




# 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 context toolbar 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 105**  
**G 123**  
**B 123**

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

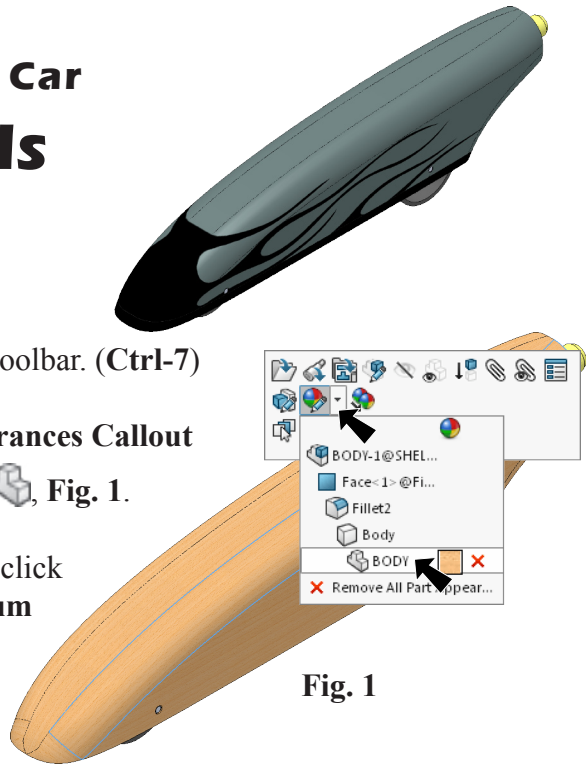


Fig. 1

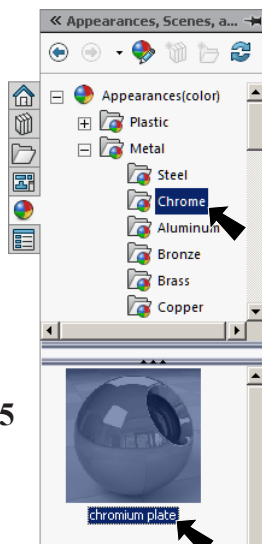


Fig. 2

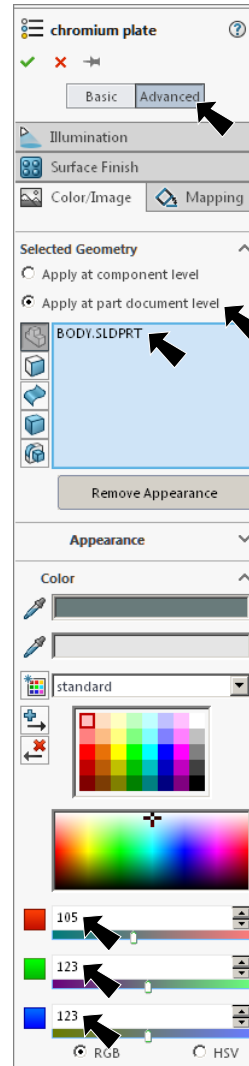


Fig. 3

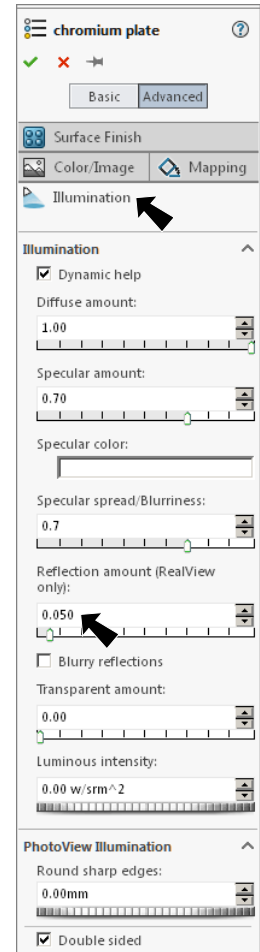


Fig. 4

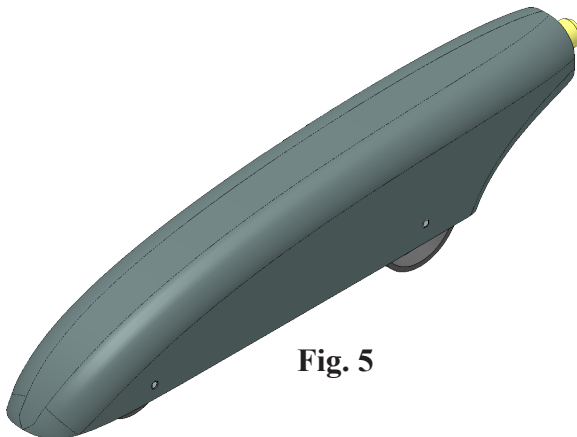



Fig. 5

## B. Enable Render Tools Toolbar.

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

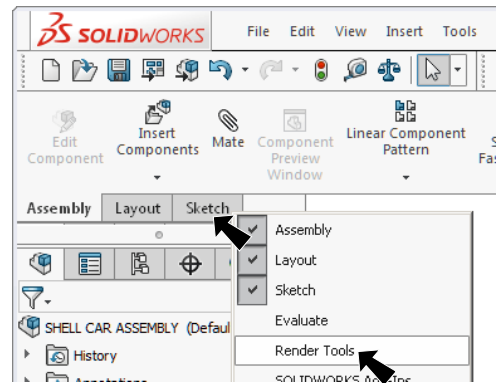


Fig. 6

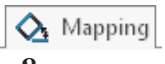
Step 2. Click **Render Tools**  on the Command Manager toolbar.



## 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-black.png**  
 under Mask Image  
 select **Use decal image alpha channel**

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

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

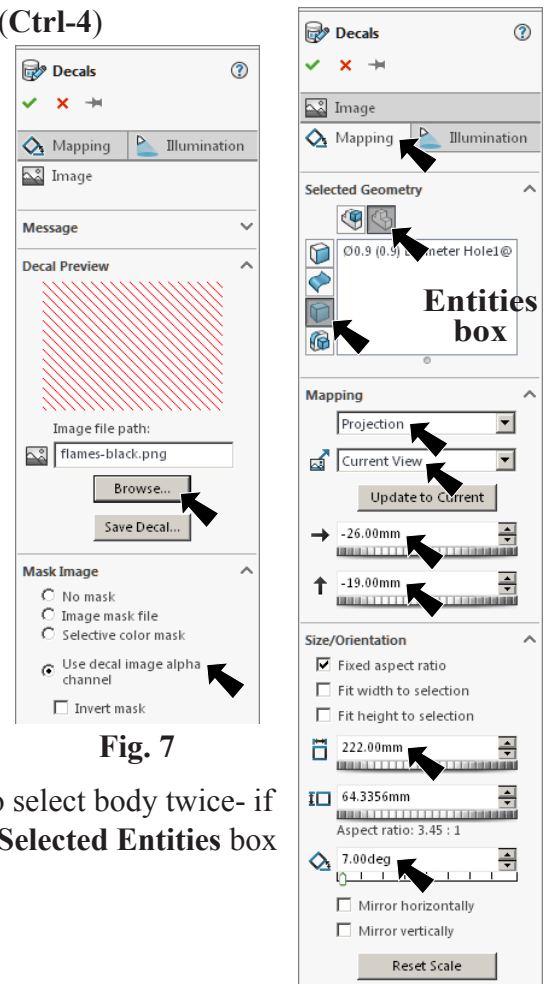


Fig. 7

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** → -28

**Vertical location** ↑ -19

under Size/Orientation

**Width**  222

**Rotation**  7

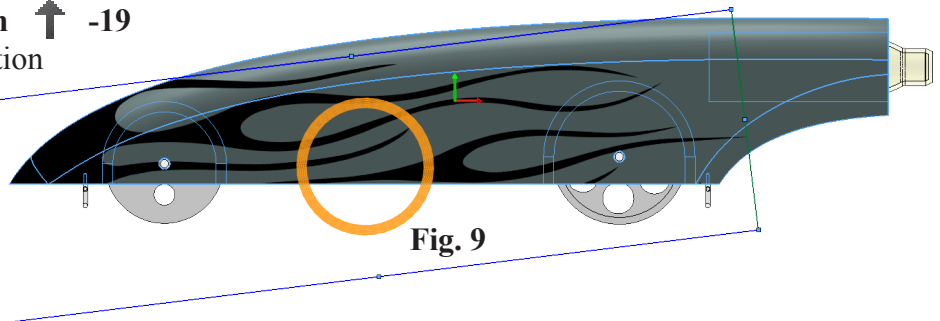


Fig. 9

Fig. 8

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-black-co2.png**

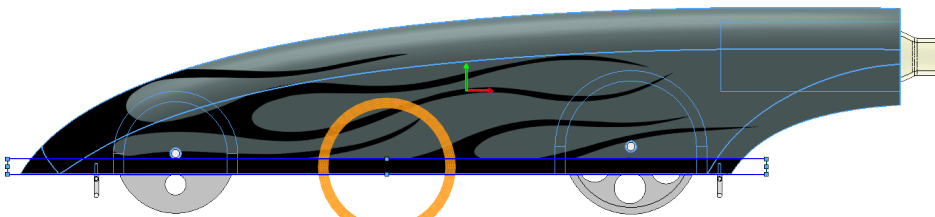
Step 2. Click the **Mapping tab** , **Fig. 12**  
 under Selected Geometry

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

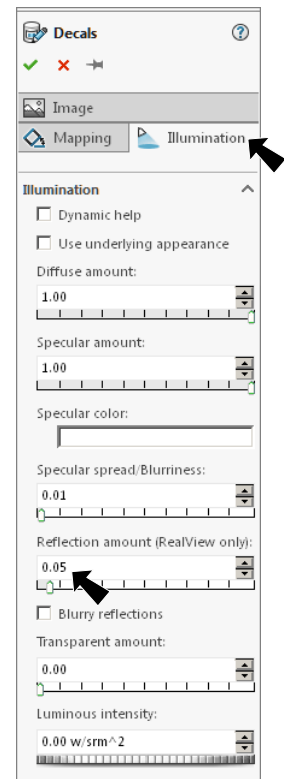
under Mapping, **Fig. 12**  
**Horizontal location**  -23  
**Vertical location**  -22

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

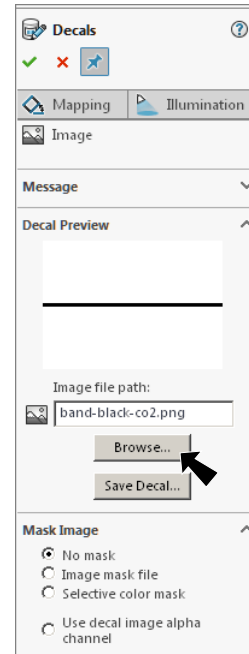
Step 3. Save. Use **Ctrl-S**.



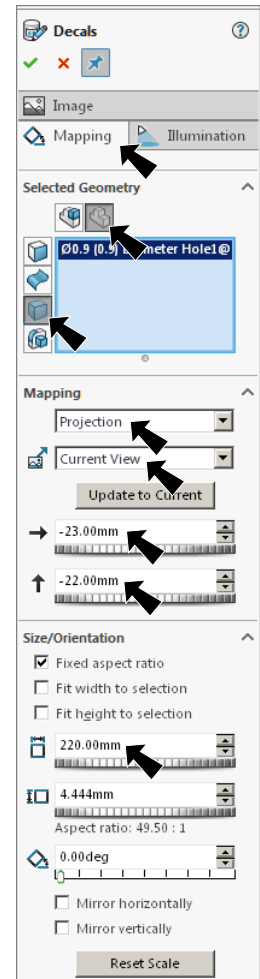
**Fig. 13**



**Fig. 10**



**Fig. 11**



**Fig. 12**

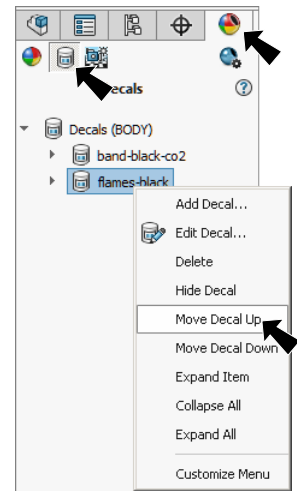
## E. Move Flames on top of Band.

Step 1. Click **Display Manager** tab  in the Manager Pane and click **View Decals**  in the Display Manager, **Fig. 14**.

Step 2. **Right click flames-black** and click **Move Decal Up** from menu, **Fig. 14**.

Step 3. If necessary, Rebuild. Click **Rebuild**  (**Ctrl-B**) on the Standard toolbar.

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



**Fig. 14**