

Time	Subject – Total video time 31:05 - Landing gear struts creation
00:00	<b>Introduction:</b> - landing gear struts creation
00:30	<b>Open Blender file</b>
01:30	<b>Panel–Outliner:</b> - adjust size to show all parts
02:00	<b>3D View:</b> - [A] twice to select everything - [Ctrl-A],[Scale] reset the scale of the entire model to 1,1,1 in the x,y,z, direction
	<b>Panel–Outliner:</b> - select Empty - select Body - [Ctrl-P],[Object] to parent the Body to the Empty - select wing - select rudder - select elevator - select body - [Ctrl-P],[Object] to parent the parts to the body object
05:00	<b>3D View, Left View,Toolbar-Right,[Display]:</b> - [.]Relationship Lines turn them off.
05:4x	<b>3D View:</b> - move 3D cursor to center of landinggear-strut: - add cube - go to edit_mode and adjust the size and shape of the cube
08:30	<b>Top View:</b> - adjust the size and position of the object
10:30	<b>Front View:</b> - adjust the size(x,z) of the object - adjust the angle(y) of the object - adjust the position of the object
13:3x	<b>3D View:</b> - inspect the location of the landinggear-strut
14:1x	<b>Panel–Properties,[Object]:</b> - rename the object
15:00	<b>Front View,Toolbar-Left,[Tools],[Edit]:</b> - [Set Origin]: Origin to geometry <b>3D View:</b> - select the right landinggear strut - [Shift_D] - to copy the right landing gear object for the left-landing gear object - [G] – grab the copied object - [X] – move the copied object over to the left side of the plane
17:00	<b>Panel-Properties,[Object]:</b> – rename the copied object

17:30	<b>3D View:</b> <ul style="list-style-type: none"> <li>- [R] – to rotate the object to match the background-image angle</li> <li>- check the scale of the objects</li> <li>- select both landing gear struts</li> <li>- select the body</li> <li>- [Ctrl-P],[Object] to parent the landinggear-struts with the body</li> </ul>
19:10	<b>Left View:</b> <ul style="list-style-type: none"> <li>- reset 3d cursor to middle of front landinggear-strut</li> <li>- add new cube</li> <li>- resize the cube to match the form of the front landing gear</li> </ul>
20:35	<b>Left View:</b> <ul style="list-style-type: none"> <li>- resize and reposition the cube to match the form of the front landinggear-strut</li> </ul>
21:40	<b>Front View:</b> <ul style="list-style-type: none"> <li>- resize and reposition the cube to match the form of the front landinggear-strut</li> <li>- select front landinggear-strut object</li> <li>- [Ctrl-A],[Scale] to rescale the object to (1,1,1)</li> </ul>
24:20	<b>Front View:</b> <b>Adjust front landinggear strut to fit a wheel inside its bottom:</b> <ul style="list-style-type: none"> <li>- resize the width</li> <li>- add loopcuts - horizontally</li> <li>- add 2 loopcuts – vertically</li> <li>- move 4 vertices upwards to create a wheel-hole</li> </ul>
28:50	<b>Panel–Properties,[Object]:</b> <ul style="list-style-type: none"> <li>– rename the object</li> </ul>
29:25	<b>3D View:</b> <ul style="list-style-type: none"> <li>- select front landing gear strut</li> <li>- select the body</li> <li>- [Ctrl-P],[Object] to parent the front landinggear-strut with the body</li> </ul>
29:50	<b>Left View:</b> <ul style="list-style-type: none"> <li>– adding the wheels</li> </ul>
	<b>Save the Blender file</b>
30:00	<b>Close Blender</b>
	<b>Make a backup copy of your saved Blender file</b>
31:05	<b>End of the video</b>

