

Time	Subject – Total video time – 28:31
00:00	Introduction: Explanation about this video's contents, based on feedback from Capt_X and Dutchcheeseblend from the fsdevelopers forum community: <ul style="list-style-type: none"> - continue to work with the EXTERIOR model again. - combining various (fuselage-related) objects (without control surfaces) into on BIG fuselage object - uv unwrap the BIG fuselage object into 1 single texture - bake-ing of 1 single textures (for full rendering)
2:50	Make a backup file of the exterior model blend file first
03:30	Open Blender and open the EXTERIOR Model of the testplane
	Panel–Outliner: <ul style="list-style-type: none"> - make all pivot points non-renderable (by clicking on the little photo-camera behind it)
05:00	3D View: <ul style="list-style-type: none"> - select the wing, landing-gear(struts, rims and wheels), rudder, elevators (not the moving control surfaces!)
05:40	<ul style="list-style-type: none"> - [Ctrl-J] to JOIN all loose parts to the fuselage and allow them to become 1 BIG mesh / object. - select the entire body to see which objects have been joined into one object
06:30	3D View: Create 2nd UV/Image-Editor Window: <ul style="list-style-type: none"> - [Mesh][Uv-unwrap][Smart uv project] - Island margin: 0,1 - Leave everything default - [OK]
07:47	>> UV/Image-Editor Window now shows UV-unwrapped aircraft object
	UV/Image-Editor Window: <ul style="list-style-type: none"> - [A] to select the entire UV-Unwrap - [S] scale it and move it into the lower-lefthand corner
08:50	Explanation about adding the control-surfaces unwraps later to the same uv-map
10:30	Rescale the uvmap back
11:00	Saving the export of the UV-layout: UV/Image-Editor Window: <ul style="list-style-type: none"> - [UV's],[Export UV layout] - navigate to your textures folder - name the file “aircraft_UV.png” - [Export UV Layout]
12:00	UV/Image-Editor Window: Creating a new texture file: <ul style="list-style-type: none"> - [New] - Name: aircraftTexture. - Width and height:1024 - [uncheck] Alpha, - Generate Type: [Black] [Ok] >> Texture has been applied to UV-Map 3D View: <ul style="list-style-type: none"> - external aircraft model is now colored “black”

12:30	Panel-Properties,[World]: [x] [Ambient Occlusion] - Factor: 1.0 - [V] Multiply [x] [Environment Lighting]: - leave everything default [x] [Indirect Lighting]: - Gather: - Samples:15
13:30 14:00	Panel-Properties,[Render]: [Bake]: - bake mode: [Full render] - margin: 8 pixels
14:18	Explanation about various bake modes and the effect they have on the rendering process.
15:20	Press [Bake] >> UV Image editor now shows how the 1 single texture is being rendered in real-time.
16:30	UV/Image-Editor Window,[Image],[Save as Image]: - navigate to your textures folder - name the file “aircraftTexture.png” - [Save as Image]
17:00	Panel-Properties,[Textures]: Delete all the objects existing textures: - select a texture-layer and press [-] - remove all textures but the upper one named “body_color” 3D View: - select fuselage object - [Tab] to edit mode Panel-Properties,[Textures]: - [Assign] - to be sure the that fuselage has a texture
19:10	Panel-Properties,[Textures]: - [New] - name: aircraftTexture - type: image or movie - Image: select the “aircraft-texture.xxx” from the drop-down box [Mapping]: - Coordinates: UV - Uvmap: UVMap
20:15	[File],[Save] your blender model-file and make a backup of it
	EXPORTING THE FILE TO FSX
	3D View,Toolbar-Left,[Blender2FSX],[FSX File Properties]: - [Initialize toolset] 3D View: - [Ctrl-A][Scale] to reset scale to 1 Panel-Animation: - set framecounter to 0
21:21	Close Blender

22:30	Open Gimp: - go to ..\textures folder - open aircraftTexture.png with GIMP - [Image],[Mode],[RGB mode] - [File],[Export as] aircraftTexture.bmp - [Advanced options] check 24 bit mode - [Ok] Close Gimp
23:20	Use FSX-SDK's Image tool to secure the perfect FSX file format again
	Open Image tool: - [File],[Open] aircraftTexture.bmp
	Explanation about where to do what and why?
	- [Image],[Format],[DXT5] - [File],[Save as] aircraftTexture.dds Close Image Tool
25:00	Copy the newly created MDL and texture-file from project folders to the relevant FSX folders
	Open Windows Explorer - copy *.MDL → ..\model - copy aircraftTexture.BMP → ..\Texture and ...\texture1 - copy aircraftTexture.DDS → ..\Texture and ...\texture1
27:00	Start FSX
28:30	End of the video