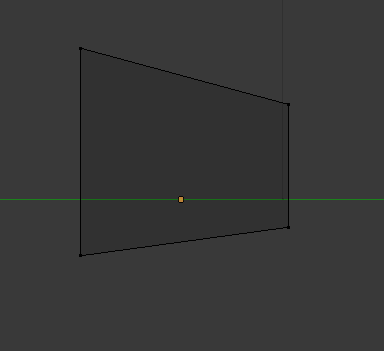
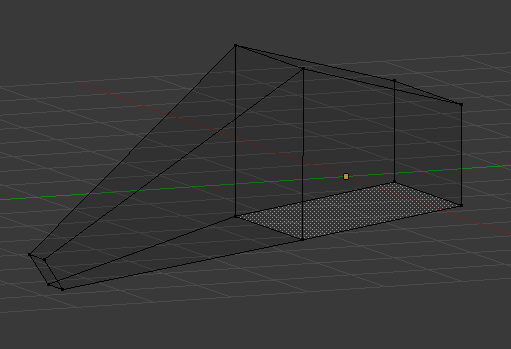
Blender model tutorial

Start with a cube and translate the vertices to reach this shape



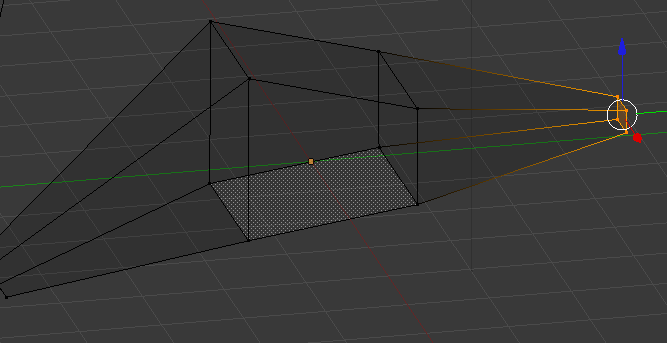
Extrude the left face about 3 units and translate the vertices downwards by 2 units

Now scale the face down and rotate to face downwards, you should have this



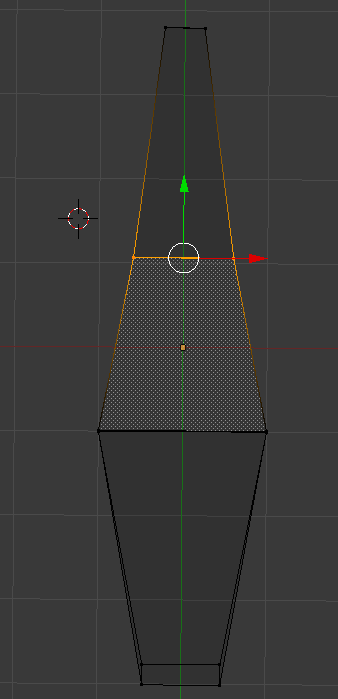
This will be the nose of our spaceship

Now select the right face of the object and extrude by 2.5 units then scale down the face



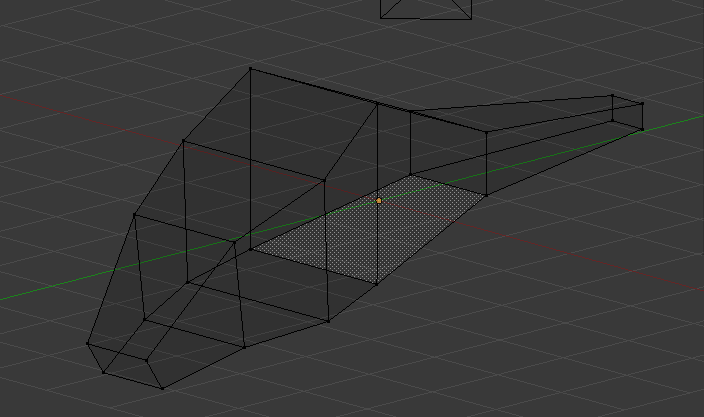
This will be our tail end of the spaceship

Now switch to top view with num 7 and scale in the middle portion to make the body thinnger

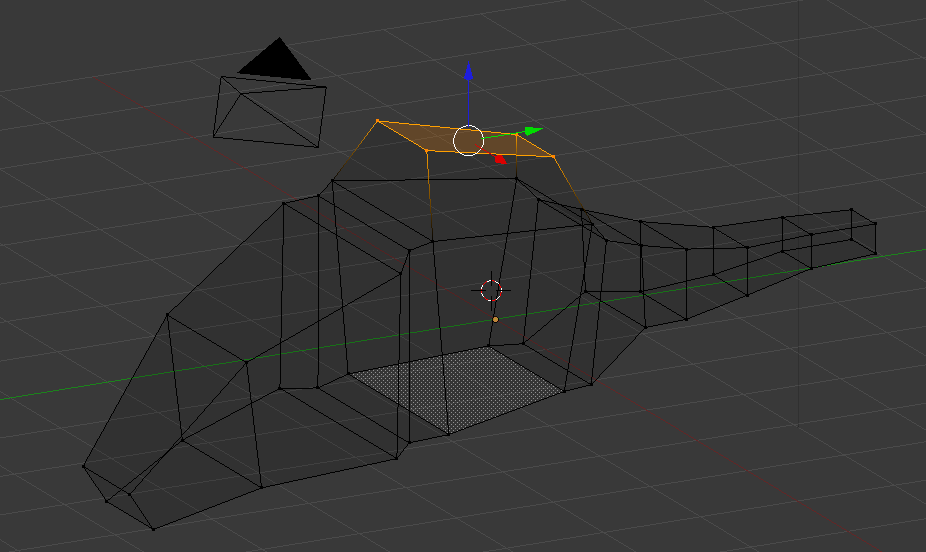


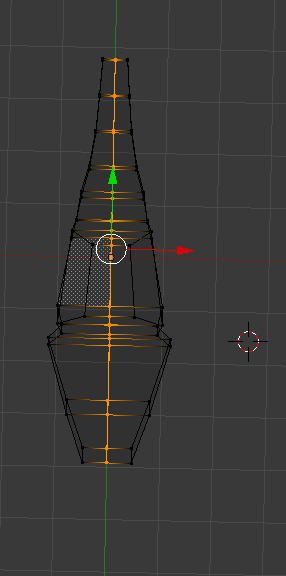
Use the loop and cut slide tool to create edges about a third of the distance from the middle block

Then switch to top view and widen. Do this once more nearer to the nose.



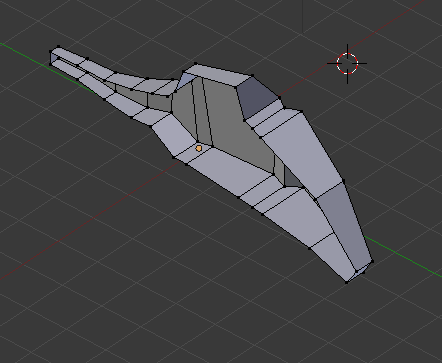
Use the loop and cut tool on the tail end to make it taper towards the end and give it a more organic look. You can add more loops and make the shape more details like I have on the next image but it is not too important. What we really need is a basic shape that will be the base of the spaceship model.



Add a loop down the middle 

And select the left side of the object

Then delete the faces, you should have this.



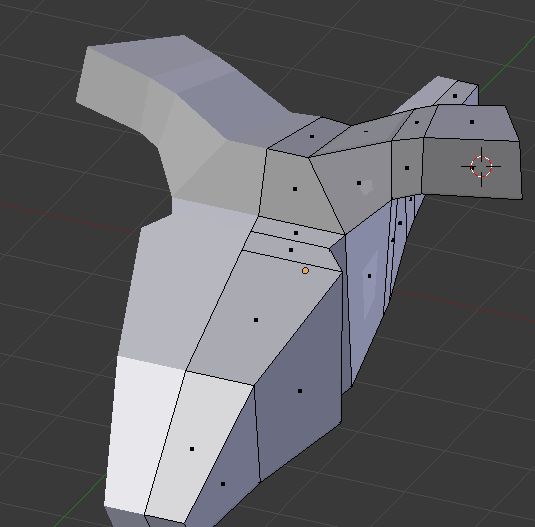
now move cursor to selected and add a mirror modifier

and the model will be whole again. In the settings for the moedifier make sure clipping is enabled and that the mirror is on the x axis

how start extruding from the middle top cube to bring out the wings

noteice you only need to change the right side and the left will mirror the right.

Extrude and change the shape of the wings to how you want it. Try to get a curve in there.

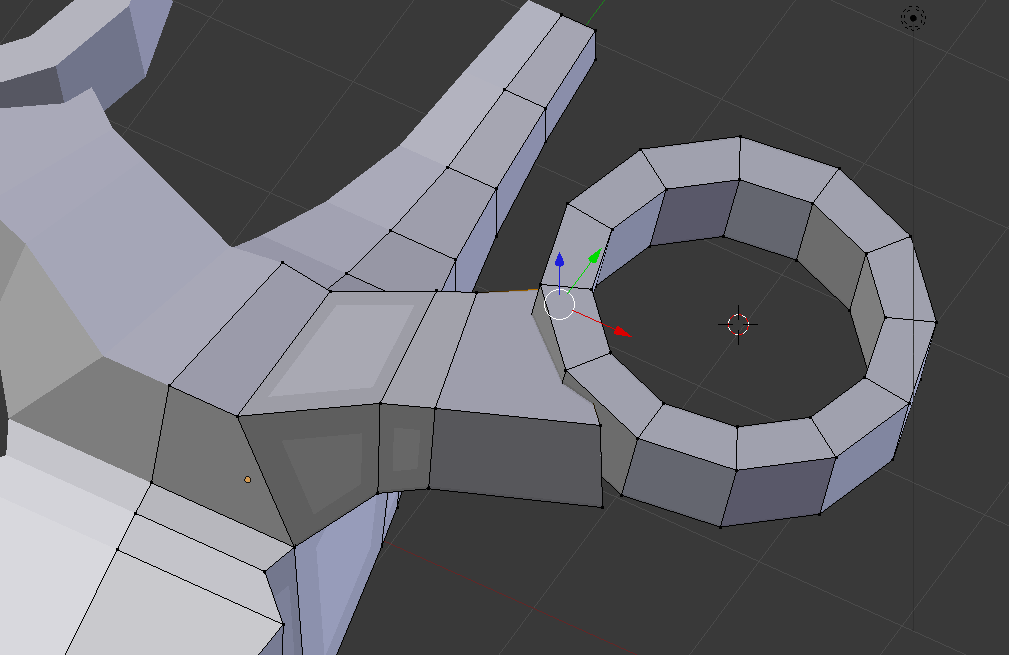


Next we will add a circle to modle the fans

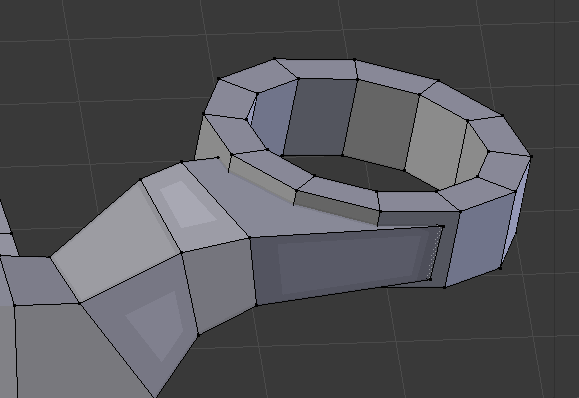
Create a circle and set the vertices to 12

Scale the circle to the right size to match the wings and then extrude inwards

Then extrude down to give It thickness

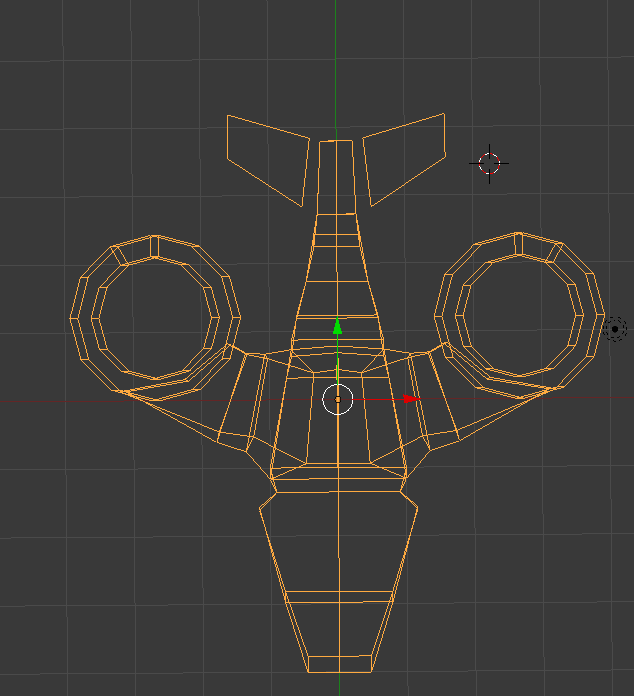


Now to match the wings to the circle

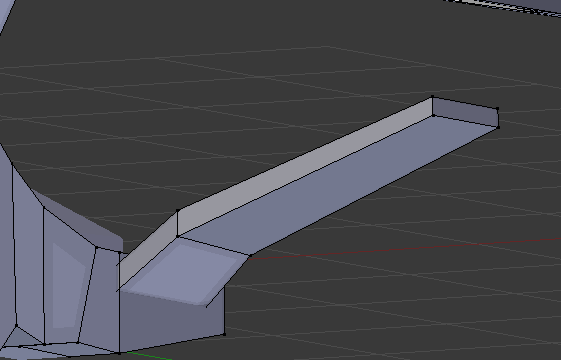


Now to add the tail fins

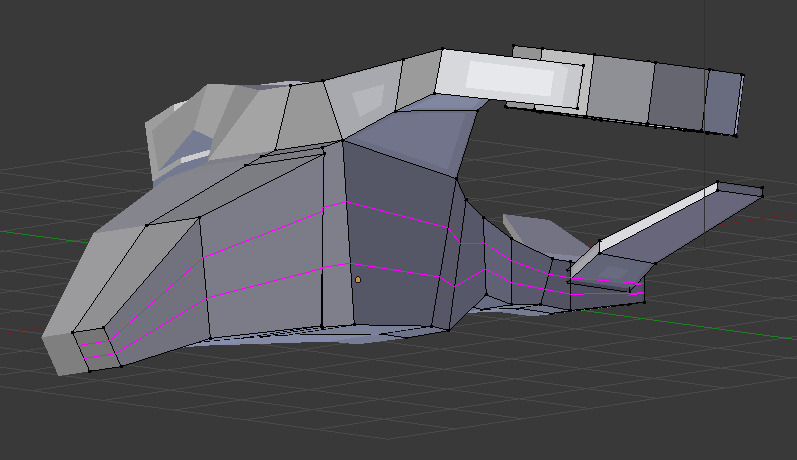
Go to the top view num7 and add a cube near the tail end

And translate the vertexes to resemble a tail fin shape

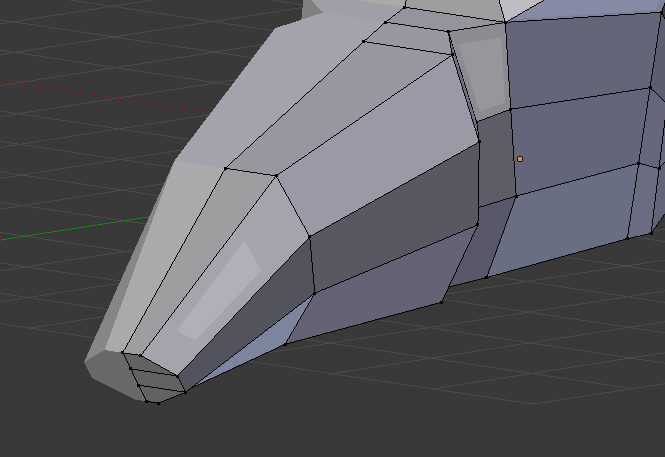
Scale the cube so that it is flatter and then extrude to connect to the body



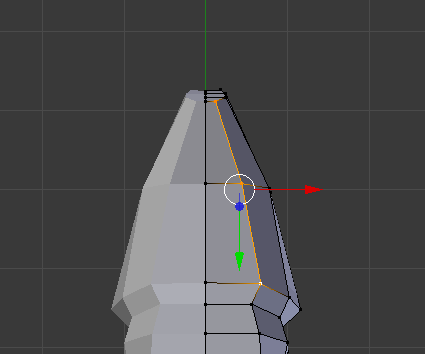
Next up we’re going to add two loop cuts along the side



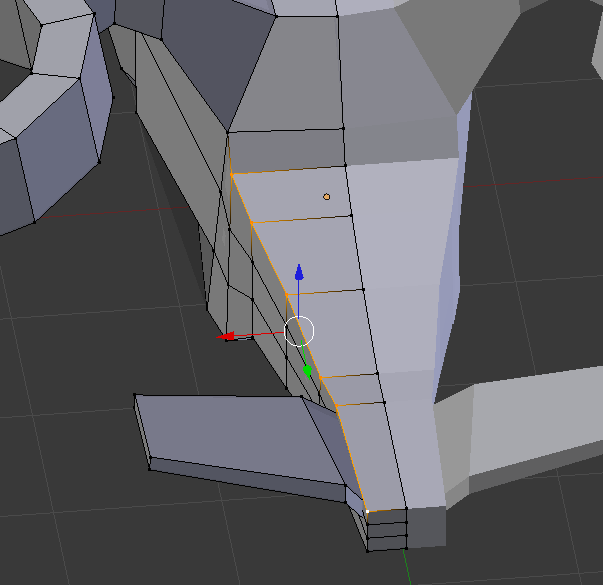
Now select the top vertices and use GX to bring them in closer and give the nose of the ship a more rounded look.

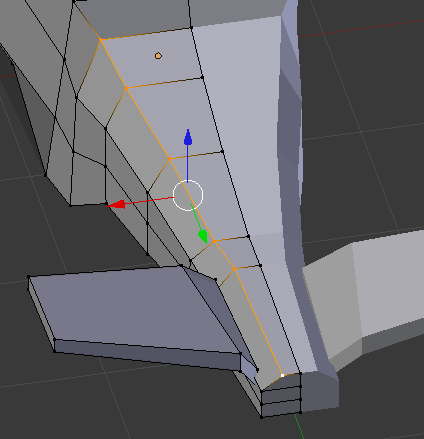


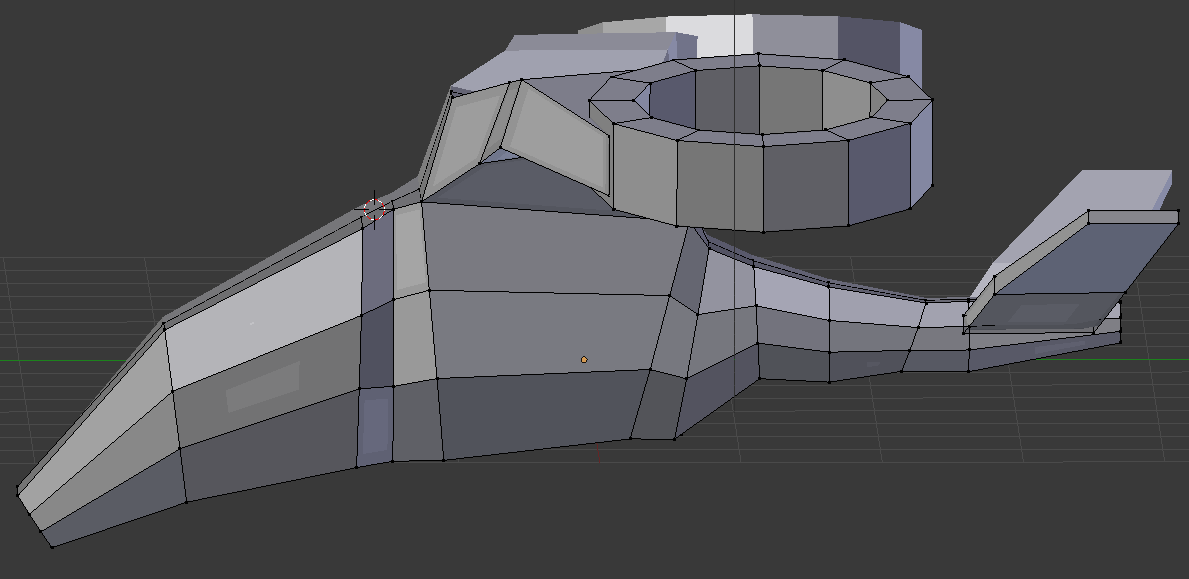
Do the same with the bottom vertices



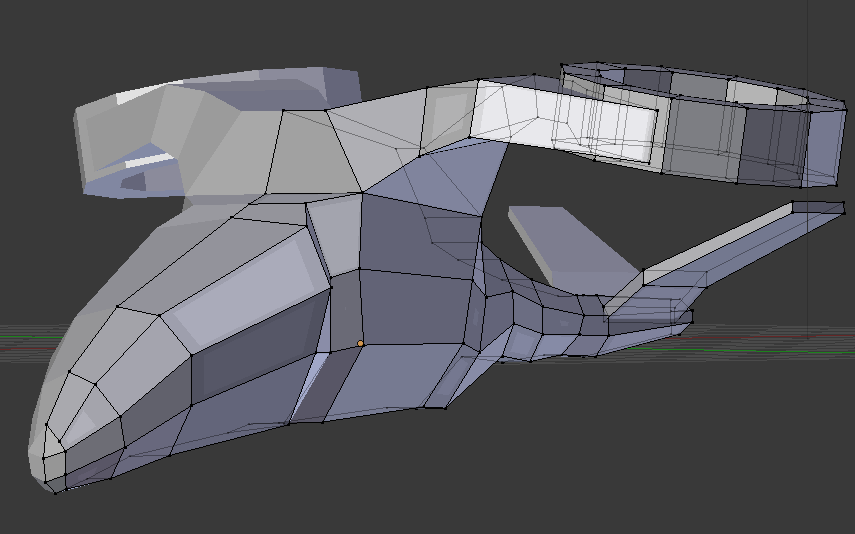
And the same with the tail end



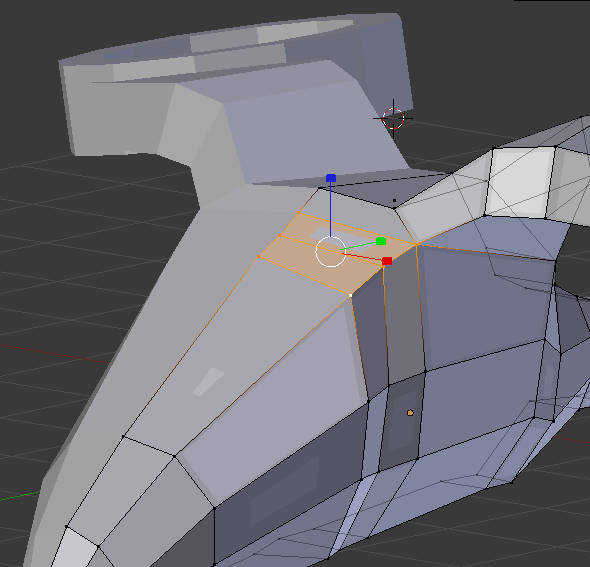


Once done it should like the above

Now switch to front view num1 and roate to side with ctrl alt scroll

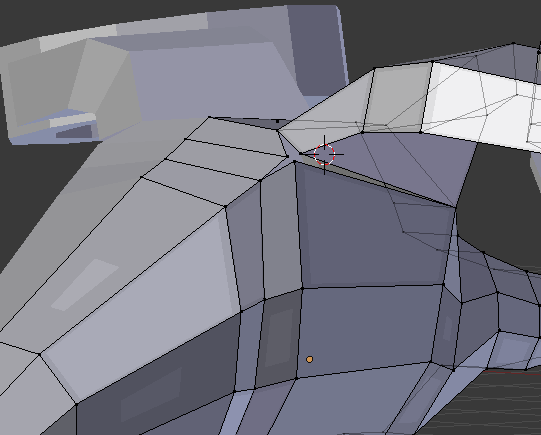
we are going to make the wing area join the nose in a smoother fashion

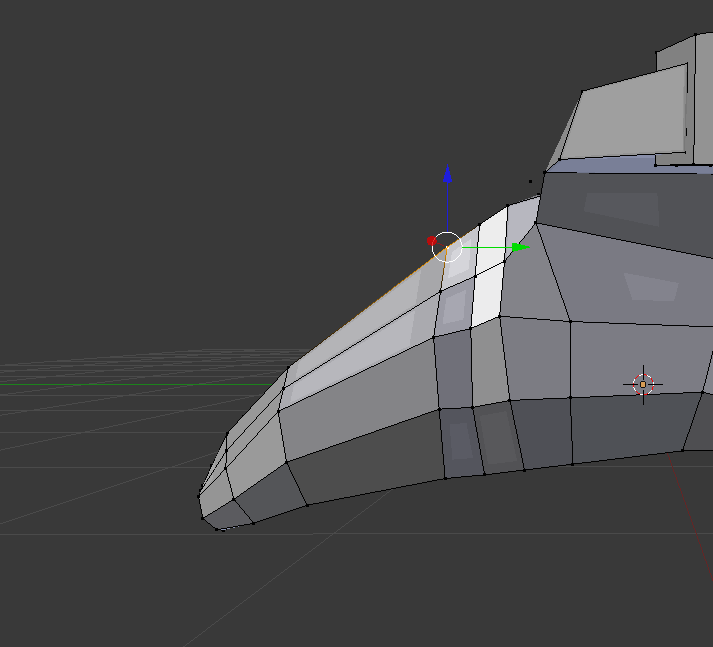
Select this area of the model



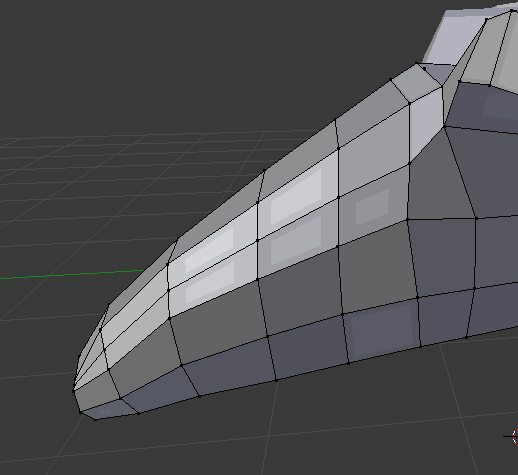
And raise it to reduce the hump on the wings

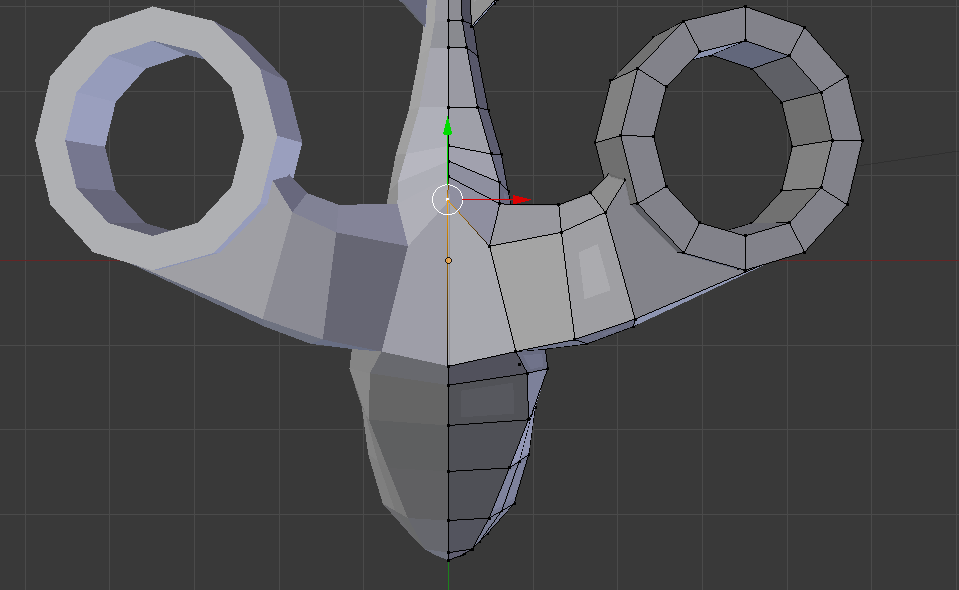
Also use GZ to bring the hump of the wings down a little

next we are going to split this section up with the V key

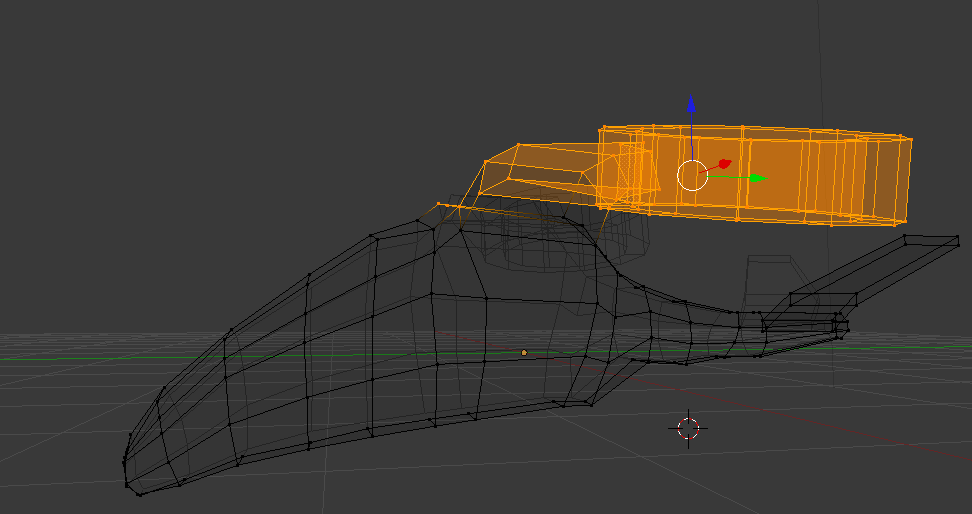
 here we are going to improve the mesh flow by evening out the edges and vertices

Select the edges going down the vehicle and use edge slide to move it across

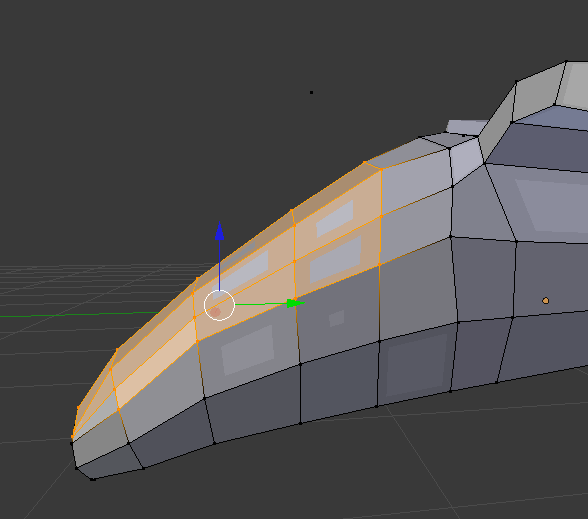
like so

Next we are going to adjust the top of the vehicle a bit. By bringing the middle vertex down and back

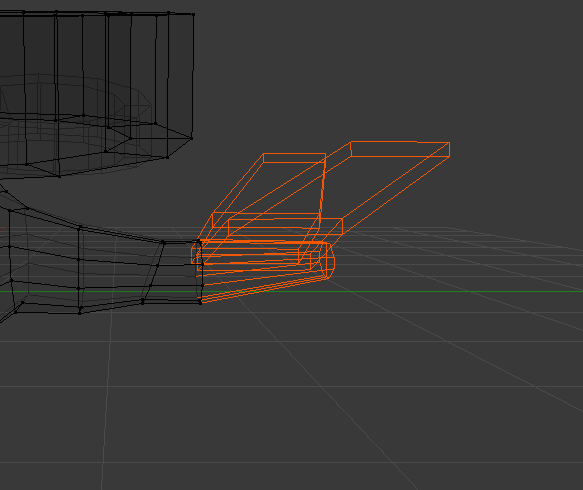
Next we are going to lower the wing slightly

 select the just the wing with **B** and hit O and lower the wing with g then z

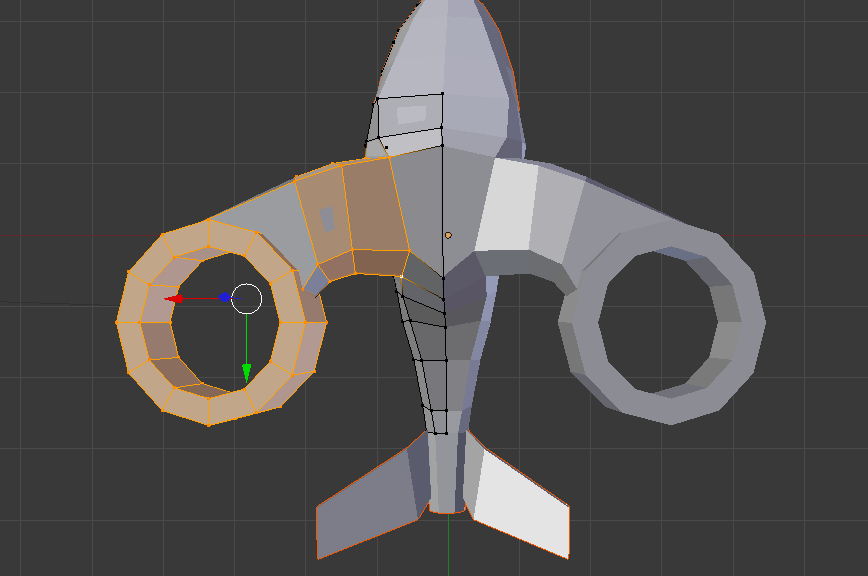
Now we are going to separate the mesh into different sections, for the windscreen, engine area, tail fin

Use ctrl left click to use the laso tool to select the wind screen area, now hit p then selection to separate by selection

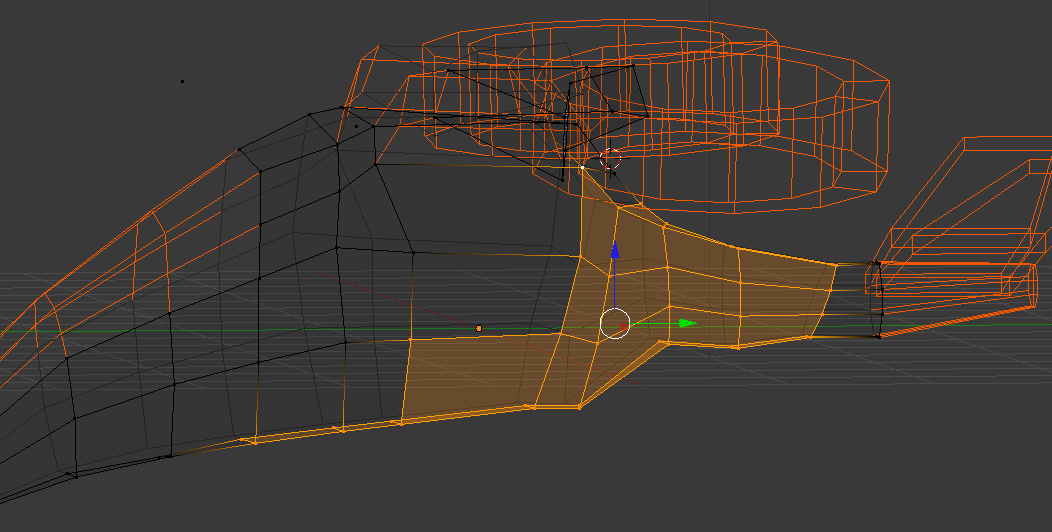
Do the same for the tail fins



Next select the wings



Select this area for the engine area

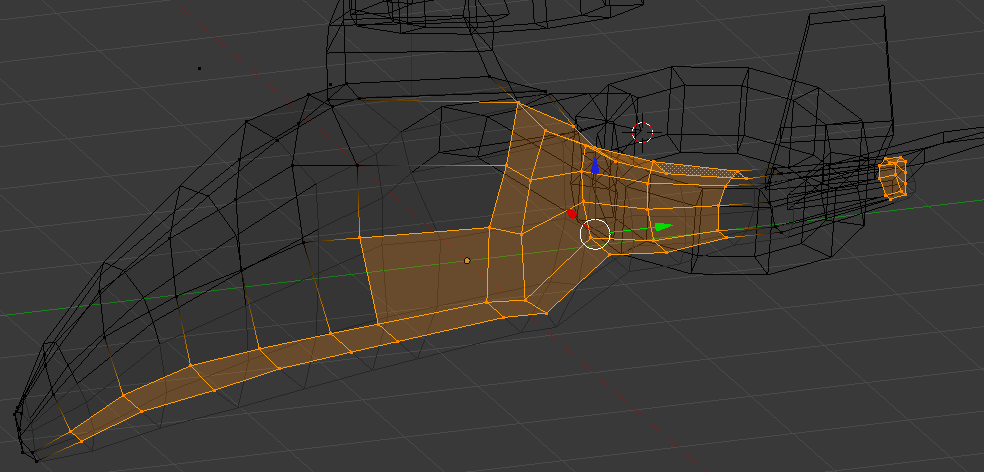


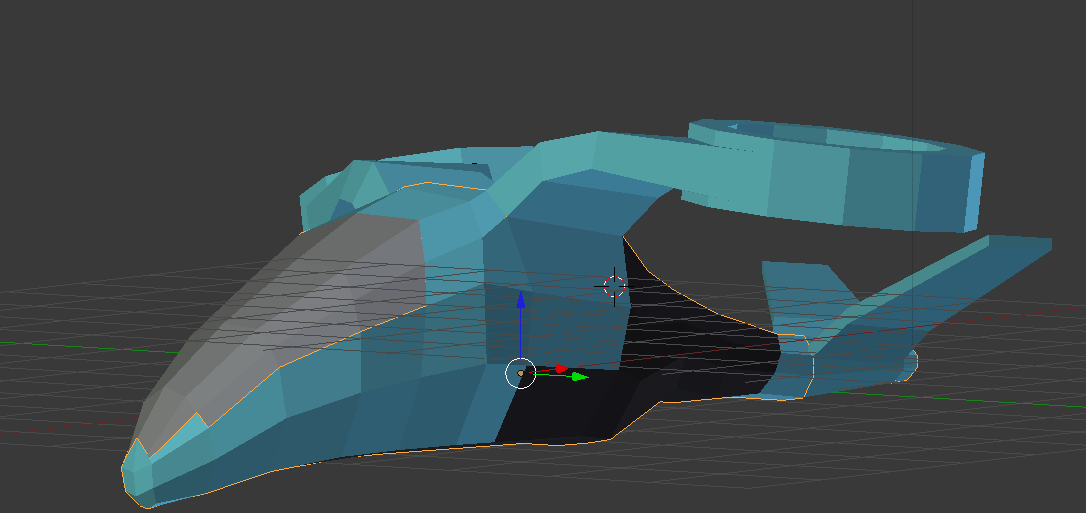
I also recommend you name each section 

Now time to add some colour

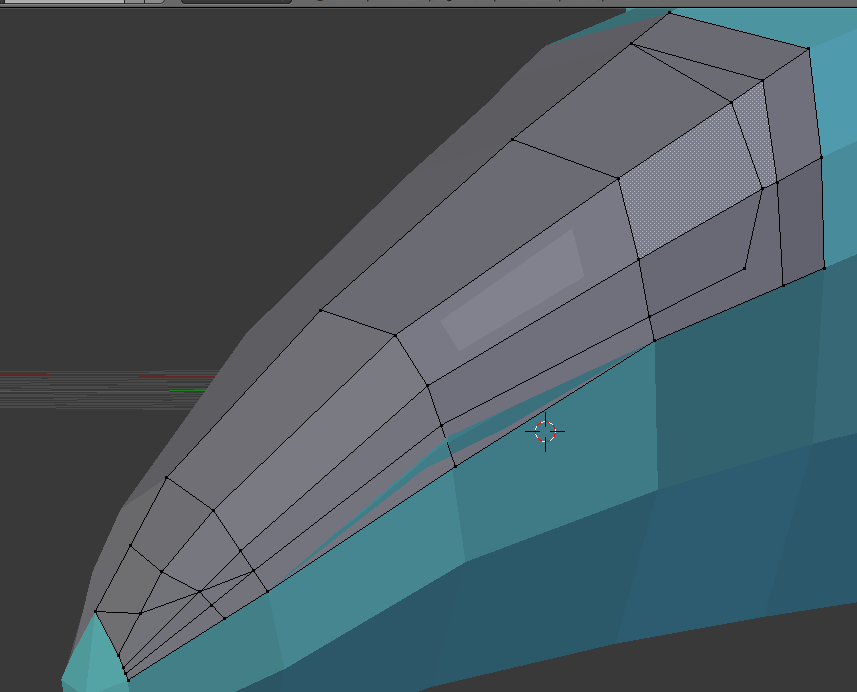
Select the main body and go to the material section and give it a colour, for mine, I’ve given It a light blue colour. And a different colour for the windscreen

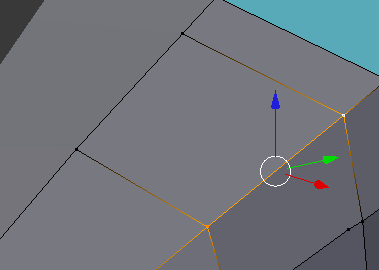
Next select the underside of the vehicle and go to materials and give this section a black colour or dark grey

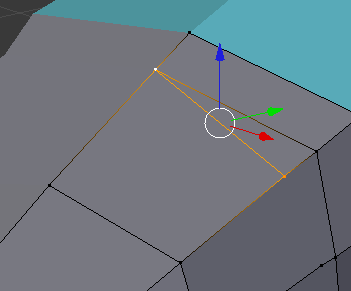


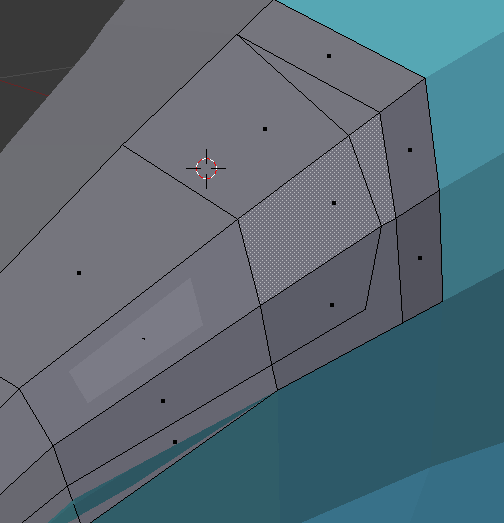
Like so 

We are going to add detail to the windshield

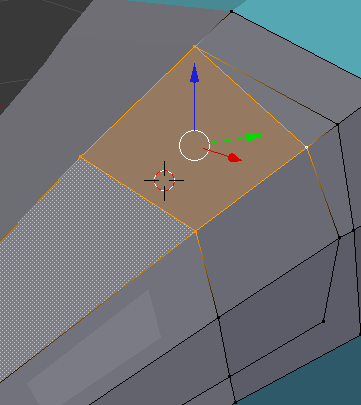
create a oval shape in the windshield by creating vertexes using subdivide then connectin ghte vertexes with f key

select two vertices then open special menu and do subdivide

Now click the new vertex and the vertex you wish to connect and clikc f  continue this until you have an oval shape

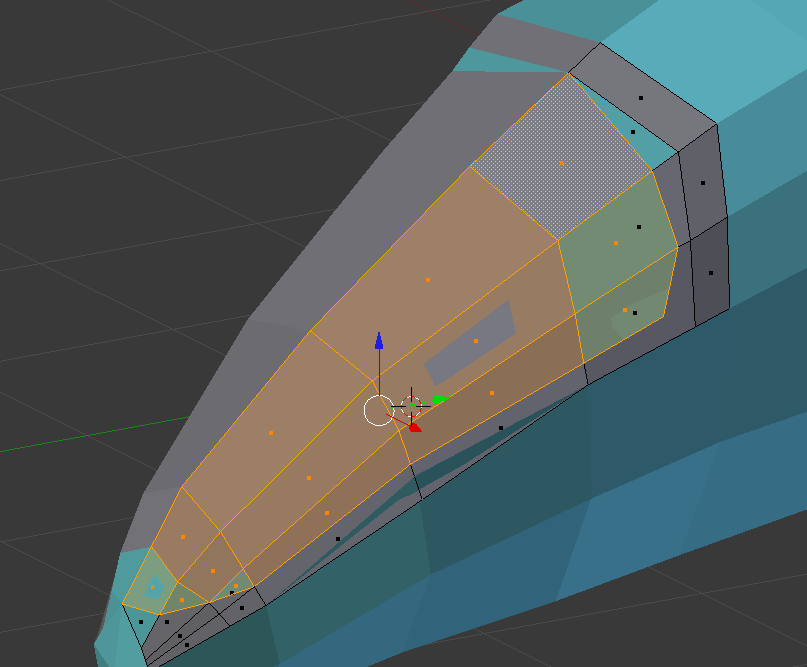
We have a problem 

Our oval area doesn’t have it’s own faces so we will create them

 select the 4 points and click f, it will cfreate a face

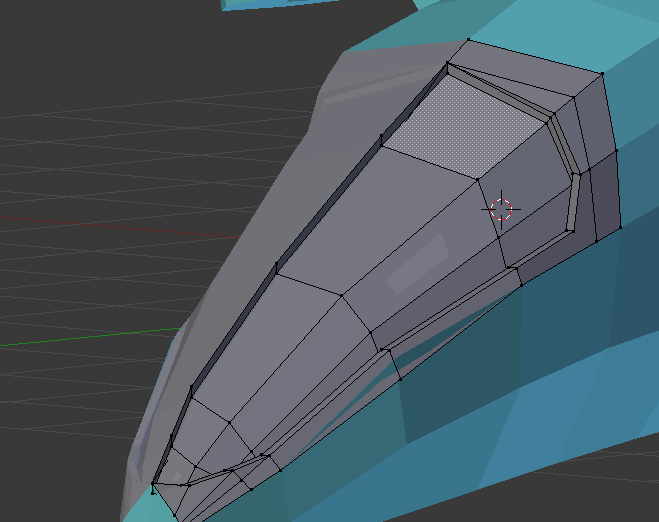
Switch to face select and you should see and extra dot indicating an additional face

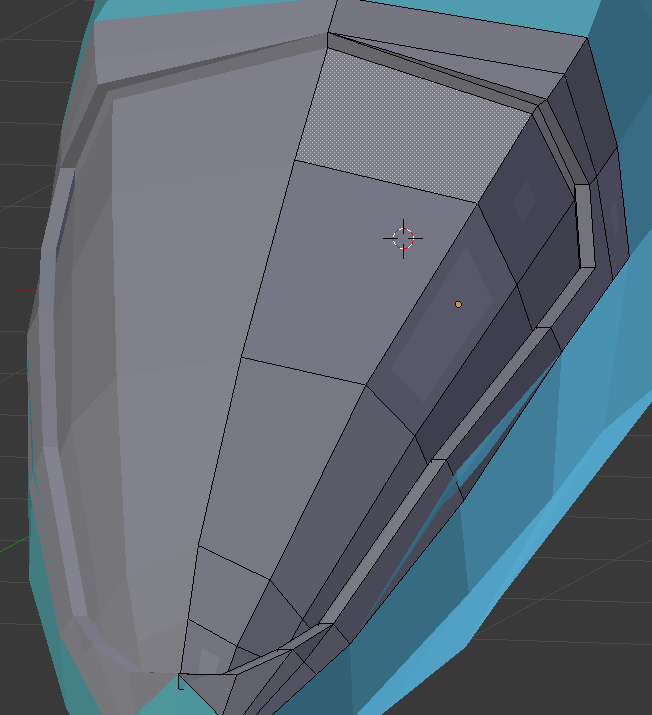
Do this for the rest fo the faces around the oval edge

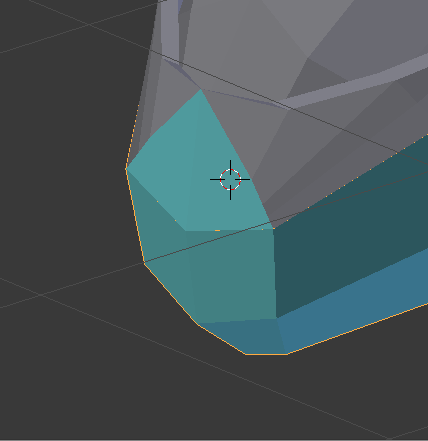
like so , you will also notice I have some blue sections, simple select those and change the colour back

Select the oval area and extrude in x axis by -0.05 then select the whole windshield and remove doubles

Now extrude in z axis by -0.05

now delete the edges in the midlle

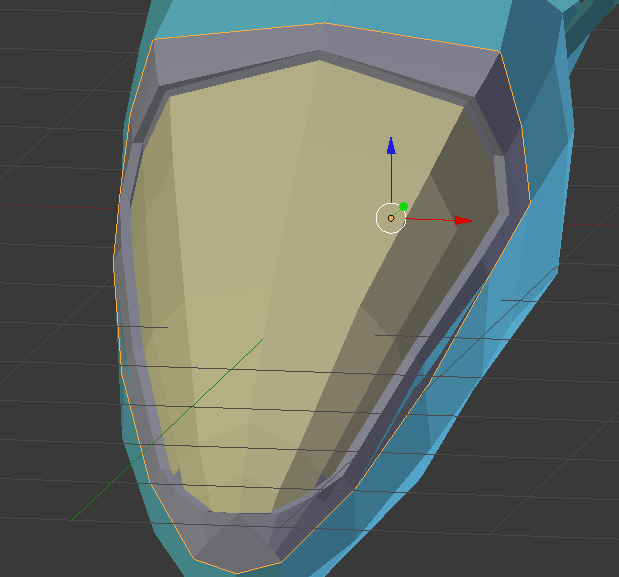
You should have this 

Notice this section  should be part of the windshield, so we will separate it from the main body

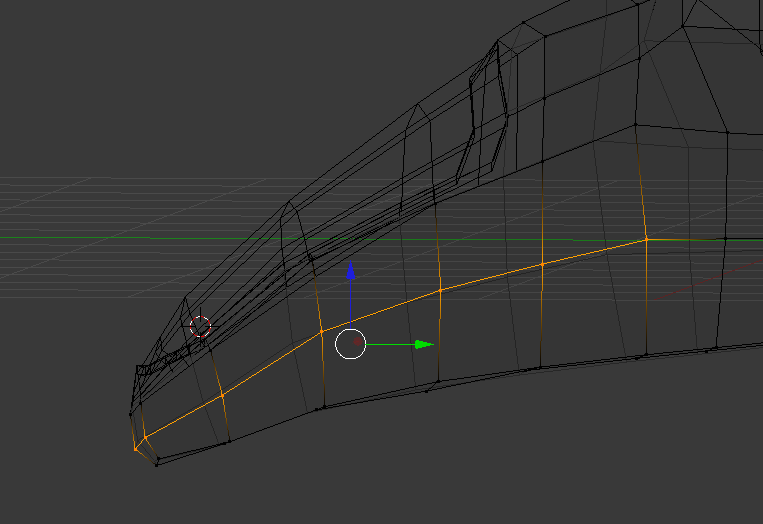
Then select it and the windshield and use ctrl + j to join it to the windshield

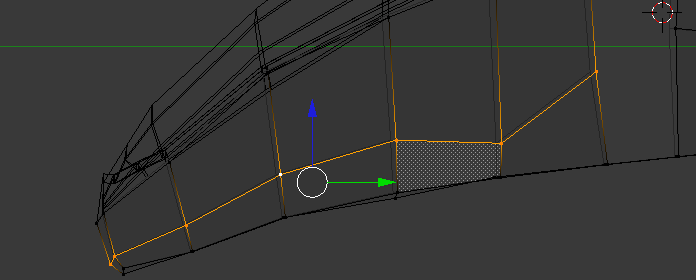
Then change the colour

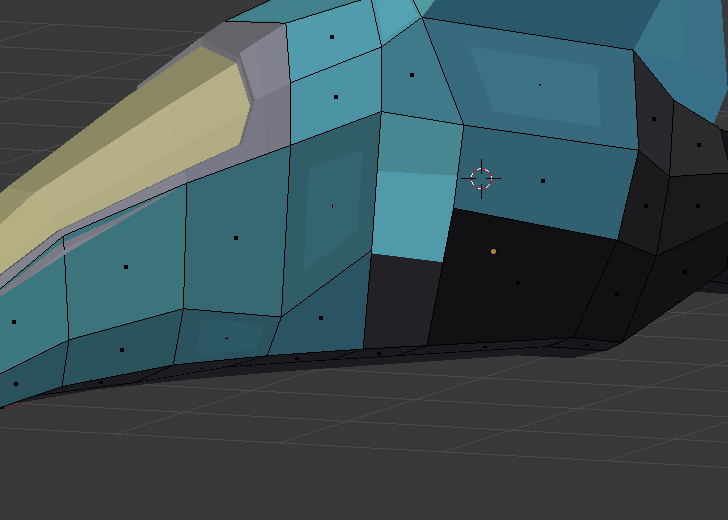
Next change the colour of the windshield to a yellowish colour by adding a new material in the meterials panel and assigning it to the windshield area.

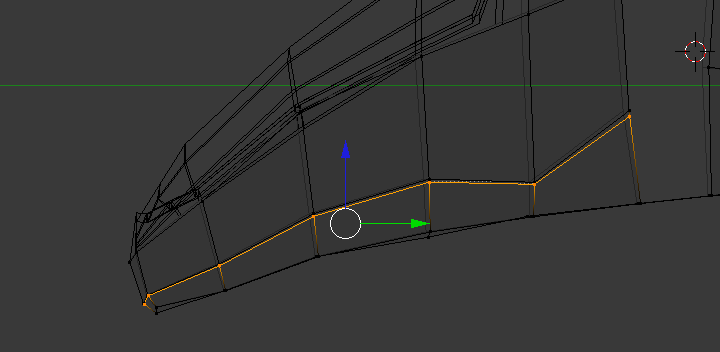


We are now going add some detailing to the body. Select these vertices

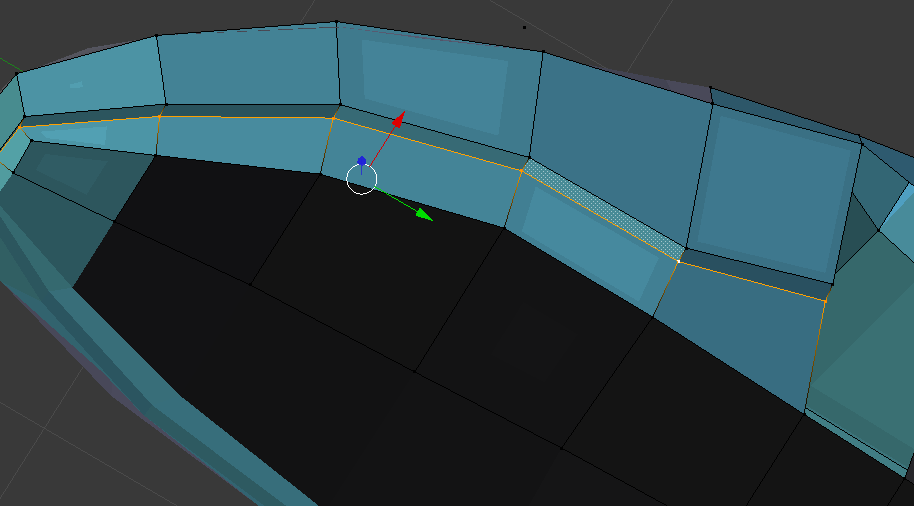


Aim for this kind of shape 

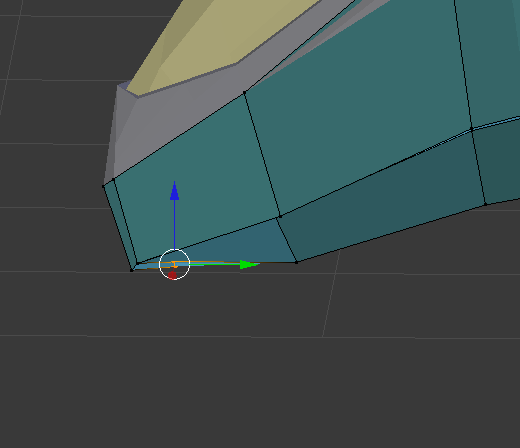
delete these two faces for the time being

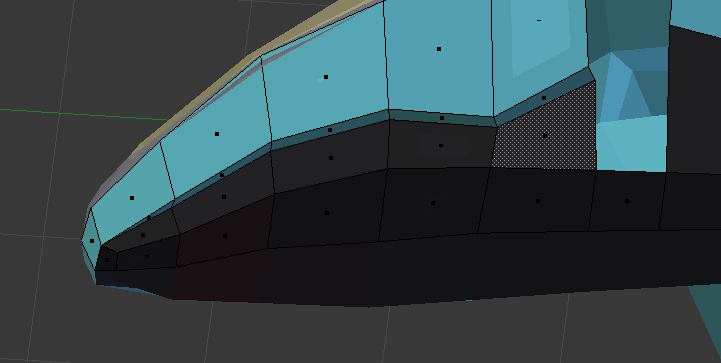


Create a loop cut near the line you bent earlier

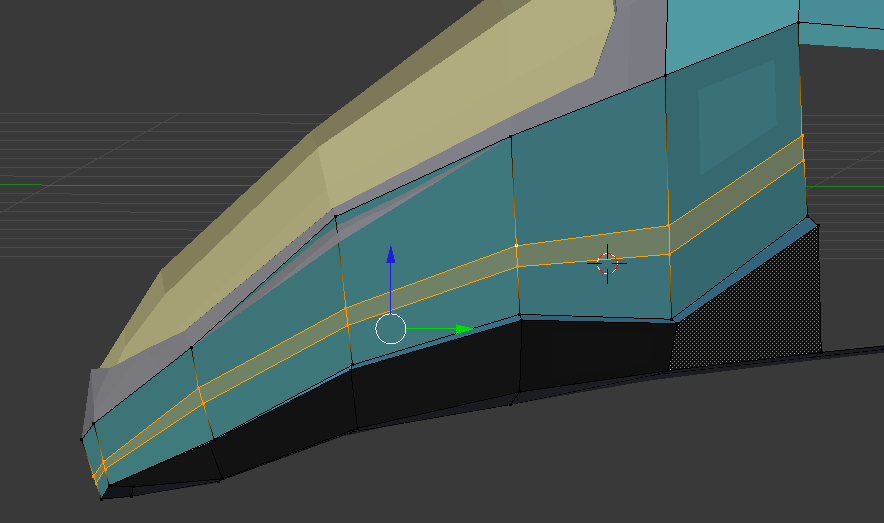
And use g x to move it inwards a little then use s y to scale it in a little (by 1)

Now bring in the nose tip a little

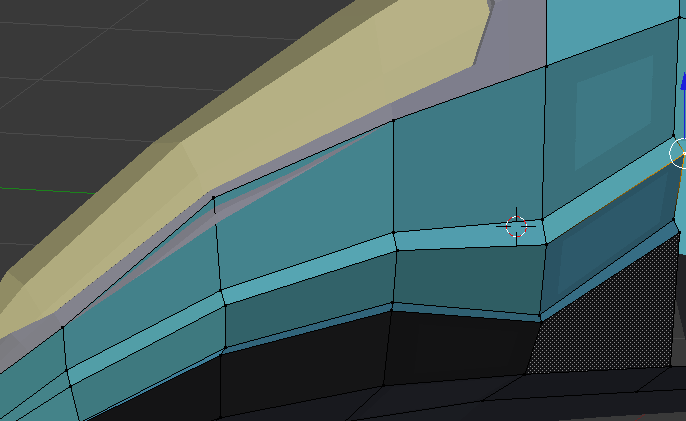


Change the coloru of the underside to dark grey 

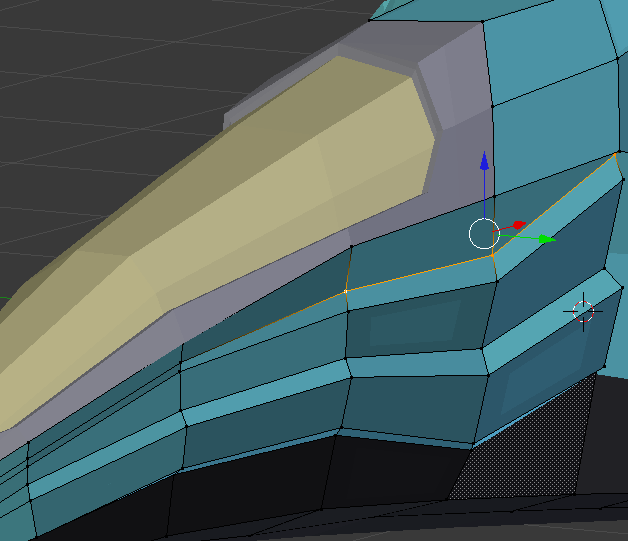
Add two loop cuts

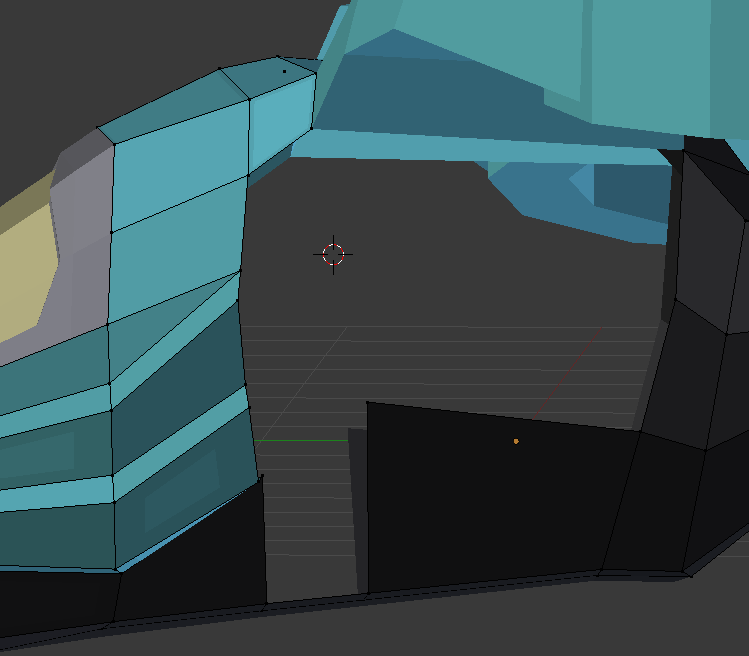


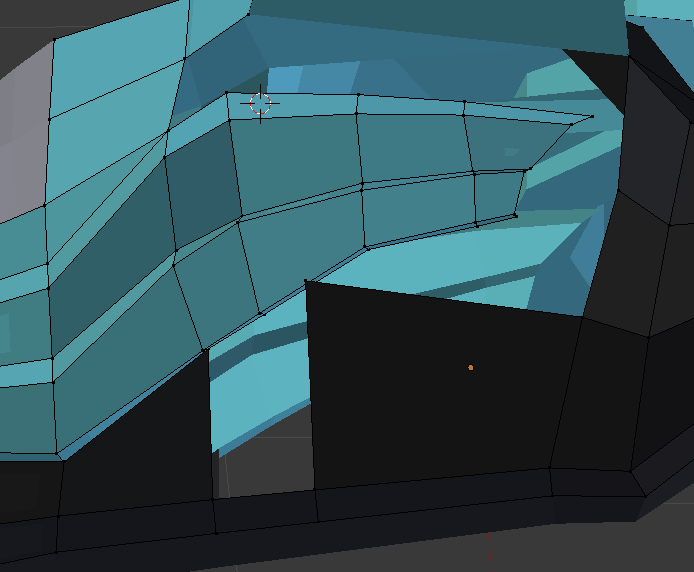
Select the bottom loop cut you created and translate it in the x axis by a small amount

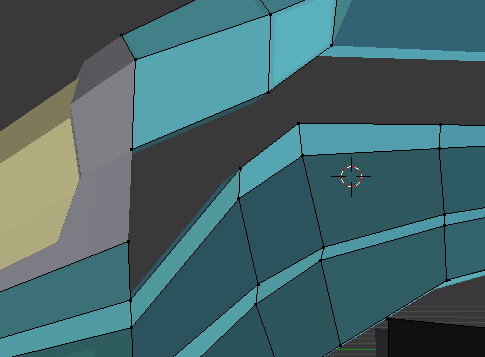
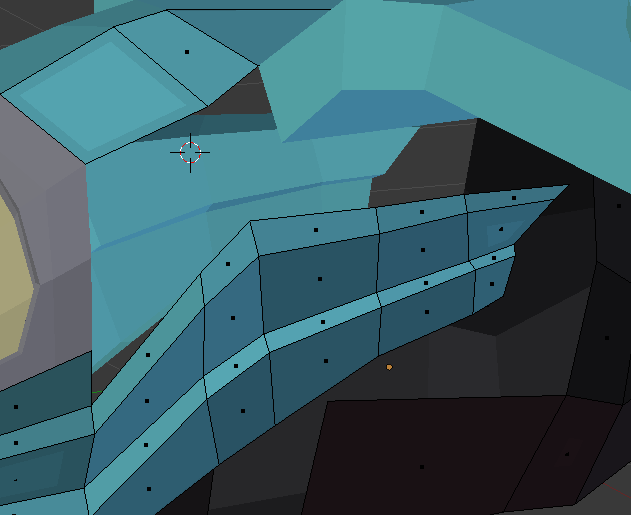


Do the same technique above again

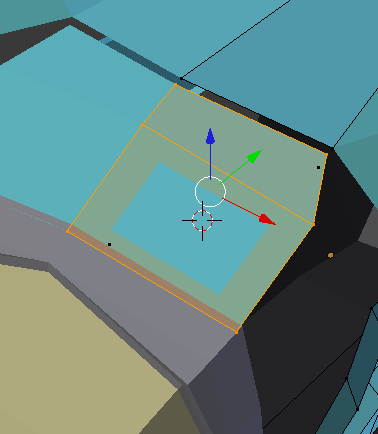


delete these faces as we are going to extrude the body detailing in that area

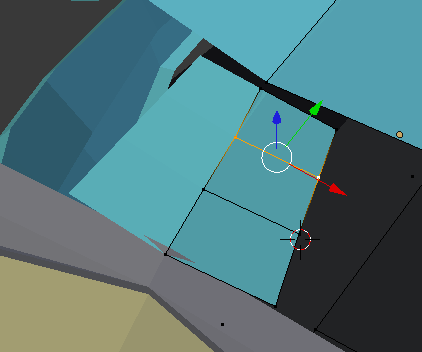


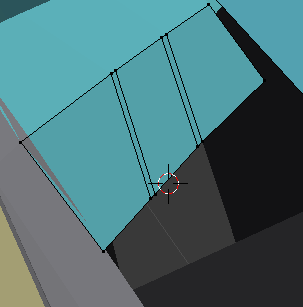
 now delete this part 

Go to top view select top two panels and disconnect them using y

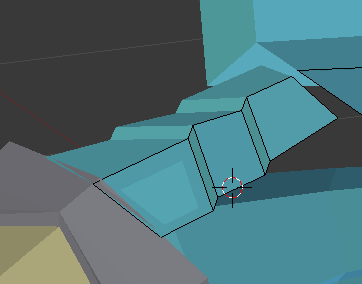


Make the panel smaller by using g on the x axis then add a loop going across and place the edges an even distance apart





Add two more loops and select them both, then translate them on x axis a small amount



Next reconnect it to the spaceship

Now create a new cube

Scale it down using s and z and align it to fit in the empty space

