## 00 – Introduction

Starting out we will be taking a look at the concept and modeling sheets done by David Revoy. Then we will move on to go over each section of the training series, demoing the model as it progresses with each chapter. This introduction is meant to give you some guidance in the planning stages to show how the modeling process works and how we will be handling each major task.

1. Concept art
2. Modeling sheets
3. Modeling Process

## 01 - Blocking the Forms

The first step in the series is to set up our modeling sheets, as blueprints of sorts, to ease the modeling process. Doing this will enable us to easily model the vehicle without constantly needing to check the reference. Just soon as the modeling sheets are in place we'll move on to blocking in all the major forms of the vehicle. This stage allows us to get a good grasp on the volumes and silhouette of the vehicle, which is very important to the final appearance of the model. Taking these steps early on will provide a much smoother modeling workflow with less need to fix the shape later on.

1. Setting up the modeling sheets
2. Creating the basic shapes
    * body
    * wings
    * tail
3. Refining the silhouette
4. Separating the pieces and distinguishing pieces

## 02 - Blocking the Details

With the blocking section leaving us with a great base to start detailing we now jump in to begin the initial detailing of the vehicle. This means blocking in all the major details across the board to continue working with the form of the vehicle. This section heavily emphasizes focus on topology, particularly on laying out all the initial topology to enable a clean model later on.

1. Blocking the front section detail
2. Blocking the mid section detail
3. Blocking the wings detail
4. Blocking the back and tail detail

## 03 - Detailing the Front

Now that all of the blocking is complete, both of the main vehicle forms and major details, we can begin doing the small detail modeling along the front section. This includes things like modeling the

windshield, lights, vents, paneling, etc. At this stage the modeling is quite intensive and so we focus on one piece at a time.

1. Detailing the cockpit windshield
2. Detailing the Nose and Paneling
3. Detailing the Bottom

## 04 - Detailing the Mid Section

Starting out we pick up where the previous chapter left off to continue modeling the details. In this chapter we focus on mid section and wings. Throughout the whole process we continually focus on the techniques to effectively model all the details while maintaining good, clean topology.

1. Creating the paneling
2. Modeling the engine

### 05 - Detailing the Wings

Staying in tune with the modeling process we pick up here to model the details around the rear section of our vehicle. This includes modeling the tail length and tail fin area details.

1. Detailing the wing paneling
2. Detailing between the wings
3. Detailing the propellers

### 06 - Detailing the Tail Section

Staying in tune with the modeling process we pick up here to model the details around the rear section of our vehicle. This includes modeling the tail length and tail fin area details.

1. Modeling the front of the tail
2. Modeling the middle of the tail
3. Modeling the tail fin

## 07 - Modeling the Cockpit Interior

With the exterior complete on the vehicle we now move inside to model the interior of the cockpit. The interior details are not quite as detailed as the exterior but set out to provide a good indication of the inner components when viewed through the windshield. As always this chapter focuses on creating efficient and effective topology.

1. Blocking the interior
2. Detailing the interior

** Notice: All of the material within this training bundle is subject to change based on the development of this series*