

## **Experiment No. 7**

These are the steps to be followed to model an Animated Rocket is

1. Open Blender, and clear everything from the interface which is already there.
2. Create a new file and go to mesh, and select cone and modify its properties, like vertices, etc.
3. Select and Extend the bottom face of the cone to form the cylinder under it
4. Select and Extend the bottom face of the cylinder to form the smaller cylinder under it
5. Resize the smaller cylinder formed to make it look like a streamlined figure
6. Extend the steam lined cylinder once more to but too much greater extend
7. After this is done select the pieces from various faces of the cylinder to make dins like structure
8. You can now add a smaller structure under it to make space for fireball for animation
9. To Add Fire and smoke animation we need to create a fresh mesh of UVSphere
10. Select it in object mode and add quick effect and select smoke
11. Now from quick setting toggle from smoke to smoke+fire
12. Now you have to invert the fire flow
13. Select the Object and transform it 360 Degree
14. Now move the sphere inside the Rocket structure to make it look like fire coming from one end of the rocket.

Nilesh 500061922

Google Drive Link: [Link](#)