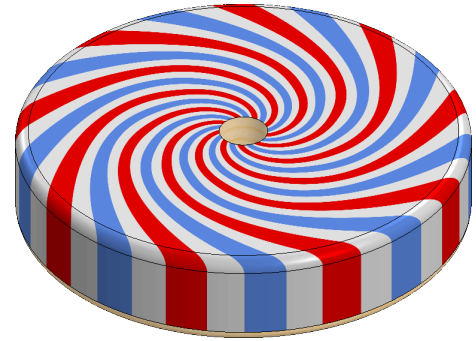


# Spinning Top Decal



## A. Enable PhotoView 360.

Step 1. Open your FLYWHEEL part 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.

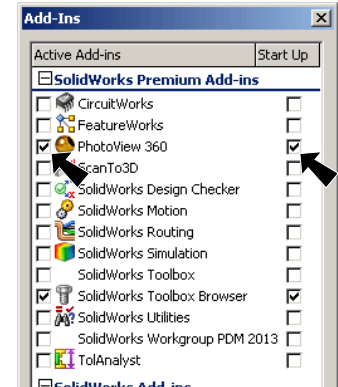




Fig. 1

## B. Decal.

Step 1. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

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 **sprial-red-blue-white-1.png** Fig. 2

Step 4. Click the **Mapping** tab  at the top of the Decals Manager, Fig. 3  
 under Selected Geometry  
 unselect all but **Select Faces** 

click **top face** of Flywheel, Fig. 4  
 click back in **Selected Entities box**, Fig. 3  
 click **Fillet** and **side face**, Fig. 4

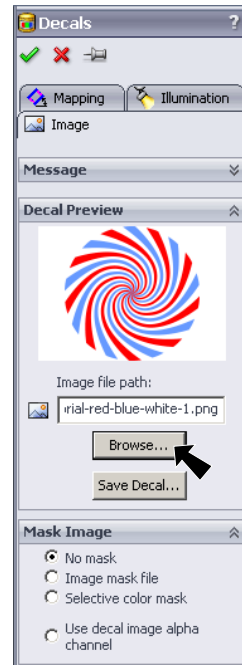


Fig. 2

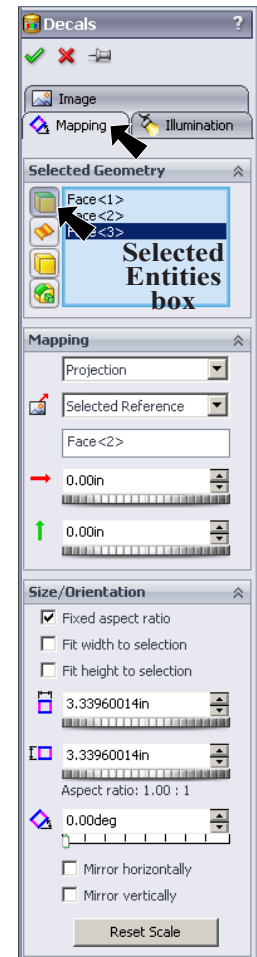


Fig. 3

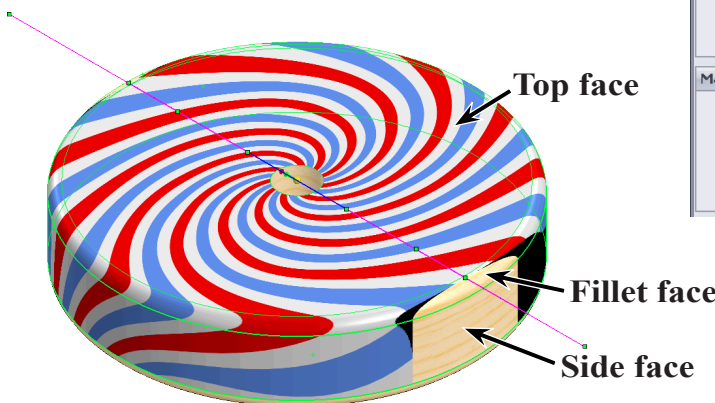





Fig. 4

Step 5. In the Property Manager set:  
 under Mapping  
**Mapping Type Projection**  
**Projection direction**  **ZX, Fig. 5**

under Size/Orientation  
**Width**  **3.6**  
 press Tab key

Step 6. Click OK  in the Property Manager.

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

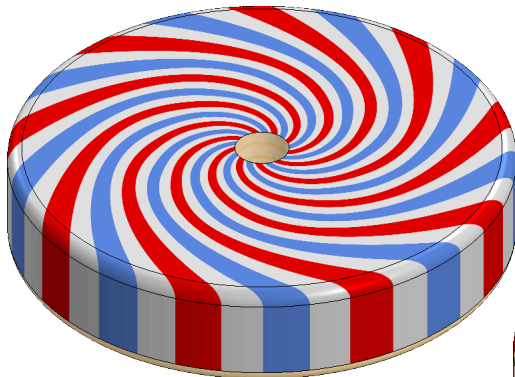


Fig. 7

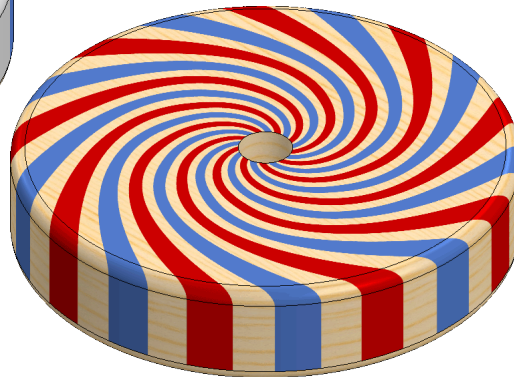



Fig. 8

Step 8. To mask out the white and create a little different look use the **sprial-red-blue-t1.png** file, **Fig. 8**. And select **Use decal image alpha channel** on the **Image** tab , **Fig. 9**.

**sprial-red-blue-2**  
**Alpha channel**

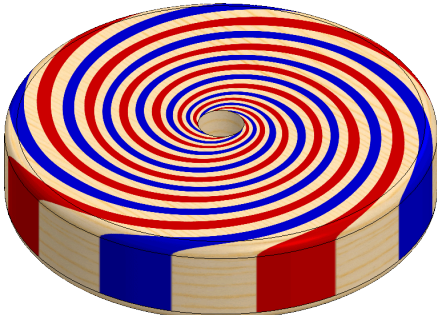


Fig. 10

**sprial-blue-1**  
**Alpha channel Width 3.2**

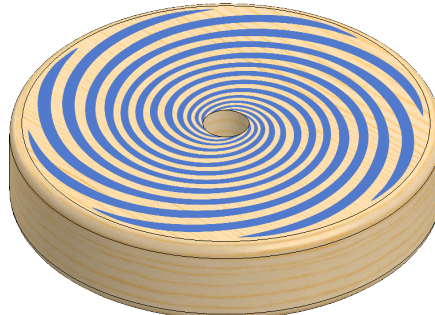


Fig. 11

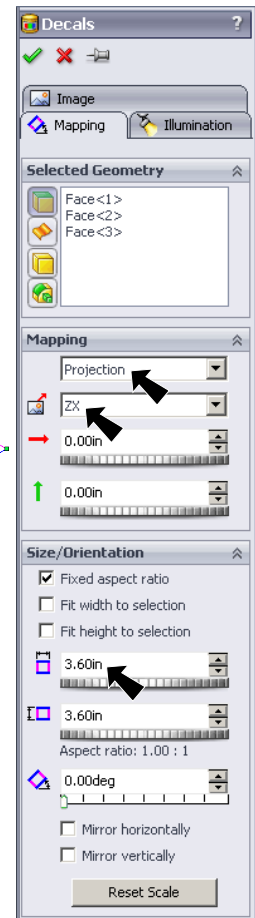


Fig. 5

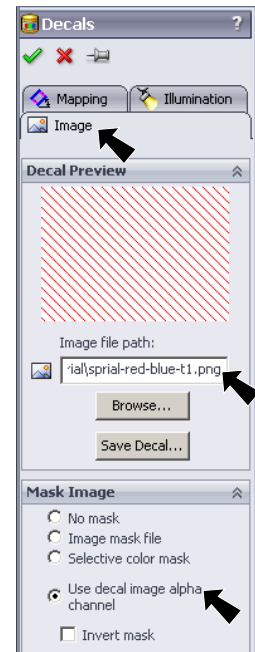


Fig. 9