

| Time | Subject – Total video time – 46:09 |
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| 00:00 | Introduction: <ul style="list-style-type: none"> - complete the texturing of the exterior model - use Gimp to create transparency in textures - use Imagetool for make DXT textures - test plane and texture in FSX |
| 01:30 | Open Blender model file: <ul style="list-style-type: none"> - [Initialize Toolset] - [A] - [Ctrl-A],[Scale] - Save file - [A] |
| 02:30 | Short explanation about 1 material / fuselage vrs transparency for the glass. |
| 03:00 | 3D View: <ul style="list-style-type: none"> - select body - [Tab] in edit mode - [Face] selection mode select all cockpit windows and separate them from the model <ul style="list-style-type: none"> - [P],[By Selection] to Part these window-faces again from the fuselage object |
| 04:40 | Panel–Outliner: <ul style="list-style-type: none"> - search for object with name “body.001” and select it - rename it to “cockpit-windows” to give it a clear description - select “fuselage” object 3D View: <ul style="list-style-type: none"> - [Ctrl-P],[Object] to re-parent the windows to the fuselage |
| 05:10 | 3D View: <ul style="list-style-type: none"> - select all windows, front landing gear and tire, flaps, ailerons, flaps, rudder, elevator surfaces |
| 06:10 | <ul style="list-style-type: none"> - create a 2nd window and configure its ad UV image editor 3D View: <ul style="list-style-type: none"> - [Tab] edit mode - [A] to select everything <p>>> full fuselage (baked) texture is being shown again the UV Image Editor</p> |
| 07:10 | UV/Image-Editor Window: <ul style="list-style-type: none"> - [View],[x Draw other objects] 3D View: <ul style="list-style-type: none"> - close the UV/Image-Editor Window again: - [Tab] object mode - [A] unselect everything - select the cockpit glass |
| 08:10 | Panel–Properties, [Material] <ul style="list-style-type: none"> - delete “fuselage color” - add new material to it - [new] - name it “cockpit-glass-color” |
| 09:00 | Diffuse: <ul style="list-style-type: none"> - intensity: 1.0 Specular: <ul style="list-style-type: none"> - intensity: 0.25 |

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| 09:30 | [x] Transparency |
| 10:00 | - Alpha: 0.30 (= 30% of something?) |
| 10:25 | [x] FSX Material Parameters: Special functionalities: - [x] Blend env by inverse of diffuse alpha - [x] Use global environment map as reflection -- Reflection scaling: 30 -- Specular power scale: 100 |
| 11:05 | [x] Bloom - [x] Allow Bloom Frame buffer blend: - [Set transparency] |
| 11:30 | Enhanced parameters: - [x] No Shadow - [x] No Base Material Specular |
| 11:50 | Panel-Properties, [Texture]: - [??] [New], - choose “main-fuselage-texture” |
| 12:10 | [Mapping]: - Coordinates: UV - Map : UVMap |
| 12:25 | [File],[Save] your project file |
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| | EXPORT THE MODEL TO FSX |
| | [File][Export][DirectX for FSX(.x)] Export options: - [x] Apply modifiers - [x] Export animations - [x] Log Verbose - [x] Log File [Export FSX .X file] |
| 13:25 | Close Blender |
| 13:50 | Reopen Blender to save the UV-map Load model file again >> |
| 14:20 | 3D View: - select fuselage and cockpit glass - create 2 nd window as UV/Image-Editor Window: 3D View: - [Tab] edit mode - [A] to select everything >> full fuselage (baked) texture is being shown again the UV Image Editor |

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| 16:16 | UV/Image-Editor Window: <ul style="list-style-type: none"> - [View],[x Draw other objects] - [UV],[Export UV layout] - name it "testplane_UV.png" - [Export UV Layout] 3D View: <ul style="list-style-type: none"> - close the UV Image Editor again - [tab] object mode - [a] unselect everything - [File],[Save] to save your project again Close Blender again |
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| | GO TO PROJECT TEXTURE FOLDER: |
| 17:00 | Start GIMP: open the fuselage_T.png texture [File],[Open as layer] testplane_UV.png [Ok] >> shows the testplane_windows_only_UV_layout.png as separate layer in Gimp |
| 18:00 | click on the fuselage_T layer <ul style="list-style-type: none"> - add [Alpha Channel] - [Layers],[Mask],[Add layer mask] - White (fully opacity), [Add] click on the fuselage_T layer |
| 18:50 | - [show layer mask] >> <ul style="list-style-type: none"> - tool,option, select: pencil - tool,option, size : 1 pixel - tool, option, colorpicker, 100% black >> |
| 20:25 | Zoom in to see the outlines of the windows: <ul style="list-style-type: none"> - Draw a black-lined square insize the window-border-borders - Use the bucket fill tool, to fill the entire square with a black color REPEAT THIS PROCESS FOR ALL WINDOWS! |
| 22:26 | Save this file a GIMP file (so we do not loose our layers) [File],[Save] fuselage_T.xcf [Save] |
| 23:30 | click on the fuselage_T layer <ul style="list-style-type: none"> - uncheck [Show Layer mask] - uncheck [Edit Layer mask] |
| 23:43 | >> (checkerboarded) holes are now shown in the texture where the glass areas are present <ul style="list-style-type: none"> - click on the testplane_windows_only_UV_layout.png - turn of the visibility |
| 23:50 | [File],[Export as] fuselage_T.psd [Export] # Why switch to PSD format suddenly? |
| 24:00 | Close Gimp again |
| | Explanation about the location of the FSX-SDK ImageTool: |
| | Open Image Tool: <ul style="list-style-type: none"> - [File],[Open] fuselage_T.psd[Open] - [Image],[Format],[DXT1] - [File],[Save As] fuselage_T.dds[Save] Close Image Tool |

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| 28:00 | COPY TEXTURES FROM ..\PROJECT FOLDER TO ..\TEXTURE ..\TEXTURE1 FOLDERS |
| | Explanation about the location of the FSX-aircraft and textures folders: |
| 30:00 | Copy fuselage_T.dds → ..\Textures and ..\texture1 Copy *.mdl file → ..\model |
| 30:50 | START FSX: - looking around in the testplane #texture error for prop-blur - exit FSX again - continue with fixing texture stuff |
| 35:00 | GO TO PROJECT TEXTURE FOLDER: |
| | Start GIMP: - open the fuselage_T.xcf texture - click on the fuselage_T layer - uncheck [Show Layer mask] - uncheck [Edit Layer mask] - zoom in the fuselage_t layer - find the location where the spinners are - tool,option, select: pencil - tool,option, size : 10 pixel - tool, option, colorpicker: Red manually re-paint the spinner textures again resave texture in psd format [File],[Export As] fuselage_T.psd [Save] |
| 39:10 | Open Image Tool: - [File],[Open] fuselage_T.psd [Open] - [Image],[Format],[DXT1] |
| 39:50 | - [File],[Save As] fuselage_T.dds [Save] Close Image Tool |
| 40:30 | COPY TEXTURES FROM ..\PROJECT FOLDER TO ..\TEXTURE ..\TEXTURE1 FOLDERS |
| | Copy fuselage_T.dds → ..\Textures and ..\texture1 |
| 41:10 | RESTART FSX: - reload testplane # still missing prop-blur texture - close FSX again |
| 42:10 | COPY TEXTURES FROM ..\PROJECT FOLDER TO ..\TEXTURE ..\TEXTURE1 FOLDERS |
| | Copy testProp1_T.dss → ..\Textures and ..\texture1 |
| 43:00 | RESTART FSX AGAIN: - reload testplane # short explanation how to add details later to your textures and glass (DXT3, DXT5 format) - close FSX again |
| 46:09 | End of this video |