

Time	Subject – Total video time – 16:12
00:00	Open Blender model file - [Initialize toolset]
02:00	#Aileron animation, start position is full right turn (stick right, left down, right up)
04:00	Copying of the left-> right rudder pedal - [Shift-D],[X],[Enter] - Toolbar-Left,[Mirror],[Global],[X]-axis[Enter]
06:10	Create pivot points for 3D animation of the rudder pedals
10:00	FSX-Assignment animation tags: - rudder-percent-key to left and right-rudderpedal-controls 3D View: - parent rudder-pedals with their rudder-pedal-controls - parent both rudder-pedal-controls with fuselage
	#Rudder animation, start position is full left turn (left pedal down, right pedal up)
	Set animation keyframes for the left - and right ruddelpedal-controls
	Save Blender model file
	Make a backup copy of your model file
16:12	End of the video

