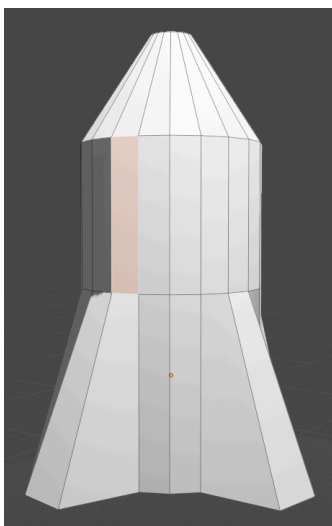


Task Edit mode and extrude



Steps

1. Add the body of the rocket

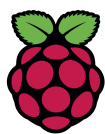
Instructions

Add ▸ **Mesh** ▸ **Cylinder**

Open the **new menu** that has appeared in the **bottom left** of the Blender interface by clicking on the **expansion arrow**

In the menu adjust the **number of vertices** (sides) to **20**.

Tip: Make sure you don't click anywhere else when

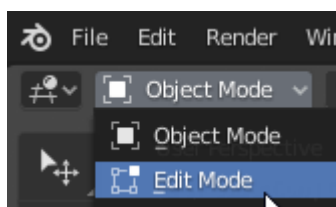


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adding an object, this will allow you to use the bottom left menu. Different objects will give you different options.

2. Go into **Edit Mode**

With the cylinder selected, find the mode menu in the top left of the Blender interface and click **Edit Mode**



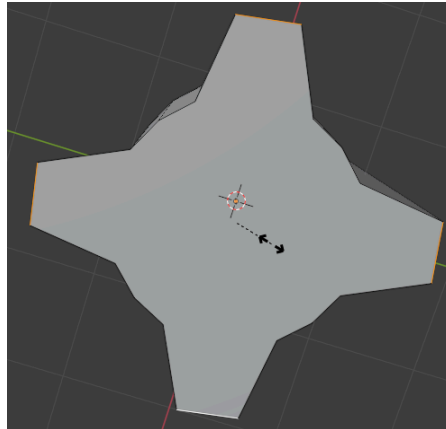
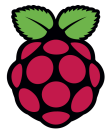
Tip: You can switch between Edit and Object Mode by pressing the **Tab key** on your keyboard

3. Make the rocket fins

Once in **Edit Mode**, select **Edge select** (you can press 2) 

Hold down **Shift** key and select **four opposite edges** on the base of cylinder

Press **S** and move the edges out to make fins

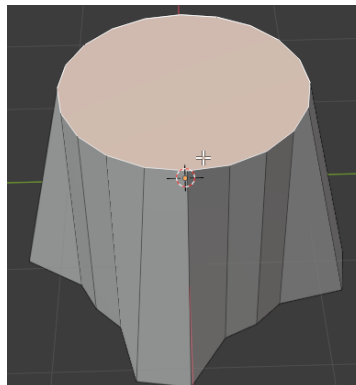


4. **Extrude** the rocket body to make a cone

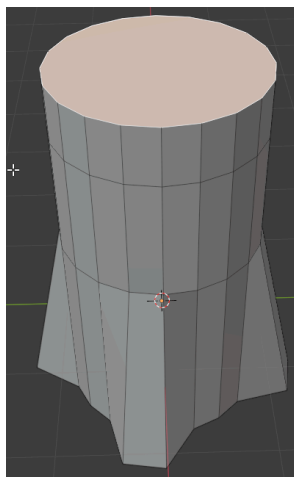
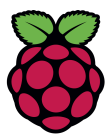
In **Edit Mode**, select **Face select** (you can press **3**)



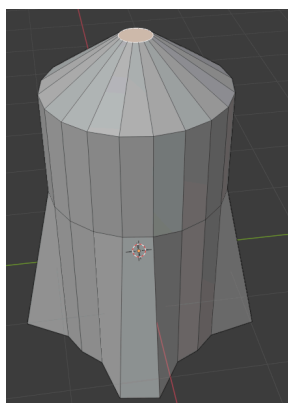
Select the face on the top of the rocket:



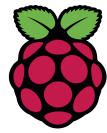
Press **E** to **extrude** the base upwards, move your mouse and left-click to fix the added piece of your model. Do this twice:



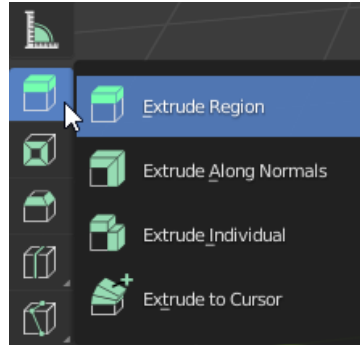
With the **top face** of the rocket selected, press **S** to make it into a nose for your rocket.

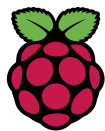


Tip: You can also use the **Extrude** button on the left-hand menu, which contains several other Extrude modes:



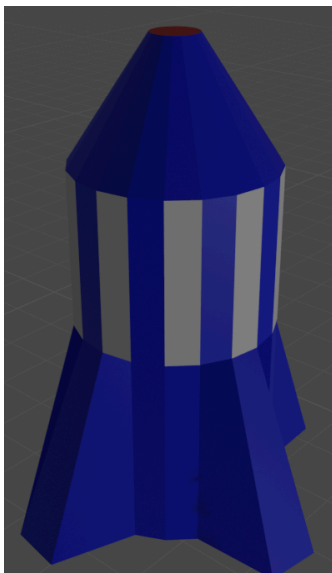
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Task Advanced colouring



Steps

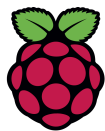
1. Add three new colours to the rocket model

Instructions

Select the material tab  in the bottom right of the Blender interface

Press the **+** button three times to add three material slots.

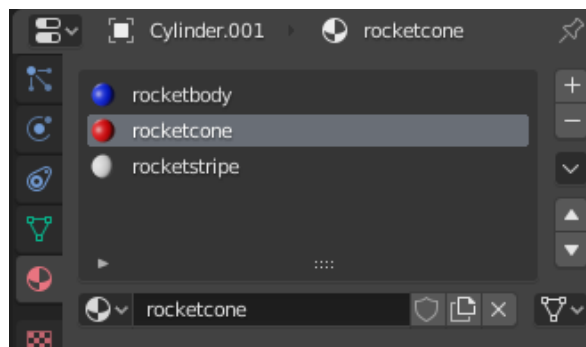
Add a new material to each slot by pressing the



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new button:  + New

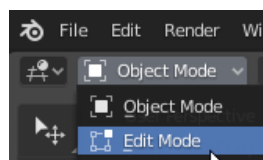
Give each material a **colour** and a **name**



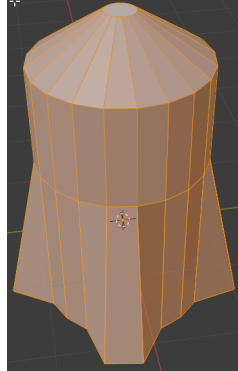
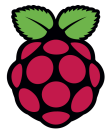
Tip: Make sure that you are in **rendered** mode in the **viewport shading** panel at the top right of the Blender interface.

2. Colour the body

Select the rocket go to **Edit Mode**:



Press **A** to **select all** the rocket

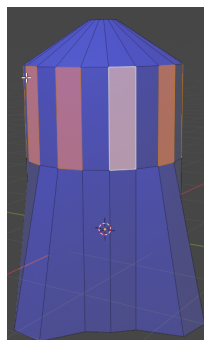


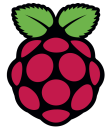
In the **Materials tab** select the **rocketbody** colour and press **Assign**

3. Add stripes

Whilst in Edit Mode, make sure that you are in **Face select** (you can press **3**) 

Hold down **Shift** and select striped alternative faces around middle of the rocket





In the **Materials tab** select the **rocketstripe** colour and press **Assign**

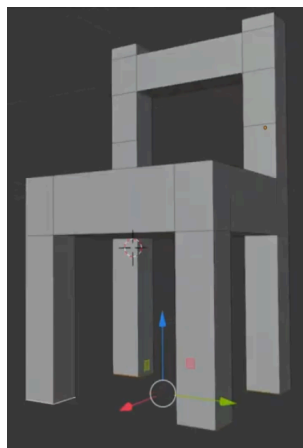
4. Add a red nose

Repeat the above steps to give the rocket a red nose

Explorer task

Add flames to the bottom of the rocket

Task Loop cut and face addition



Steps

Instructions
