

EXPERIMENT – 7

Objective:

Steps:

1. Open Blender, and create a new file
2. Press Shift+A, go to mesh option and select plane.
3. Scale the plane and set it to origin, add colour and texture to the plane
4. Press Shift+A again, go to mesh option and select cone.
5. Scale the cone and using Loop cut tool, cut the $\frac{1}{4}$ section of cone.
6. Add mirror modifier to the resulting model
7. Add fins to the rocket and add colour to it.
8. Similarly put texture and colour on top of the rocket.
9. Adjust the camera location and focal length along with the power of light source.
10. Finally render the image
11. Finish.

Drive Link: <https://drive.google.com/file/d/12Y0y1-TuMD5Q1Sgm-9g5MqX8DY8J0oGa/view?usp=sharing>