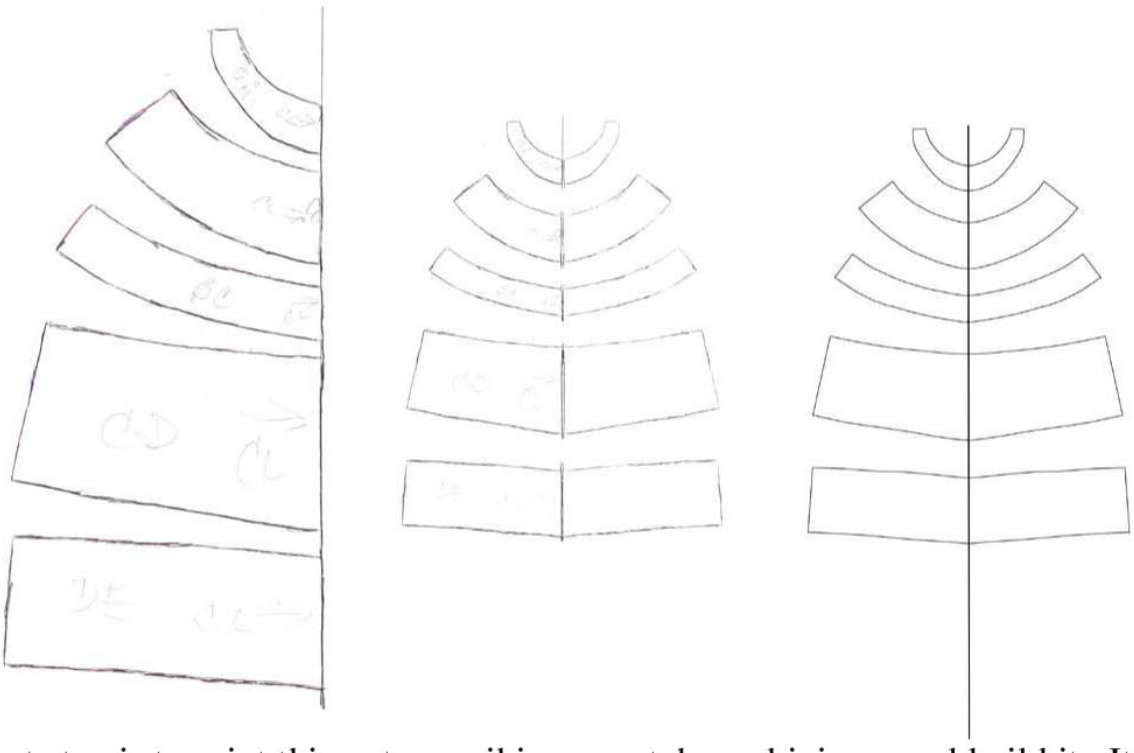
of the line, you can get a very smooth curve. It takes lots of little lines, especially when the curves are tight.



The next step is to print this out, pencil in some tabs and joiners and build it. It may need some correction. Tip: print out two copies, one to build and one to take notes on.

As a shortcut, rather than trying to draw tabs onto the parts to joint them together, I draw one large tab and then slit it every eight inch or so, so that it will slip into the next section. There's no sense drawing in all those curved tabs until you're satisfied with the product.

Once you've got a good fuselage shape, refer to your three view again and accurately pencil in all the panel lines, access doors and such that you want to include on the model. Keep in mind that from any distance, you can't see all the panels, rivets and other small details. Too much detail makes your model cluttered, and the additional work is wasted anyway. On the other hand, too little detail makes the plane look primitive. Three view drawings seldom give all the details. Look for photos on the web, check your local book store or other source for books on the subject, and best of all—visit a museum or flight line, where you can actually look at the bird and take photos for yourself.

Once the detail is drawn on one side, carefully cut your fuselage apart again and tape the parts onto the sheet you previously printed out. Scan it back into the computer again, and do the same thing you did with the original sections. First draw everything in as a separate layer again on the one side, duplicate it and flip the copy to the other side. Add or delete anything that is only peculiar to one side. And get ready to do another test build.