

PhotoView 360 Decals



A. Enable PhotoView 360.

- Step 1. If necessary, open your **GLIDER ASSEMBLY** 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.

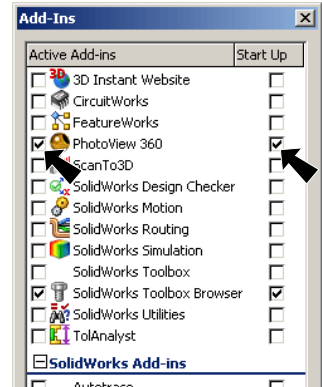



Fig. 1

B. Hawk Left Side Decal.

- Step 1. Click **Right**  on the Standard Views toolbar. (Ctrl-4)
- Step 2. Zoom in around **front of Fuselage**, Fig. 2. To **zoom**, hold down **Shift** key and drag with middle mouse button (wheel). To **pan**, hold down **Ctrl** key and drag with middle mouse button (wheel).
- Step 3. Click PhotoView 360 Menu > Edit Decal.

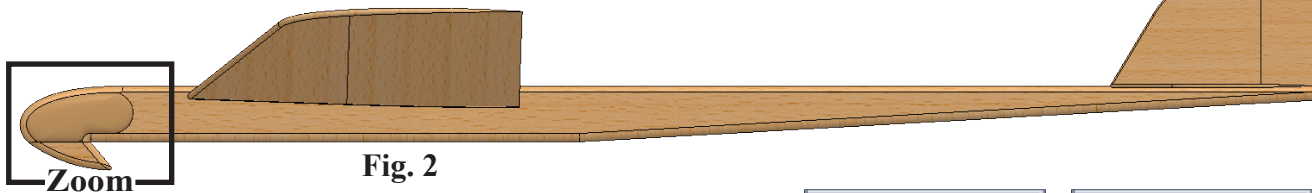


Fig. 2

- Step 4. In the Decals Property Manager Image tab:
 - under Decal Preview, Fig. 3
 - click **Browse, My Documents** button and open **HAWK.PNG**
 - under Mask Image, Fig. 4
 - select **Use decal image alpha channel**

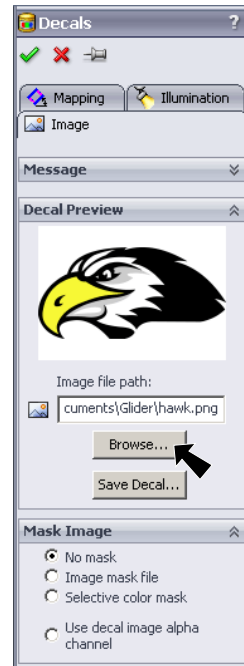


Fig. 3

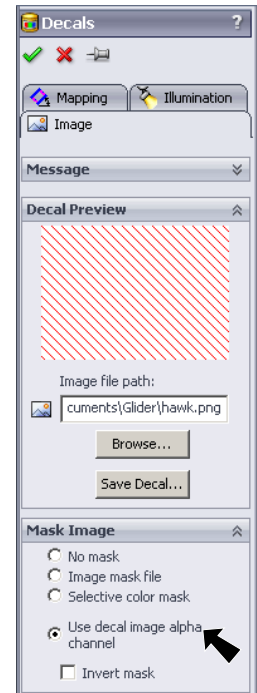


Fig. 4

Step 5. Click the **Mapping tab** at the top of the Decals Manager, **Fig. 5** under Selected Geometry

click **Apply changes at part level** 

unselect all but Select Faces 

click the **side face of the clay**, **Fig. 6**. You might have to select face twice- if the bitmap does not display on the clay part, click in the Selected Entities box, **Fig. 5**, then select clay face again.

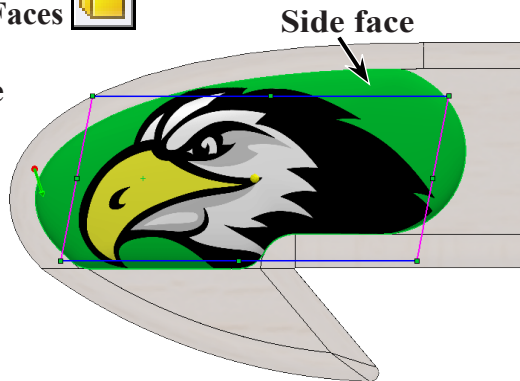


Fig. 6

Step 6. In the Property Manager set: under Mapping, **Fig. 5**

Mapping type Projection

Horizontal location  .4

Vertical location  .58

under Size/Orientation

Width  20.1

Rotation  180

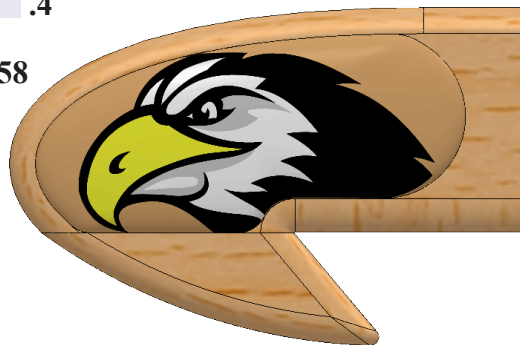


Fig. 7

Step 7. Click OK  in the Property Manager.

Step 8. Save. Use **Ctrl-S**.

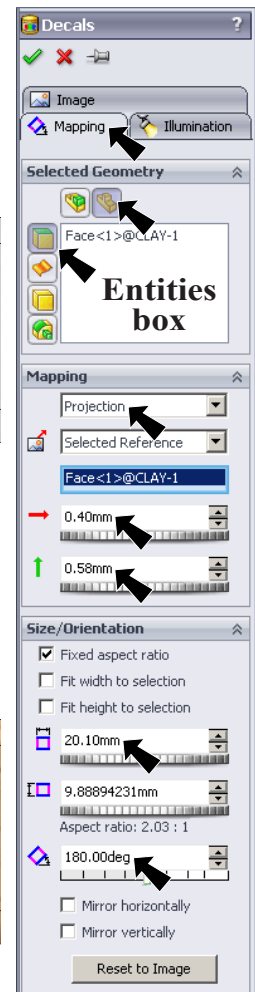



Fig. 5

C. Hawk Right Side Decal.

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

Step 2. Zoom in around **front of Fuselage**.

Step 3. Click PhotoView 360 Menu > Edit Decal.

Step 4. In the Decals Property Manager Image tab:
under Decal Preview, **Fig. 8**
click **Browse, My Documents**
button and open **HAWK.PNG**

under Mask Image, **Fig. 9**
select **Use decal image alpha channel**

Step 5. Click the **Mapping** tab at the top of the Decals Manager, **Fig. 10**
under Selected Geometry

click **Apply changes at part level** 

unselect all but Select Faces 

click the **side face of the clay**, **Fig. 11**. You might have to select face twice- if the bitmap does not display on the clay part, click in the Selected Entities box, **Fig. 10**, then select clay face again.

Step 6. In the Property Manager set:
under Mapping, **Fig. 10**
Mapping type Projection
Horizontal location

 .4

Vertical location  -.58

under Size/Orientation

Width  20.1

check **Mirror horizontally**

Step 7. Click **OK**  in the Property Manager.

Step 8. Save. Use **Ctrl-S**.

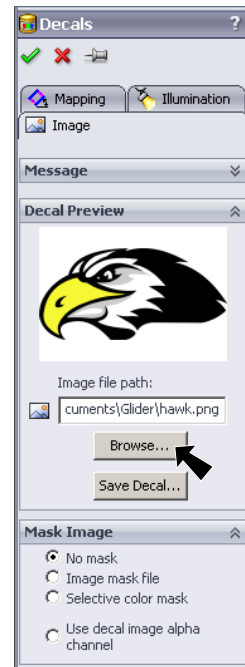


Fig. 8

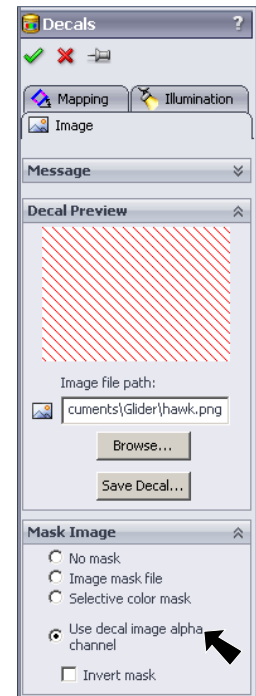


Fig. 9

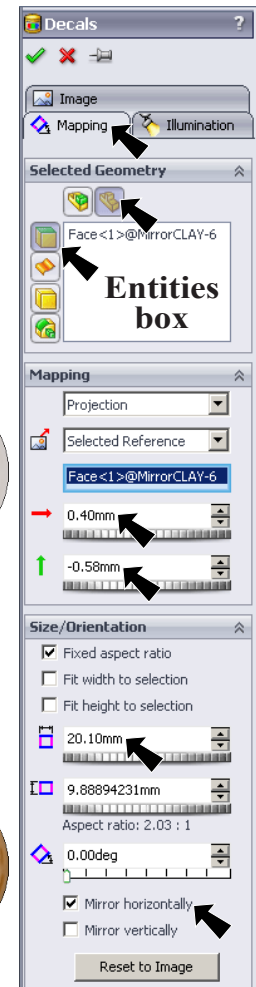


Fig. 10

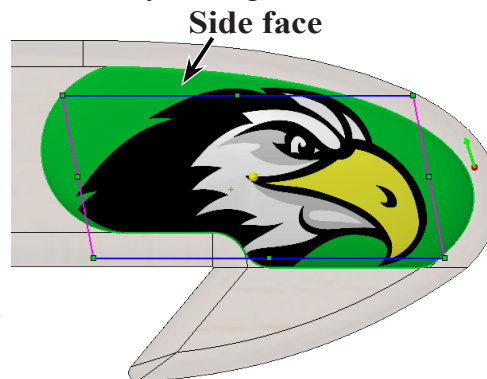


Fig. 11

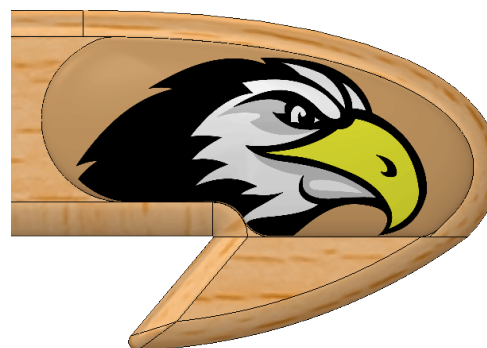


Fig. 12

D. Night Hawk Text Right Side.

Step 1. Click PhotoView 360 Menu > Edit Decal.

Step 2. In the Decals Property Manager Image tab:
 under Decal Preview, **Fig. 13**
 click **Browse, My Documents** button and
 open **NIGHT-HAWK-TEXT.PNG**

under Mask Image, **Fig. 14**
 select **Use decal image alpha channel**

Step 3. Click the **Mapping** tab at the top of the Decals Manager, **Fig. 15**
 under Selected Geometry

click **Apply changes at part level** 

unselect all but Select Faces 

click the **side face of the fuselage**, **Fig. 16**. You might have to
 select faces twice- if the bitmap does not display on the clay part, click
 in the Selected Entities box, **Fig. 15**, then select fuselage face again.

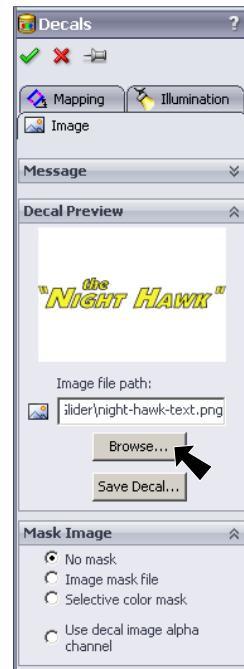


Fig. 13

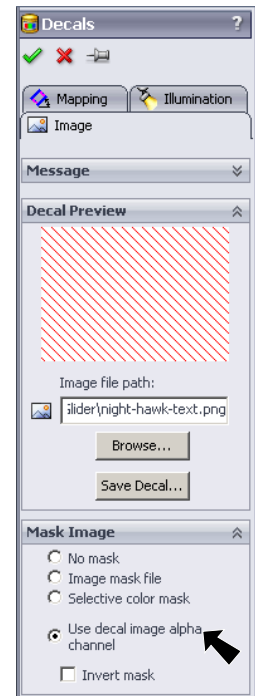


Fig. 14

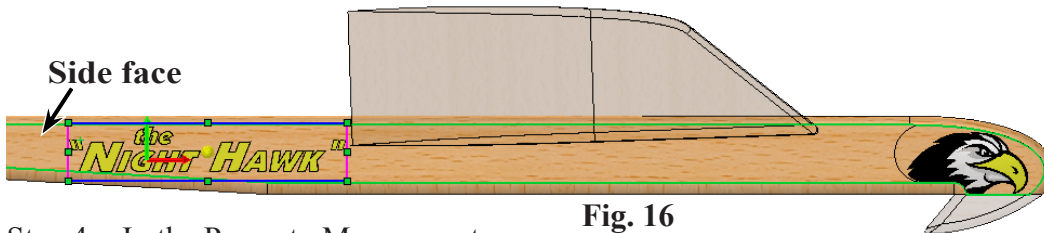


Fig. 16

Step 4. In the Property Manager set:
 under Mapping, **Fig. 15**

Projection direction  **Current View**

Horizontal location  **10**

Vertical location  **1.3**

under Size/Orientation

Width  **43**

Step 5. Click OK  in the Property Manager.

Step 6. Save. Use **Ctrl-S**.

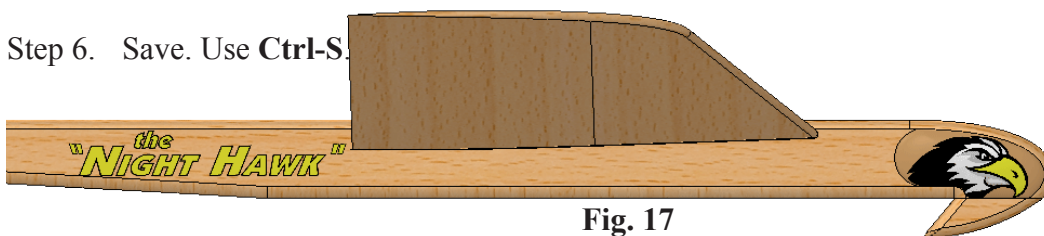


Fig. 17

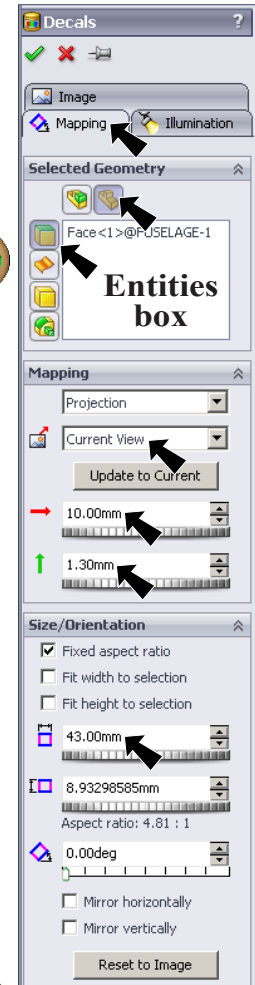


Fig. 15

E. Night Hawk Text Left Side.

Step 1. Click **Right**  on the Standard Views toolbar.

Step 2. Click PhotoView 360 Menu > Edit Decal.

Step 3. In the Decals Property Manager Image tab:
 under Decal Preview, **Fig. 18**
 click **Browse, My Documents** button and
 open **NIGHT-HAWK-TEXT.PNG**

under Mask Image, **Fig. 19**
 select **Use decal image alpha channel**

Step 4. Click the **Mapping** tab at the top of the Decals Manager, **Fig. 20**

under Selected Geometry

click **Apply changes at part level** 

unselect all but Select Faces 

click the **side face of the fuselage**, **Fig. 21**. You might have to select faces twice- if the bitmap does not display on the clay part, click in the Selected Entities box, **Fig. 20**, then select fuselage face again.

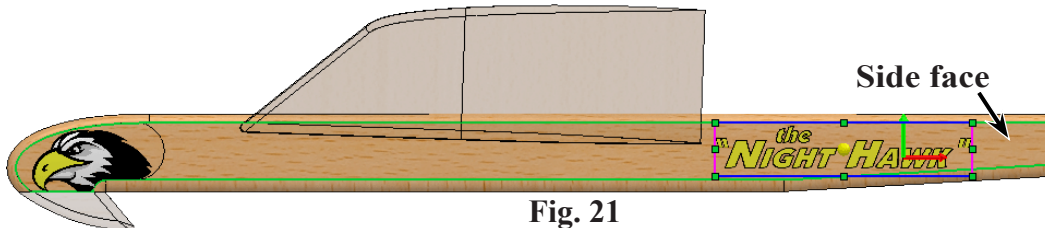


Fig. 21

Step 5. In the Property Manager set:
 under Mapping, **Fig. 20**

Projection direction  **Current View**

Horizontal location  **-10**

Vertical location  **1.3**

under Size/Orientation

Width  **43**

Step 6. Click **OK**  in the Property Manager.

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

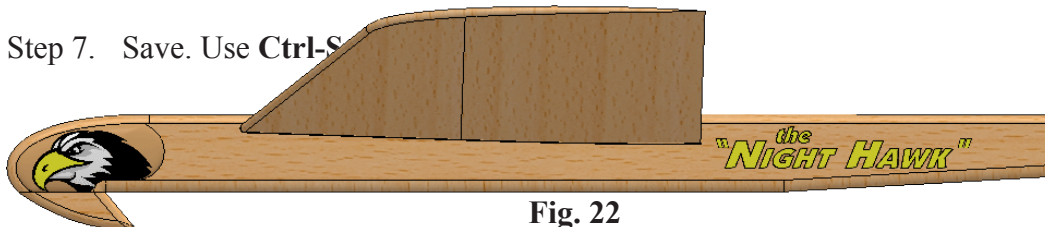


Fig. 22

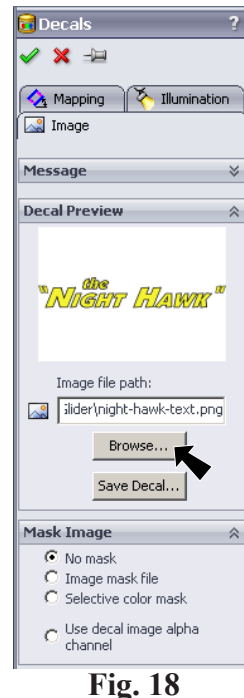


Fig. 18

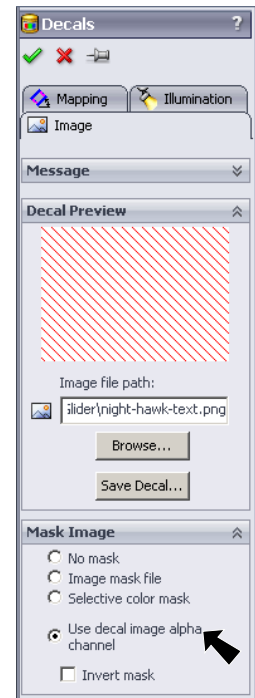


Fig. 19

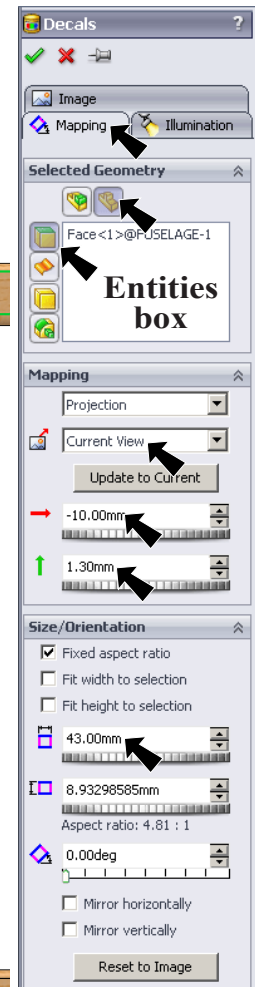


Fig. 20