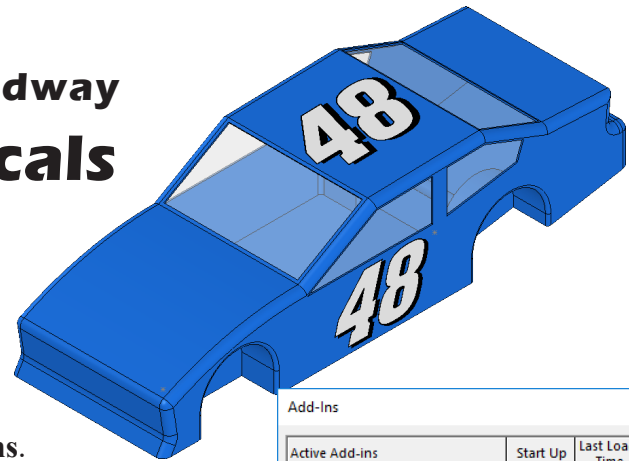



Speedway Decals



A. Enable PhotoView 360.

Step 1. If necessary, open your **BODY** file.

Step 2. If necessary, turn on PhotoView 360.

Click the **flyout of Options**  on the Standard toolbar and click **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**.

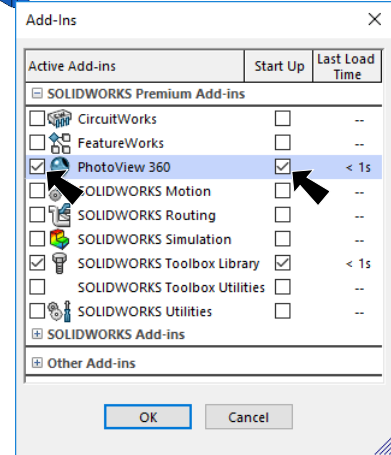


Fig. 1

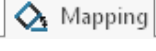

B. Decal Left Side.

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, **Fig. 2**
click **Browse** and **My Documents** buttons
open **FORTY-EIGHT-WHITE.PNG**

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**.

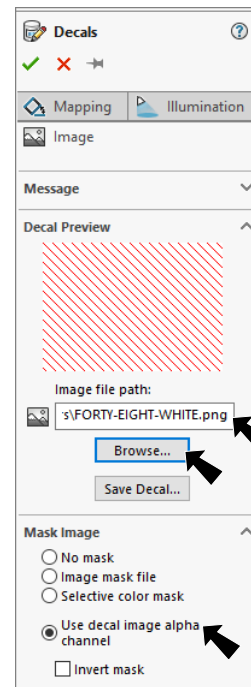


Fig. 2

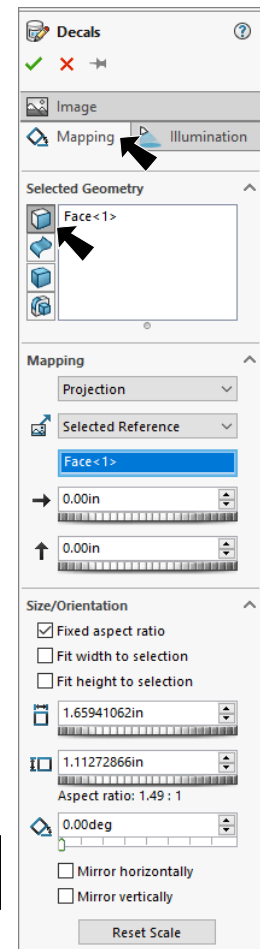


Fig. 3

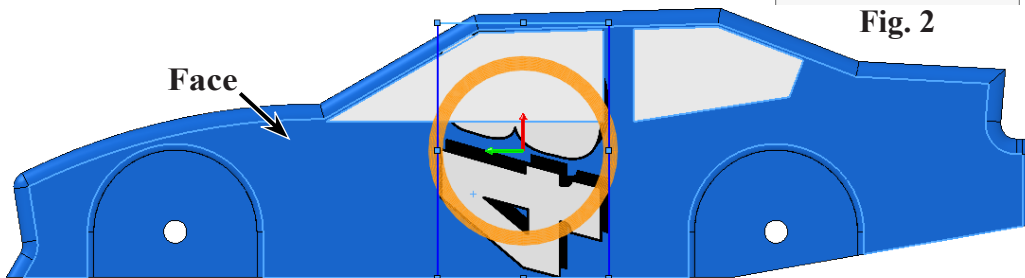


Fig. 4

Step 5. In the Property Manager set:
under Mapping, Fig. 5

Projection direction  Current View

Horizontal location  -.22

Vertical location  -.32

under Size/Orientation

Width  1.35

Rotation  0

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



Fig. 6

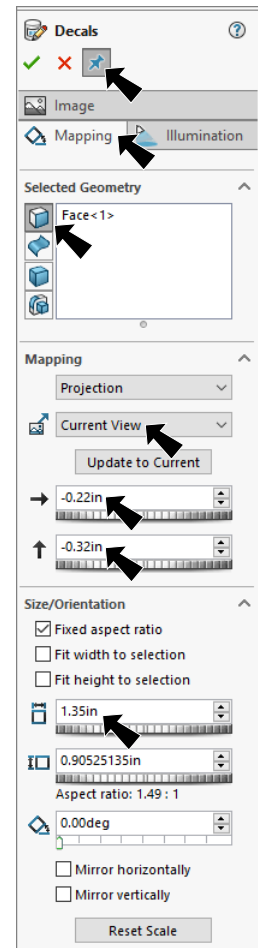




Fig. 5

C. Decal Right Side.

Step 1. Click **Left**  on the Standard Views toolbar. (Ctrl-3)

Step 2. Click the **Image** tab  at the top of the Decals Property Manager, **Fig. 7**
under Decal Preview
click **Browse** and **My Documents** buttons
open **FORTY-EIGHT-WHITE.PNG**
under Mask Image
select **Use decal image alpha channel**

Step 3. Click the **Mapping** tab , **Fig. 8**
under Selected Geometry
unselect all but Select Faces 
click side face of body, **Fig. 9**.

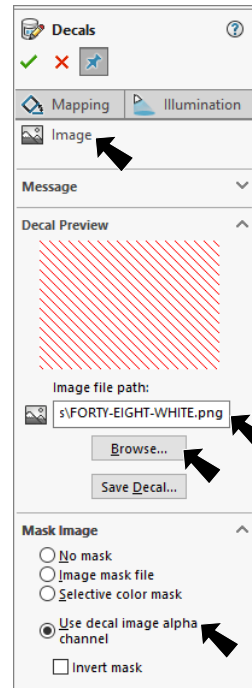


Fig. 7

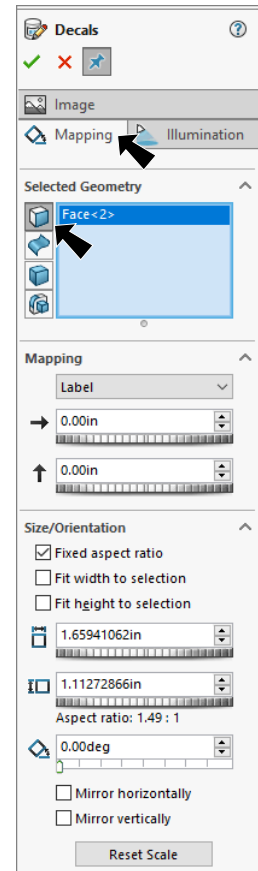


Fig. 8

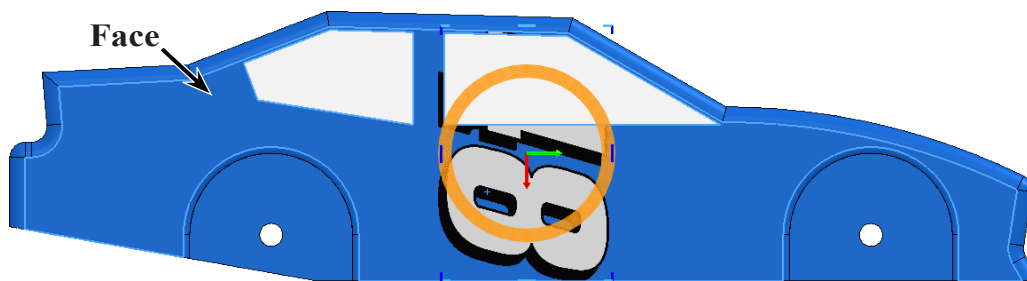


Fig. 9

Step 4. In the Property Manager set:
under Mapping , **Fig. 10**

Projection direction  **Current View**

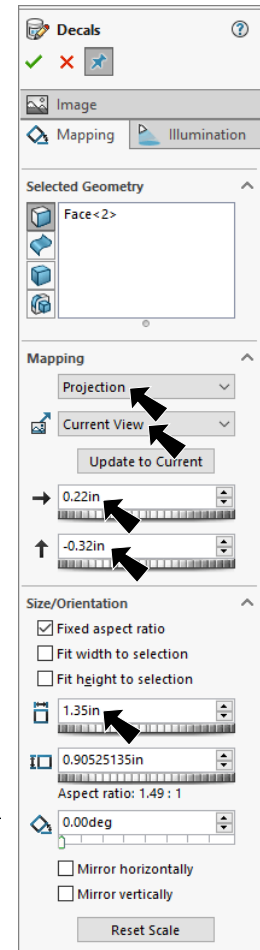
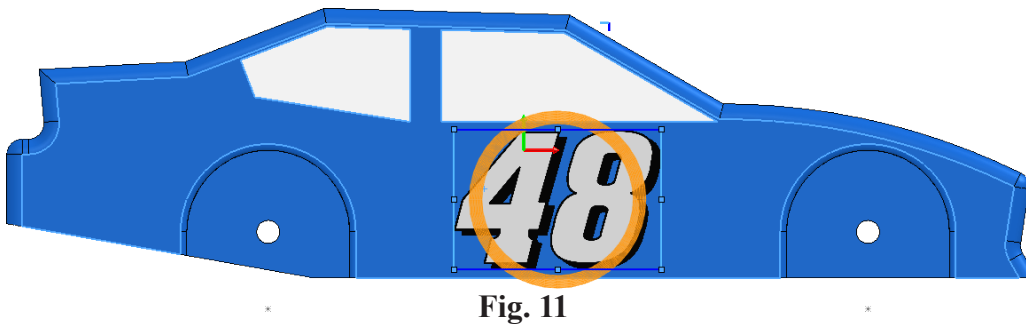
Horizontal location  **.22**

Vertical location  **-.32**

under Size/Orientation

Width  **1.35**


Step 5. Click OK  in the Property Manager.



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 the **Image tab** , **Fig. 12**
under Decal Preview
click **Browse** and **My Documents** buttons
open **FORTY-EIGHT-WHITE.PNG**

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

Step 4. Click the **Mapping tab** , **Fig. 13**
under Selected Geometry

unselect all but Select Faces 
click **top face of car body**, **Fig. 14**.

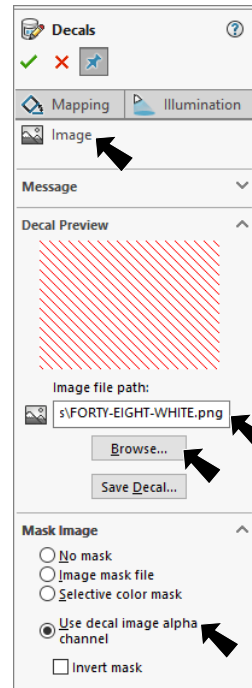


Fig. 12

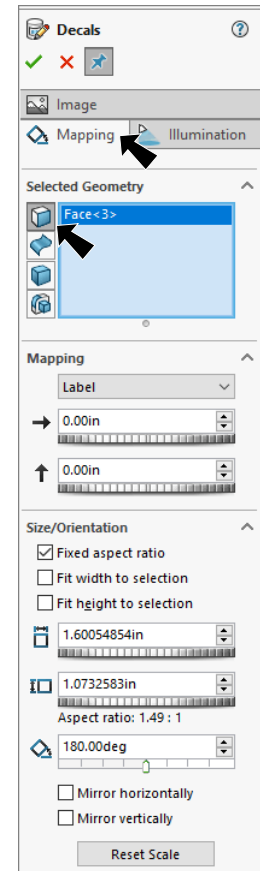


Fig. 13

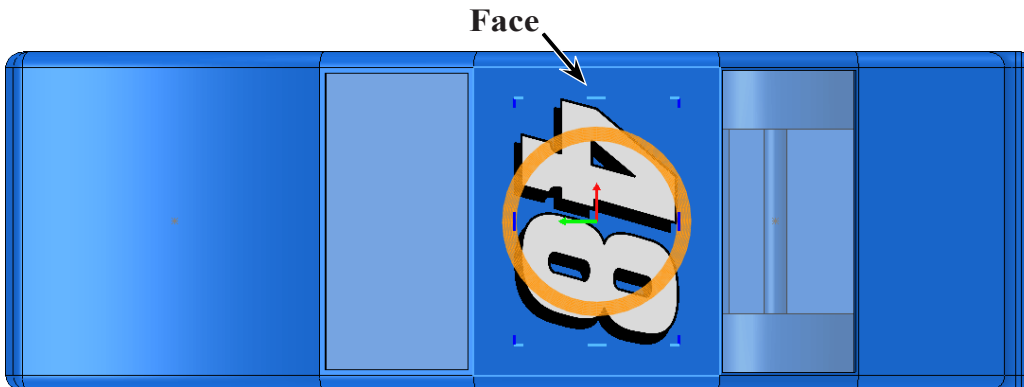


Fig. 14

Step 5. In the Property Manager set:
under Mapping, Fig. 15


Projection direction  Current View

under Size/Orientation

Width  1.5

Rotation  0

Click OK  and click Cancel .

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

Step 8. Save. Use Ctrl-S.



Fig. 16

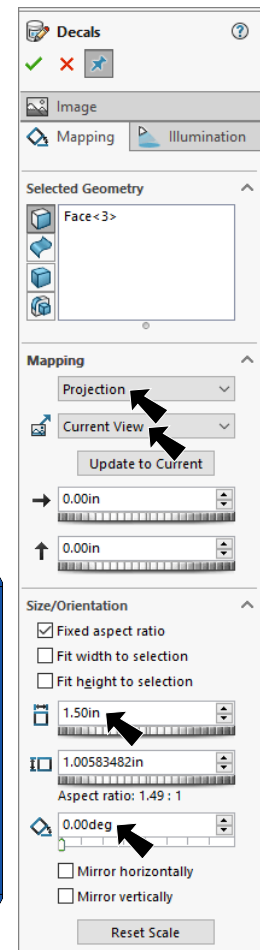


Fig. 15



Fig. 17

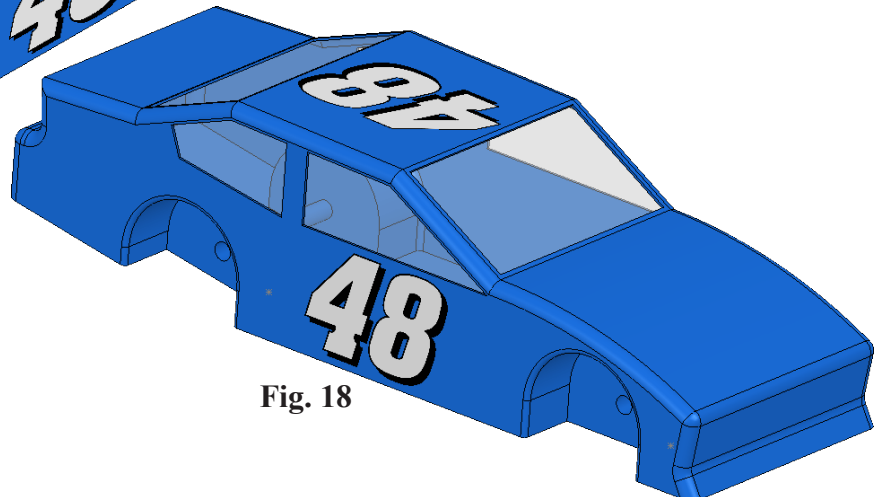


Fig. 18