Experiment – 7 Design of 3D Rocket using Blender

1.Add a cone mesh by pressing Shift + A and selecting cone.

2. Set 12 vertices in the cone properties and scale the cone mesh.

3. Move the cone in z-axis.

4.Extrude the bottom face of the cone in z direction till its length becomes twice the height of cone.

5.Again extrude a small portion from the bottom face and than scale it to reduce the radius of bottom face.

6. Extrude the bottom face downwards in z direction about twice the height of head part.

7. Extrude a small portion and than from this portion select four faces at equal intervals and extrude them.

8. Extrude a small portion from bottom face and than extrude it upwards in z-direction to give a hollow look at the bottom of the rocket.

9. Create three material colors red,silver and blue and add metallic property to them.

10. Finally, select a particular portion of the rocket and assign a suitable colors.

LINK TO BLENDER FILE

https://drive.google.com/file/d/109zvTTbOA1STREO0K_NUznYICo8P9q-7/view?usp=sharing