**Experiment – 7**

* **Design of 3D Rocket using Blender**

Step1 ) Open blender add a cylinder with vertices is 30 and cap fill is nothing.

Step2 ) Now select the upper vertices of the cylinder and extrude toward z axis

Step3 ) Now again extrude toward z axis then press s to make the cone like shape of the upper part of the rocket.

Step 4)Now select another side vertices and and again extrude toward negative z axis.

Step 5) Now again extrude along z axis and then press s to reshape the cylinder to make exhauster part of the rocket.

Step6 ) Now to create fins of the rocket add a cube, select the cube and go to the edit mode Then select scale to reshape the cube like fins.

Step 7)Now duplicate the fins 3 time and the fins to the rocket exhauster part rocket is created.

Step 8) Now start coloring so select the part and go to the material properties add material slot and then choose the colour.

Step9 )Similarly colouring all part is done.

Step 10)Now your rocket is done.