




CO2 Shell Car Decals

A. Appearance.



Step 1. Open your SHELL CAR ASSEMBLY file.

Step 2. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

Step 3. Click the Body to select the part, click **Appearances Callout**  on the Content menu and click **BODY** , Fig. 1.

Step 4. In the Appearances Task pane, expand **Metal**, click **Chrome** and in the lower pane select **chromium plate**, Fig. 2.

Step 5. In the Appearances Property Manager:
 click **Advanced** button, Fig. 3
 under Selected Geometry
 select **Apply at part document level**
 under Color
 set **RGB values:**
R 51
G 95
B 152

Step 6. Click **Illumination** tab  at top of Property Manager, Fig. 4
 under Illumination
Reflection amount .05
 click OK .

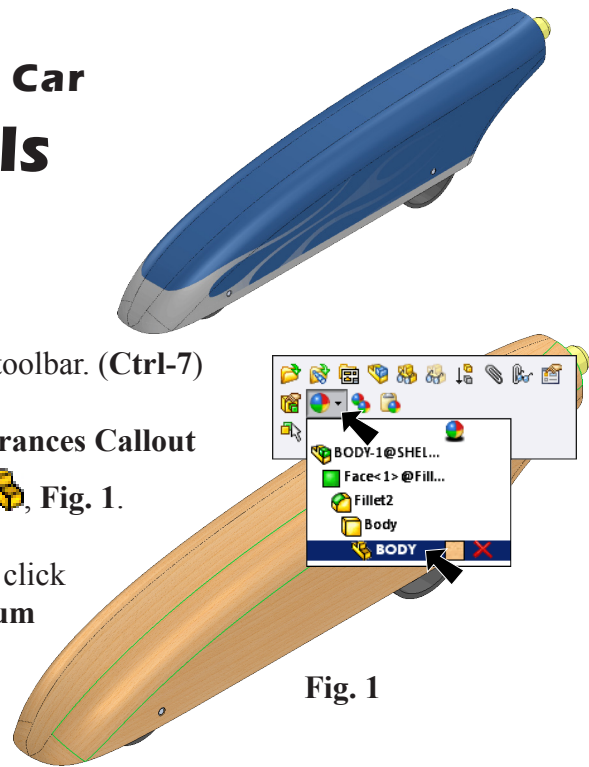


Fig. 1

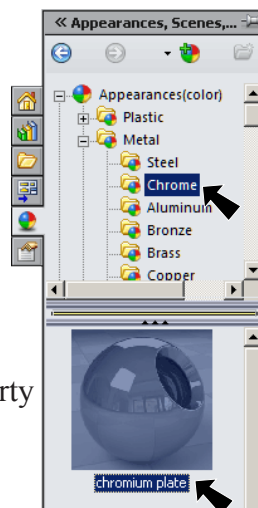


Fig. 2

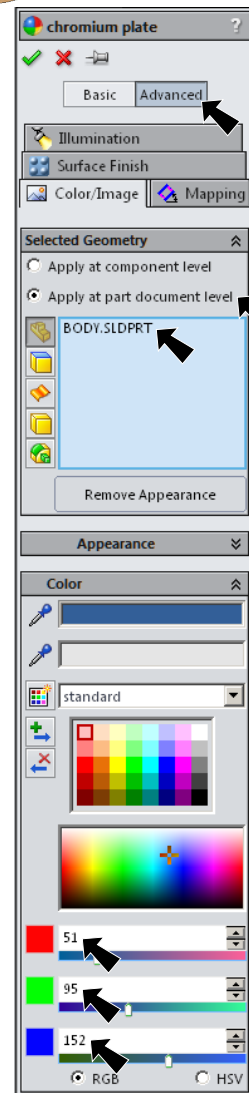


Fig. 3

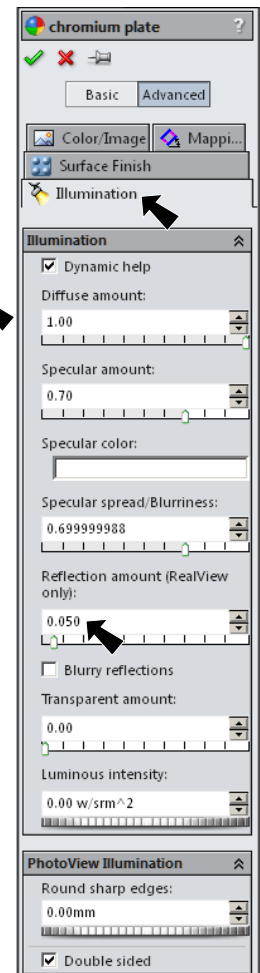


Fig. 4

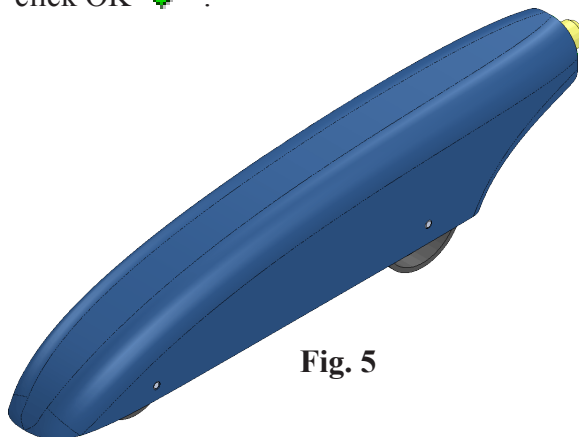



Fig. 5

B. Enable Render Tools Toolbar.

Step 1. If necessary turn on **Render Command Manager**.
To turn on, **right click Sketch**  on the Command Manager toolbar and select **Render Tools**, **Fig. 6**.

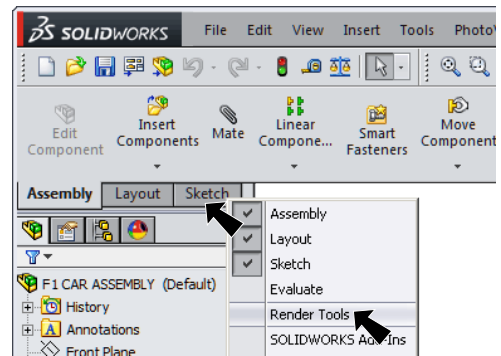
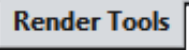



Fig. 6

Step 2. Click **Render Tools**  on the Command Manager toolbar.

C. Flames Decal.

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

Step 2. Click **Edit Decal**  on the Render Tools toolbar.

Step 3. In the Decals Property Manager Image tab:
under Decal Preview, **Fig. 7**
click **Browse** and **My Documents** buttons
open **flames-laguna-gray.png**
under Mask Image
select **Use decal image alpha channel**

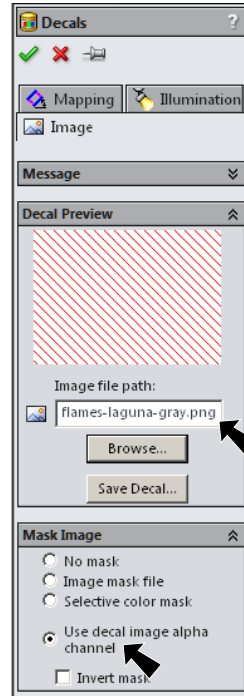
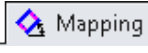


Fig. 7

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

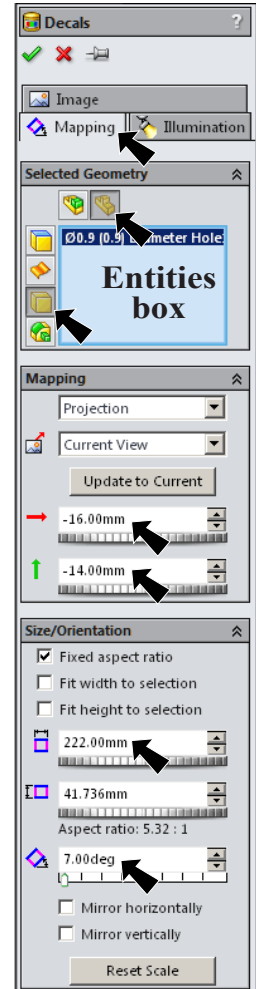


Fig. 8

click **Apply changes at part level** 
unselect all but Select Bodies 


Click body of car, **Fig. 9**. You might have to select body twice- if the bitmap does not show on body, **right click** in **Selected Entities** box and click **Clear Selection**, then select body again.

under Mapping, **Fig. 8**

Horizontal location  **-16**

Vertical location  **-14**

under Size/Orientation

Width  **222**

Rotation  **7**

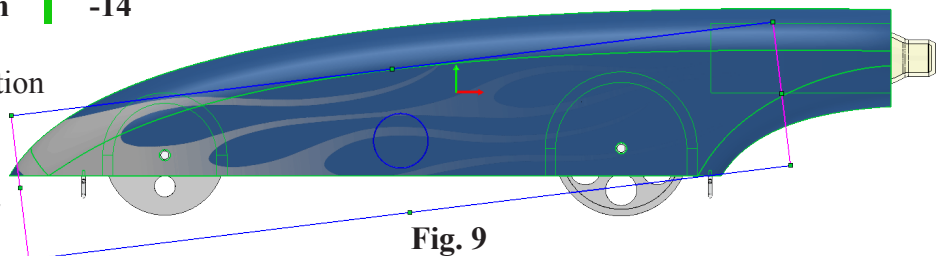
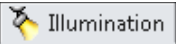


Fig. 9

Step 5. Click **Illumination tab**  at top of Property Manager under Illumination, **Fig. 10**
Reflection amount .05



Click **Keep Visible**  and OK . The Push Pin  on allows selection of another decal.



D. Band Decal.




Step 1. Click the **Image tab**  at the top of the Decals Manager, **Fig. 11**

under Decal Preview
 click **Browse** and **My Documents** buttons
 open **band-gray-co2.png**

Step 2. Click the **Mapping tab** , **Fig. 12**
 under Selected Geometry

click **Apply changes at part level** 
unselect all but Select Bodies 
 click body of car, **Fig. 13**

under Mapping, **Fig. 12**
Horizontal location  -23
Vertical location  -22

under Size/Orientation
Width  220
 click OK  and click Cancel .

Step 3. Save. Use **Ctrl-S**.

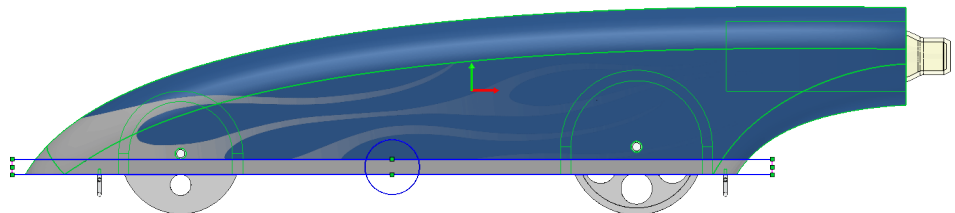


Fig. 13

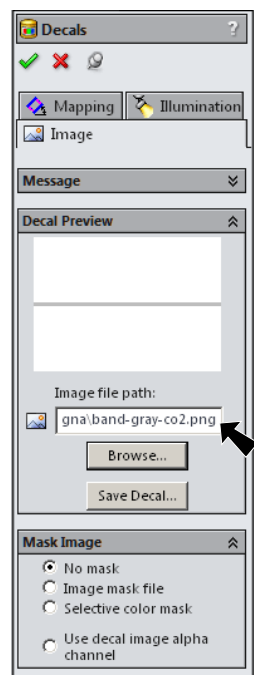


Fig. 11

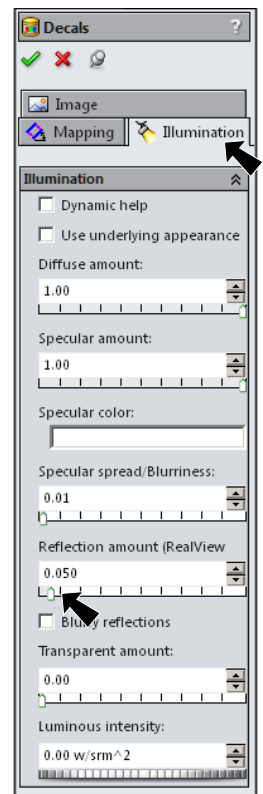


Fig. 10

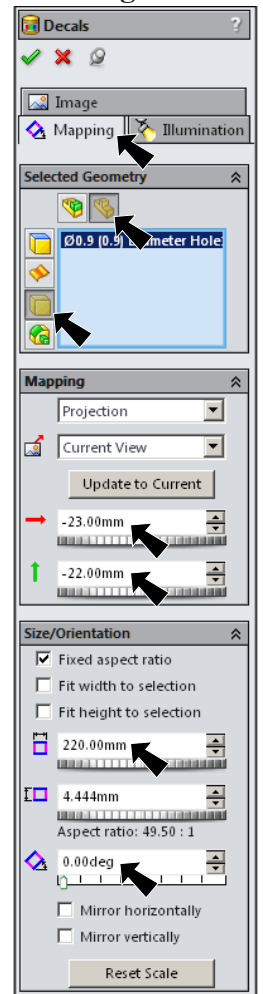


Fig. 12