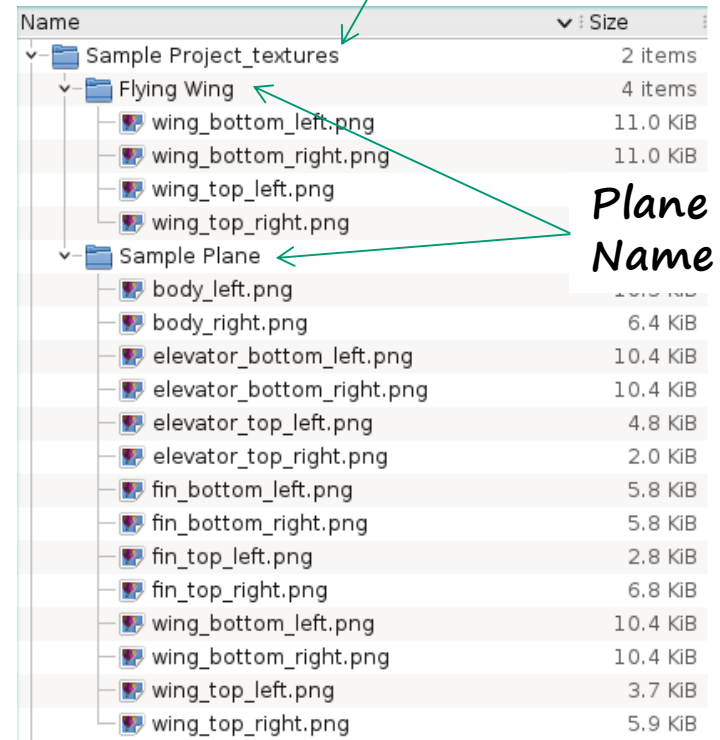


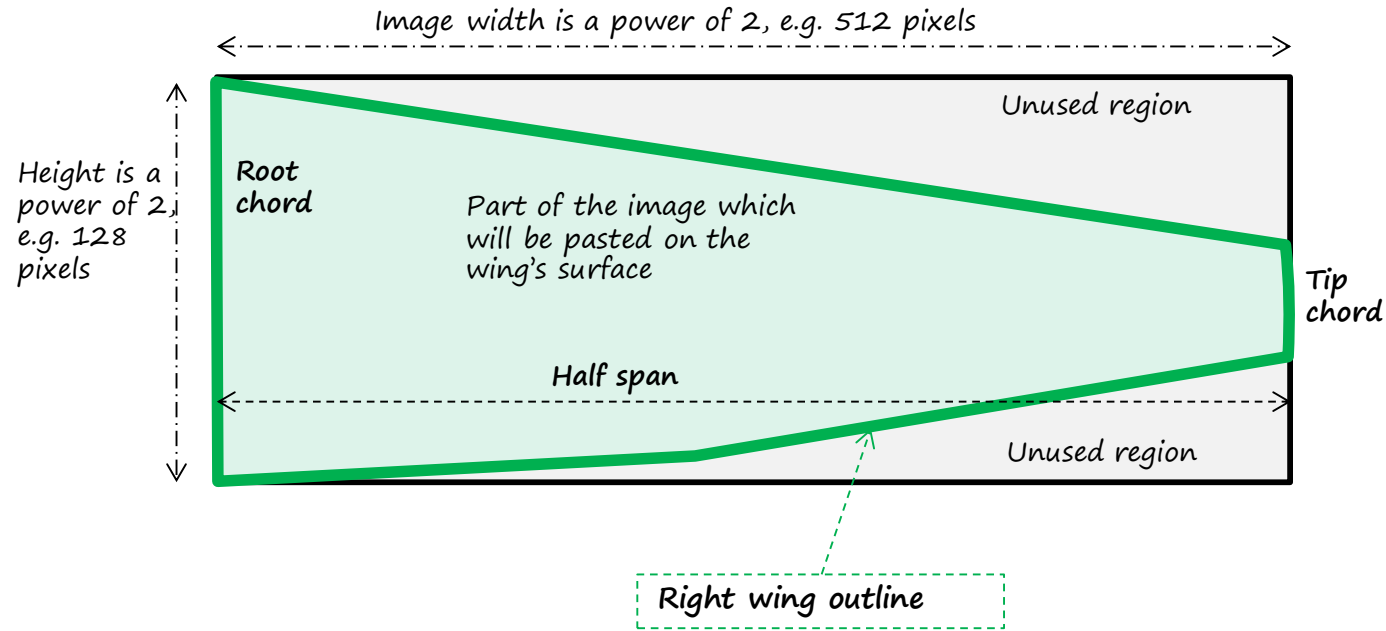
- The texture files should be placed in the following directory arborescence.  
Directory and file names must not be modified.
- Do not change the filenames, and be careful if the OS is case-sensitive like in Linux
- .png and .jpg type files are recognized.
- If an image file cannot be found, a default image shall be used
- It is not necessary to define textures for all surfaces,
- The images width and height should preferably be square powers of 2 such as 1024 x 256 pixels. Other dimensions such as 988 x 451 should be avoided.
- A detailed tutorial on the use of textures is available at <http://youtu.be/xHgTZUqxnJg>

The directory name should be “**ProjectName\_textures**” and be placed next to the **ProjectName.xml** file



- The textures use only the part of the image file corresponding to the wing's outline. This is to limit distortion. Minimal distortion is unavoidable however since the wing surfaces are not developable on a flat surface

- The image does not need to be in the same height to width ratios as the wing. The textures will be stretched to match the surface's dimensions. This will induce distortion.



- For the body, the whole texture image is projected on the surface. This will induce distortion