Do another test build to verify that everything aligns properly—it probably won't. The act of folding and gluing, cutting and unfolding subtly distorts the sections. It's nothing that can't be fixed. Again make two copies—one to build and one to take notes on.

Once you're satisfied with the quality of your line work….it's time to start drawing it those tabs. Try to keep the tabs uniform between the sections…enhances the visual quality of the work and makes the person want to build it. Make your tabs as large as possible, still allowing the parts to curve. Too many small tabs give poor gluing area, while too large ones tend to reduce your curves into angular sections. Long tabs are good for relatively flat areas, while short tabs are needed for tighter curves.

Once you've gotten to this point—you should have a decent fuselage. For a canopy— think about other aircraft that have a similar enclosure and swipe it from its files. You may have to modify it a bit to get it to look right….Experiment—lengthen it, widen it, add a cut or delete one. You'll likely come close to what you need. If not—if it's a weird one….the cut and try method works here, too.

Wings and empennage can be taken from the three views. Artwork is sometimes not the best, so redrawing is always a good option. Wing upper surfaces are wider than the lower, to allow for curvature….more so at the root and very little at the tip. This is trial and error work, but it doesn't take long to get the feel for it.

Lastly, start with a simple design—there's nothing that breeds success like success.