

Boat Decals

A. Enable PhotoView 360.

Step 1. Open your **HULL MID PLANE** file.

Step 2. If necessary, turn on PhotoView 360, click the flyout of Options  on the Standard toolbar and click **Add-Ins**.



Step 3. In the dialog box for **PhotoView 360** check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 1**. Click OK.

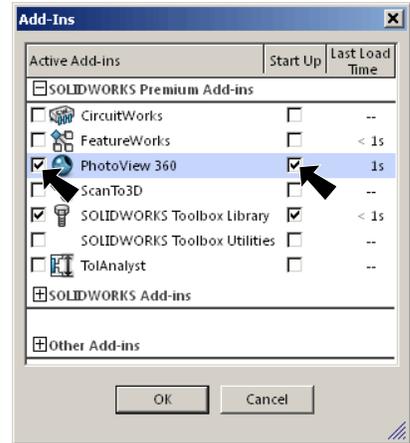


Fig. 1

B. Enable Render Tools Toolbar.

Step 1. If necessary, turn on **Render Tools** Command Manager.

To turn on, right click **Sketch**  on the Command Manager toolbar and select **Render Tools**, **Fig. 2**.

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

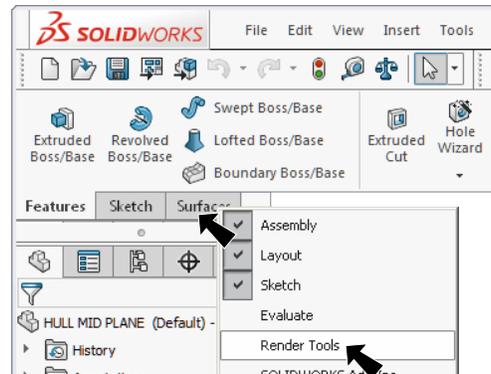


Fig. 2

C. Port Decal (Right View).

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

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

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

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

unselect all but **Select Faces** 
 click **side face of Hull**, **Fig. 5**

under Mapping
 Mapping type **Projection**
 Projection direction **Current View**
 click **Update to Current** button

Horizontal location → **.9**

Vertical location ↑ **.04**

under Size/Orientation

Width  **7**

click **Keep Visible**  and **OK** . The Push Pin  on allows selection of other decal.

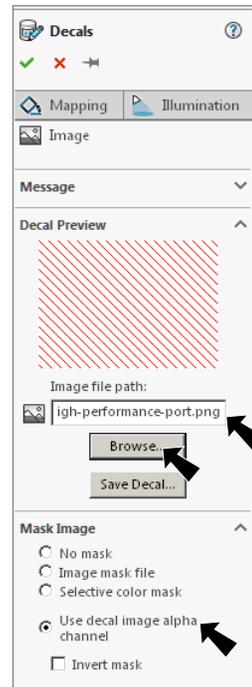


Fig. 3

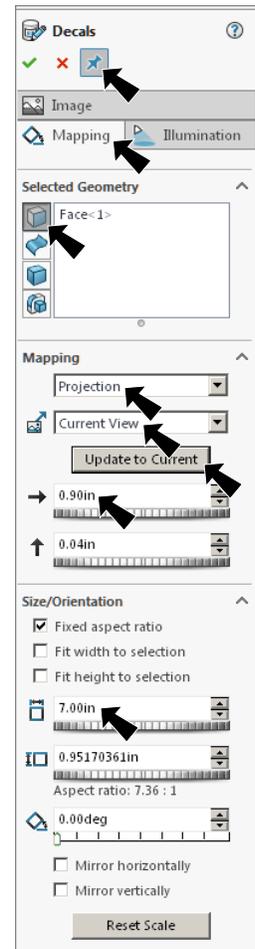


Fig. 4

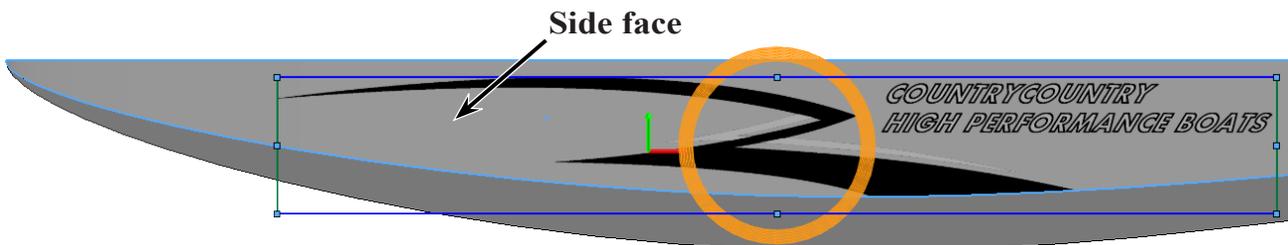


Fig. 5

D. Starboard Decal (Left View).

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

Step 2. Click **Image tab**  **Image** at the top of Decals Manager, **Fig. 6**

under Decal Preview
 click **Browse** and **My Documents** buttons
 open **hull-high-performance-starboard.png**
 under Mask Image
 select **Use decal image alpha channel**

Step 3. Click **Mapping tab**  **Mapping** at the top of Decals Manager, **Fig. 7**

under Selected Geometry
 unselect all but **Select Faces** 
 click **side face of Hull**, **Fig. 8**

under Mapping
 Mapping type **Projection**
 Projection direction **Current View**
 click **Update to Current** button

Horizontal location → **-.9**

Vertical location ↑ **.04**

under Size/Orientation

Width  **7**

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

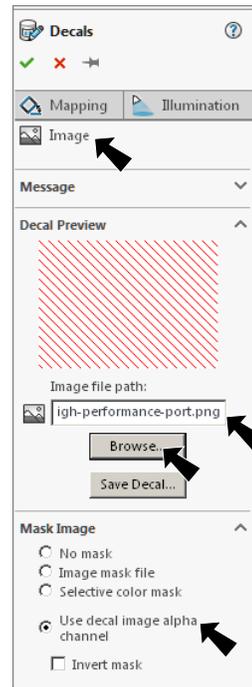


Fig. 6

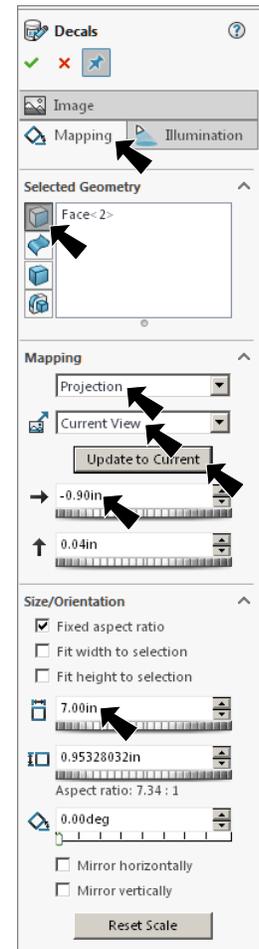


Fig. 7

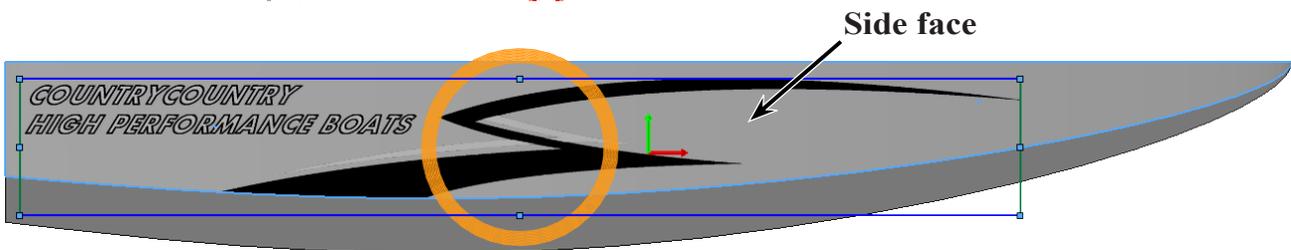


Fig. 8

Step 4. Save. Use **Ctrl-S**.