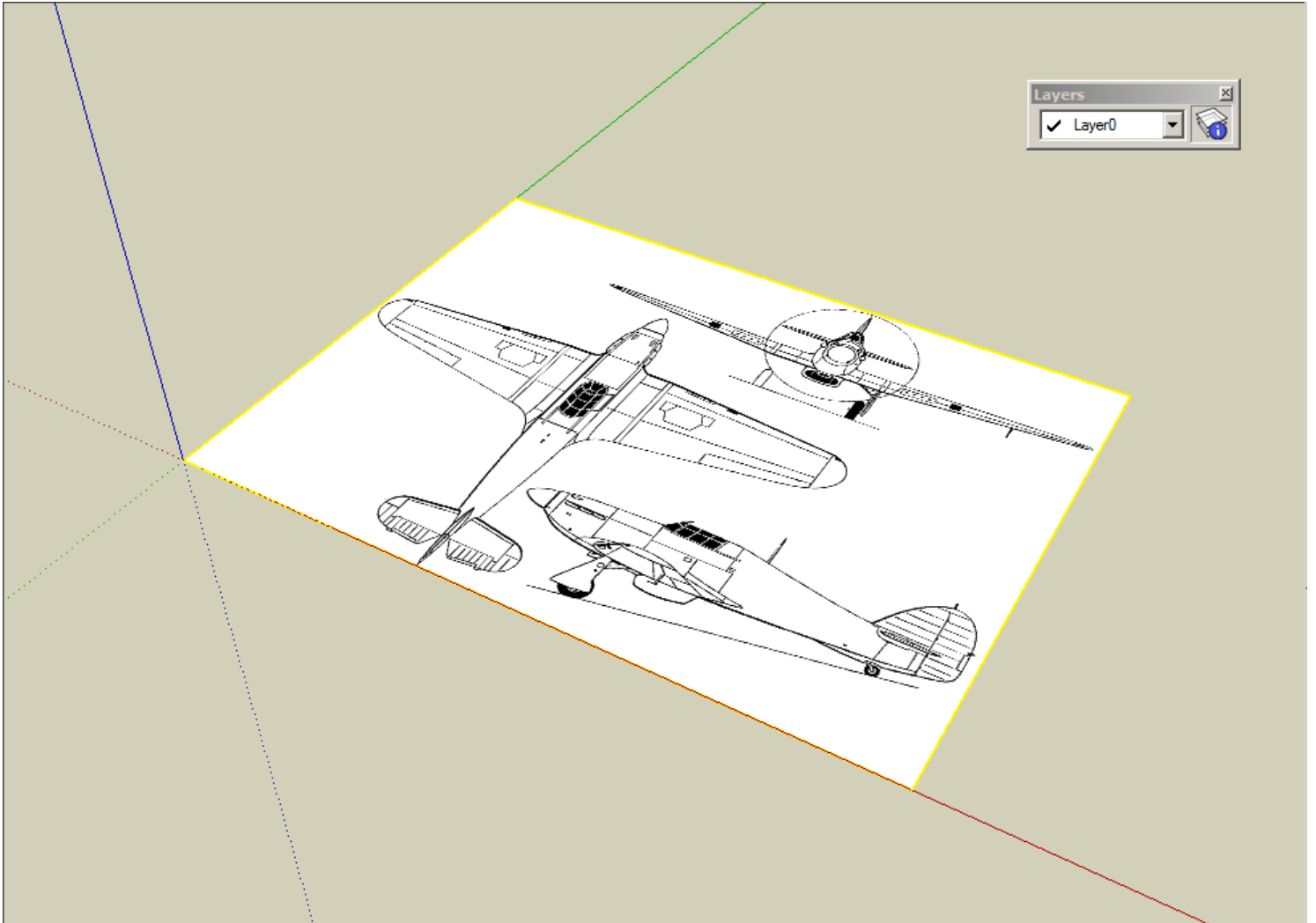


[Tutorial > Modeling] Aircraft

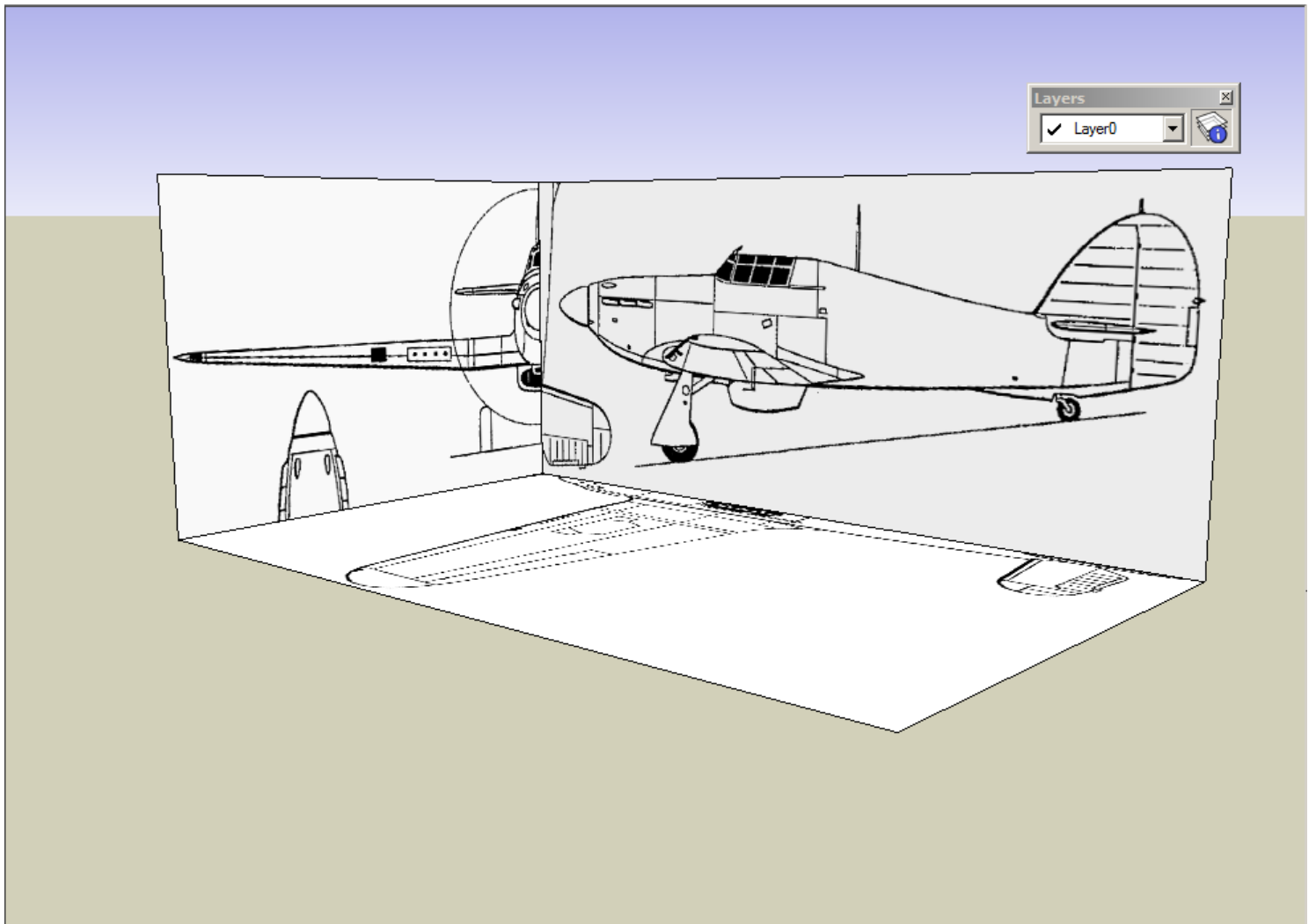
For this tutorial you need a basic knowledge of google sketchup, and the [weld](#) plugin.

Import an aircraft blueprint



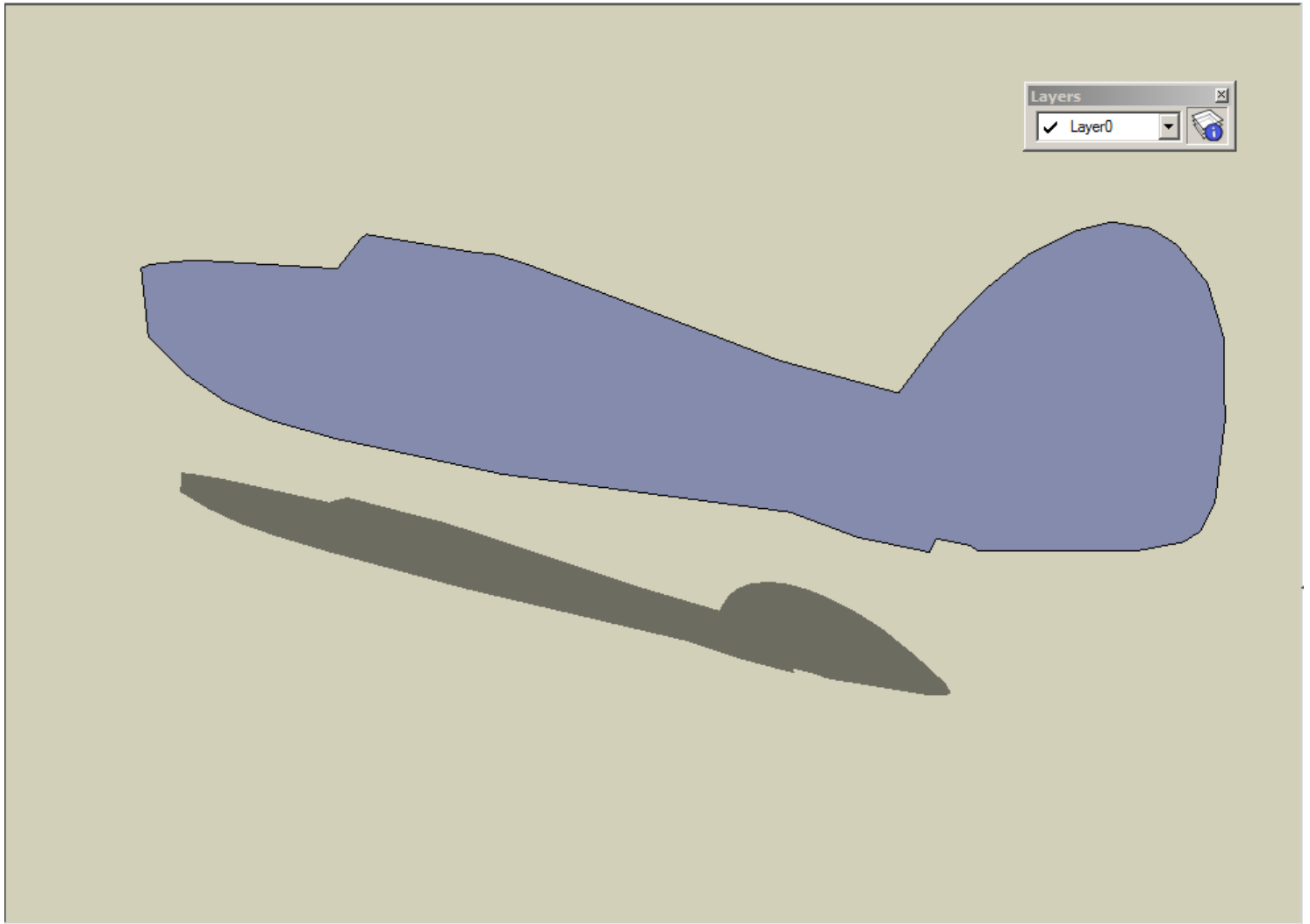
Import an aircraft blueprint by going to File -> Import and choose your blueprint

Cut the blueprint to three pieces and align them



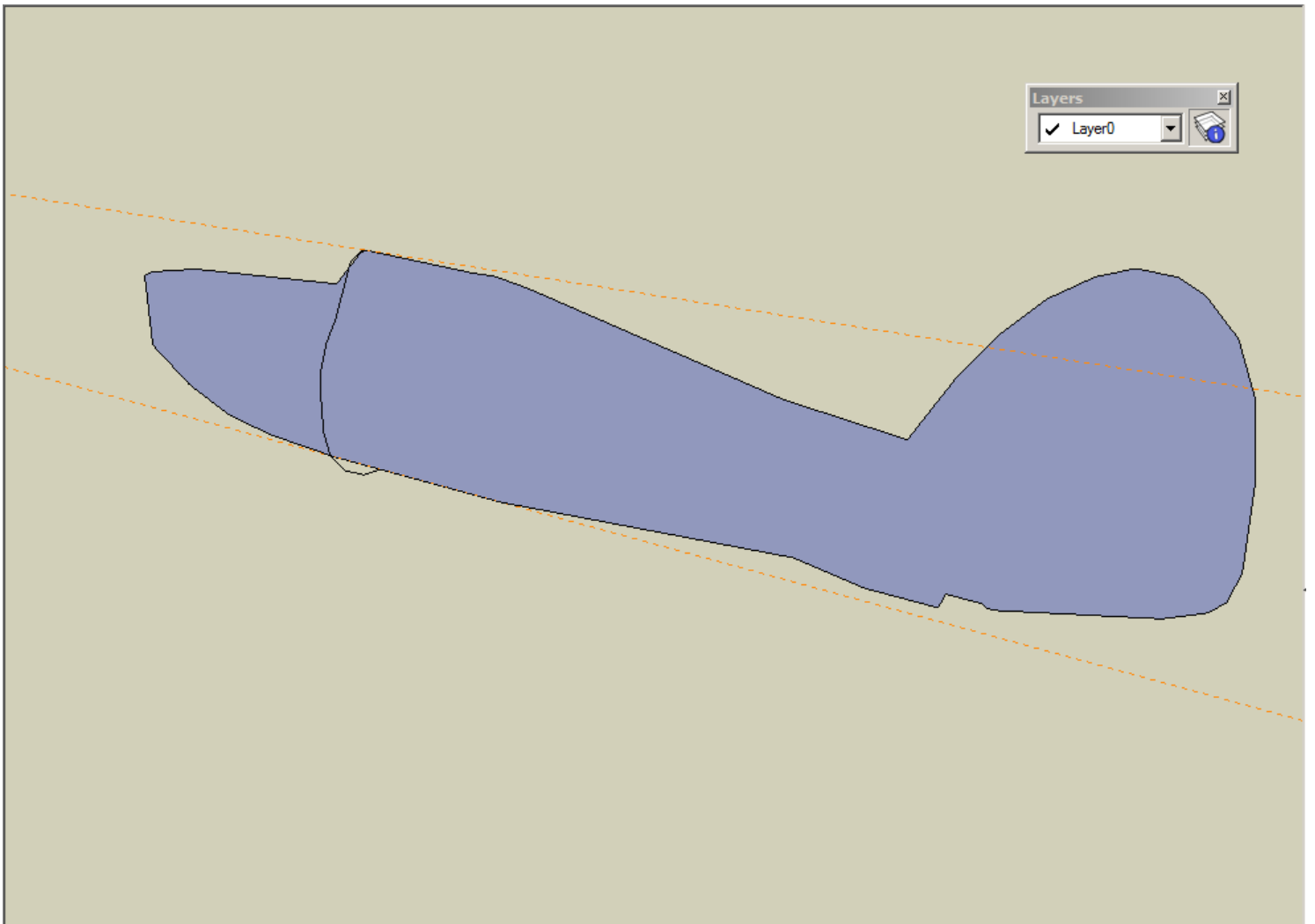
Cut the blueprints using the line tool, and then group all three different parts of the blueprints. Make sure the parts you cut is the top view, side view, and front view. Then, align them into this box shape for easy building later. After that, group the whole blueprint, lock it using right click -> lock and then make a new layer called "blueprint" and apply the blueprint group to it.

Outline the side view



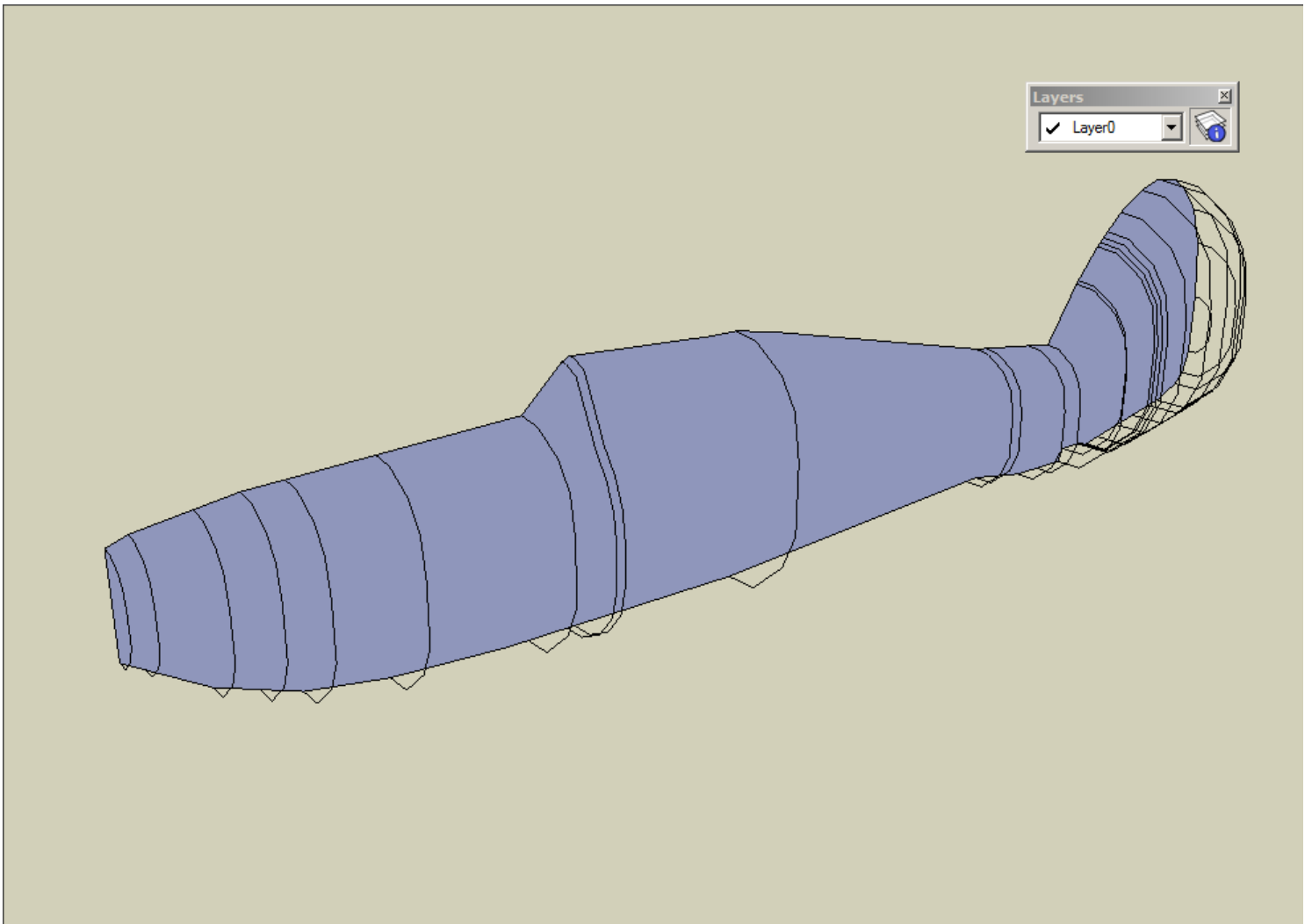
Outline the side view of the aircraft using the line and arc tools. Then, make it a group and lock it. This will help when making the ribs for the base mesh of the aircraft.

Outline the front view



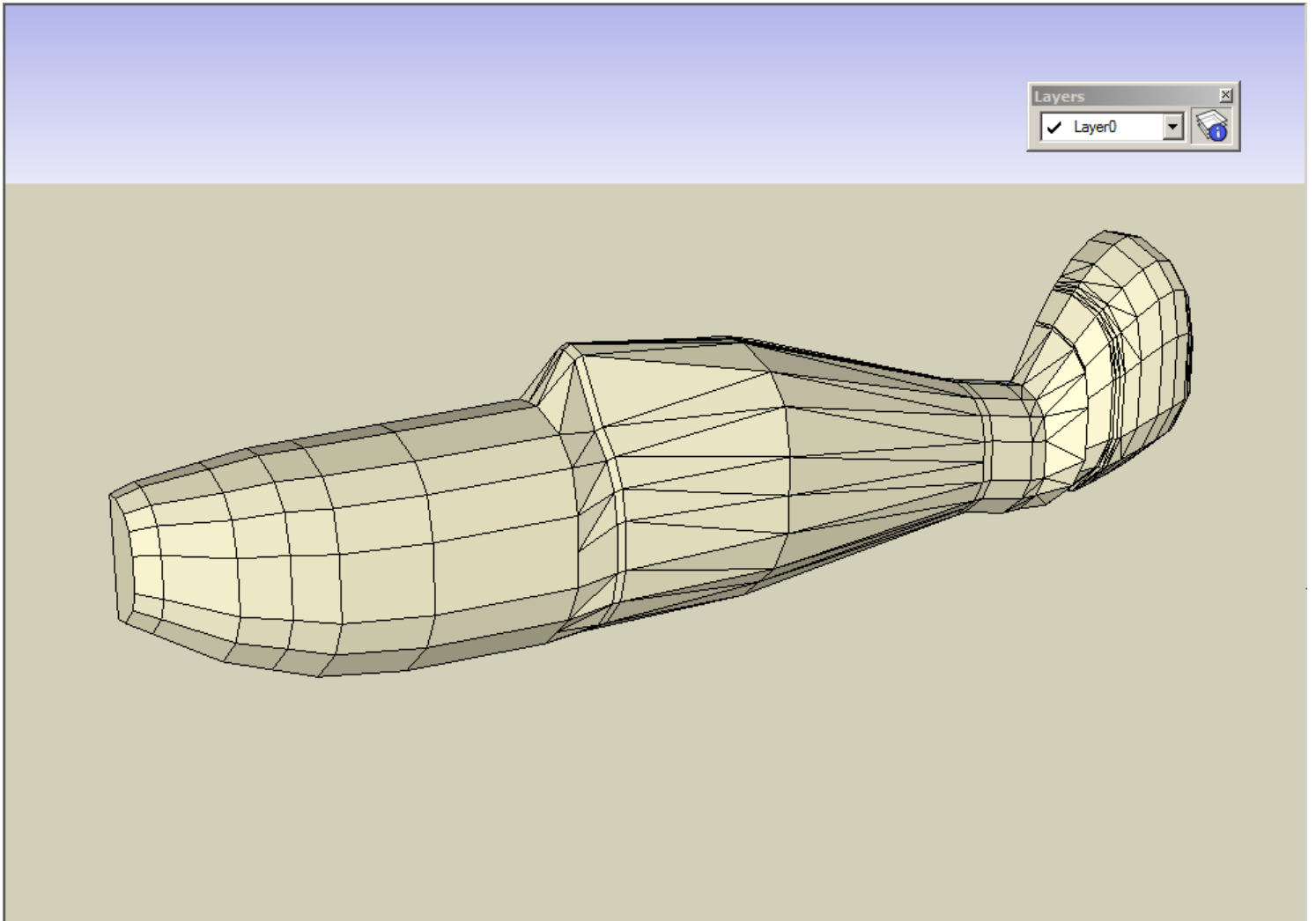
Outline the front fuselage view, move it to the outline we made earlier, and weld it.

Copy the profiles and connect the endpoints



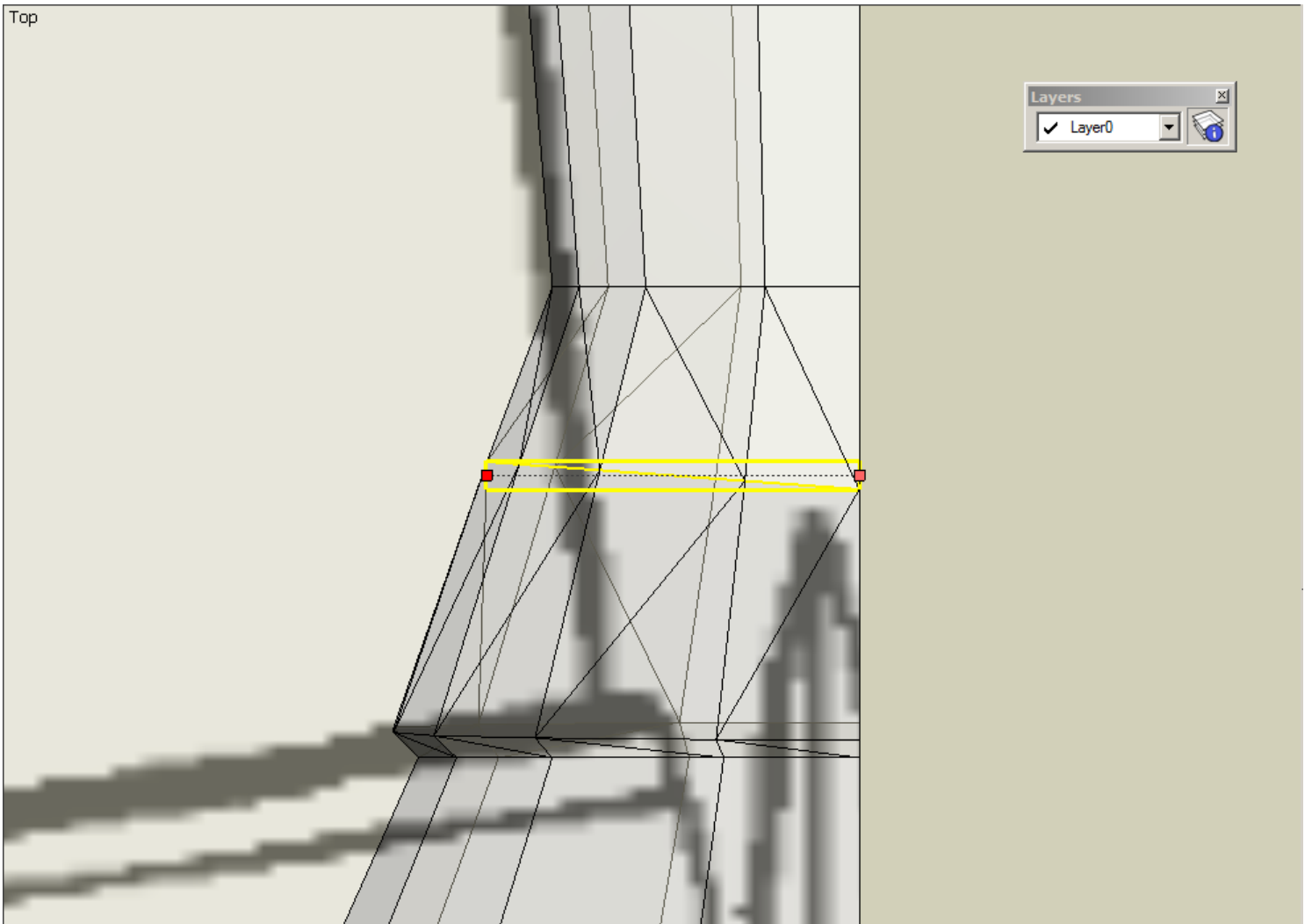
Copy the profiles using the move tool, and then move the endpoints of the copied profiles to the outline of the side view, creating the ribs. After that, unlock the side view group, explode it, and erase the face, leaving only the edges.

Connect the ribs together



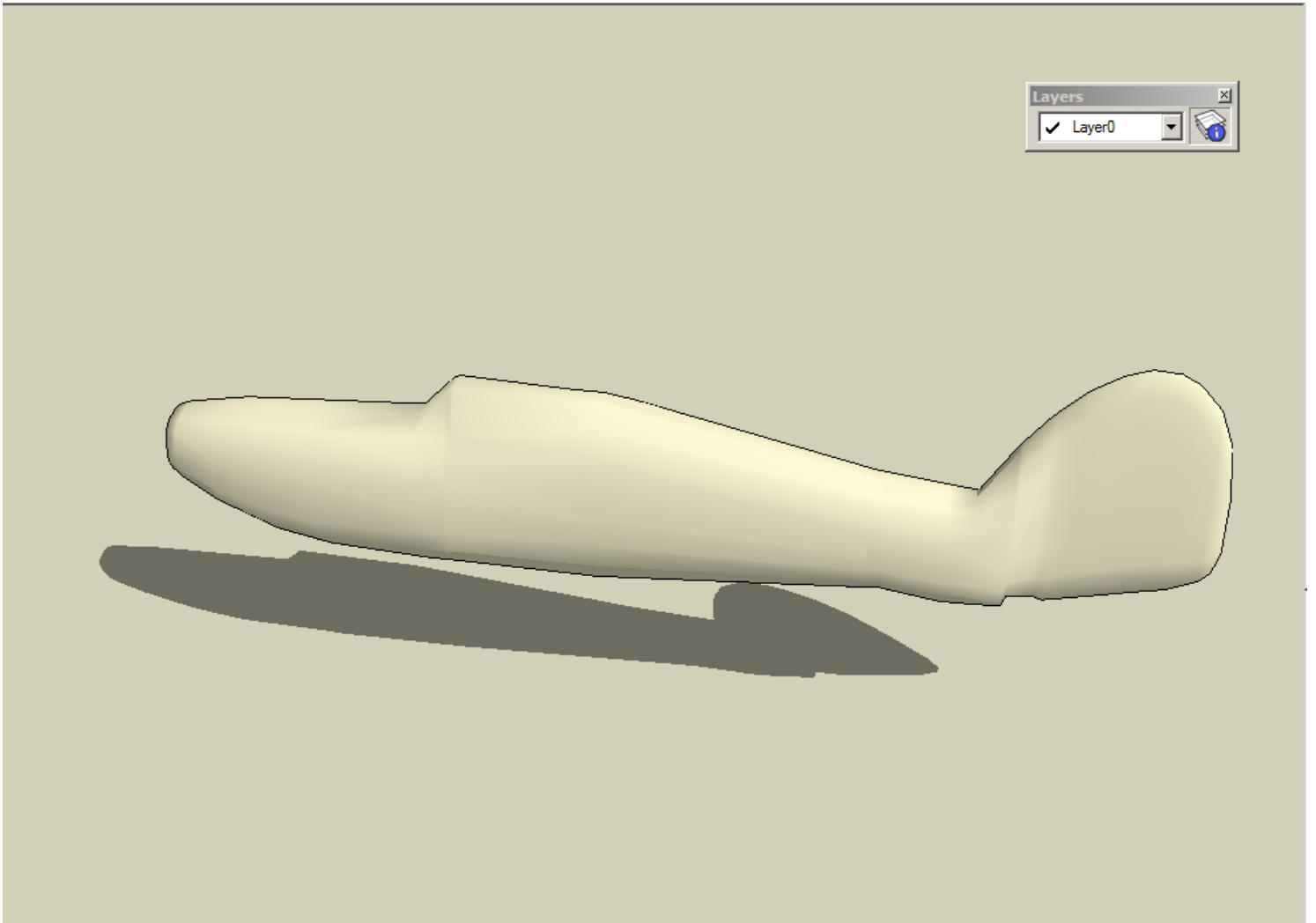
Connect the ribs together using the line tool, creating this kind of mesh in the end. Don't worry if the mesh is inaccurate, we'll fix this in the next step, where we use the scale tool to adjust and tweak the mesh.

Scale to fit



Select each of the ribs from the top view, and then scale them one by one to fit to the top view blueprint.

Final Smoothing



Finally, smooth the shape and you've got a plane fuselage. After this, do this exact same technique on the other parts, such as the wings. So, this is the end of this tutorial, hope it helps someone.