

Applying decals - Creo Elements/Pro W5

Creating a decal from a logo

Where logos are not rectangular it is important to make the background color transparent.

You will need a bit map file of image with an alpha channel layer of the masked area. A guide to doing this with your own image using Paint Shop Pro is available at: <http://www.axialis.com/tutorials/tutorial-misc002.html>

This example uses a PNG format image of the PTC Logo.



After conversion, the surrounding 'transparent' or masked area is shown as a chequer board.



The chequerboard pattern shows where the transparency will apply around the lettering and blue hoops.

Applying a decal to a model

Expert/Overview

Applying a decal to a model is straightforward.

- A material texture is applied to the model.
- A copy of the material texture is made and the decal applied to this copy.
- The new material texture with the decal is applied to selected surfaces on the model.
- The decal placement is altered to rotate and position the decal.

Step by Step

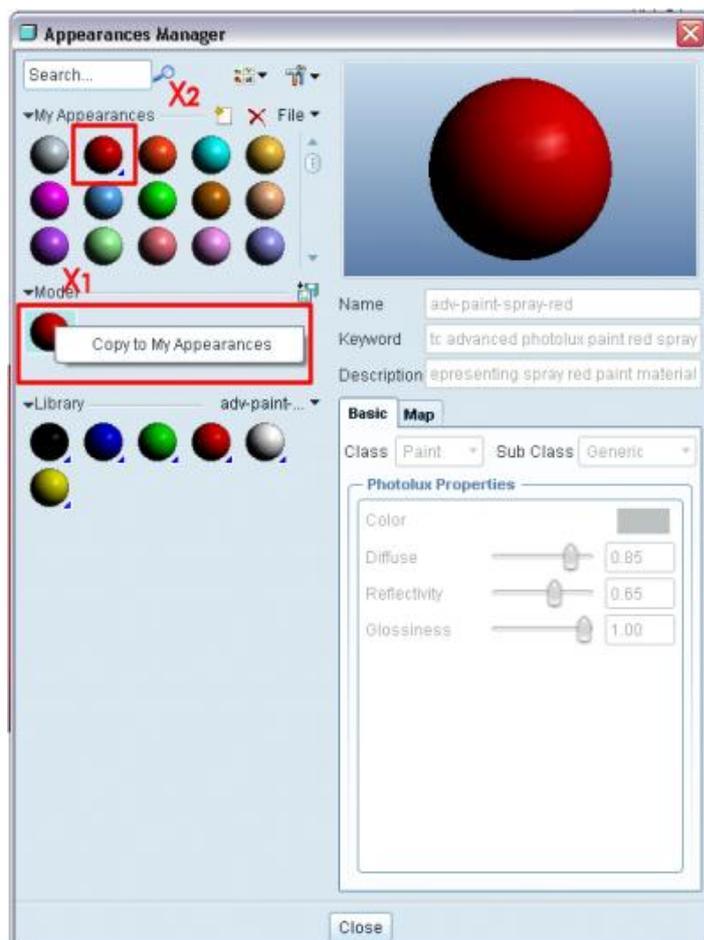
We assume the correct **Creo Elements/Pro** texture is already applied to the part and you know the name of that material.

1. Open your car body in Creo Elements/Pro.
2. In the main toolbar across the top of the **Creo Elements/Pro** screen  on  to open the **Appearance Gallery**.
3. At the bottom of the Appearance Gallery roll-down menu,  **X₁** to open the **Appearance Manager**.

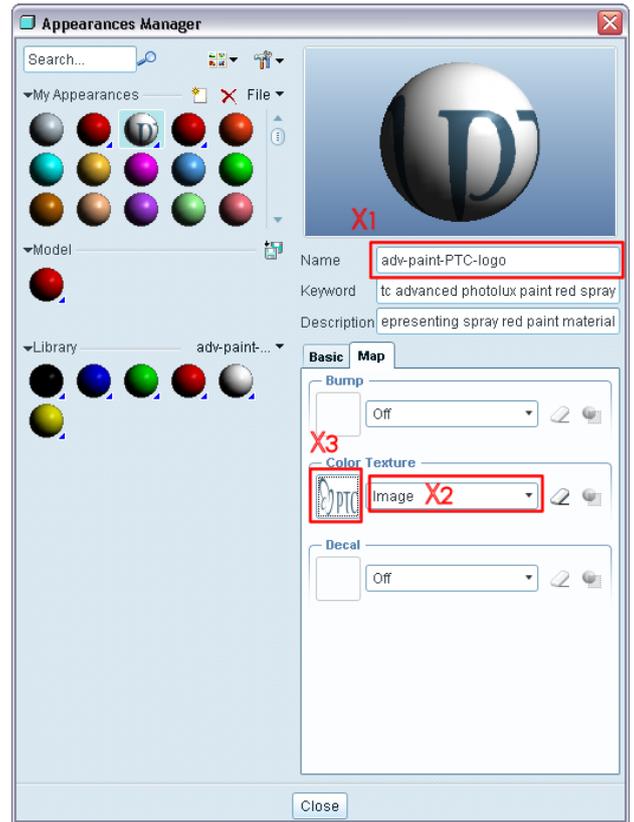
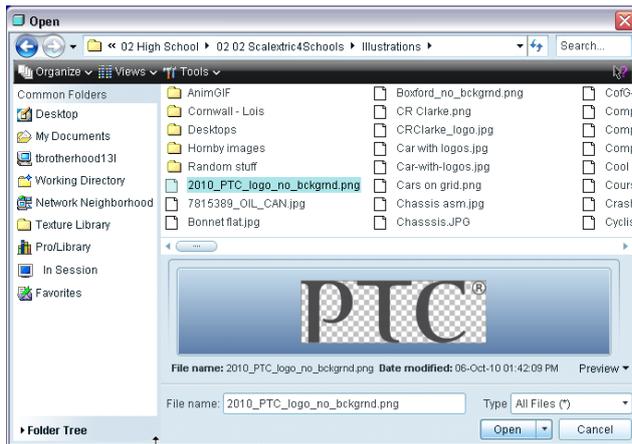


Appearance Manager is where you add, delete and modify material appearances for your model.

1. The material for the model is listed in the **Model** section.
2.  over the model material **X₁** and, from the floating menu,  **Copy to My Appearances**.
3. In the **My Appearances** section of the dialog, move the mouse over this new material,  and, from the floating menu,  **New**.



4. Type a new name at **X₁** for the material. Use a name which identifies the parent texture and the decal used.
5. In the color Texture drop down list at **X₂**  **Image**.
6.  on the color swatch **X₃** and, in the Open dialog, navigate to the logo image,  the file and  **Open**.



7. **Close** the Appearance Manager.

Applying a Decal

1. In the main toolbar across the top of the **Creo Elements/Pro** screen  on  to open the **Appearance Gallery**.
2. Select the texture with the decal you created.
3. Select the surface of the model you want the decal applied to.
4. Middle click to apply the decal.

It is highly unlikely the decal will be scaled or positioned correctly.

Editing the decal placement.

1. In the main toolbar across the top of the **Creo Elements/Pro** screen  on  to open the **Appearance Gallery** drop down menu and select **Edit Model appearances**.
2. In the Model Appearance Editor dialog, click on the eye dropper , then select the surface of the model where the decal texture has been applied.
3. In the dialog, click on the **Map** tab , to open the Decal Placement dialog.
4. In the Copies section select Single.

5. Use the Rotate spin wheel to rotate the decal.
6. Use the Repeat x,y spin wheels to size the decal.
7. Click **OK** to close the **Edit Model Appearances** dialog.

Saving your new list of textures.

1. In the main toolbar across the top of the **Creo Elements/Pro** screen  on  to open the **Appearance Gallery** drop down menu and select **Appearances Manager**.
2. In the dialog click on  **Save Model Appearances to a file...**
3. Accept the default file name then click OK.
4. Save the model.

Tim Brotherhood – 2011 04 02

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