

<b>Time</b>	<b>Subject – Total video time – 42:59</b>
00:00	<b>Open Blender model file:</b> - [Initialize Toolset]
	<b>Create 2<sup>nd</sup> window UV/Image-Editor Window:</b> <b>3D View:</b> - [Tab] edit mode - select fuselage - [Mesh], [Uv-unwrap], [Smart uv project] → island margin:0,1 [Ok]
03:01	>> 2 <sup>nd</sup> window shows the unwrapped fuselage-texturemap - [A] to select all - [S] to resize the uv-unwrapped texture to about 80% - [G] to reposition it into the lower lefthand corner
04:30	<b>Create new image for burn\bake process:</b> <b>UV/Image-Editor Window:</b> - [New] - name: <b>fuselage_T</b> - size (height, width):1024x1024 - color: Black - [_]: Alpha - generate type: Blank, [Ok]
05:20	<b>Save uv-unwrapped image:</b> - [Image],[Save image as]: “ <b>fuselage_T.png</b> ”,[Save as image]
06:00	<b>Add other parts (control surfaces) of the plane to uv-map:</b> <b>UV/Image-Editor Window:</b> <b>- [View],x[Draw other objects]</b> <b>3D View: Object mode:</b> - select front landing gear - [Tab] to edit mode - [A] to select everything - [Mesh], [Uv-unwrap], [Smart uv project] → island margin: 0,1 [Ok] >> Unwrapped landing gear is shown in UV unwrap window
07:00	<b>UV/Image-Editor Window:</b> - X [New] - choose “Fuselage_T” - choose front landing gear - [Tab] into edit mode - [A] to select all - [U][uv-unwrap][smart uv project] >> 2 <sup>nd</sup> UV map generated or the front landing gear only
07:00	<b>UV/Image-Editor Window:</b> - X ← [New] - select fuselage_t - [A] to select all from the front landinggear uv-unwrap-map - [S] to scale it into position on the fuselage_t uv-unwrap map - [G] to grab and place it in the fuselage_t uv-unwrap map

08:00	<b>3D View:</b> <ul style="list-style-type: none"> <li>- choose front landing gear wheel</li> <li>- [Tab] into edit mode</li> <li>- [A] to select all</li> <li>- [U][uv-unwrap][smart uv project]</li> </ul> >> 3 <sup>rd</sup> UV map generated or the front landing gear wheel only <ul style="list-style-type: none"> <li>- [A] to select all from the front landinggear wheel uv-unwrap-map</li> <li>- [S] to scale it into position on the fuselage_t uv-unwrap map</li> <li>- [G] to grab and place it in the fuselage_t uv-unwrap map</li> </ul>
	<b>#SKIPPED THIS UNUNWRAPPING THE SEPARATE PARTS (front landing gear, flaps, ailerons, elevators, rudders) since Blender will not the basic UV-UNWRAP-MAP , via [save as image], to harddisk</b>
10:00	<b>Aileron, left uv-unwrapping</b>
11:20	<b>Aileron, right uv-unwrapping</b>
12:30	<b>Flap, left uv-unwrapping</b>
13:40	<b>Flap, right uv-unwrapping</b>
14:40	<b>Rudder uv-unwrapping</b>
15:50	<b>Elevator uv-unwrapping</b>
17:00	<b>Nose cones uv-unwrapping:</b>
17:20	- spinner blurred
18:40	- spinner slow
19:40	- spinner still
	<b>SKIPPED THIS UNUNWRAPPING THE SEPARATE PARTS (front landing gear, flaps, ailerons, elevators, rudders) since Blender will not the basic UV-UNWRAP-MAP , via [save as image], to harddisk</b>
20:30	<b>Set up baking parameters process</b>
21:30	<b>Panel–Properties,[World]:</b> <ul style="list-style-type: none"> <li><b>[x] Ambient Occlusion</b> <ul style="list-style-type: none"> <li>- factor:1.0</li> <li>- [V]Multiply</li> </ul> </li> <li><b>[x] Environment Lighting</b></li> <li><b>[Gather]:</b> <ul style="list-style-type: none"> <li>- Samples: 30</li> </ul> </li> <li><b>[x] Falloff:</b> <ul style="list-style-type: none"> <li>- Distance: 6 feet</li> </ul> </li> </ul>
22:00	<b>Panel–Properties, [Render],[Bake]:</b> <ul style="list-style-type: none"> <li>- Bake mode [Full Render]</li> <li>- Margin: 8 pixels</li> </ul>
22:45	Click [Bake] to start baking the textures >> uvmap starts filling with separate materials colors
24:00	<b>Explanation how baking works. It pulls the colors from the separate materials into one texture(map)</b>
25:00	<b>3D View: Close 2<sup>nd</sup> UV/Image-Editor Window</b> <b>Explanation about the tripple-propeller issue</b>
26:00	<b>Save Blender model file</b>
	<b>Make a backup copy of your Blender model file!</b>

27:00	<b>3D View:</b> - select fuselage <b>Panel–Properties,[Materials]:</b> - remove all (extra) material except the fuselage's own color
28:xx	<b>Explanation about FSX material parameters</b>
28:40	<b>Panel–Properties,[Texture]:</b> - [New] - name: “mainTexture” - type: image or movie - open: fuselage_T.png <b>#ERROR in video, wrong texture! 100% Black texture only!</b>
29:40	<b>Close Blender:</b> - goto main project folder, - delete last active Blender file and blend1 file - goto backup folder copy - paste testplane11 into the main project folder - rename the restored backup file to testplane1.blend
32:30	<b>Start Blender</b>
33:00	<b>Open the testplane file again.</b>
	Rebaking the texture again (see 21:30) for parameters
35:00	<b>3D View:</b> - close 2 <sup>nd</sup> window
36:33	<b>3D View:</b> - select fuselage <b>Panel–Properties,[Materials]:</b> - remove all (extra) material except the fuselage's own color
36:40	<b>Panel–Properties,[Texture]:</b> - [New] - name: “mainTexture” - type: image or movie - open: fuselage_T.png <b>[Mapping]:</b> - Coordinates: UV - Map: UVMap
37:50	<b>3D View:</b>  <b>REPEAT</b> <b>Select one of these objects:</b> - front_landinggear / front-landinggear-tire / flaps /ailerons / rudder / elevators / - spinner_blurred / spinner-slow / spinner-still <b>Panel–Properties,[Materials]:</b> - remove all (extra) materials - [New] material - choose color_fuselage <b>GOTO REPEAT</b>
40:35	<b>Save file</b>
42:00	<b>End of the video</b>