

<b>Time</b>	<b>Subject – Total video time – 21:07</b>
	<b>Introduction:</b> - creation of the front landing gear
00:00	<b>Open Blender model file</b> - [Initialize Toolset]
01:30	<b>Cockpit front seat creation:</b> - add cube - add loopcut
06:10	- create back-support
07:30	<b>Panel–Properties,[Material]:</b> - add new material to Seat object - Diffuse: brown - Specular:0.10 - [Assign] the material to the frontseat
08:30	<b>3D View:</b> - select fuselage <b>Panel–Properties,[Material]:</b> - add new material for the cockpit glass - Diffuse: blue-ish - Specular: 0.10
09:20	<b>Create faces that can serve as “glass” for the virtual cockpit window openings:</b>
10:00	<b>#[Mesh],[Normals],[Flip normals] to alter the normal direction of a selected face</b>
10:45	<b>Assign the newly created “glass” material to all “cockpit-window-faces”.</b>
11:00	<b>Front Landing gear animation:</b> <b>#Front landing gear must start in a left-hand-turning position</b> - add control-cube between the top of the front landing gear and fuselage - name it: pivotpoint_front_lg - [Ctrl-P][Object] to parent it to the fuselage
13:30	- select front-landing-gear and front-landing-gear-wheel - clear parent-relation between them and the fuselage: <b>3D View,Toolbar-Left,[Relationships],[Parent]:</b> - [Clear] the relation between the selected objects <b>3D View:</b> - [Ctrl-P][Object] to parent the front-landinggear-wheel to the front-landinggear - [Ctrl-P][Object] to parent the front-landinggear to the pivotpoint_front_lg
15:30	<b>Top View:</b> - check the location of all front-landing-gear-parts.
17:00	<b>FSX-Animation tag:</b> - search “rudder-percent-key” - [Assign] it to the pivotpoint_front_lg
	<b>Create the key-frames for the pivotpoint_front_lg (-20,0,20)</b>
20:00	<b>Save Blender model file</b>
	<b>Make a backup copy of your Blender model file!</b>
21:07	<b>End of the video</b>

