

Time	Subject – Total video time 30:12 – fuselage, wing, tail, elevator
00:00	Introduction:
00:20	Open Blender: Explanation of the Screencast key add-on (in lower left corner of the 3D View)
	Left View: - fuselage object shaping to match plane shape
01:2x	Explanation about adding loopcuts to the fuselage: - [A] ----- select, unselect - [Ctrl-R] -- to add a loopcut to the selected object - [Enter] --- to fix the newly placed loopcut into current position
03:33	Manually place fuselage-vertices to the top of the cockpit roof - [B] - boxselect - [G] - grab, and drag it along the - [Z] – z-axis - [Enter] – fix location of the dragged vertice(s).
07:00	Loopcut insertions for tail section:
07:30	Top View: - fuselage object width adjustment
08:30	- loopcut insertion for tail section
09:4x	- scaling the end of the fuselage face: → [S] - Scale → [X] – X axis
10:30	Front View: - check width and height of the model against the background images
10:50	3D View,Perspective mode:
11:10	Panel–Properties,[Object]: - naming of the fuselage object
11:40	Top View: Adding the wing - wing (alone) is made from 1 big cube object - flaps and ailerons will be added later to the wing cube
12:40	3D View,Toolbar-right,[3D Cursor]: - reset 3D cursor to location (0,0,0)
13:00	Adding wing cube: - [Tab] switching from edit_mode back to object_mode - highlighted inserted object shows that without the switch, the new object get added to the fuselage # Always insert new objects from object-mode alone!
14:20	Resize wing cube: - set (x,y,z) dimensions manually or - manually adjusting the dimensions of the wing-cube
16:30	Left View: - move wingcube into position
	#NOTION THAT THE BACKGROUND IMAGE SCALES BETWEEN VIEWS DO NOT MATCH!
17:00	- resize wing cube height

18:55	Top View:
19:00	Panel–Properties,[Object]: - (re)naming of the wing object
19:30	3D View: - adding the horizontal tail - elevator cube
21:10	Left View: - re-positioning and adjusting the elevator object
21:4x	<i>2nd NOTION THAT THE BACKGROUND IMAGE SCALES BETWEEN VIEWS DO NOT MATCH!</i>
22:50	Front View: - checking
23:00	Left View: - re-positioning and adjusting the elevator cube Panel–Properties,[Object]: - naming of the elevator object
23:30	Adding the vertical tail - rudder cube Panel–Properties,[Object]: - naming of the rudder object
26:00	Top View: - manually adjusting the dimensions of the rudder-cube
	Front View: - checking
27:00	3D Perspective View
28:20	Save file
28:40	Open Windows Explorer Make backup from saved Blender file - copy and paste the file into the backup folder - rename the file and add a _number to the filename
30:00	End of the video