

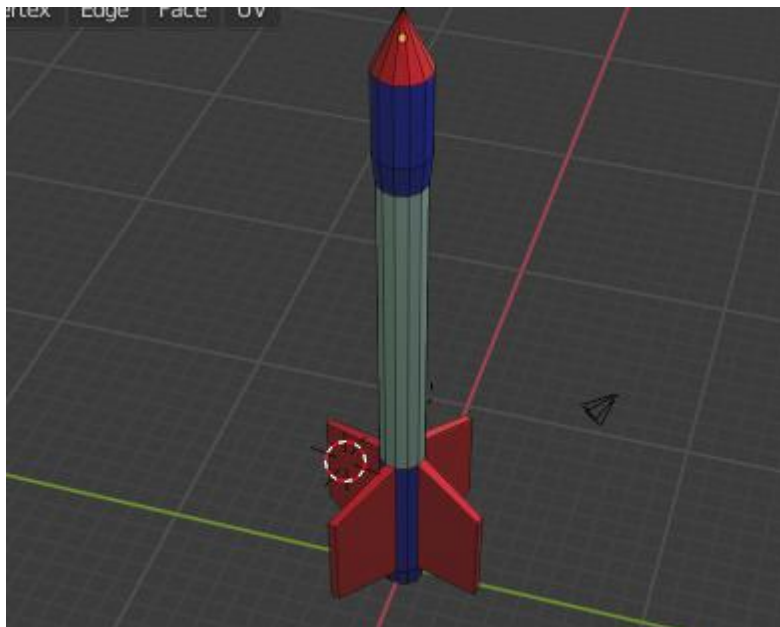
## Experiment - 7

### Aim : Design of 3D Rocket using Blender

#### Steps:

1. First add a mesh and choose cone.
2. Set 12 vertices in the cone properties and scale the cone.
3. Move cone upwards in z axis.
4. Select bottom face of the cone and extrude it downwards in z axis till the length of extruded part is twice the height of cone.
5. Again extrude a small portion from the bottom face and then scale it to reduce the radius of bottom face.
6. Again extrude the bottom face downwards in z axis nearly twice the height of head part.
7. Again extrude a small portion and then from this portion select four faces at equal intervals and extrude them.
8. Again extrude a small portion from bottom face and then extrude it upwards in z direction to give a hollow look at the bottom of the rocket.
9. At last create three material colors red, silver and blue and add metallic property to them.
10. Select a particular part of rocket and assign a suitable color to it.

#### Output:



Link to the Blender File:

<https://drive.google.com/drive/folders/1mNJiJQAm1X8sYbz2pPwfdU8A2RjD0ST->