



How to Place Decals Tutorial

Using Cobalt™, Xenon™, Argon™

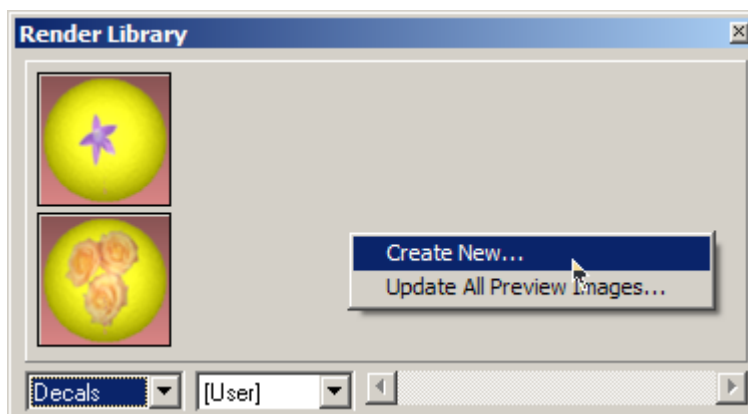
How to Apply a Decal - Quick Start Tip Sheet

Any 2D image with an alpha channel (transparent background) can be used as a decal in Cobalt, Xenon or Argon.

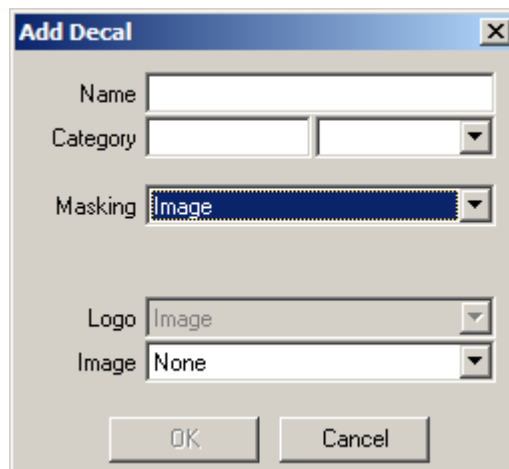
To get an image with alpha channel, refer to the help section of the image editing program you're using, such as Photoshop.

To create custom decals, do the following:

1. Go to **Window>Render Library**.
2. Choose Decals from the first drop down menu and set User in the other menu.
3. Right-click in the gray space of the Render Library dialog box to bring up the context menu and click on Create New.



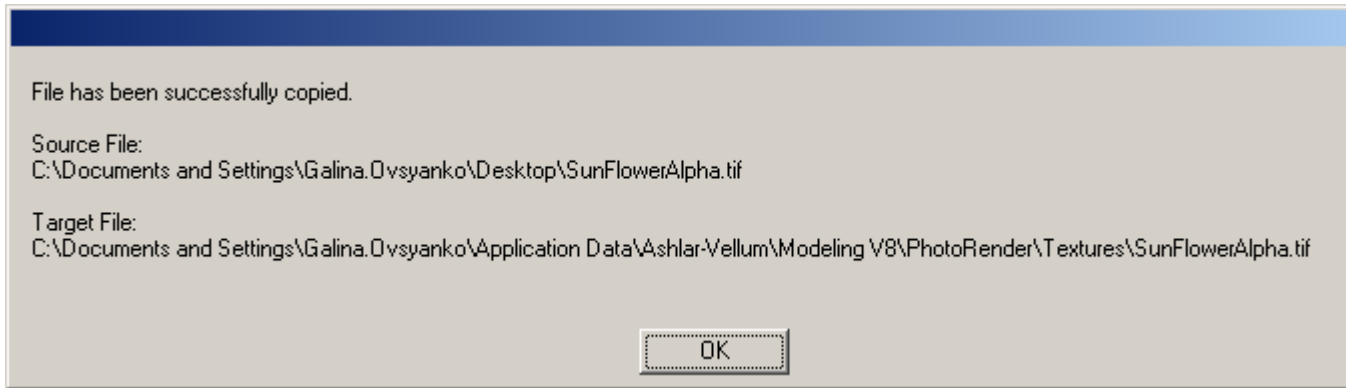
4. The Add Decal dialog box appears.



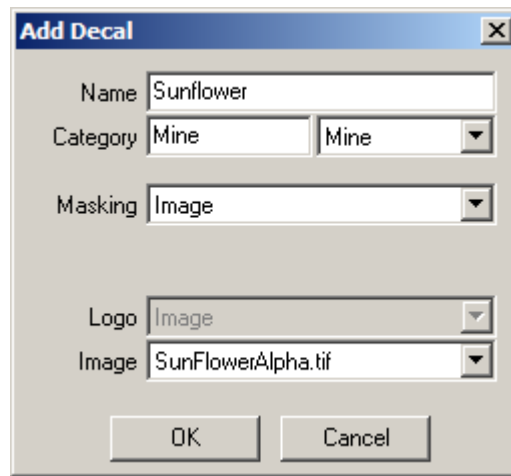
5. Fill in the Name and Category fields or choose the Category from the drop down menu on the right.
6. Choose Image from the Masking drop down menu.

7. Browse for the file of the image with alpha channel by clicking in the Image drop down menu.

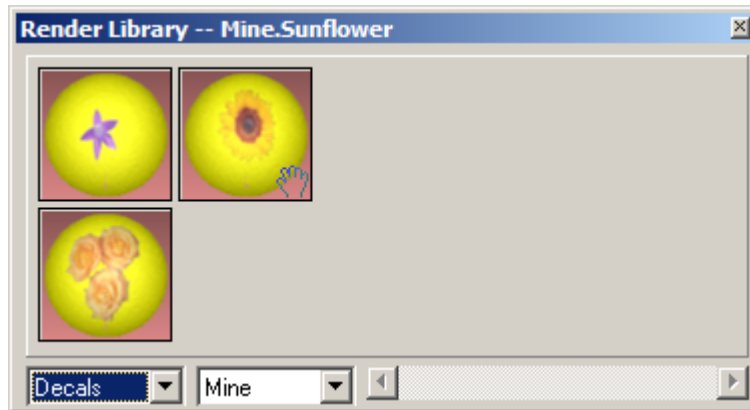
To browse the image, navigate to the file location in the Open window, select the file and press Open. The system confirms that the file has been successfully copied.



Click OK in the window. Also click OK in the Add Decal dialog.



8. The custom decal is created with the desired file. The newly created decal can be used in the same way as all the other decals from the library.



9. To place the decal to the desired location, drag and drop it to the object.



10. To see your decal, render the image using any render mode from the PhotoRender pull-down menu.



11. Drag the decal around to the correct position. Add multiple decals as desired. The bounding box of the decal will help to locate it on the surface.



Scale

Change the scale of the decal in the Edit Objects box. Simply change the values for Width and Height. The values do not have to match each other. Scale it as desired.



Decal Material

To add a material to the decal, go to **Windows>Render Library**, choose the material and drag it to the decal until the decal highlights and then drop the material.



To edit the decal material, right click on the Material in the Design Explorer's Feature Tree.

