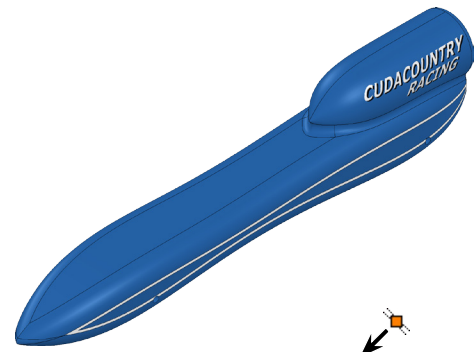











C02 Rail Car E Decals



A. Split Line2 for Decals.

- Step 1. Open your **RAIL CAR E Body** part file.
- Step 2. Click **Top Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 1**.
- Step 3. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)
- Step 4. Click **Line**  (**L**) on the Sketch toolbar.
- Step 5. Sketch a **vertical line from midpoint**  of **top edge thru the revolve face**, **Fig. 2**.
- Step 6. Click Insert Menu > Curve > Split Line.
- Step 7. In the Split Line Property Manager:
 under Type of Split, **Fig. 3**
 select **Projection**
 under Selections 
 Sketch should be selected
 in the Faces to Split field 
 click **revolve face**, **Fig. 4**
 click **OK** .
- Step 8. Save  (**Ctrl-S**).

Note: If the face is not split, the decal will be projected to the other side (back) of body.

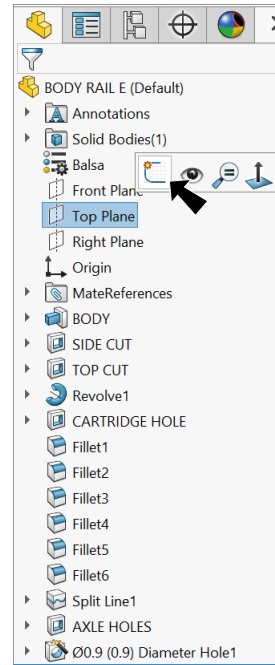


Fig. 2

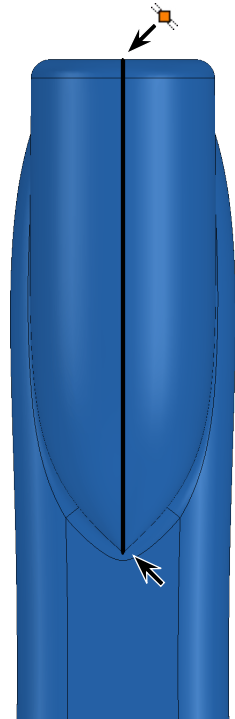


Fig. 3
Face

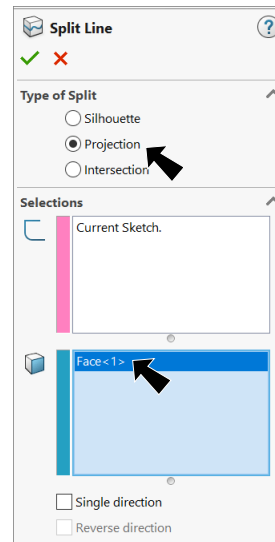


Fig. 3

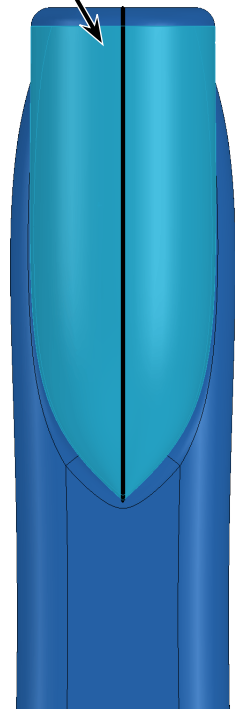




Fig. 4

B. Add Decal Left Side.

Note: Download decals zip file from cudacounty web page. Included is Photoshop file in which you can edit text. Then, Save For Web png.

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

Step 2. In the Feature Manager click **Display Manager** tab  and click **View Decals** . **Right** click in the Display Manager and click **Add Decal**, Fig. 5.

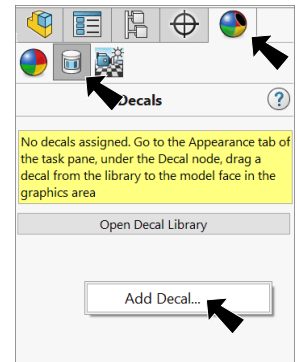
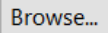


Fig. 5

Step 3. In the Decals Property Manager Image tab:
under Decal Preview, Fig. 6
click **Browse** 
and navigate to your decal files
open **cudacountry-racing-white.png**
under Mask Image
select **Use decal image alpha channel**

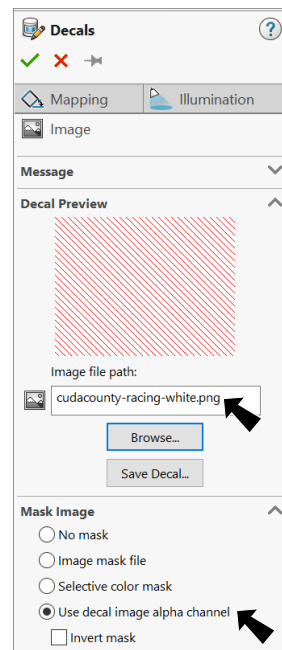


Fig. 6

Step 4. Click the **Mapping** tab  at the top of the Decals Manager, Fig. 7 under Selected Geometry

unselect all but Select Faces 
click **split face of revolve**, Fig. 8.

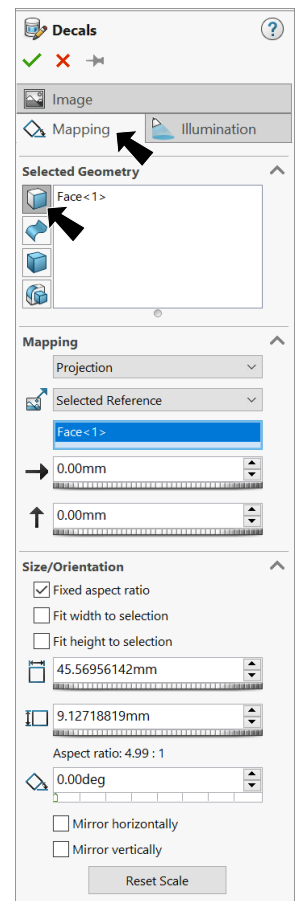


Fig. 7

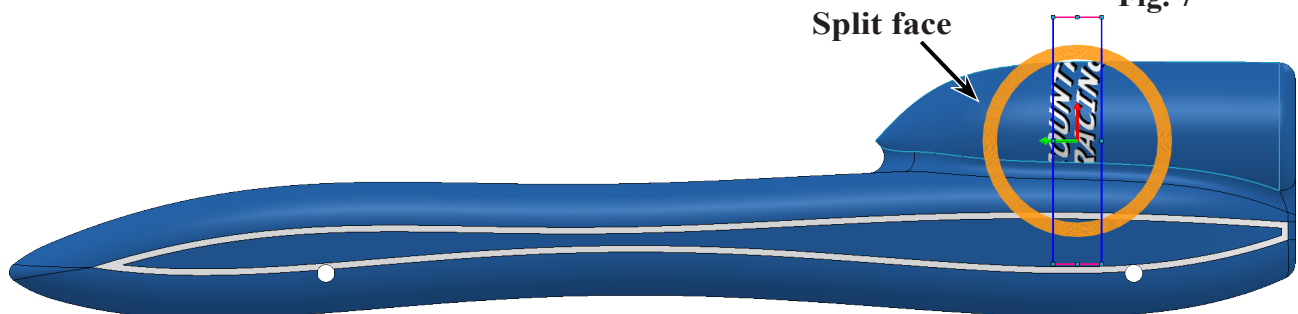


Fig. 8

Step 5. In the Decals Property Manager:

under Mapping, **Fig. 8**

Mapping Type Projection




Projection direction  **Current View**

Horizontal location  **9.5**

Vertical location  **4**

under Size/Orientation

Width  **55**

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

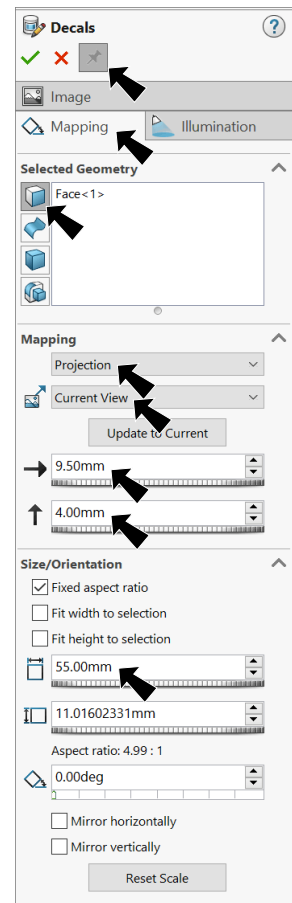


Fig. 9

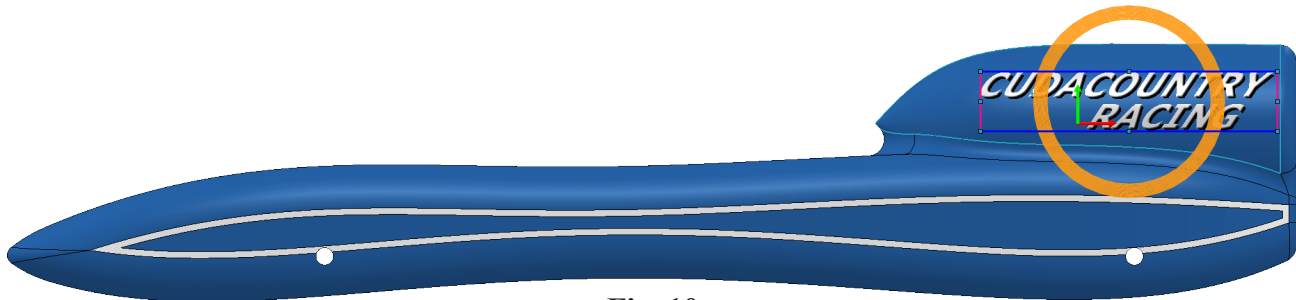



Fig. 10

C. Add Decal Right Side.

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

Step 2. Click the **Image tab**  **Image** at the top of the Decals Manager, **Fig. 11**
under Decal Preview

click **Browse** 

and navigate to your decal files

open **cuda-country-racing-white.png**

under Mask Image

select **Use decal image alpha channel**

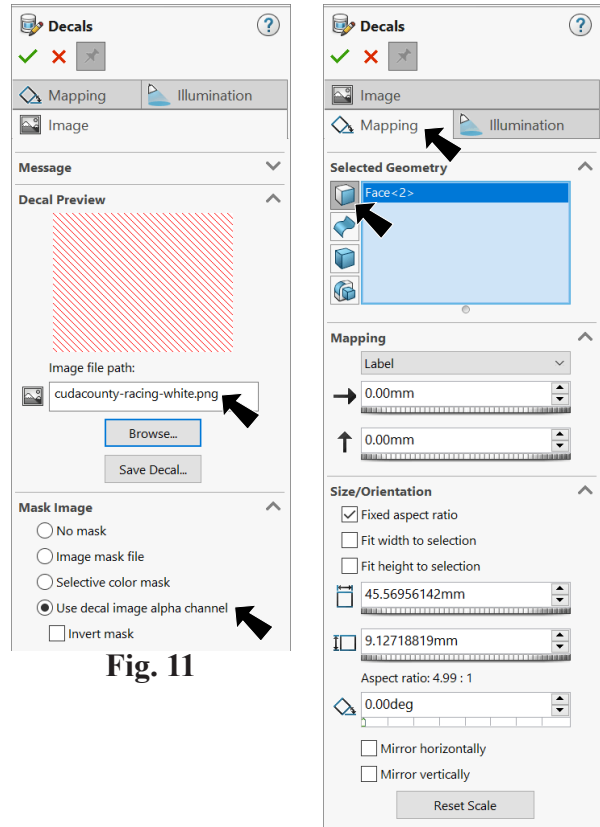


Fig. 11

Fig. 12

Step 3. Click the **Mapping tab**  **Mapping** at the top of the Decals Manager, **Fig. 12**
under Selected Geometry

unselect all but Select Faces 

Click face of revolve, **Fig. 13**.

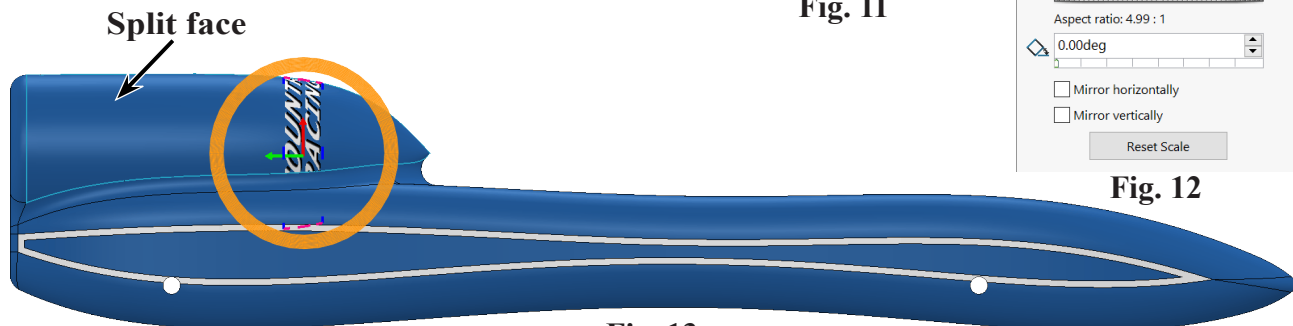








Fig. 13

Step 4. In the Decals Property Manager:
 under Mapping, **Fig. 14**
Mapping Type Projection
Projection direction  **Current View**
Horizontal location  **-23**
Vertical location  **4**
 under Size/Orientation
Width  **55**
 click OK  and click Cancel .

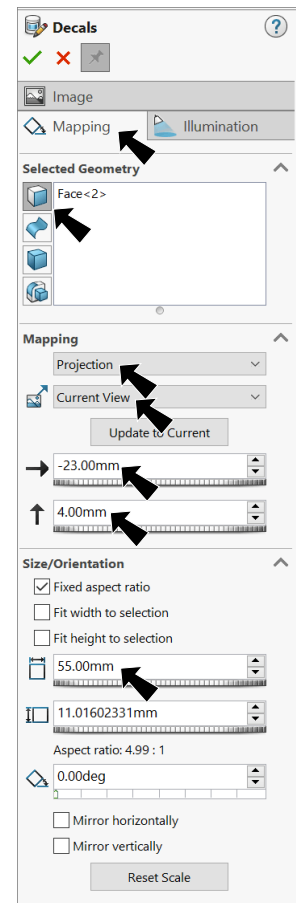


Fig. 14

Step 5. Save  (Ctrl-S).



Fig. 15