Let’s have a look at how I created the dogfight scene for the course’s trailer.

****Timestamps:****

* 00:00 - Intro
* 00:08 - Scene Breakdown
* 01:21 - Plane model
* 01:46 - Path Animation
* 03:28 - Lock Viewport view
* 03:47 - Cameras
* 04:43 - Editing approach
* 05:29 - Making Scenes for Sequencer
* 06:13 - Editing in Sequencer

****Links:****

* [Plane Model at Blendswap](https://www.blendswap.com/blend/22661" \t "_blank)

<https://www.blendswap.com/blend/22661>

****Shortcuts:****

* ****Shift + E**** | Key Extrapolation Menu