**EXPERIMENT 7**

**Rocket in Blender**

**Steps-**

**Step 1-** Open Blender.

**Step 2-** Create a new file -> Delete the default cube.

**Step 3-** Add (Shift+A) -> Mesh -> Cone

**Step 4-** Change the vertices of the cone to 12.

**Step 5-** Scale the cone(Press S) to 0.5 -> Press G for moving the cone and press Z to move it along the Z-axis.

**Step 6-** Go to face select -> select the bottom face of the cone -> Extrude (Press E) along the z-axis.

**Step 7-** Extrude again -> Scale (press S) it inwards a little.

**Step 8-** Extrude again twice the length of the model.

**Step 9-** To create the fins of the rocket -> Select every 3rd section of the bottom part of the rocket -> extrude (0.7m)

**Step 10-** To make the fins look realistic, scale the front face to 0.5.

**Step 11-** Lastly, extrude the bottom a little -> Select vertices and scale down -> Extrude upwards to make the exhaustion area of the rocket.

**Step 12-** To color the rocket, press TAB to go into edit mode -> select the faces to color -> click + in the materials section -> color applied to the selected faces.

**Step 13-** Similary, color all the faces.

**Step 14-** Save your blender file, and render images for future reference.

[DRIVE LINK](https://drive.google.com/drive/folders/1HHmhW8S4dYisMYGFoaJuAPxXlKh6NDTe?usp=sharing)





