**EXPERIMENT-7**

**Design of Rocket using Blender**

**Step – 1:** Open Blender -> Clear everything.

**Step – 2:** Create a blank file -> delete the default cube.

**Step – 3:** Click Add (Shift+A) -> Mesh -> Cone

**Step – 4:** Change the default vertices of 32 to 12 of the cone.

**Step – 5:** Scale the cone by using Shift+S key -> Press G+Z key to move the cone along the z axis.

**Step – 6:** Change to the Face select -> Now select the bottom side of the cone -> Press the E+Z key on the keyboard to extrude the cone further along the z axis.

**Step – 7:** Press E+Z key again to Extrude further -> Use S key to scale it inwards.

**Step – 8:** Press the E+Z key again the extrude again twice the size of the previous extrude.

**Step – 9:** In order to to create the fins of the rocket -> Select every 3rd part of the bottom section of the rocket -> Press E key to extrude those fins further -> To design the fins, you can scale the fins upwards or downwards accordingly.

**Step – 10:** Moreover, Press E to extrude the bottom section -> Select the bottom part and scale down -> Press E to extrude upwards in order to create an exhaustion area.

**Step – 11:** In order to colour the rocket, click TAB to go to edit mode -> Select all the faces that are to be coloured -> In the materials section, click + sign -> Colour is applied to all the selected faces.

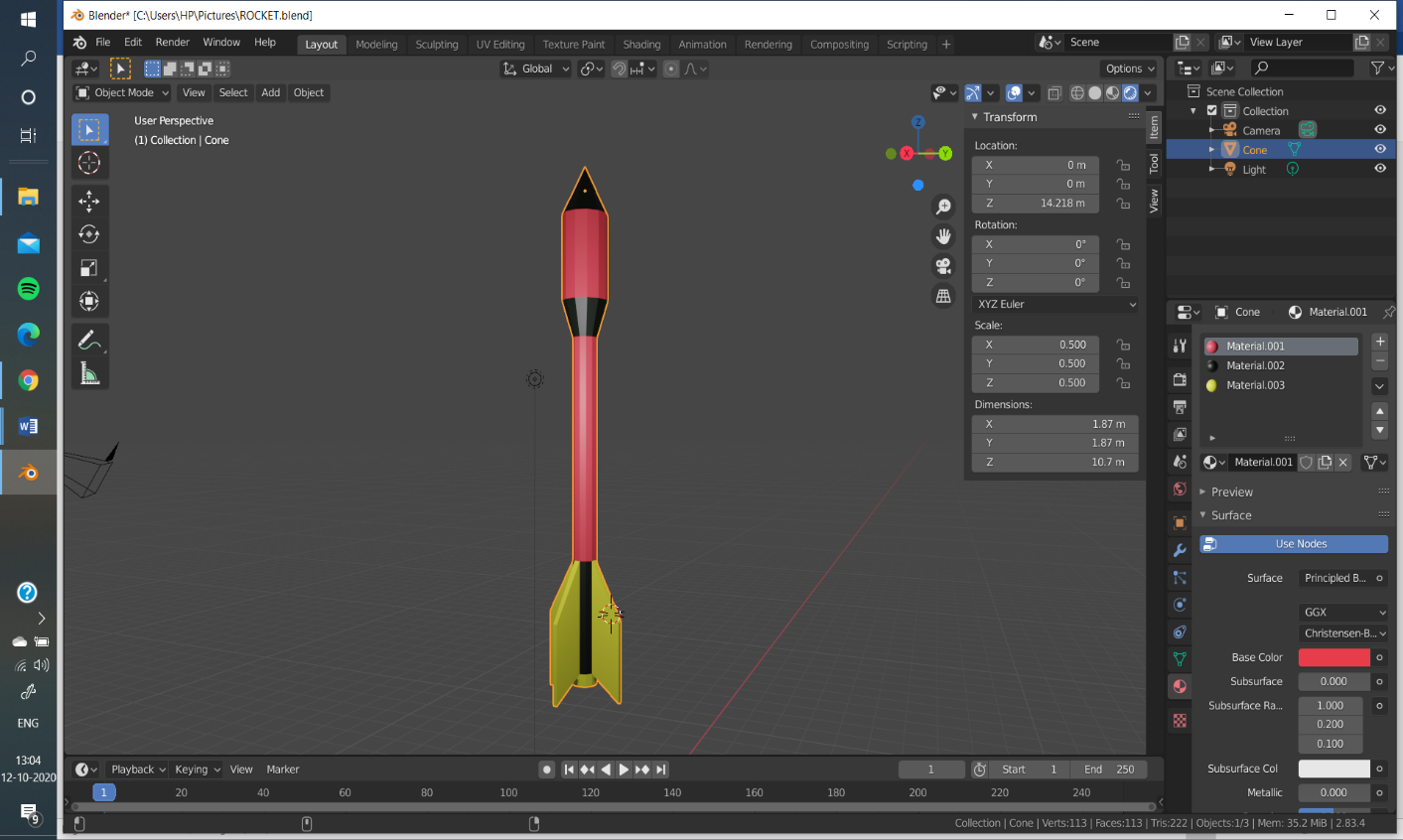
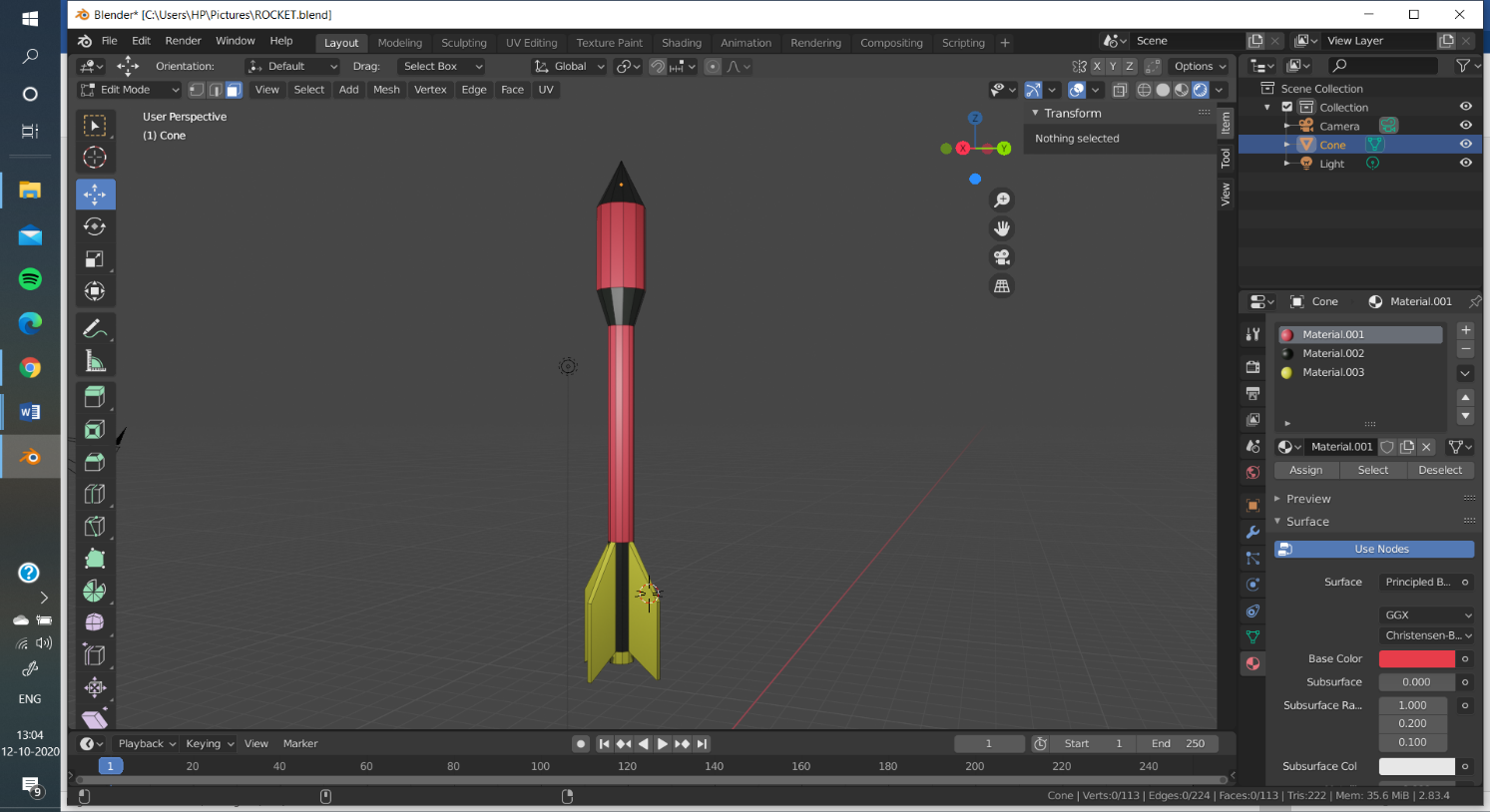
**Step – 12:** In the same manner, color all the faces.

**Step – 13:** Save the .blend file to your local memory and render the file.

<https://drive.google.com/drive/folders/1P7LLvzHcF9f5_pZtxFMgVZJHebJOQP8E?usp=sharing>

**OUTPUT:**



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