Step-1

Create a new project and clear everything from the interface.

Step-2

Go to Add → Mesh and add a cylinder and scale it as size required.

Step-3

Add 2-3 loops and scale them to give a shape of a rocket.

Step-4

Extrude the cylinder from below and scale it so that it looks like the bottom of rocket from where fire and smoke comes out.

Step-5

Go to Add → Mesh and add a cube and make the leg of rocket by changing the dimensions of the cube(making thin), then add loops and give the appropriate shape and attach to the rocket.

Step-6

Now select the leg made earlier and use “Ctrl + d” to duplicate the object and then place it at 120 degree. Repeat this step to obtain 3 legs of rocket.

Step-7

Go to Add → Mesh and add a sphere and scale it down and move it above in between the rocket body so that it looks like the glass/cabin which make it look more realistic.

Step-8

Go to Add → Mesh and add a cube and change it dimensions so that it looks like a launch pad/ground.

Step-9

Go to Add → Mesh and add an Ico Sphere and place it below the rocket

Step-10

Now we will add the effect of fire and smoke on the Ico Sphere by going on object → Quick effects → Quick smoke, then select the fire + smoke option from the drop down list and scale the fire and smoke effect.

Step-11

Now go to shading window and fill the different colors as the preferences and decrease the roughness of the surface to give it more metallic look.