**University of Petroleum and Energy Studies**

School of Computer Science

Department of Cybernetics



**Graphics & Animation Tools**

**LAB FILE**

**(Session: 2020-2021)**

Course: B. Tech with Specialization in Open Source and Open Standards





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

Link to Drive Folder :

[**Graphics and Animation Tools**](https://drive.google.com/drive/folders/1L1gqtxnW8xDUk-jw3Z8dTLz2_Yth1-OI?usp=sharing)

**Steps :**

**Step 1 :**

Add a cylinder and extrude it along the z-axis .

**Step 2 :**

Scale the vertex at the enter

**Step 3 :**

Duplicate the same cylinder and scale it .Place these two adjacent to the main cylinder.

**Step 4 :**

Make another same rocket and scale the wings .

**Step 5 :**

Extrude the plane . Delete the unrequired faces .

**Step 6 :**

Join the vertices using F .

**Step 7 :**

Add a plane and extrude it .

**Step 8 :**

Scale a larger plane and add a subdivision surface

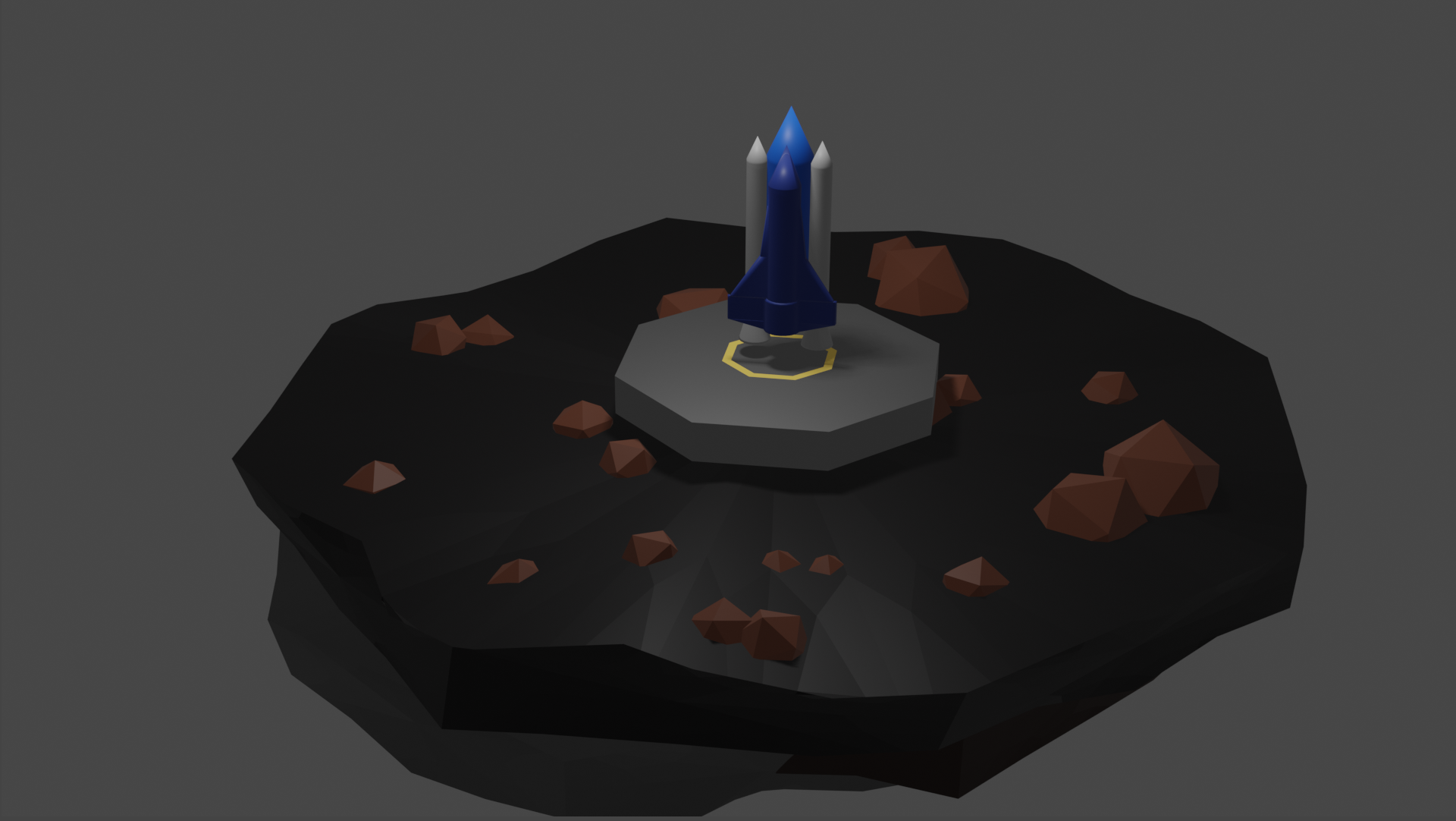
**Step 09:**

Add rocks and colors to the shapes.

**Step 10:**

Render the image from render properties.

**Output:**

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