

Time	Subject – Total video time – 16:51 – Rudder pedals
00:00	Introduction: - creation of the rudder pedals inside the virtual cockpit
02:00	Select yoke and create 2 materials: Panel-Properties,[Material]: - [New] - create 1 stick-material and give it a diffuse color - create 1 handle material and give it a diffuse color - assign 1 st material to the entire yoke - assign 2 nd material to only the yoke-top 3D View: - look at the result
04:00	Rudder pedal creation: 3D View: - add a cylinder - bend it in the shape of a curved pipe
08:50 10:00	- [B] box select the entire pipe - [Shift-D] to copy it in place - [G][Z] to move the copy up # Mirror 1st half of the pedal and re-join it with the existing part # [Shift-G] enables micro movement for grabbing, movement # [W],[Remove Doubles] – this is a mesh welding tool
12:00	Add cube to the rudder pedal
14:40	Material assignment to rudder pedals
	Material assignment to rudder pedal rods
	Make a backup copy of your model file
16:50	End of the video

