How The Embraer E110 fuse is painted.

This aircraft is entirely made from objects found in the object folder. The fuselage is Fuse.obj. It calls on Fuse.png for its texture.

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| In this wire view of the fuse you can see the outline of the red and black/grey stripe.  These are “cut” into the object. Their colour can be changed by changing the colour in Fuse.png | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.28.49 PM.png |
| Here you can see the texture map for the fuse object (excluding the fin, aerials, etc.). | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.30.32 PM.png |
| The doors are separate objects (because they are animated). They can be found in ExtDoors.png and also use Fuse.png for texture mapping.  The front gear doors are contained in Doors.obj and mapped to Nacelle.png. | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.29.45 PM.png |
| The remaining Fuse.obj objects (as seen in orange) are also mapped to Fuse.png as can be seen in the next image. | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.31.04 PM.png |
|  | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.30.49 PM.png |
| The Rego labels are contained in a separate object, Rego.obj and are mapped to REGO.png |  |
|  | Macintosh HD:Users:barryroberts:Desktop:Screen Shot 2013-07-20 at 12.44.20 PM.png |

# How to approach this?

Firstly you will need a working ability with Blender. There are plenty of tutorials – best for XP: <http://wiki.x-plane.com/Plane_Maker_Video_Tutorials>

I think the best approach, given that the mapping is not around fuselage form as such, would be to create “Badges” similar to how I’ve created the Rego. You can colour the fuse a base colour including the red and grey stripes. Add logos, etc.

You can do this by using Blending 2.4x and Marginal’s Blender Scripts. <http://marginal.org.uk/x-planescenery/tools.html>

(You can’t import the X-Plane Object in the newer scripts)

## Step 1

Import Fuse.obj into Blender. You wont be able to import the Fuse.obj unless you remove this line of text from the top of the object file in a basic text-editing program (and save of course):

“TEXTURE\_NORMAL Fuse\_NML.png”

## Step 2

Cut using the Knife Tool the lines that delineate the edges of lines or badges.

## Step 3

Use the file name Rego.obj for the badges, logos etc. You will need to export your newly texture mapped object replacing the older Fuse.obj and using your new Fuse.png

This is going to be a big task so I wish you luck. If you require any specific advice, please email me: [xplanebaz@aapt.net.au](mailto:xplanebaz@aapt.net.au)

Barry