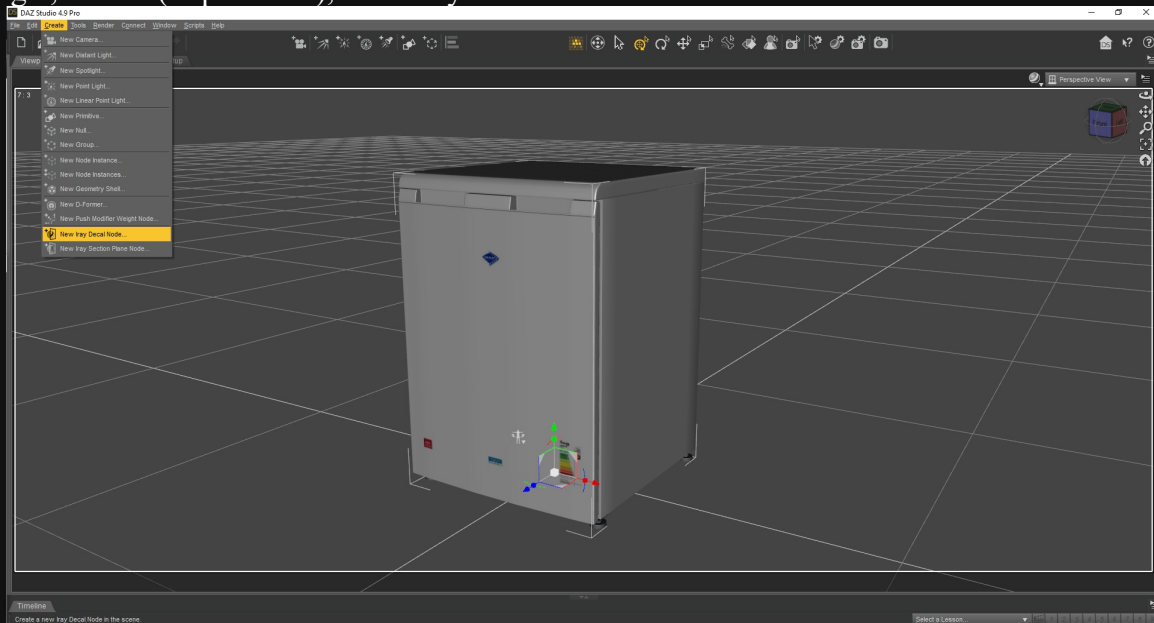


IRAY Decal Kit Tutorial

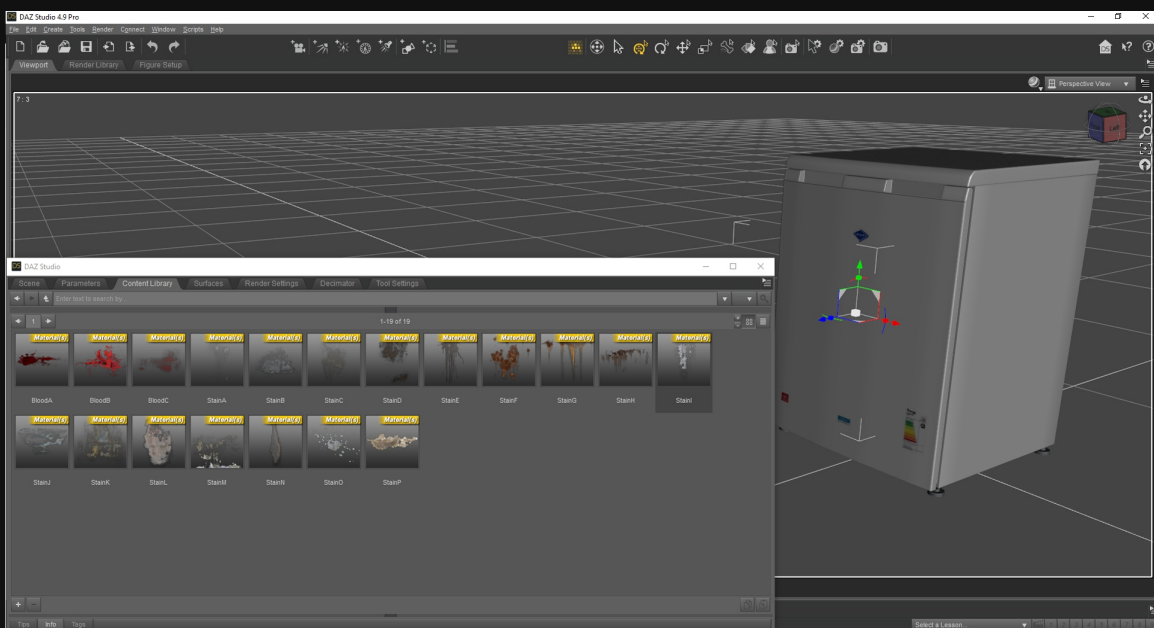
Method 1: Iray Decal Nodes

The built-in Iray decal nodes are projection based decals that require parenting to the targeted object. Iray Decal Nodes are slightly more tricky to set up than method two, and can only be viewed at render time. With adequate set-up time however, these nodes can offer far superior projection than method two, and more flexibility thereafter.

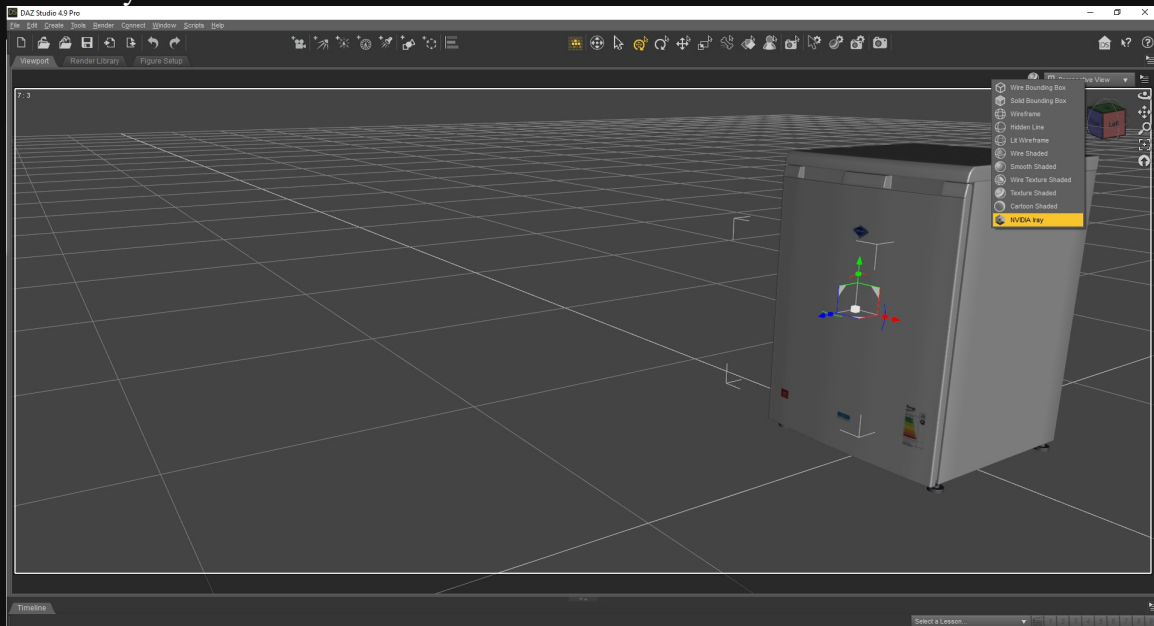
Step 1: Iray Decal Nodes can be parented to any prop or figure. Select your desired decal target, Create (Top toolbar), New Iray Decal Node.



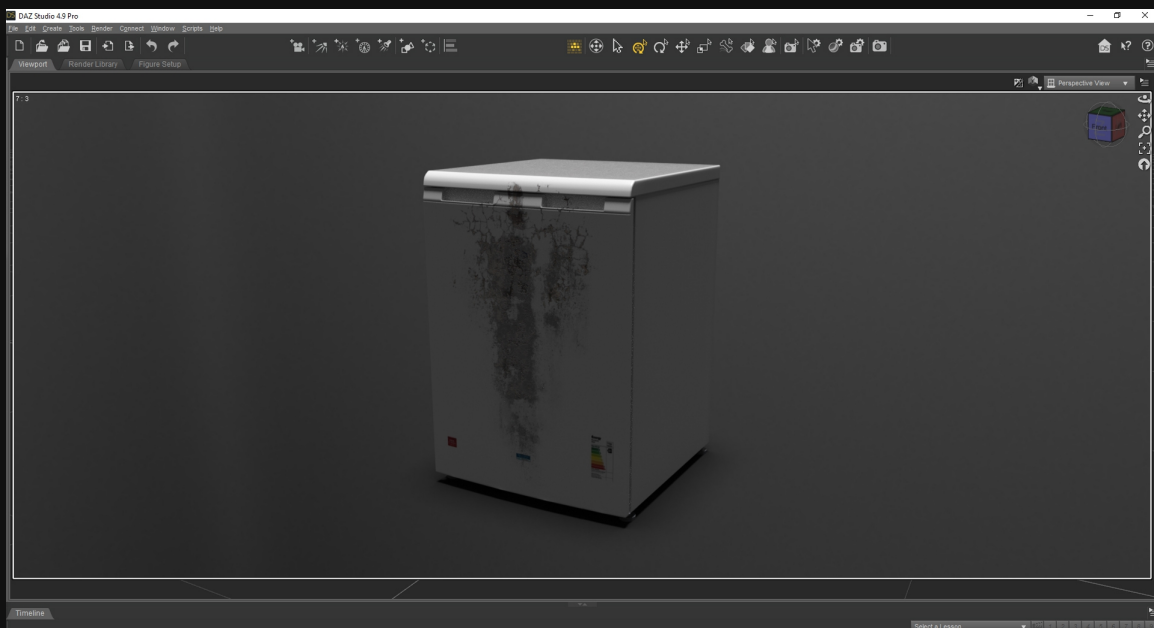
Step 2: The Decal will load as an empty bounding box, and will not display until you render the scene. Drag the box to an appropriate spot on your figure, and apply one of the supplied presets from the “Iray Decal Node Materials” folder.



Step 4: Now is the time to enter Nvidia Iray interactive viewport mode. This can be achieved by clicking the drop-down menu in the top right hand corner of the viewport and selecting “Nvidia Iray”



Step 5: You should now have a projected decal on your Figure/Prop. If the decal doesn't display, try rotating the decal 90/180 degrees on the Y axis until the decal becomes visible.

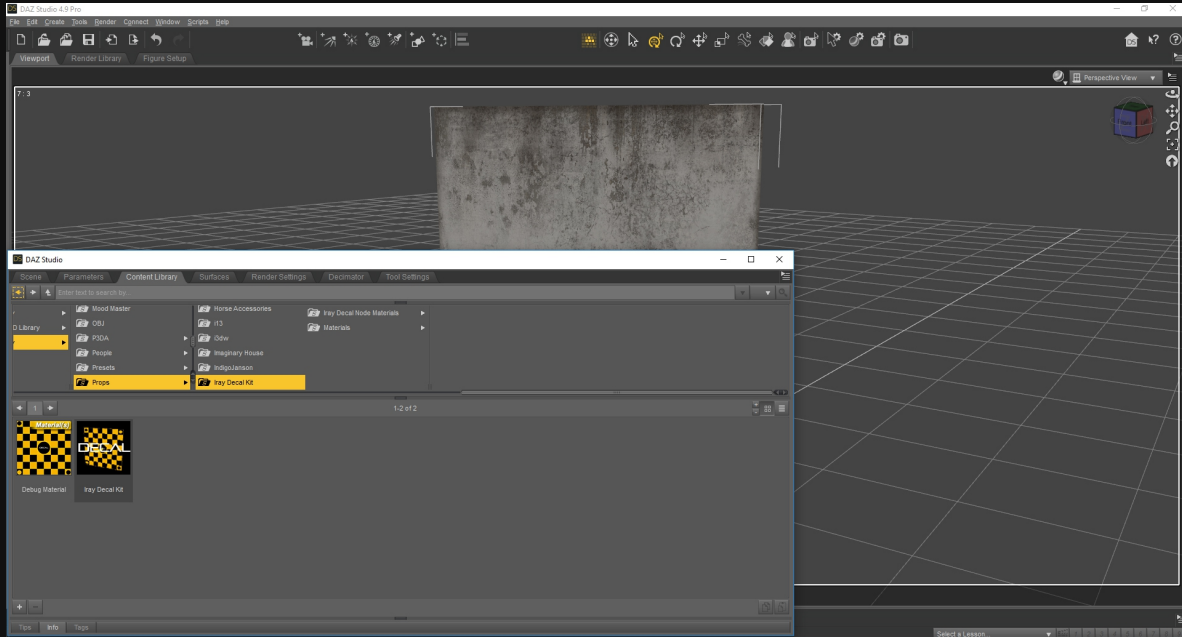


This decal can now be further manipulated to project around corners, over bumps and most surfaces that don't have sharp angles.

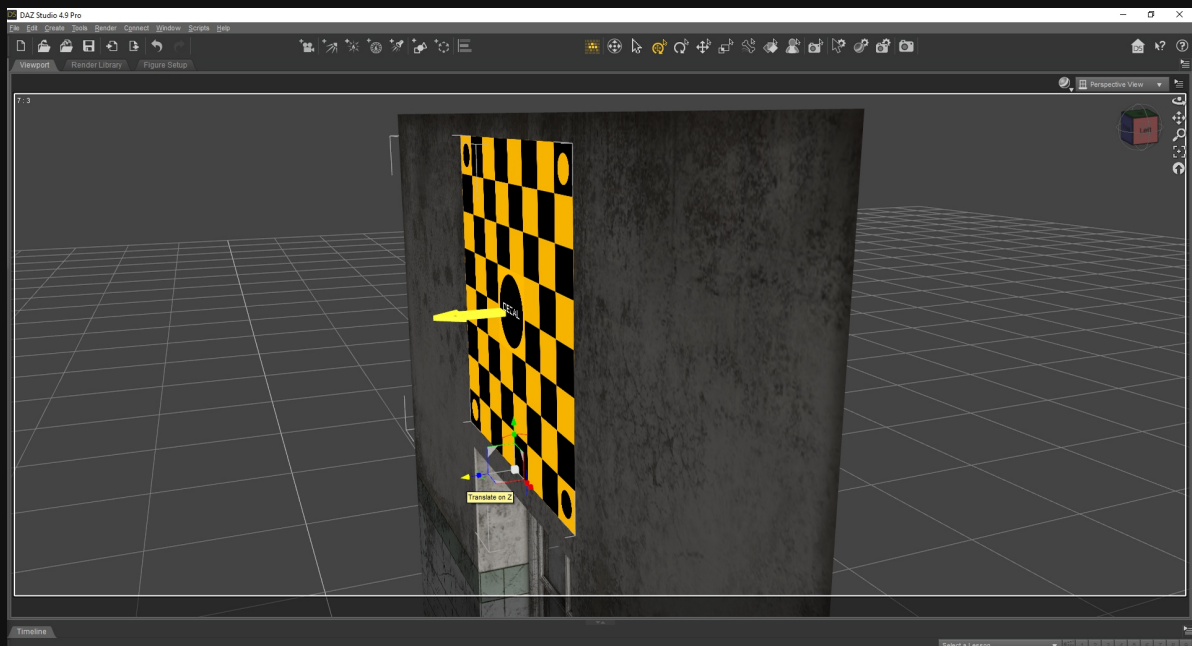
Method 2: Plane Based Decals

Plane based Decals are less complex than projection based decals, and can also be seen in the viewport. They are useful for architectural details as opposed to complex figures and shapes.

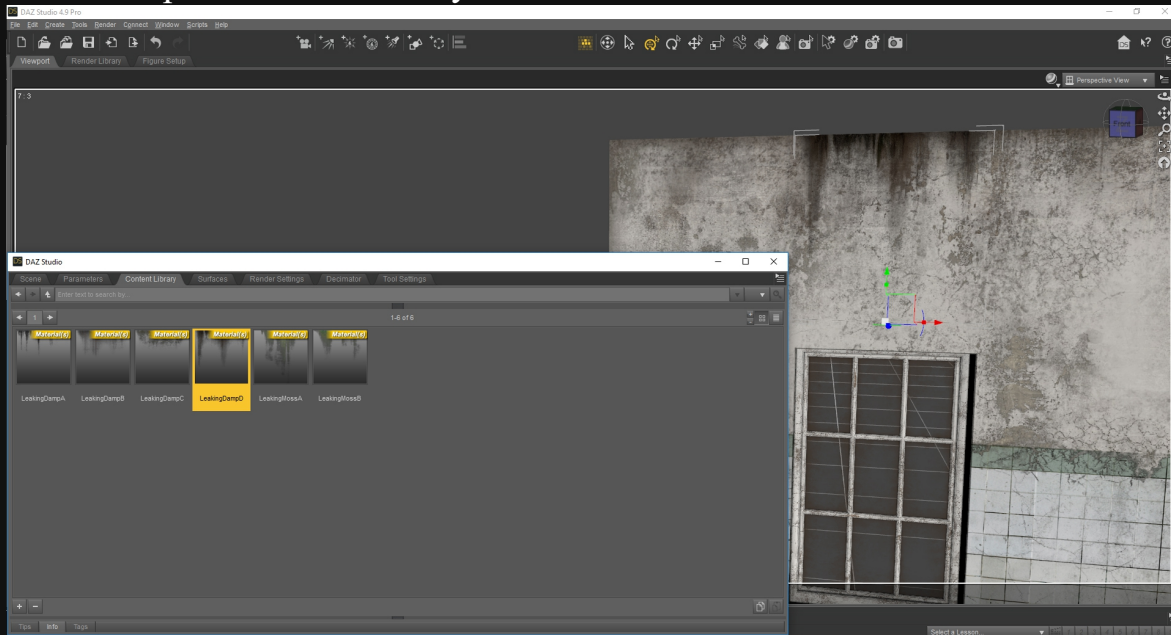
Step 1: After loading your scene, load an “Iray Decal Kit” plane into the scene.



Step 2: Move the plane to the surface on which you want to project a decal. Try to pair both the geometry and decal as closely as possible without clipping.



Step 3: Choose a desired preset from the “Materials” folder, and further tweak the decals position if necessary.



Step 4: (Optional) Now that you've found an appropriate position for your decal, you can duplicate the node and move it on the remaining two axis. Then simply change the preset of the new node to add variety.

