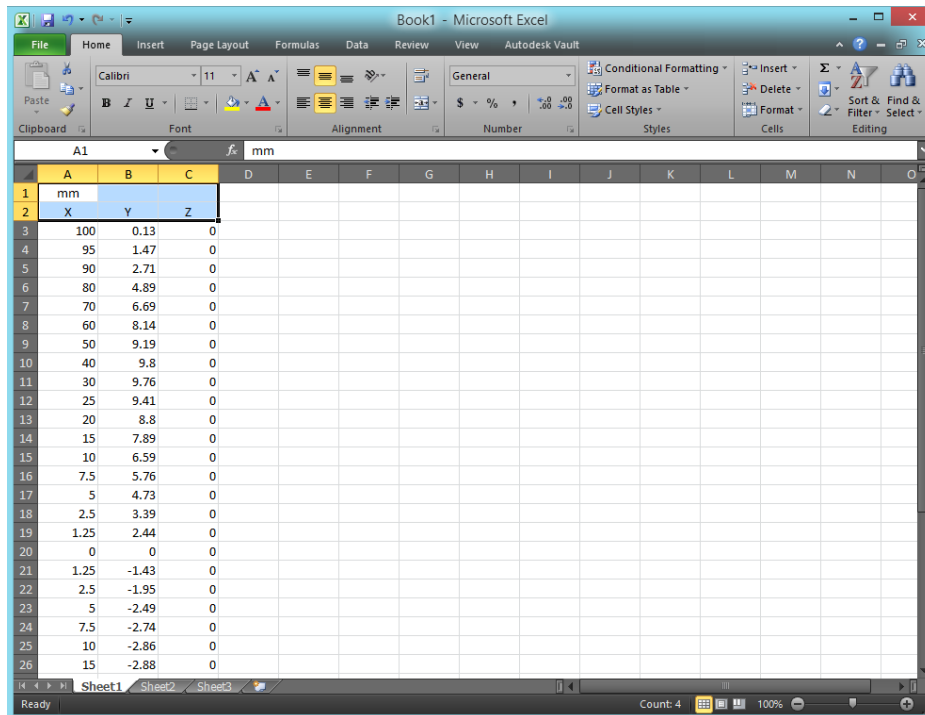


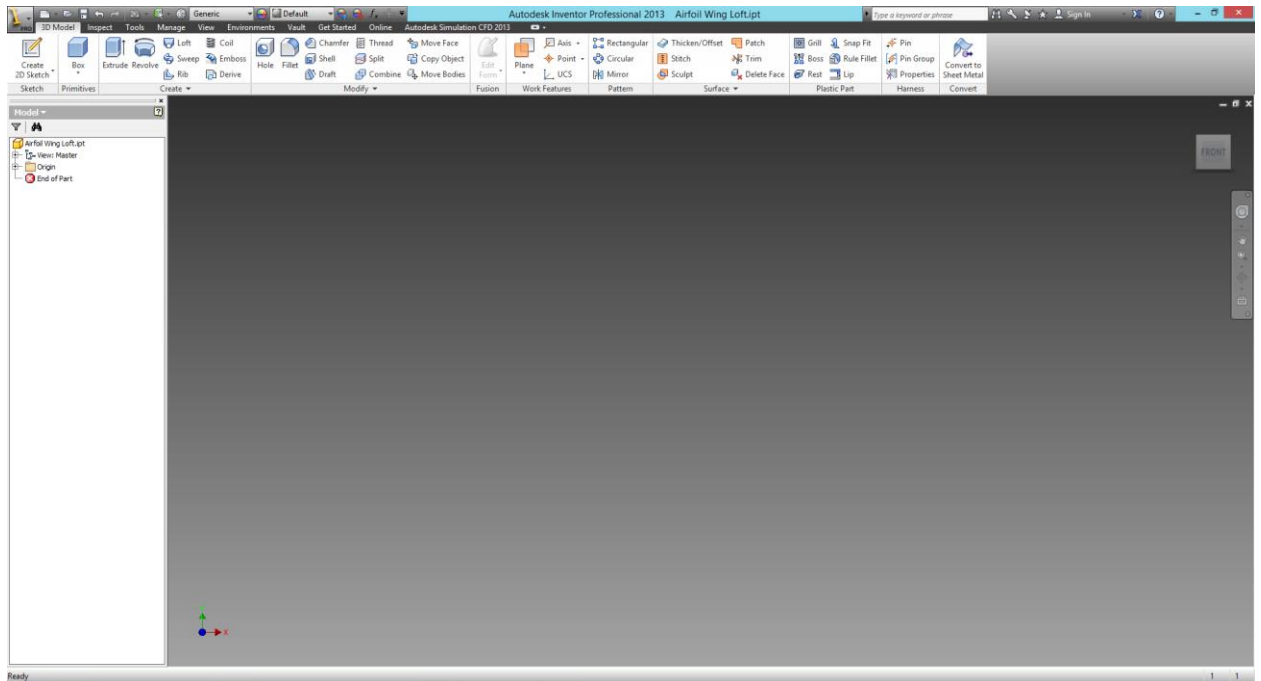
1. Generate airfoil coordinate in excel spreadsheet with this format. In this tutorial I use NACA4412 as a root and NACA 2410 as a tip.



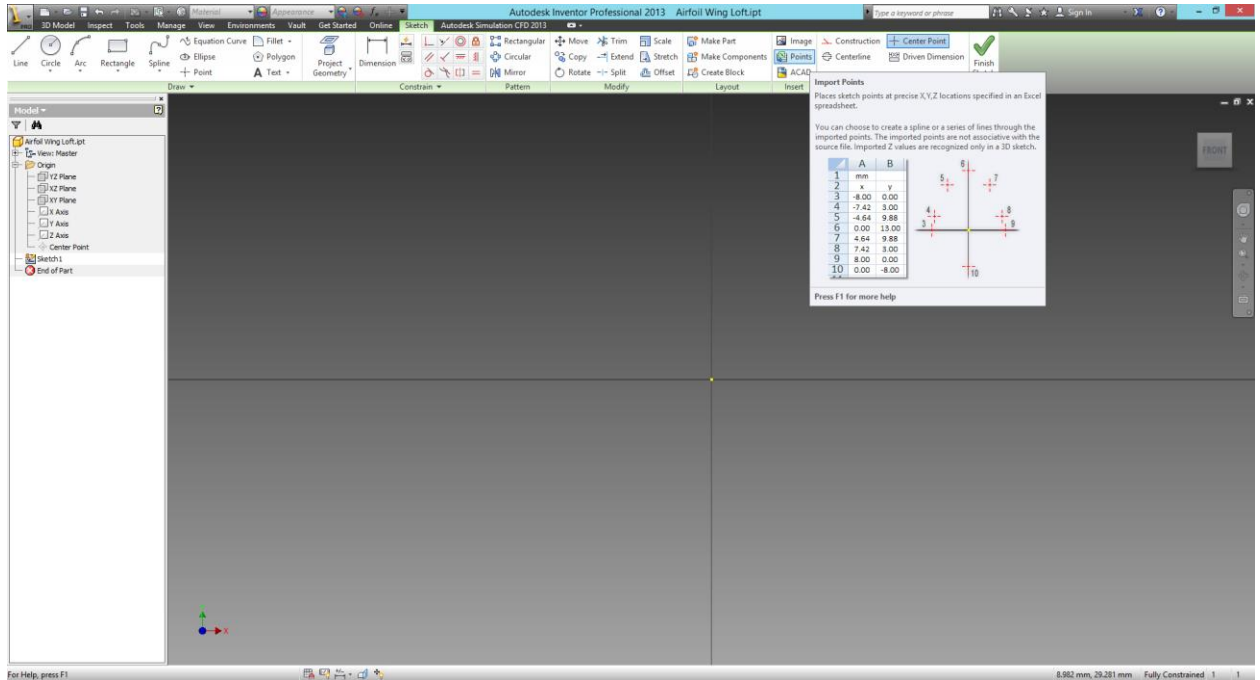
The screenshot shows a Microsoft Excel spreadsheet titled 'Book1 - Microsoft Excel'. The spreadsheet contains a table of airfoil coordinates. The first row (row 1) has a unit 'mm' in cell A1. The second row (row 2) has headers 'X', 'Y', and 'Z' in cells A2, B2, and C2 respectively. The data rows (rows 3 to 26) contain numerical values for X, Y, and Z coordinates. The X column values range from 100 down to 0 and then back up to 15. The Y column values range from 0.13 down to -2.88. The Z column values are all 0.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	mm														
2	X	Y	Z												
3	100	0.13	0												
4	95	1.47	0												
5	90	2.71	0												
6	80	4.89	0												
7	70	6.69	0												
8	60	8.14	0												
9	50	9.19	0												
10	40	9.8	0												
11	30	9.76	0												
12	25	9.41	0												
13	20	8.8	0												
14	15	7.89	0												
15	10	6.59	0												
16	7.5	5.76	0												
17	5	4.73	0												
18	2.5	3.39	0												
19	1.25	2.44	0												
20	0	0	0												
21	1.25	-1.43	0												
22	2.5	-1.95	0												
23	5	-2.49	0												
24	7.5	-2.74	0												
25	10	-2.86	0												
26	15	-2.88	0												

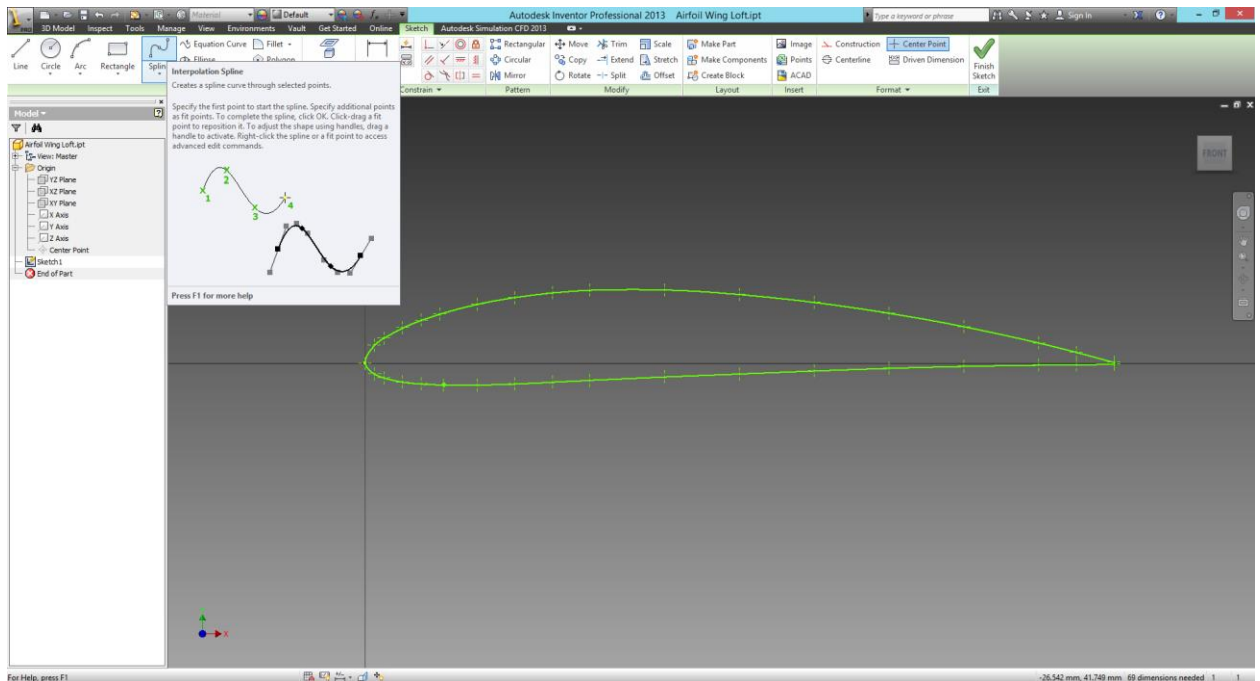
2. Open Inventor 2013 as your desire unit. In this tutorial I use mm.



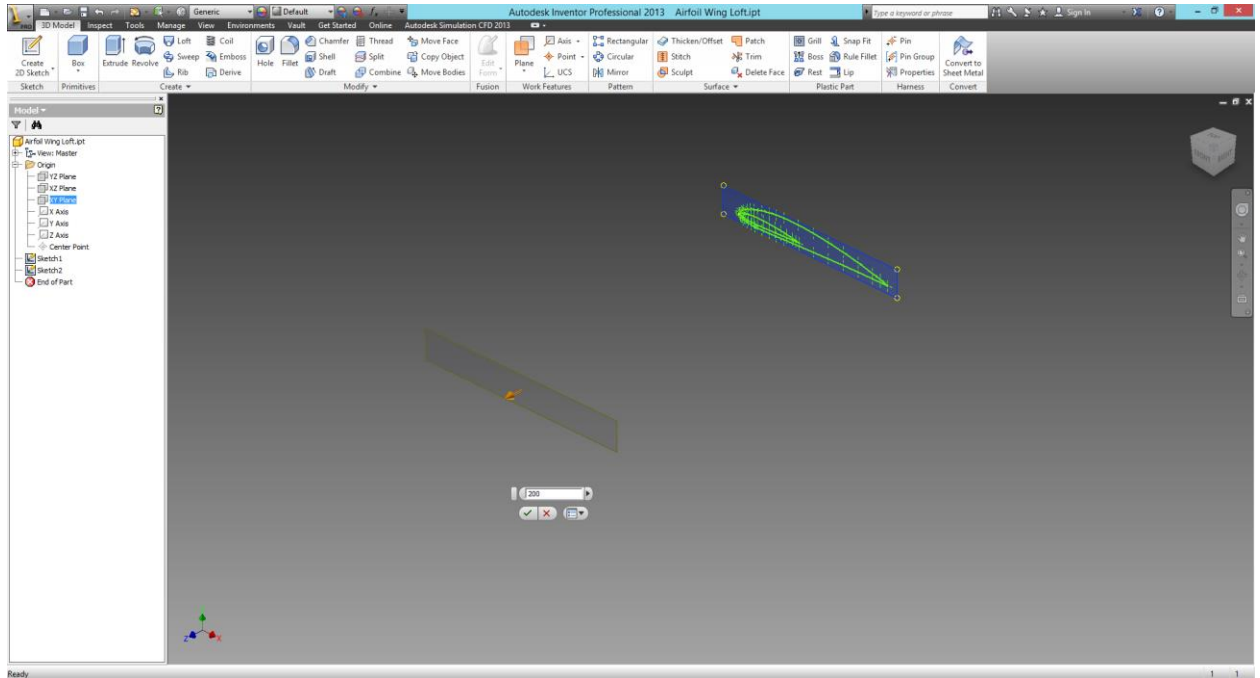
3. Create 2d sketch on XY-Plane, because airfoil coordinate I've created in spreadsheet was based on XY plane. Then import point into it (NACA4412).



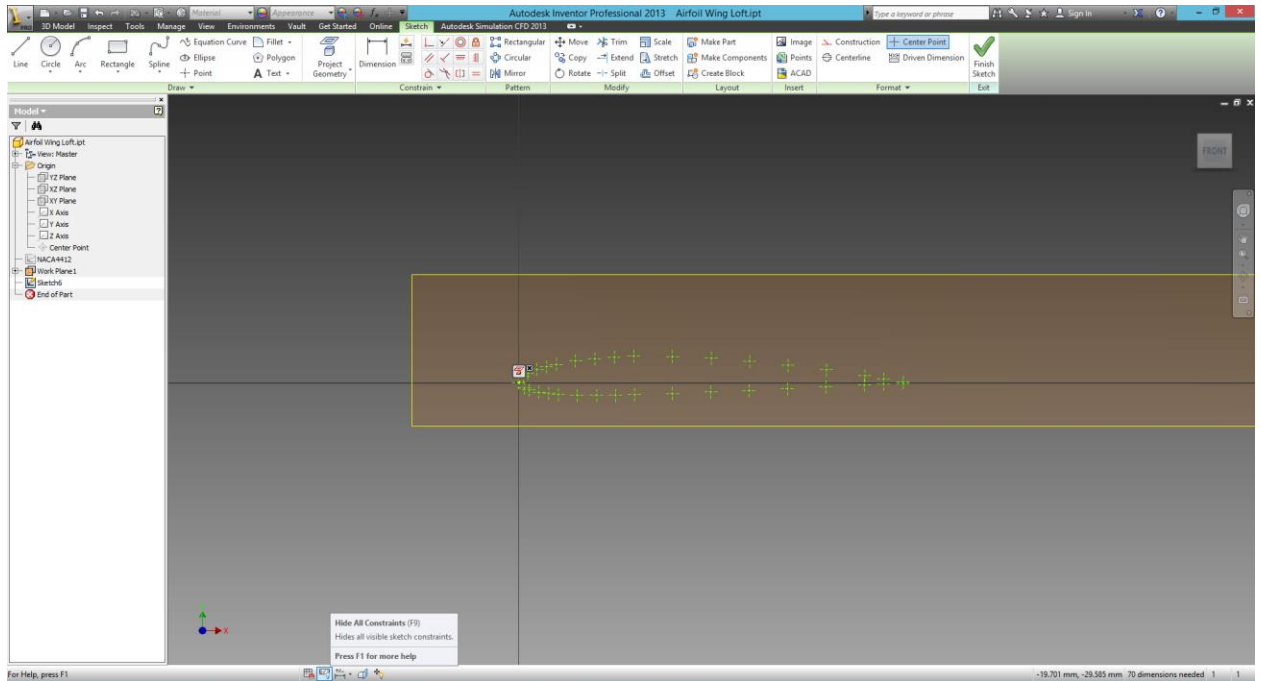
4. Use spline to connect every point together to form close loop sketch. And then close sketch.



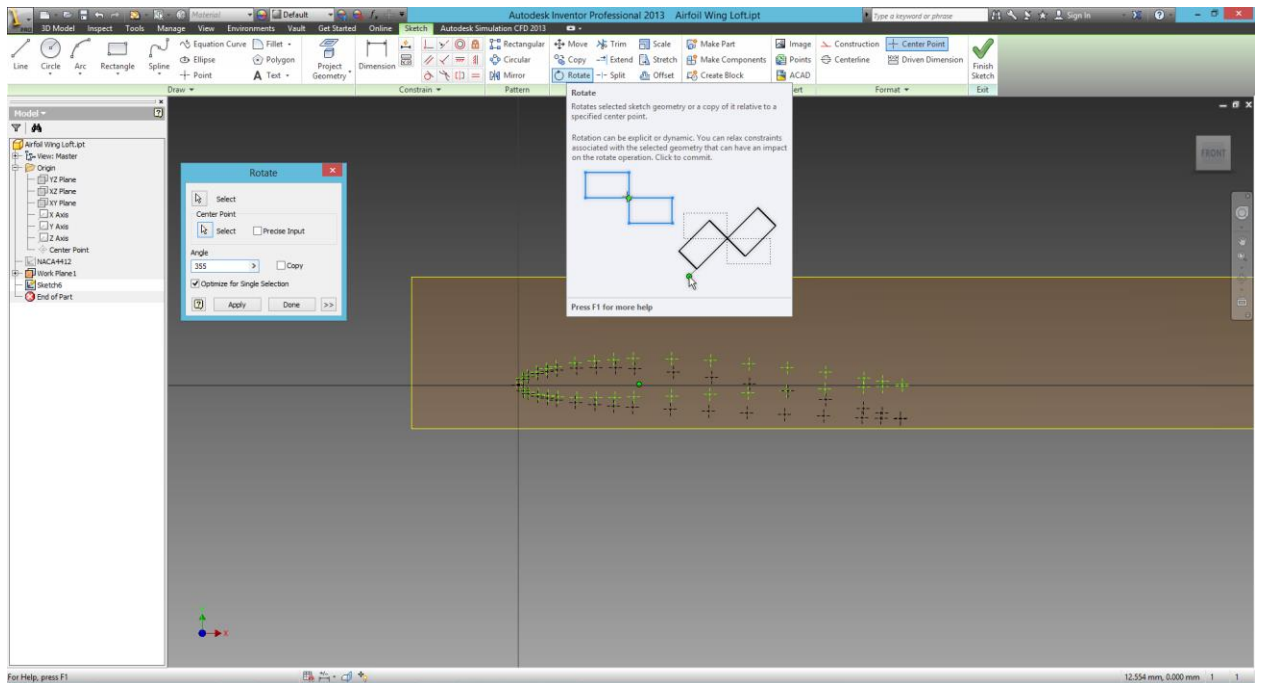
5. Offset plane from XY plane to your desired wing span. and then use it as 2d sketch.



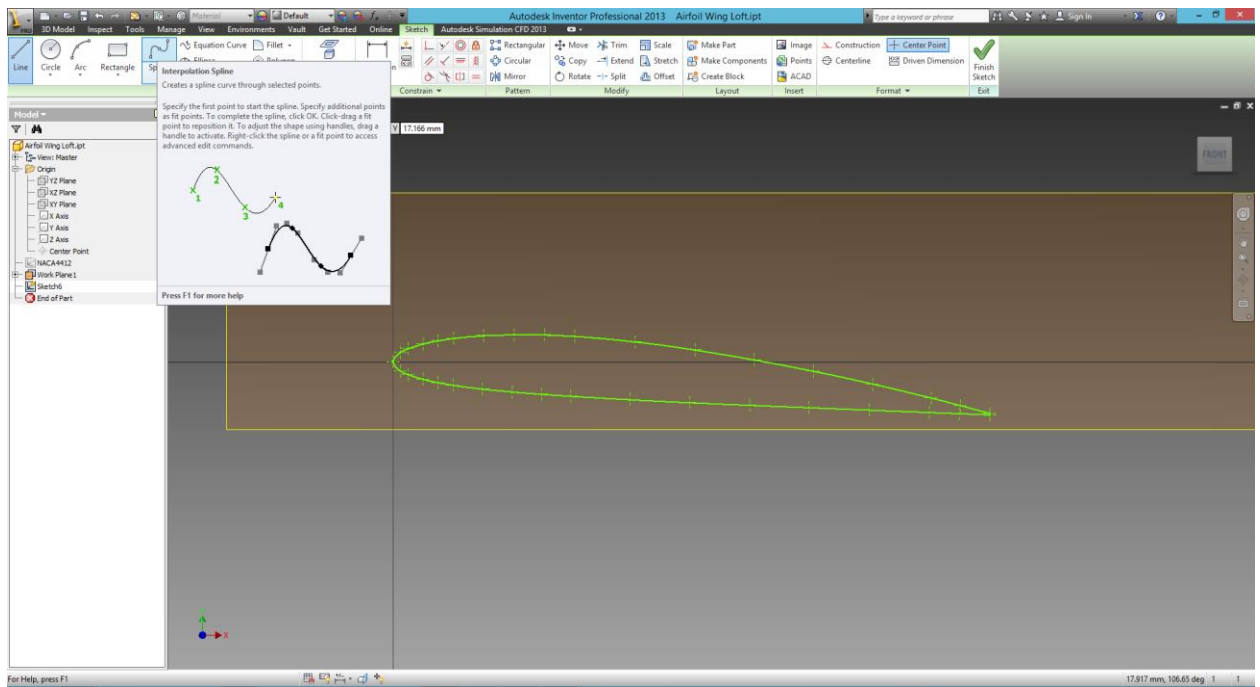
6. Import point tip airfoil (NACA2410) to it and click show/hide constraint to view all constraints that added on these imported points. Then delete all constraints



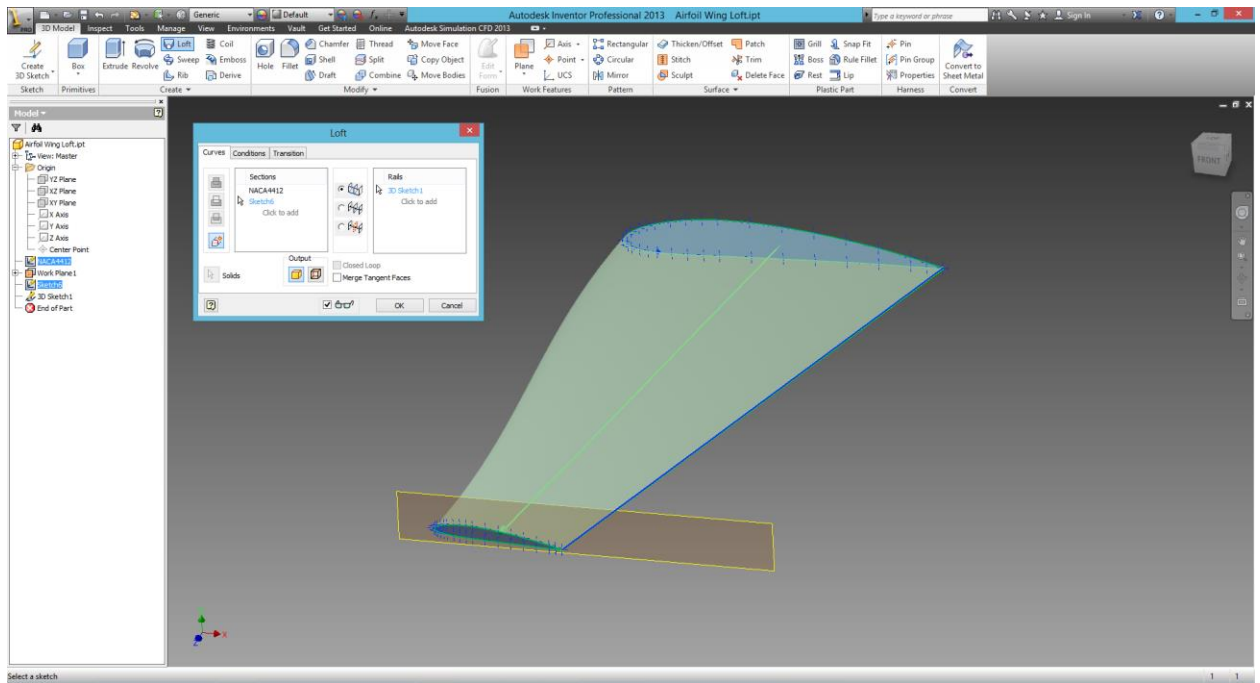
7. Using rotate to rotate all points to your desired angle.



8. Connect every point by spline



9. Use loft to loft model into 3d-solid wing shape.



10. Finished model. That's all.

