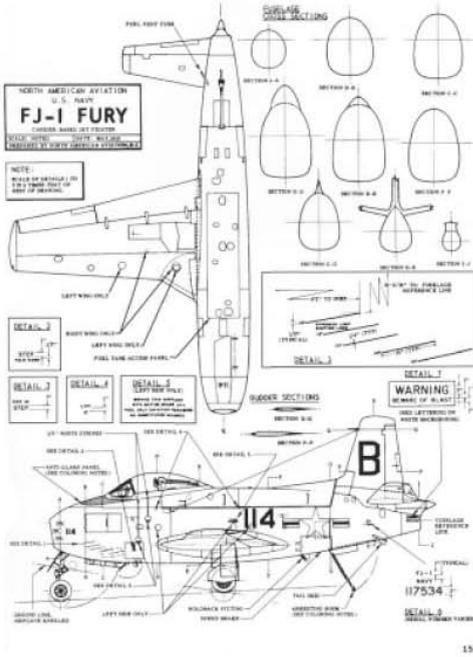


DESIGNING A FUSELAGE

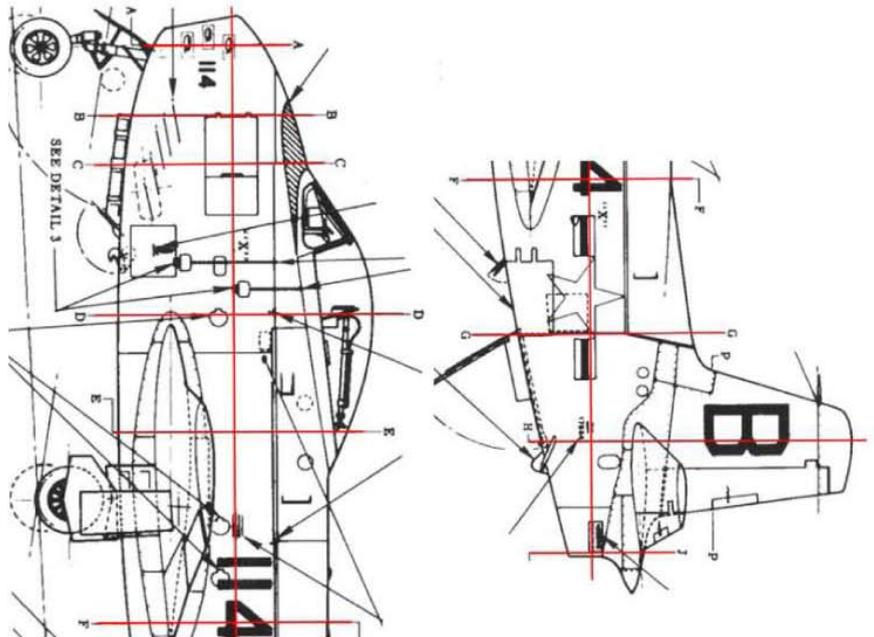
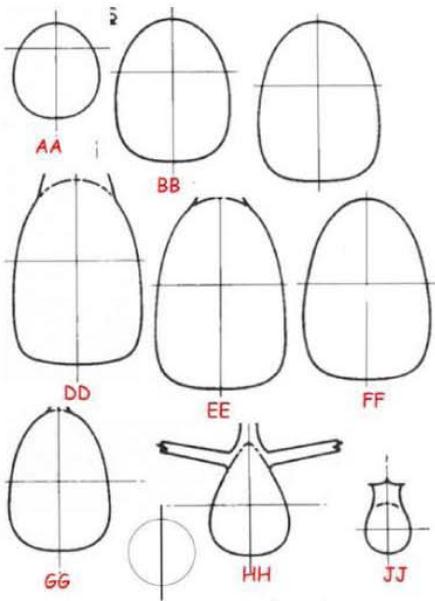
By Rob Carleen

Designing a fuselage is probably the most daunting part of creating an aircraft model. Getting curved sections laid out might seem like an arcane task best left to expensive and exotic software, but card models were being created long before computers were around.



Here's a simple way (relatively) to create a fuselage for a modern aircraft. The first thing you'll need is a set of three view drawing of the plane, preferably with cross-sections. If the three view doesn't have them—and you can find some pictures, you can draw approximate profiles yourself. The illustration shows an example. The next step is to enlarge the drawing to about twice the size you want the model to be. I like to take the aircraft profile and enlarge so it will cover two sheets of printer paper lengthwise. Then, divide the profile into two sections and copy and paste into separate documents. Copy and paste the cross sections to the sheets as well or onto a separate sheet. Laminate the profile onto a piece of

corrugated cardboard and the profiles onto thinner stock, such as old cereal boxes.



Add lines to reference where each section goes and mark the centerline. Next comes the fun—just like when you were a kid and built a balsa and tissue model.