Graphics and Animation Tools Lab

Experiment-7: Design of 3D Rocket using Blender.

Steps to design a 3D Rocket using Blender-

Step.1.Create a new project and clear everything from the interface.

Step.2. Go to Add→Mesh and add a cone with 12 vertices and scale it down a little bit. Drag the cone to the top in the front view.

Step.3. Go to Edit Mode→Face select mode and select the bottom face of the cone. Extrude the selected face downwards about twice the length of the cone.

Step.4. Now, slightly extrude the bottom face again and scale it a little bit inwards.
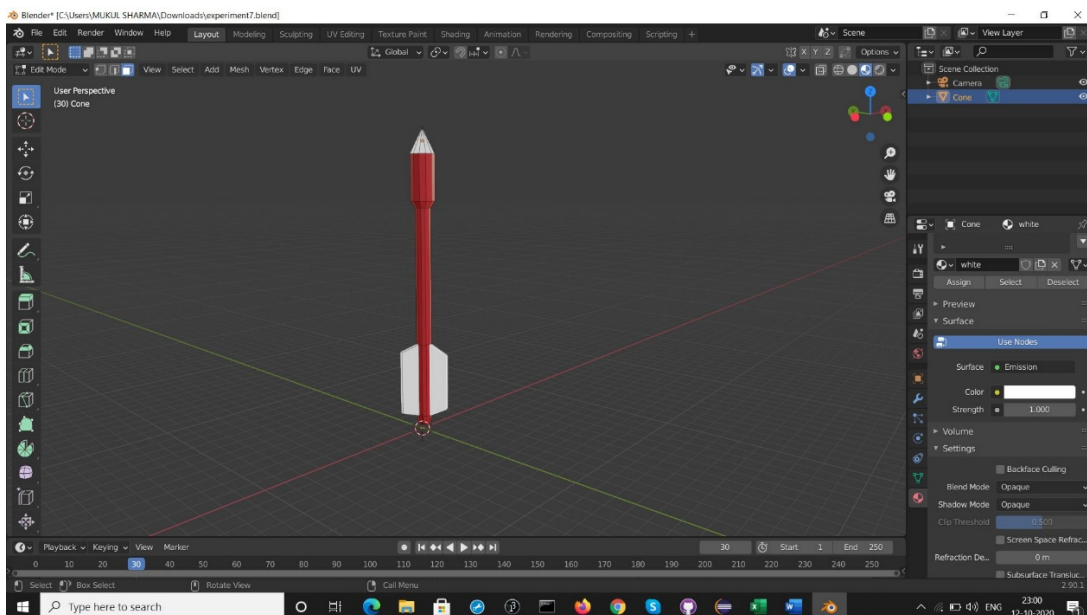
Step.5. Now, extrude the bottom face twice the length of the upper portion and then again extrude the bottom face to half of the previous section.

Step.6. Now, select every 8th face on the lateral side of the bottom section and extrude them equally towards the normal axis.

Step.7. Now, select the bottommost face, extrude it a little bit downwards.

Step.8. Select the bottommost face again, scale it a little bit inwards and then extrude it inwards in order to create a hollow pipe for flame to come out. Our 3d rocket is complete now.

Output Screens-

Google Drive Link-

https://drive.google.com/drive/folders/1ARHNnjkHgMdCkpbdMDFGLoR3wgB50cRu?usp=sharing