C02 Shell Car
Decals

A. Add Flames Decal Left Side.

Step 1.   Open your **SHELL CAR ASSEMBLY** file.

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

Step 3.   In the Feature Manager click **Display Manager tab** [icon] and click

View Decals [icon].   **Right click** in the Display Manager and click **Add Decal**, **Fig. 1**.
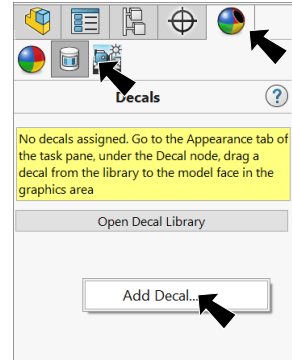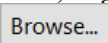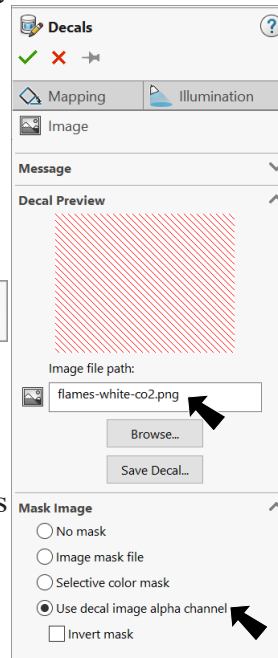
Step 4.   In the Decals Property Manager Image tab:
    under Decal Preview, **Fig. 2**
        click **Browse** Browse... and navigate to your decal files
        open **flames-white-co2.png**
    under Mask Image
        select **Use decal image alpha channel**

Step 5.   Click the **Mapping tab** [Mapping] at the top of the Decals Manager, **Fig. 3**
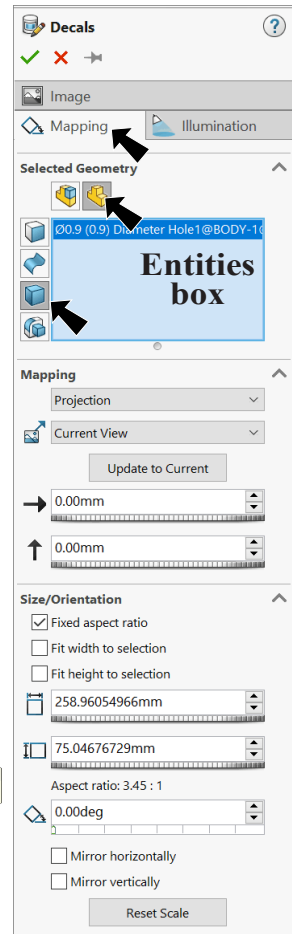   under Selected Geometry

        click **Apply changes at part level** [icon]

        unselect all but Select Bodies [icon]

        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.
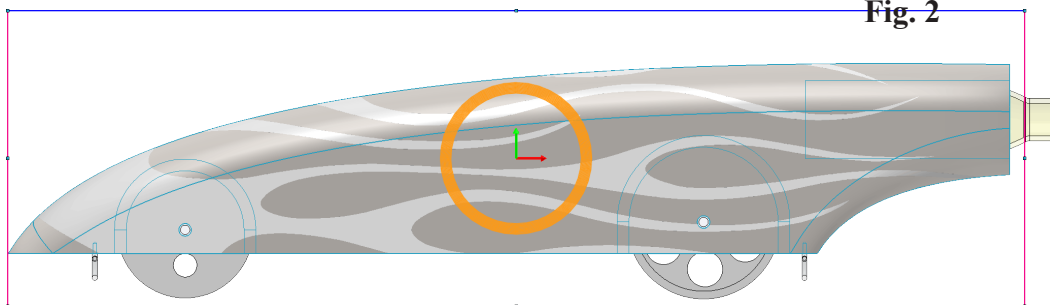
Fig. 1

Fig. 2

Fig. 3

Fig. 4

Step 6. In the Decals Property Manager:

under Mapping, **Fig. 5**

Mapping Type Projection

Projection direction 📐 **Current View**

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.
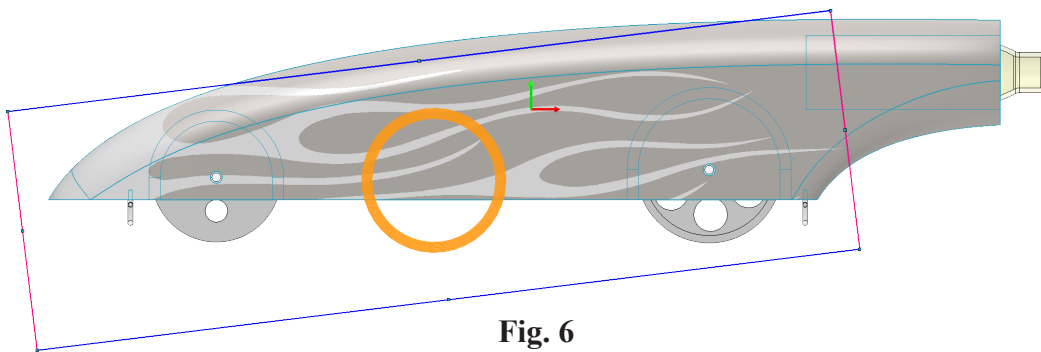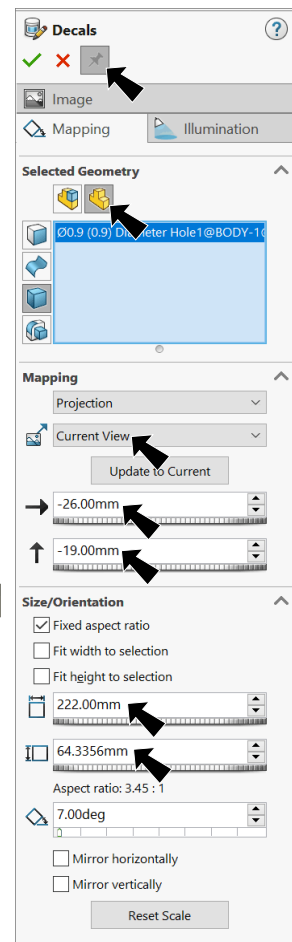

Fig. 6

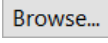**Fig. 5**

C. Band Decal.

Step 1. Click the **Image tab** [Image] at the top of the Decals Manager, **Fig. 7**
   under Decal Preview
      click **Browse** [Browse...] and navigate to your decal files
      open **band-white-co2.png**

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 ✘.
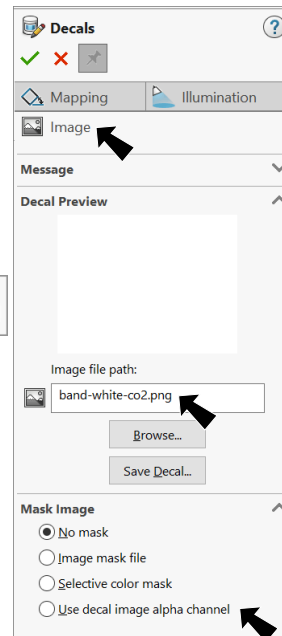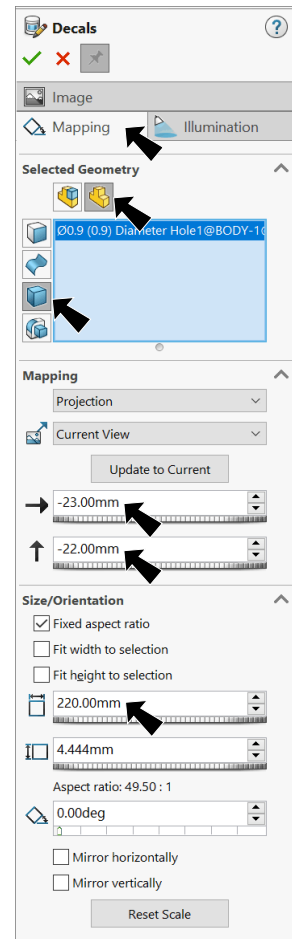
Step 3. Save 💾 (**Ctrl-S**).

Fig. 7

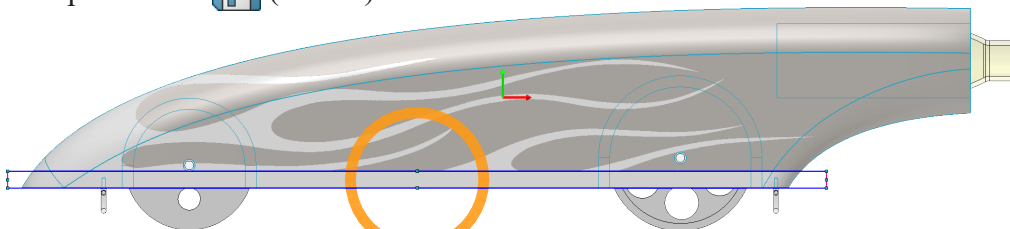**Fig. 8**

Fig. 9

Note: The band decal applied with Select Bodie**s** [cube icon] applies decal to the bottom of body. If this is not desired use Select Faces [cube icon]. To apply a decal with text use Select Faces [cube icon].
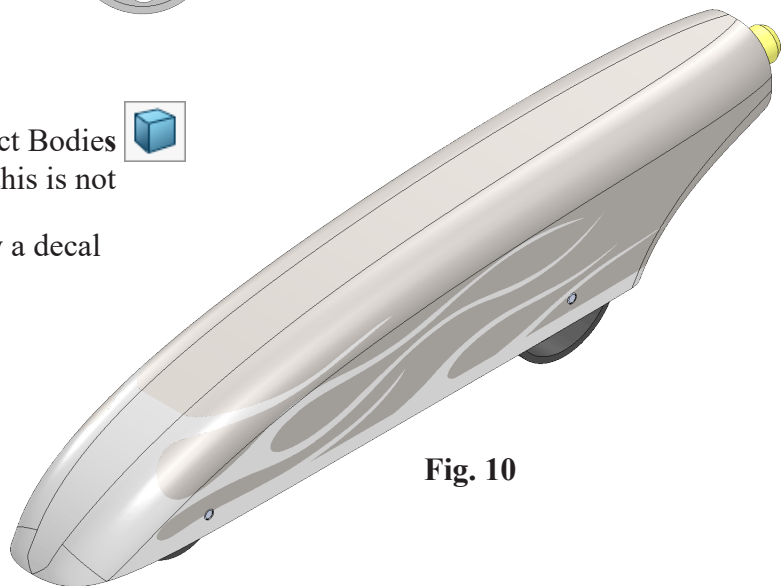

Fig. 10