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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

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**Batch-B3**

**Semester- 7**

**Course-B.tech. CSE-OSOS**

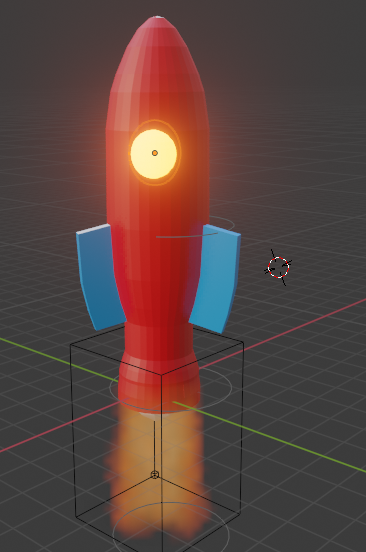
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**EXPERIMENT NO 7**

**STEPS TO DESIGN A ROCKET:-**

1. Open Blender workspace delete the existing cube and Click on the add option and add cylinder.
2. Then we will make some adjustments in the cylinder like radius and depth, we will set the depth and radius as 2m.
3. After making changes in the cylinder we will select the upper face of cylinder and then extrude it.
4. After the above step we will shape that extruded region like the upper part of the rocket using scale option. Similarly, we will create the fins of rocket.
5. To give fire effect that will be released from rocket we will first add the icosphere at the bottom of the rocket.
6. Then go to the object option and then select quick smoke under quick effects option. After this change the smoke option to smoke+fire option.
7. After this add wind under the force field option.

**OUTPUT-:**

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