**EXERCISE 7**

**AIM :** Create a rotating 3D cube in Blender, animate it, and then import the animation into OpenShot to finalize the video.

**PROCEDURE:**

### Step 1: Create the 3D Model

1. **Select a 3D Modeling Tool**: You need software to create the 3D models. Blender is a free and open-source option that is widely used.
   * **Download Blender** from [blender.org](https://www.blender.org/).
   * **Install Blender** and launch the program.
2. **Modeling the Object**:
   * Open Blender and start a new project.
   * Use the available tools (such as adding meshes, extruding, scaling, and rotating) to create the 3D object.
   * Adjust the geometry, texture, and materials to suit your project.
3. **Texturing and Materials** (Optional):
   * You can apply textures to your models by using the UV Mapping feature in Blender.
   * Add materials (colors, reflective properties, etc.) through the “Material Properties” tab.
4. **Lighting and Camera Setup**:
   * Set up lighting sources to illuminate your model and define how it looks under different lighting conditions.
   * Place the camera to define the perspective in which your model will be viewed.

### Step 2: Animate the 3D Model (Optional)

1. **Add Animations in Blender**:
   * If you want to animate the model, you can use Blender’s timeline and keyframe system.
   * Keyframes allow you to change properties (position, rotation, scale) over time.
   * You can also animate textures or materials for added realism.
2. **Rendering the Animation**:
   * Once your model is animated, go to the **Render** tab.
   * Choose the rendering engine (Eevee or Cycles for Blender).
   * Set the output resolution, frame rate, and format (such as MP4 or MOV).
   * Render the animation to an output folder.

### Step 3: Import the 3D Animation into OpenShot

1. **Install OpenShot**:
   * Download and install OpenShot from [openshot.org](https://www.openshot.org/).
   * Open the OpenShot software.
2. **Import the 3D Animation Video**:
   * Click on “File” > “Import Files” to import the rendered 3D animation file (e.g., MP4).
   * Drag the animation into the timeline to start working with it.
3. **Editing the 3D Animation in OpenShot**:
   * You can use OpenShot to cut, trim, add transitions, and apply effects to the 3D animation video.
   * You can also overlay other media such as background music or additional footage.
4. **Adding Titles and Text**:
   * Use the “Title” menu in OpenShot to add text and titles to your video.
   * Customize the font, color, and position of the text.
5. **Export the Final Video**:
   * Once your video editing is complete, go to “File” > “Export Project” to export the final video.
   * Choose your desired resolution and format for the final output.

**OUTPUT:**



