

Time	Subject – Total video time 29:13
00:00	Introduction: - Blender2FSX course software requirements
02:30	Project File structure explanation: – \backup files..... (for storing backups of project files) – \images (for images needed to complete the project) – \MDL..... (XtoMDL.exe output folder) – \Test_Plane_FSX_Folder. (example FSX aircraft file) – \textures (for texture image files)
03:45	Opening Blender: - splashscreen explanation, - 3D workspace explanation - toolbars (left,right) of the 3D View(port)
05:15	3D View,Toolbar-left,[Blender2FSX],[FSX File Properties]: - [Initialize Toolset] button test: When you receive no errors, the Blender2 FSX toolset finds the FSX SDK on your computer.
05:30	3D View: Navigation explanation: – [M] to move an object, – [R] to rotate an object,
06:1x	Mouse selection button explanation and alteration: [File],[User Preferences],[Input], [Select with]: - [Left] or [Right] mouse button.
07:00	3D View: - delete camera, lamp and example cube
07:30	Panel-Properties,[Scene],[Units]: - select [Imperial] - select [Degrees]
08:00	3D View,Toolbar-right,[Display],[3D cursor]: - set location to 0,0,0 - [Shift-A][Mesh][Cube] to insert a Cube object 3D View,Toolbar-right,[Item]: - rename the cube to fuselage
08:50	3D View,Toolbar-left,[Blender2FSX],[FSX File Properties]: - [Generate GUID] for this project - insert a friendly name: testPlane1
09:20	3D View: - select cube - [S] to resize cube to a minimal size
10:10	Right-mouse-button explanation (3D Cursor)
11:00	3D View: - [N] >> a toolbar on the right sid of the 3D viewport appears 3D View,Toolbar-right,[3D cursor]: - Moving 3d cursor via global absolute x,y,z, coordinates
11:30	3D View,Toolbar-right,[Display]: - [Toggle Quad view] explanation

12:00	Background image insertion explanation: 3D View,Toolbar-right,[x][Background Images]: - [Add Image] - [Axis]: set axis for this view - [Open] to add a background image to view 3D View: - [Ctrl-3] to see the Left orthographic view (Left View)
13:30	Model orientation explanation (nose pointing left ← ,)
14:00	Background image sizing (x-pos,y-pos, scale) explanation.
14:45	Background image alignment, with (0,0,0,) origin point / model's center of gravity.
15:50	Fuselage object sizing to match the size of the background image: - add object with real-life size, - adjust the background image to inserted object size,
17:00	Explanation [Object-mode] ← → [Edit mode] by pressing the [Z]-key
17:30	Setting fuselage object dimensions manually: 3D View,Toolbar-right,[Transform],[Dimensions]: - set the right X,Y,Z dimensions for the selected object
18:00	Adjusting background image to new fuselage object size. - Click 1x + hold left mouse button down
19:00	Manually adjusting view-background image_size settings
19:30	Left View: - Placing the object (back) onto the (resized) background image location
20:40	3D View: Manually adjusting fuselage object vertices to match plane-body shape – in edit mode - [Tab] objectmode to editmode - [B] box select - [G] grab then [x].[y].[z] - [A] (de) select all - 3D Manipulator usage
24:00	3D View: - how to turn off the Blender manipulator arrows
24:30	Setting up the Top View: - setup axis for view (top) - adding background image to Top View - manually scale and positioning background image
26:00	# Background_image_size must equal to the background_image_size of the other views! # Front View = Back View of the model!
26:30	Setting up the Front View: - setup axis for view(back!) - adding background image to front view - manually scale and positioning background image # Background_image_size must equal to the background_image_size of the other views!
27:40	Save Blender file into the \project-folder. - [File],[Save as], <name the file>, [Save as blender file]
28:30	End of this video

