

Speedway Decals



A. Enable PhotoView 360.

- Step 1. If necessary, open your **BODY** file.
- Step 2. If necessary, turn on PhotoView 360. Click Tools Menu > Add-Ins. Click to place a check in **PhotoView 360** check boxes under **Active Add-ins** and under **Start Up** and click OK, Fig. 1.

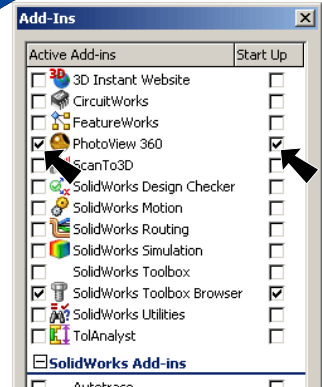





Fig. 1

B. Decal Left Side.

- Step 1. Click **Right**  on the Standard Views toolbar. (Ctrl-4)
- Step 2. Click PhotoView 360 Menu > Edit Decal.
- Step 3. In the Decals Property Manager Image tab:
 under **Decal Preview**
 click **Browse** and **My Documents** buttons
 open **FORTY-EIGHT-WHITE.PNG** Fig. 2
 under **Mask Image**
 select **Use decal image alpha channel**
- Step 4. Click the **Mapping** tab  at the top of the Decals Manager, Fig. 3
 under **Selected Geometry**
 unselect all but **Select Faces** 
 click side face of body, Fig. 4.

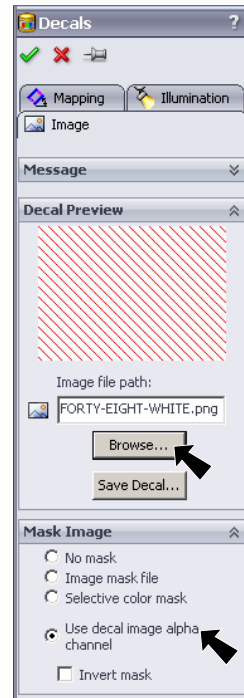


Fig. 2

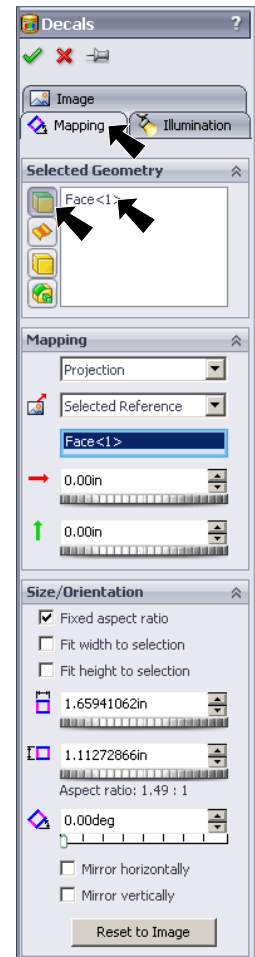


Fig. 3

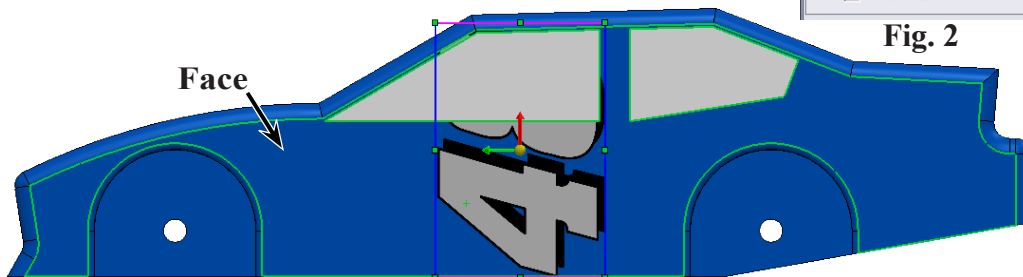


Fig. 4

Step 5. In the Property Manager set:
under Mapping

Projection direction  Current View , Fig. 5

Horizontal location  -0.22

Vertical location  -0.32

under Size/Orientation

Width  1.35

Rotation  0

Step 6. Click OK  in the Property Manager.

Step 7. Save. Use **Ctrl-S**.



Fig. 6

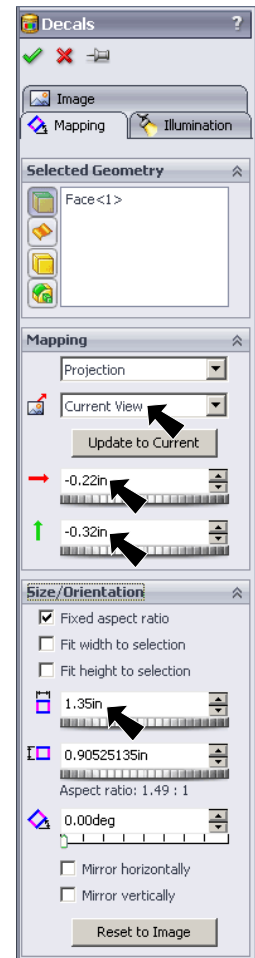


Fig. 5

C. Decal Right Side.


Step 1. Click **Left**  on the Standard Views toolbar. (Ctrl-4)

Step 2. Click PhotoView 360 Menu > Edit Decal.

Step 3. In the Decals Property Manager Image tab:
under **Decal Preview**
click **Browse** and **My Documents** buttons
open **FORTY-EIGHT-WHITE.PNG** Fig. 7

under **Mask Image**
select **Use decal image alpha channel**

Step 4. Click the **Mapping** tab  at the top of
the Decals Manager, Fig. 8

under **Selected Geometry**
unselect all but Select Faces 

click side face of body, Fig. 9.

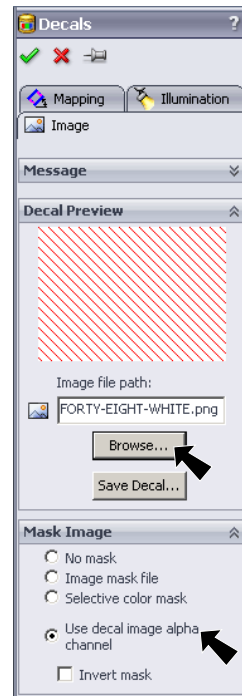


Fig. 7

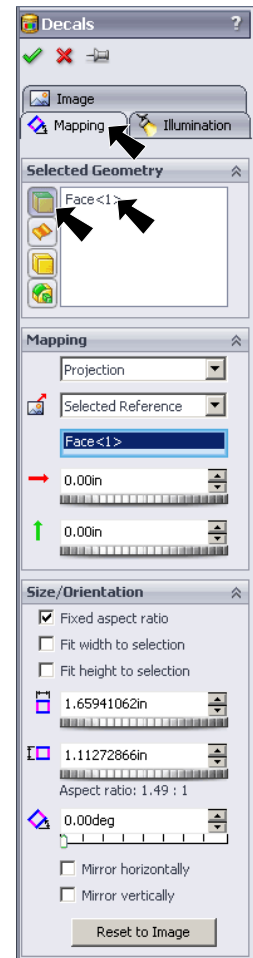


Fig. 8

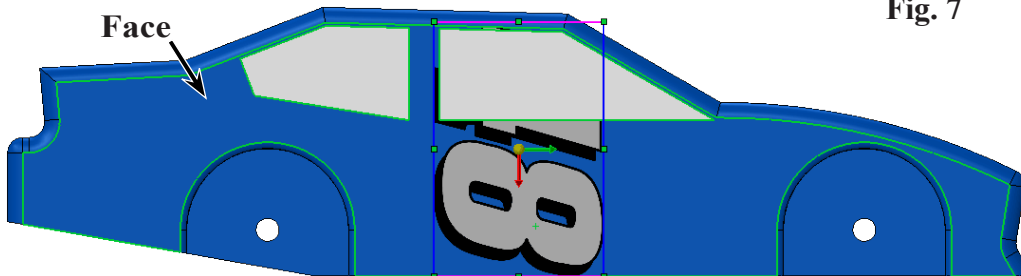


Fig. 9

Step 5. In the Property Manager set:
under Mapping

Projection direction  Current View , Fig. 10

Horizontal location  .22

Vertical location  -.32

under Size/Orientation

Width  1.35

Step 6. Click OK  in the Property Manager.

Step 7. Save. Use **Ctrl-S**.



Fig. 11

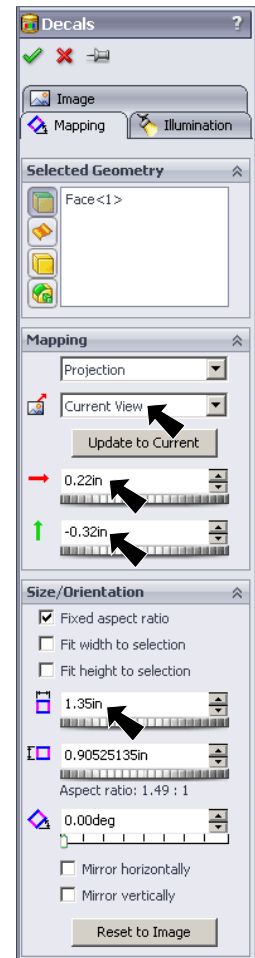


Fig. 10

D. Decal Top.


Step 1. Click **Right**  on the Standard Views toolbar. (**Ctrl-4**)

Step 2. Rotate view 90°. To rotate view 90°, **hold down Shift key and use down arrow** on keyboard to rotate body to see top view, **Fig. 14**.

Step 3. Click PhotoView 360 Menu > Edit Decal.

Step 4. In the Decals Property Manager Image tab:
 under **Decal Preview**
 click **Browse** and **My Documents** buttons
 open **FORTY-EIGHT-WHITE.PNG** **Fig. 12**

under **Mask Image**
 select **Use decal image alpha channel**

Step 5. Click the **Mapping** tab  at the top of the Decals Manager, **Fig. 13**

under **Selected Geometry**

unselect all but Select Faces 

click the top face of car body, **Fig. 14**.

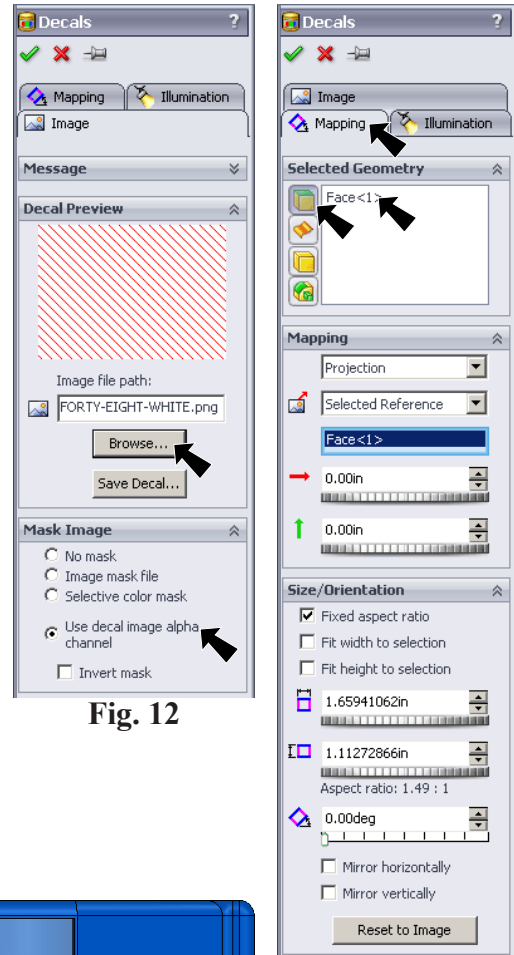


Fig. 12

Fig. 13

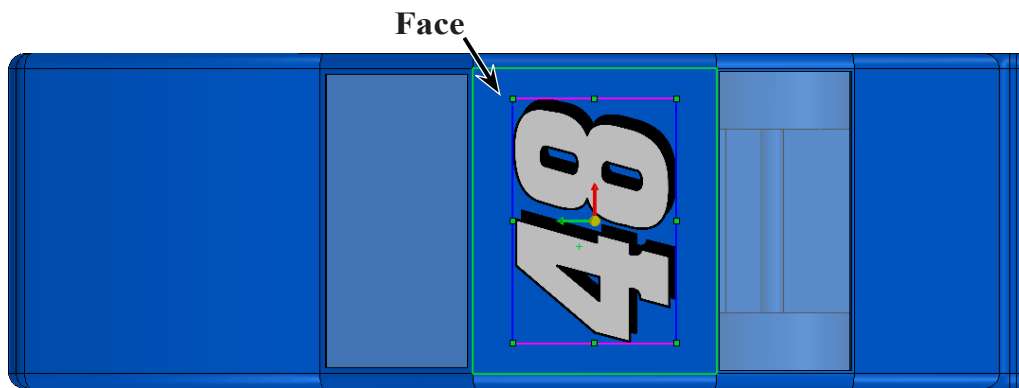


Fig. 14

Step 6. In the Property Manager set:
under Mapping

Projection direction  **Current View**, Fig. 15

under Size/Orientation

Width  **1.5**

Step 7. Click OK  in the Property Manager.

Step 8. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

Step 9. Save. Use **Ctrl-S**.

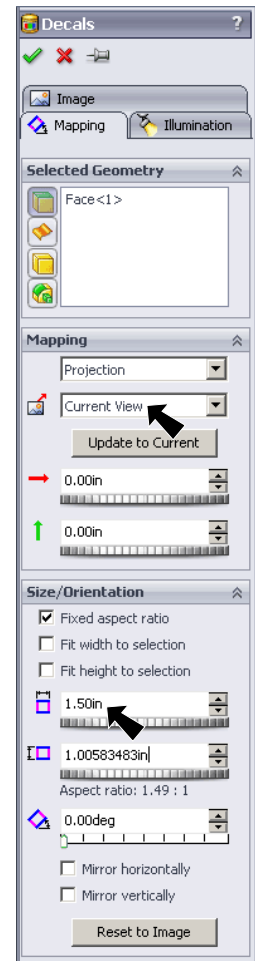


Fig. 15

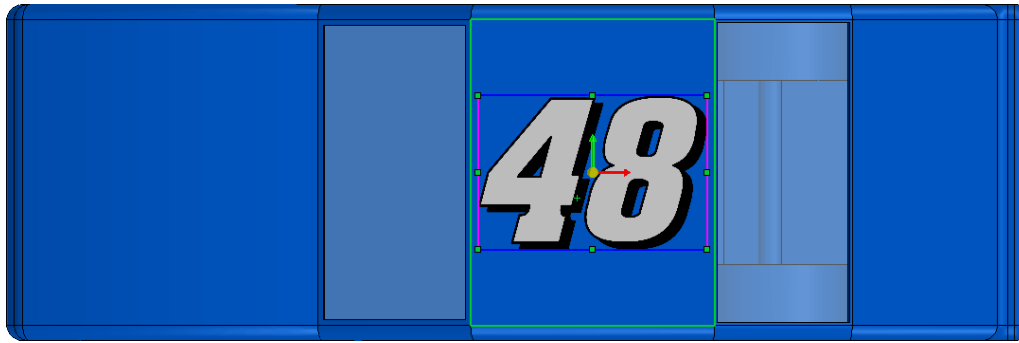


Fig. 16

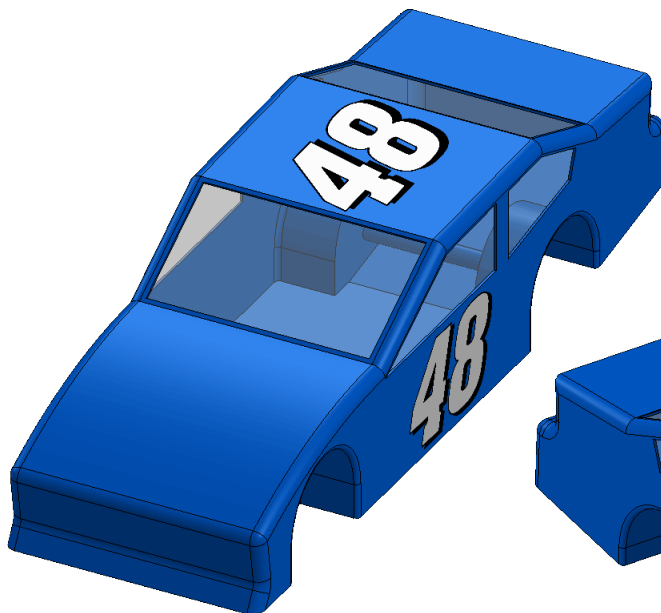


Fig. 17

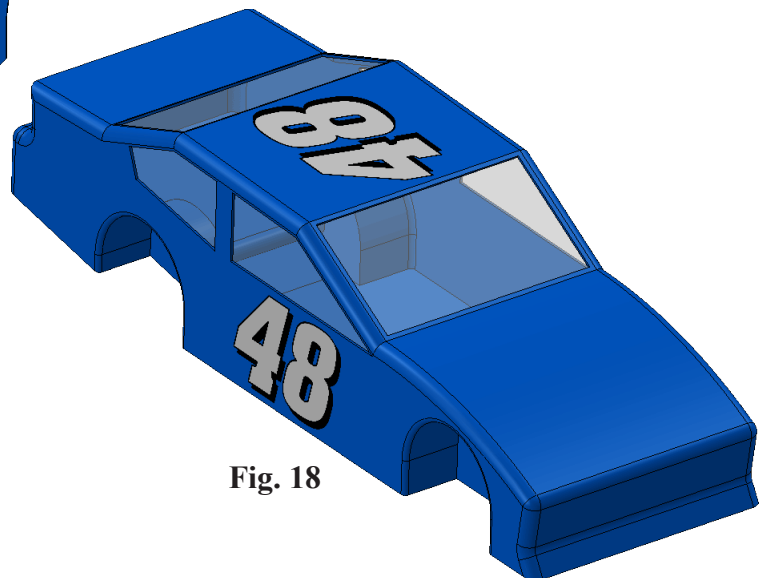


Fig. 18