Help needed from the master!
Posted by n1k0l4s - 2012/03/07 01:04

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Hi kodg et al,

I've been trying for a long now to create a certain type of inlets for the aircraft in the attached 3dm file.
The closest real life example of what I'm aiming for is the inlets of the f-80 (see picture). Could you give
me some guidance please?

Thanks. http://www.kodg-3d.com/images/fbfiles/images/inlet.jpg
http://www.kodg-3d.com/images/fbfiles/files/inlet_problem.zip

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Re:Help needed from the master!
Posted by Nomad - 2012/03/07 19:11

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first step is to create a solid. it should be closed from both sides
http://stg647.ifolder.ru/preview/20120307/9/29163149_2_447765.jpg
second step is to create an air intake as a solid tube too, and move it a lil bit into the first solid
http://stg718.ifolder.ru/preview/20120307/0/29163210_2_447768.jpg
then go to solid > fillet edge > fillet edge and fillet the edge of the airintake
http://stg862.ifolder.ru/preview/20120307/0/29163270_2_447774.jpg
now the most important step: go to solid > boolean two objects and select the both solids you have
created before, by rhight clicking the mouse you can choose which part of this operation you
need...should looking like at the link...
http://stg661.ifolder.ru/preview/20120307/0/29163320_2_447783.jpg
now create another one tube as a solid an skew it a lil bit. then place it llike at the pic. it should intersect
with the other solids you have created before
http://stg690.ifolder.ru/preview/20120307/7/29163397_2_447786.jpg
now do again the boolea operation of two objects like in the step 4
http://stg746.ifolder.ru/preview/20120307/5/29163455_2_447790.jpg
thats the way i would do that. of course its no exactly the shape you has, but with a litle more work you
can reach it.....

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Re:Help needed from the master!
Posted by n1k0l4s - 2012/03/08 01:57

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Hey Nomad,
Thanks so much for the reply, but that's not quite what I'm looking for. What I want is the bottom surface
of the inlet (let's call it floor) to fade out into the fuselage and also have a nice round lip that follows the
floor and also fades out; kind of like the f-80 in the picture in post1.
The pics below might give you a better idea of what I'm talking about. As you can see I can build the
outer surfaces but I can't make the inner ones the way I want them and have a closed solid.
To make things even more difficult I need the face of the inlet to have an area of about 1500mm^2.

http://www.kodg-3d.com/images/fbfiles/images/inlet_problem3.jpg
http://www.kodg-3d.com/images/fbfiles/images/inlet_problem1.jpg
http://www.kodg-3d.com/images/fbfiles/images/inlet_problem2.jpg

Any help will be much appreciated. Thanks!

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Re:Help needed from the master!
Posted by n1k0l4s - 2012/03/21 14:36

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HI
I think I did it! I got great help from kod-g's tutorial about modelling 8 huds. I think it was the sixth one.

http://www.kodg-3d.com/images/fbfiles/images/sirenv3_1.jpg

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