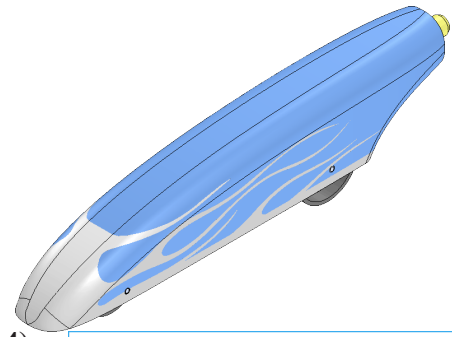



CO2 Shell Car Decals



A. Enable Render Tools Toolbar.

Step 1. Open your SHELL CAR ASSEMBLY file.

Step 2. Click **Right**  on the Standard Views toolbar. (Ctrl-4)

Step 3. If necessary, turn on **Render Tools** Command Manager.
To turn on, **right click Sketch**  on the Command Manager toolbar and select **Render Tools**, **Fig. 1**.

Step 4. Click **Render Tools**  on the Command Manager toolbar.

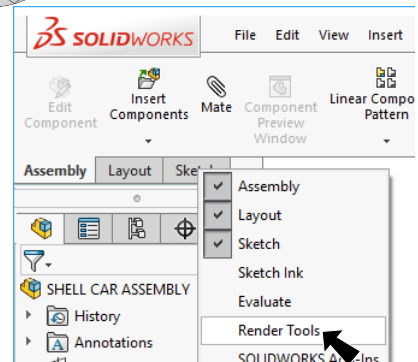



Fig. 1

B. Flames Decal.

Step 1. Click **Edit Decal**  on the Render Tools toolbar.

Step 2. In the Decals Property Manager Image tab:
under Decal Preview, **Fig. 2**
click **Browse** and **My Documents** buttons
open **flames-white-co2.png**
under Mask Image
select **Use decal image alpha channel**

Step 3. Click the **Mapping** tab  at the top of the Decals Manager, **Fig. 3**
under Selected Geometry

click **Apply changes at part level** 

unselect all but Select Bodies 

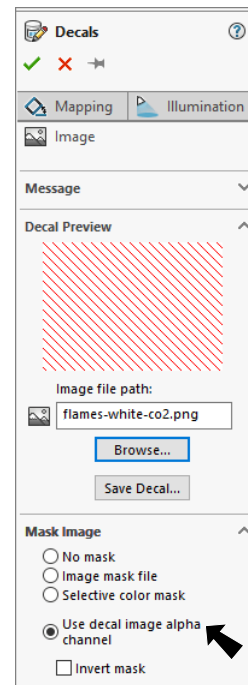


Fig. 2

Click body of car, **Fig. 4**. 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.

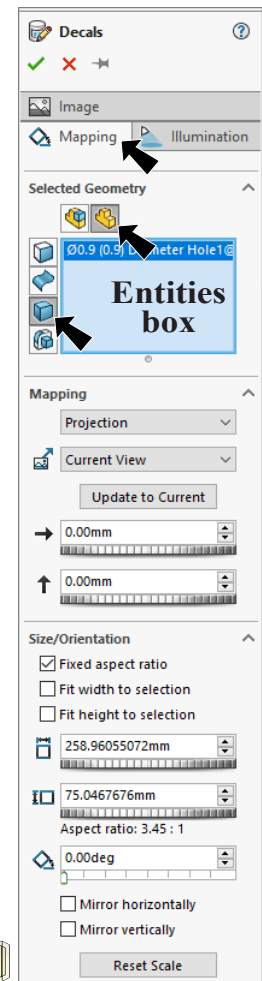


Fig. 3

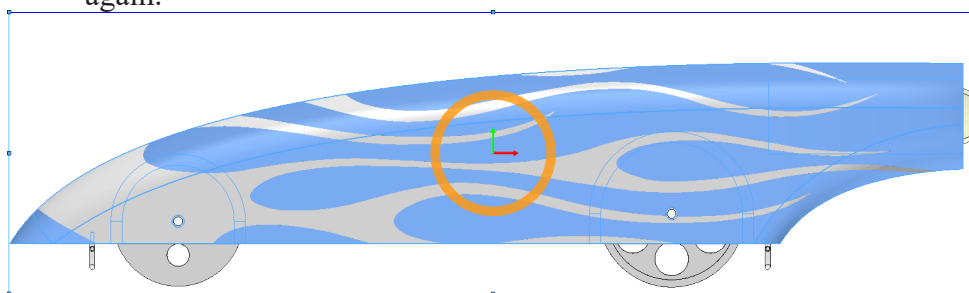


Fig. 4

Step 4. In the Decals Property Manager:

under Mapping, **Fig. 5**

Mapping Type Projection

Horizontal location → -26

Vertical location ↑ -19
under Size/Orientation

Width 222

Rotation 7

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

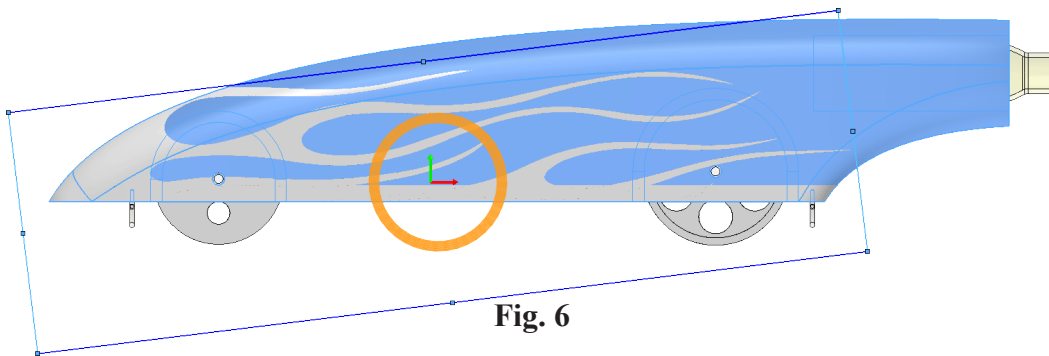


Fig. 6

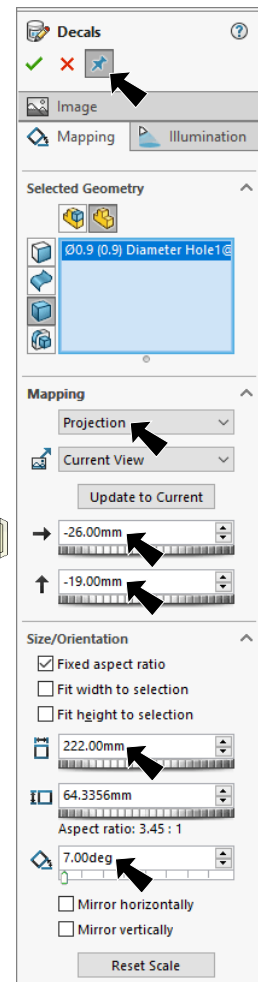



Fig. 5

C. Band Decal.

Step 1. Click the **Image tab**  **Image** at the top of the Decals Manager, **Fig. 7**
 under Decal Preview

click **Browse** and **My Documents** buttons
 open **band-white-co2.png**

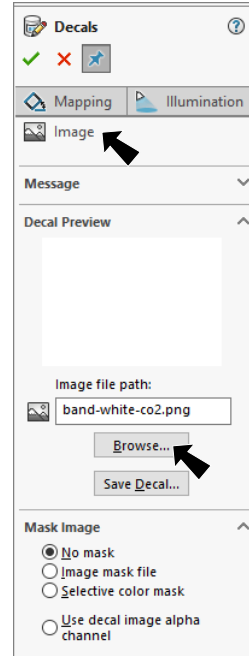




Fig. 7

Step 2. Click the **Mapping tab**  **Mapping**, **Fig. 8**
 under Selected Geometry

click **Apply changes at part level** 
unselect all but Select Bodies 
 click body of car, **Fig. 9**

under Mapping, **Fig. 8**

Horizontal location → -23

Vertical location ↑ -22

under Size/Orientation

Width  **220**

click **OK**  and click **Cancel** .

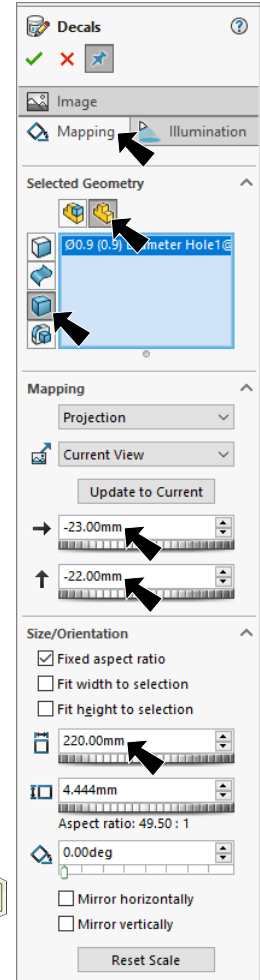


Fig. 8

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

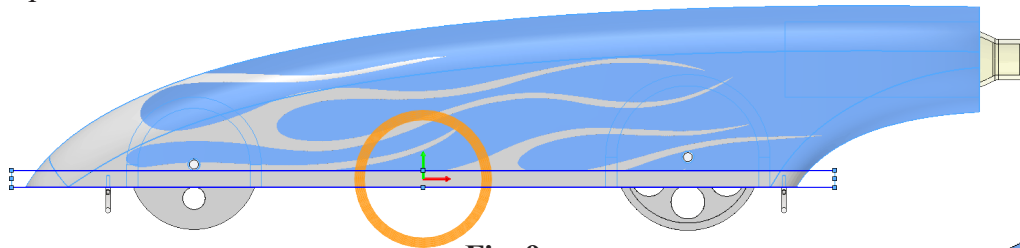




Fig. 9

Note: The band decal applied with **Select Bodies**  ap-
 plies decal to the bottom of body. If this is not desired

use **Select Faces** . To apply a decal with

text use **Select Faces** .

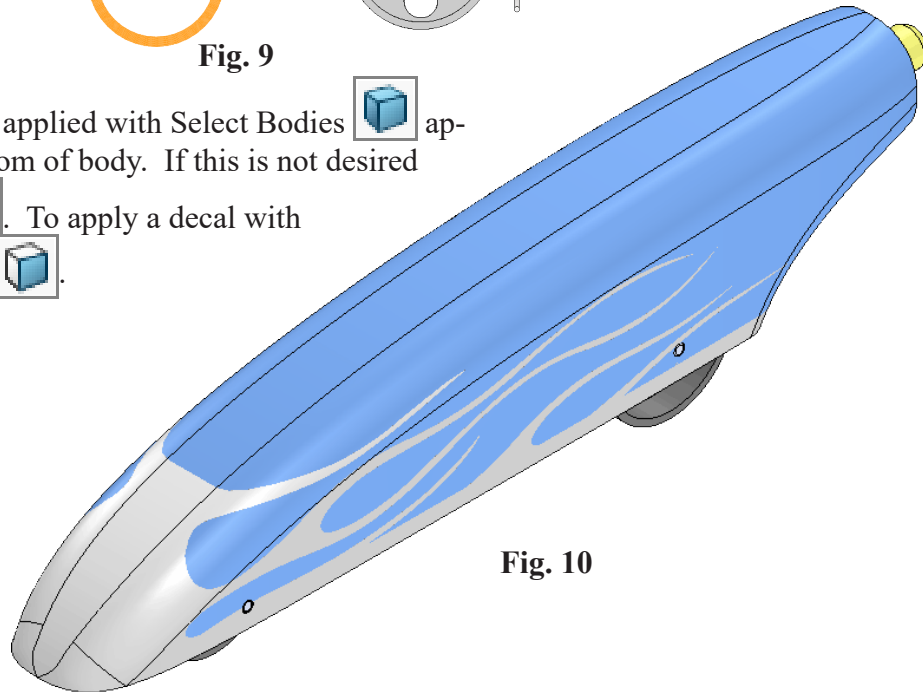


Fig. 10