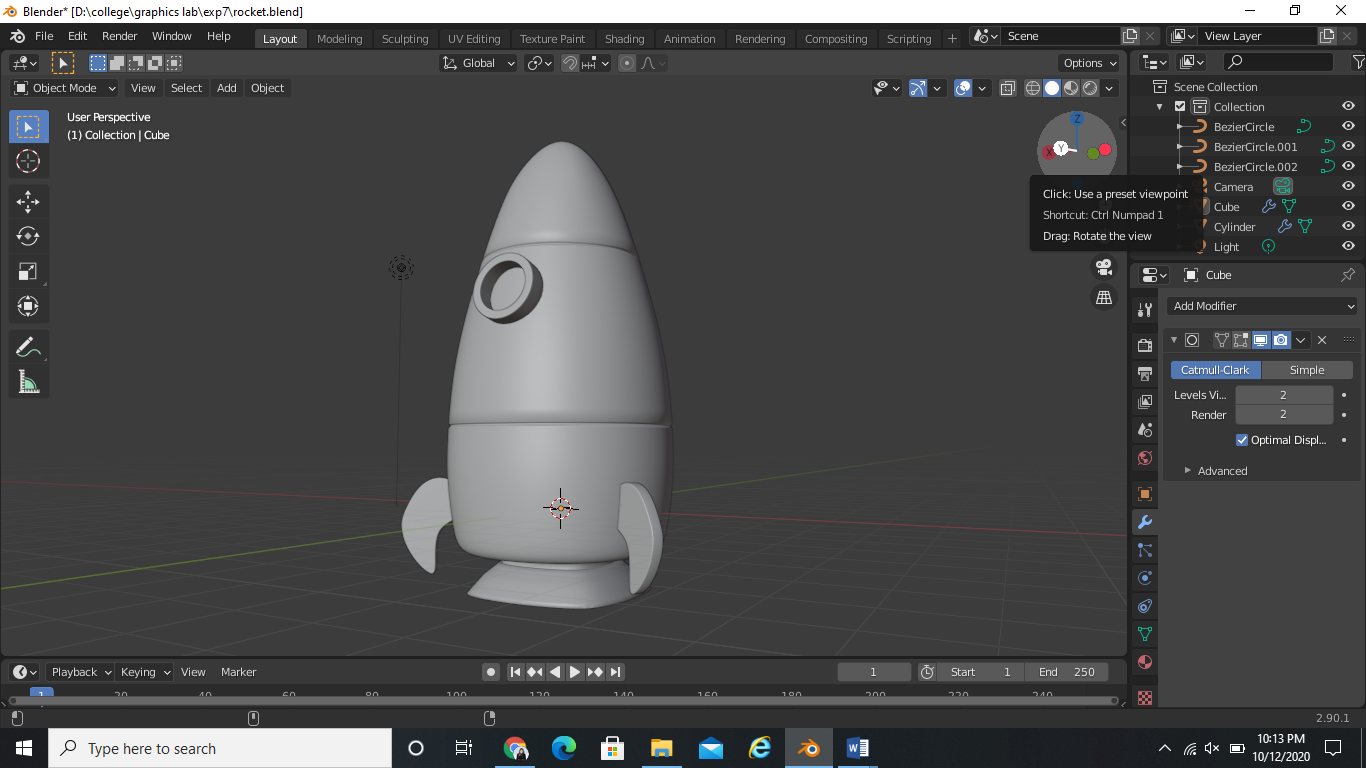
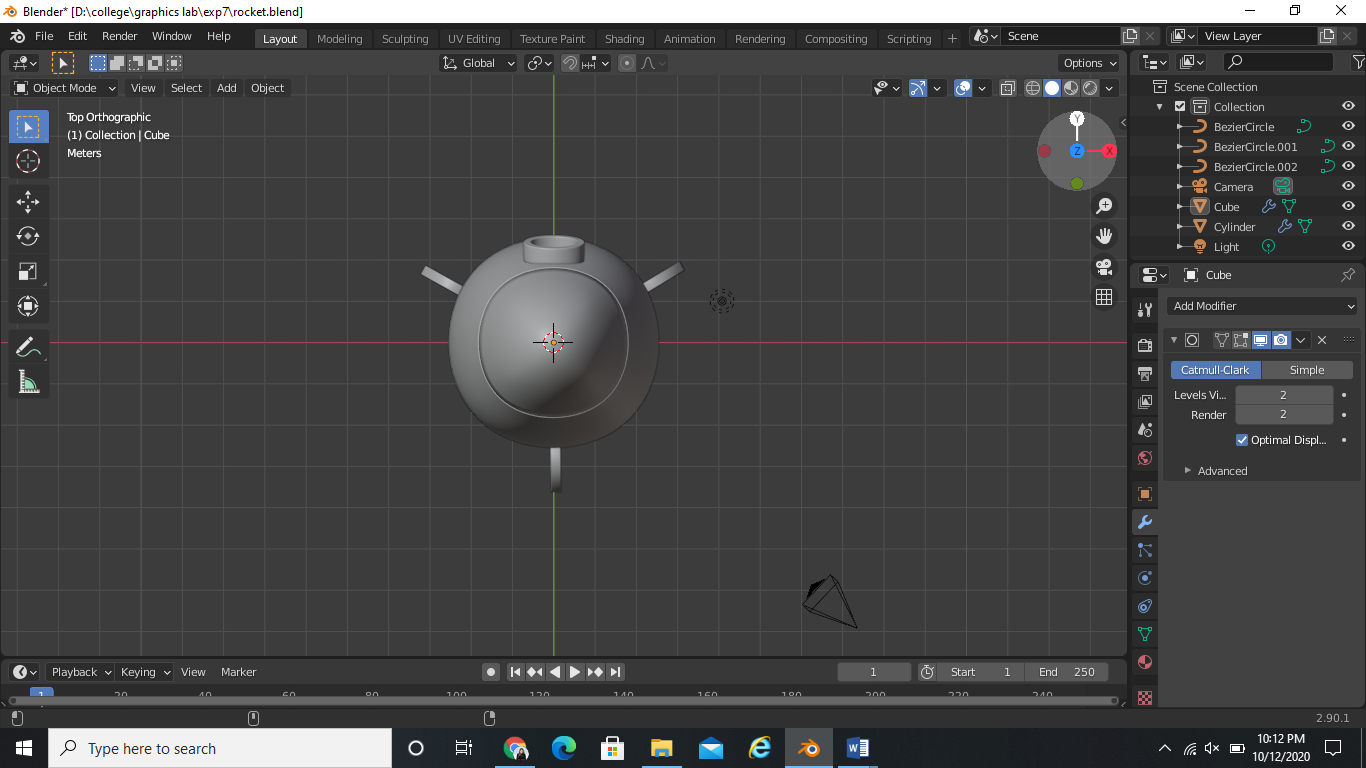
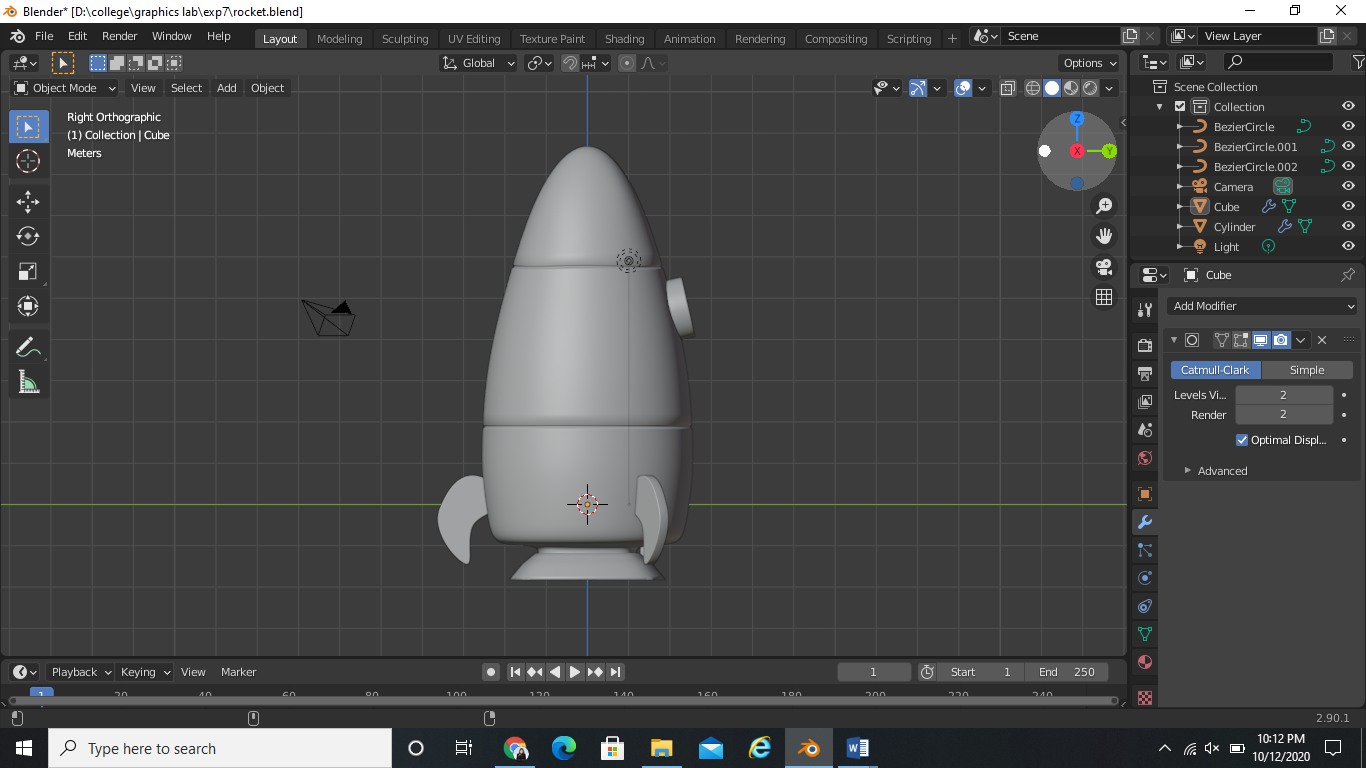
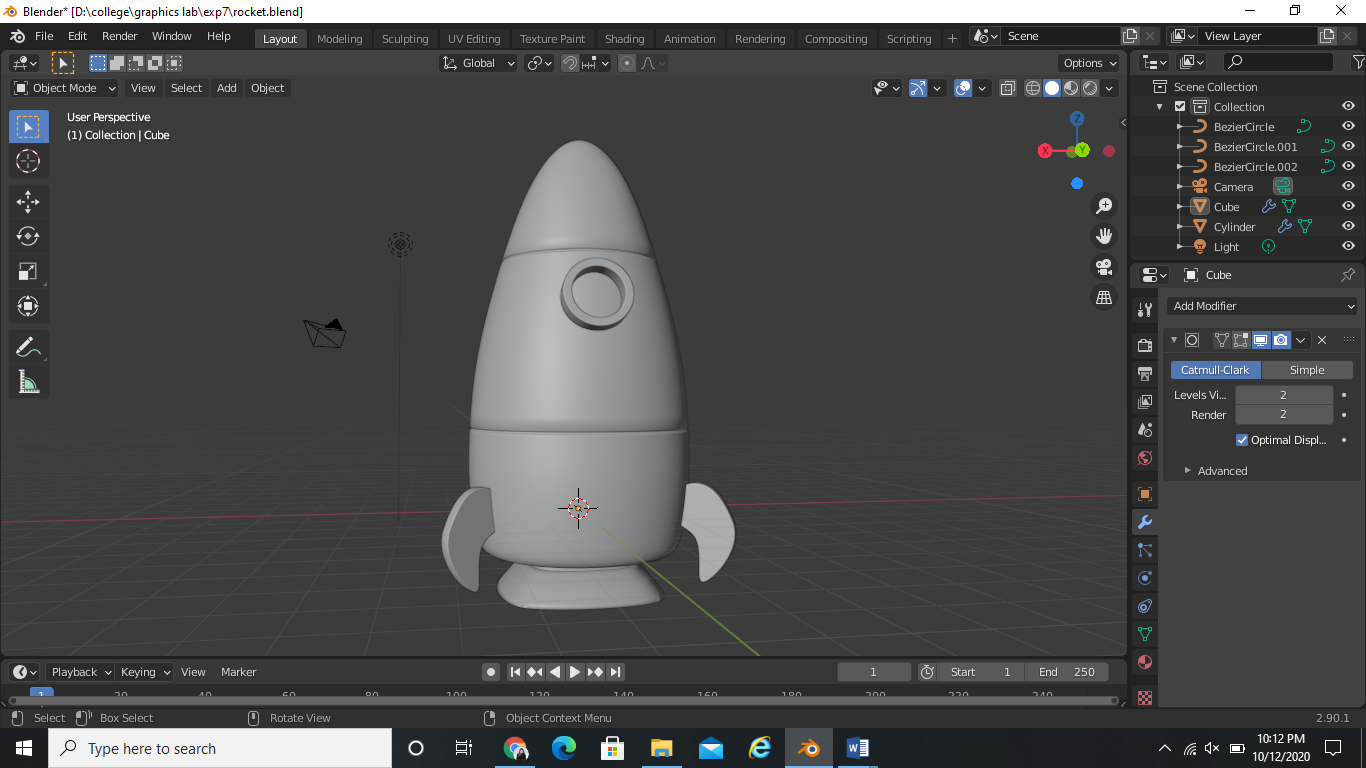
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**Experiment – 7**

**AIM: Designing a Rocket using Blender**

1. Open Blender.
2. Create a general blank file and add Subdivision modifier to the default cube.
3. Make line cuts in the cube and drag it to the bottom and using Grab, Rotate, Scale Give it a shape of the rocket.
4. Press Shift+A to open mesh, and select a cylinder.
5. Add it to the center of the body of the rocket and apply Rotate, Extrude to make it look like a window in the rocket.
6. Take a single center point on the top of the rocket in accordance with the height of the body.
7. To make the fin of the rocket, make a Bezier curve and adjust the Bezier points to make it into a fin using Rotate and Grab.
8. To make the exhaust of the rocket extrude the bottom area multiple time along with the scaling.
9. Select material, and base color, eventually assigning the particular material and base color to the object.
10. Now add a camera and light source to it and arrange the camera to the best fit view.

**Output:**

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