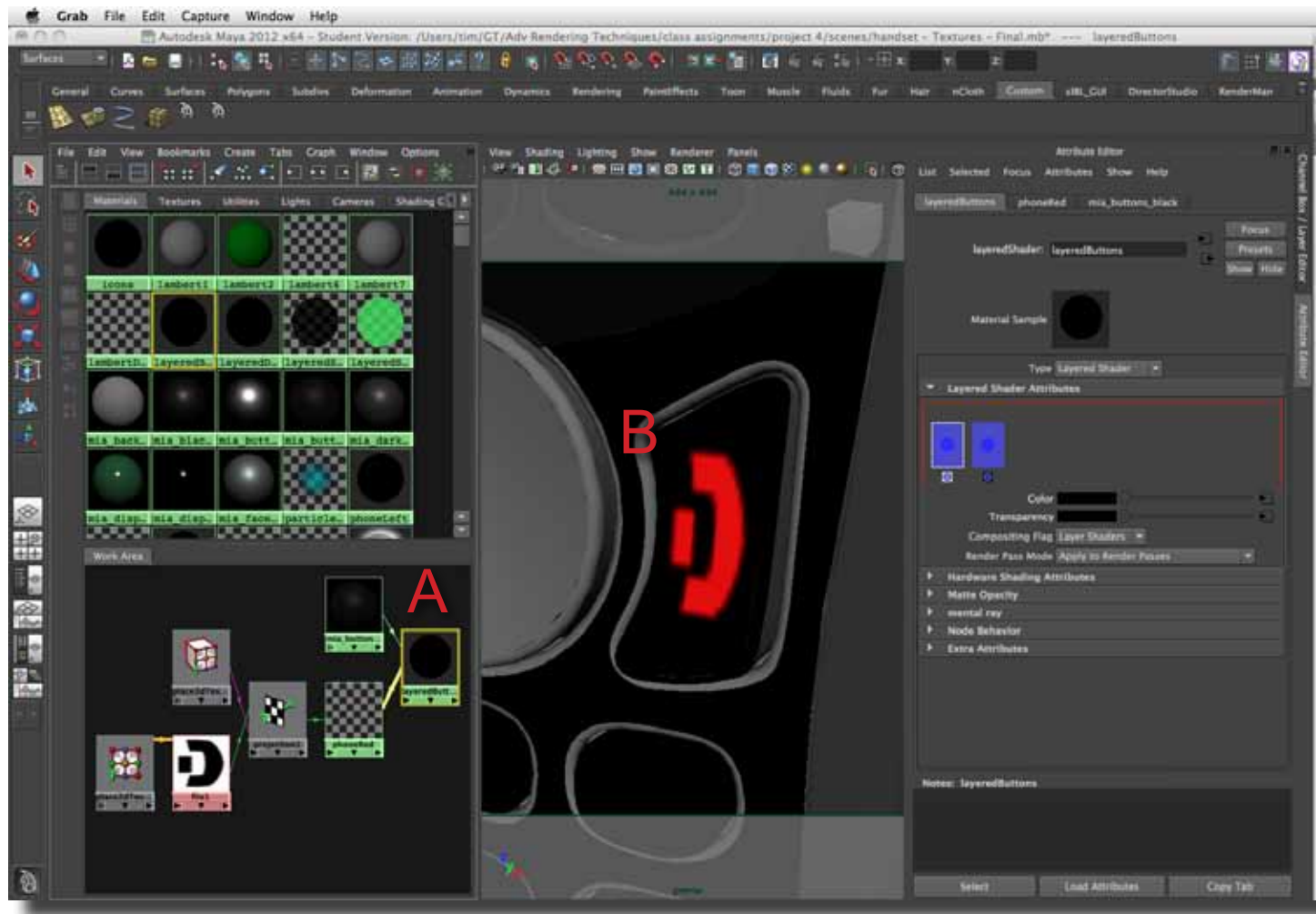


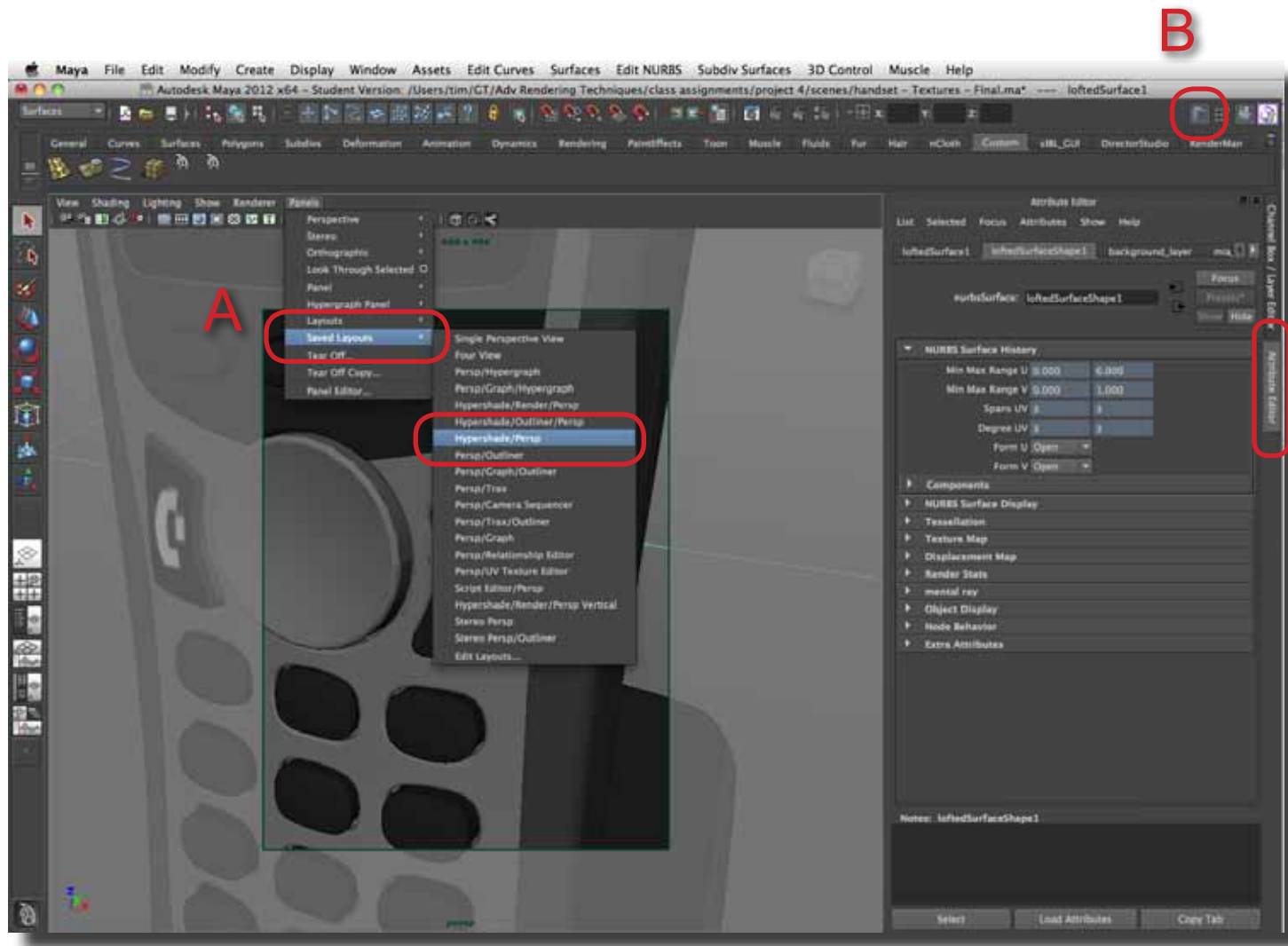
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- Step 1** • This tutorial covers how to create a shader network to “layer” a decal (external image) on top of existing mia_material (A & B). This is accomplished using a Maya layeredShader which accepts different shaders and “layers” one shader on top of another.



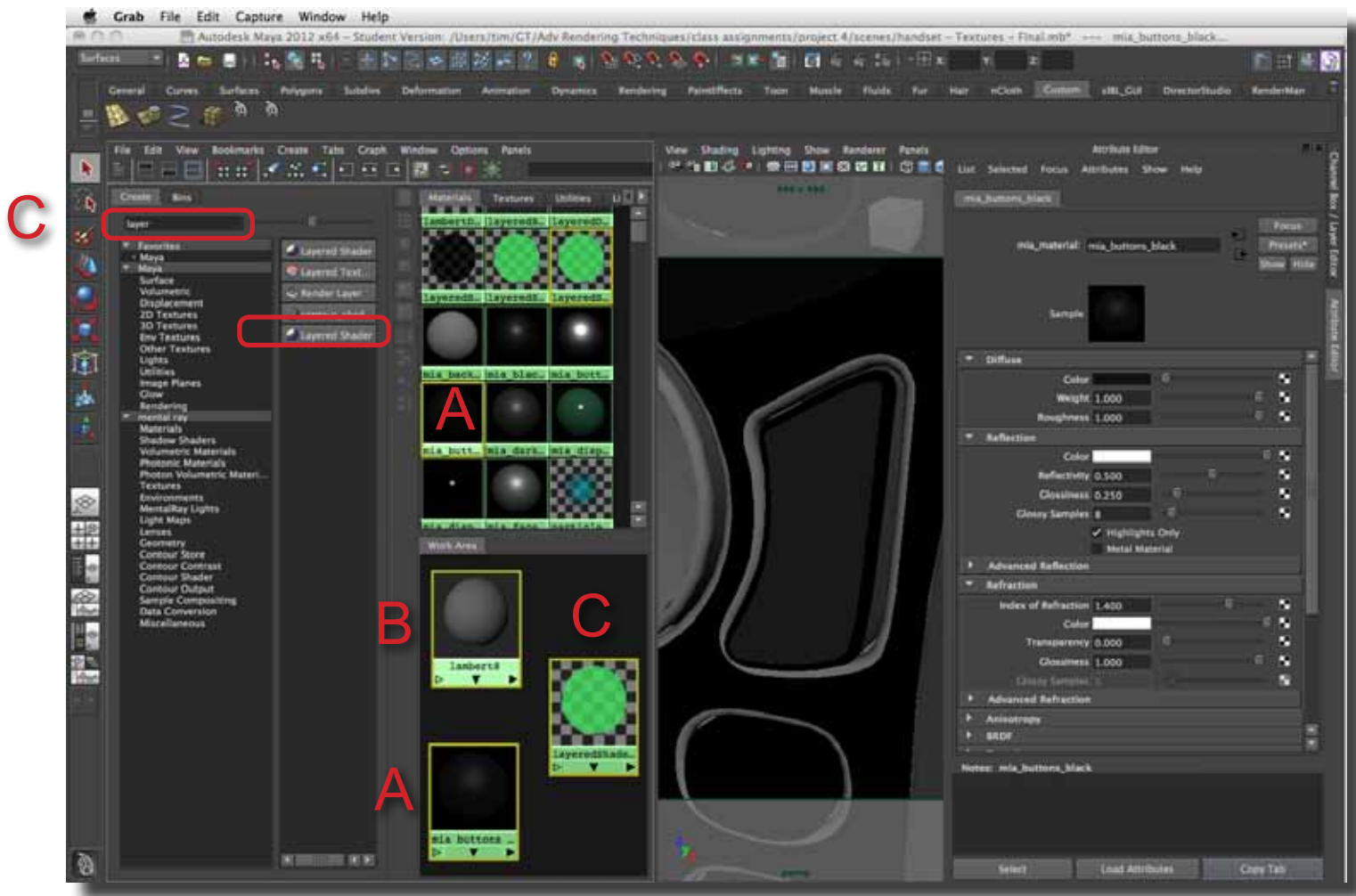
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- Step 2** • To best work with assigning and editing shaders, open the saved layout HyperShade/Prep in the modeling window (A) and make sure the attribute editor is active (B).



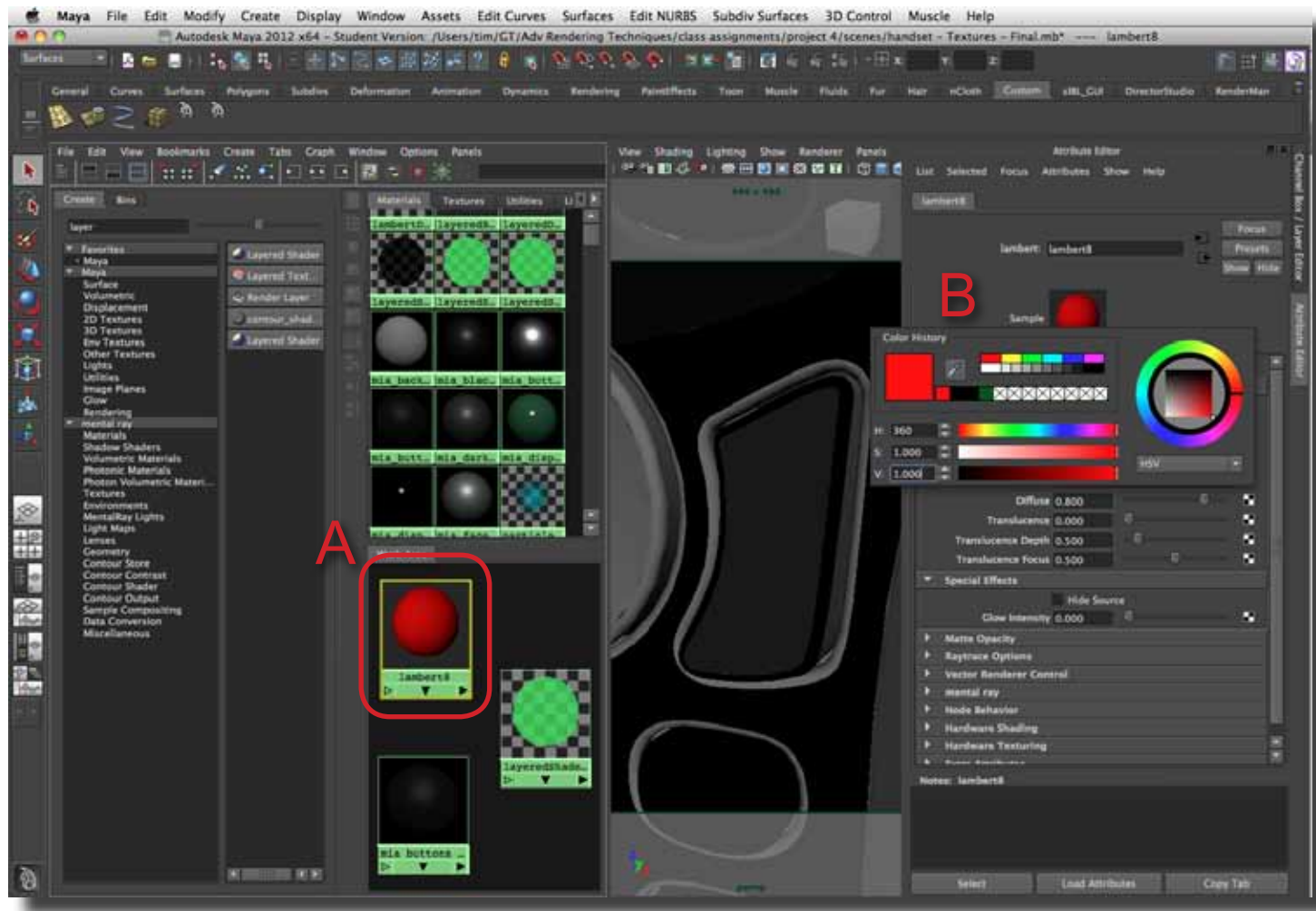
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- Step 3**
- Start collecting the different shaders needed to make the layered shader in the Work area. Middle mouse click & drag from the Materials tab to the Work area the existing mia_material already assigned to the buttons (A). Next, type in “Lambert” under the Create tab and click on the Lambert button to add it to the Work area (B). Finally, type in “layer” under the Create tab and click on the Layered Shader button to add it to the Work area (C). Rearrange the shaders in the work area as shown.



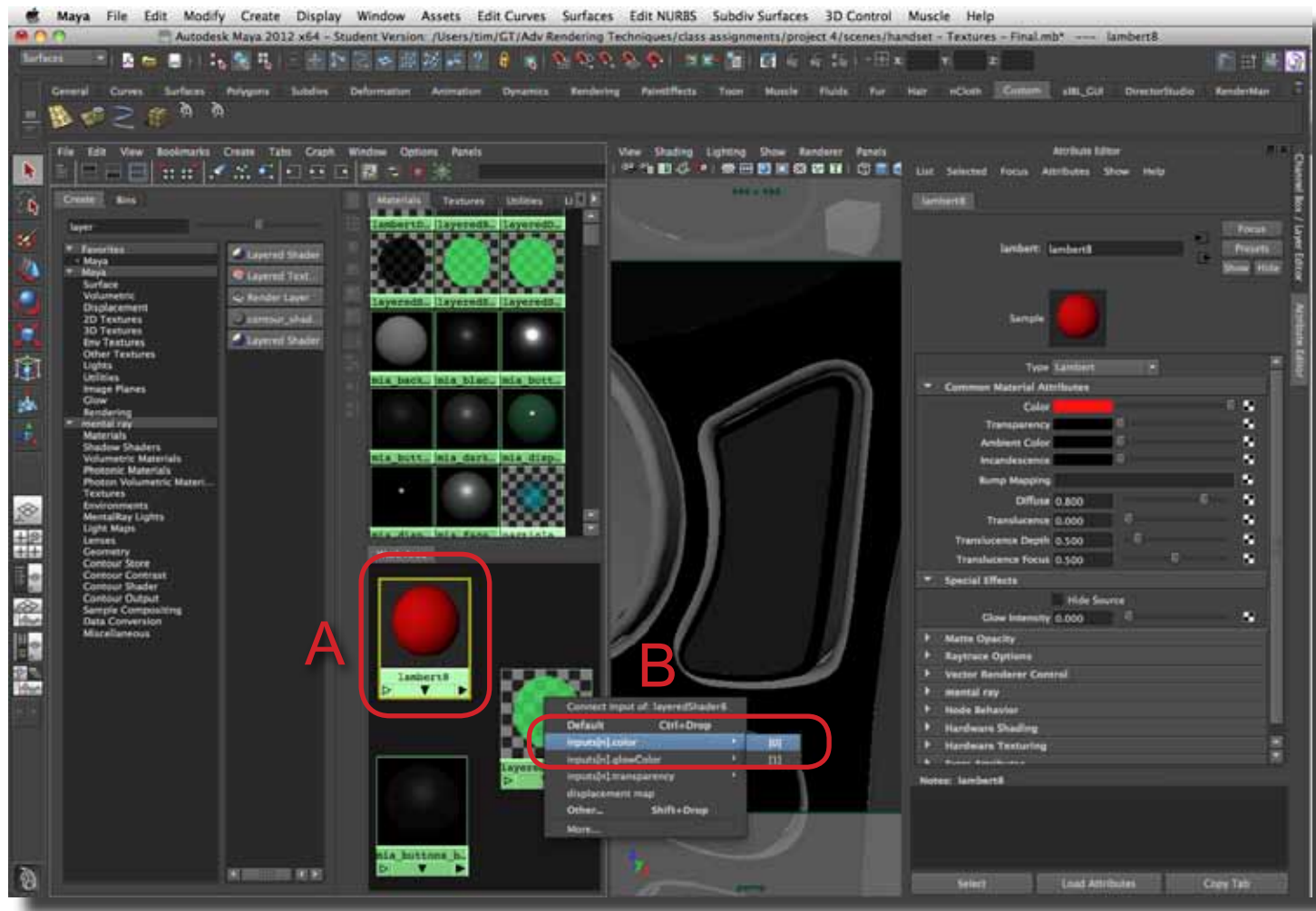
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Step 4 • Select the Lambert shader (A) and change the Color value to red (B).



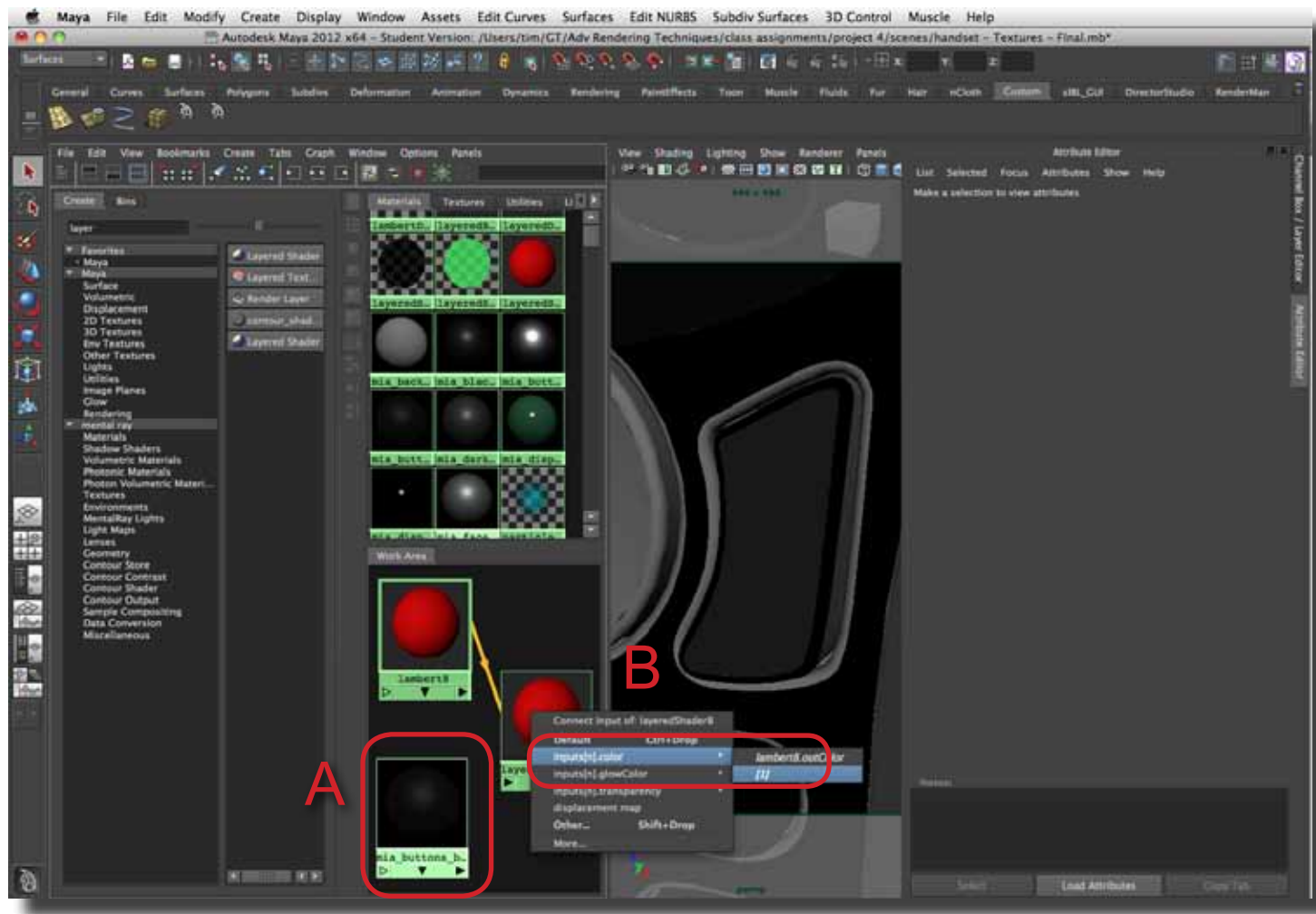
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- Step 5** • In this step, connections between the different shaders will be made. Middle mouse click on the Lambert shader (A) and drag on top of the LayeredShader. When you release the mouse button, a pop menu appears (B). Select inputs.color > [0]. Repeat the same step but this time on the LayeredShader, select the inputs.transparency > [0] (A & B for second time).



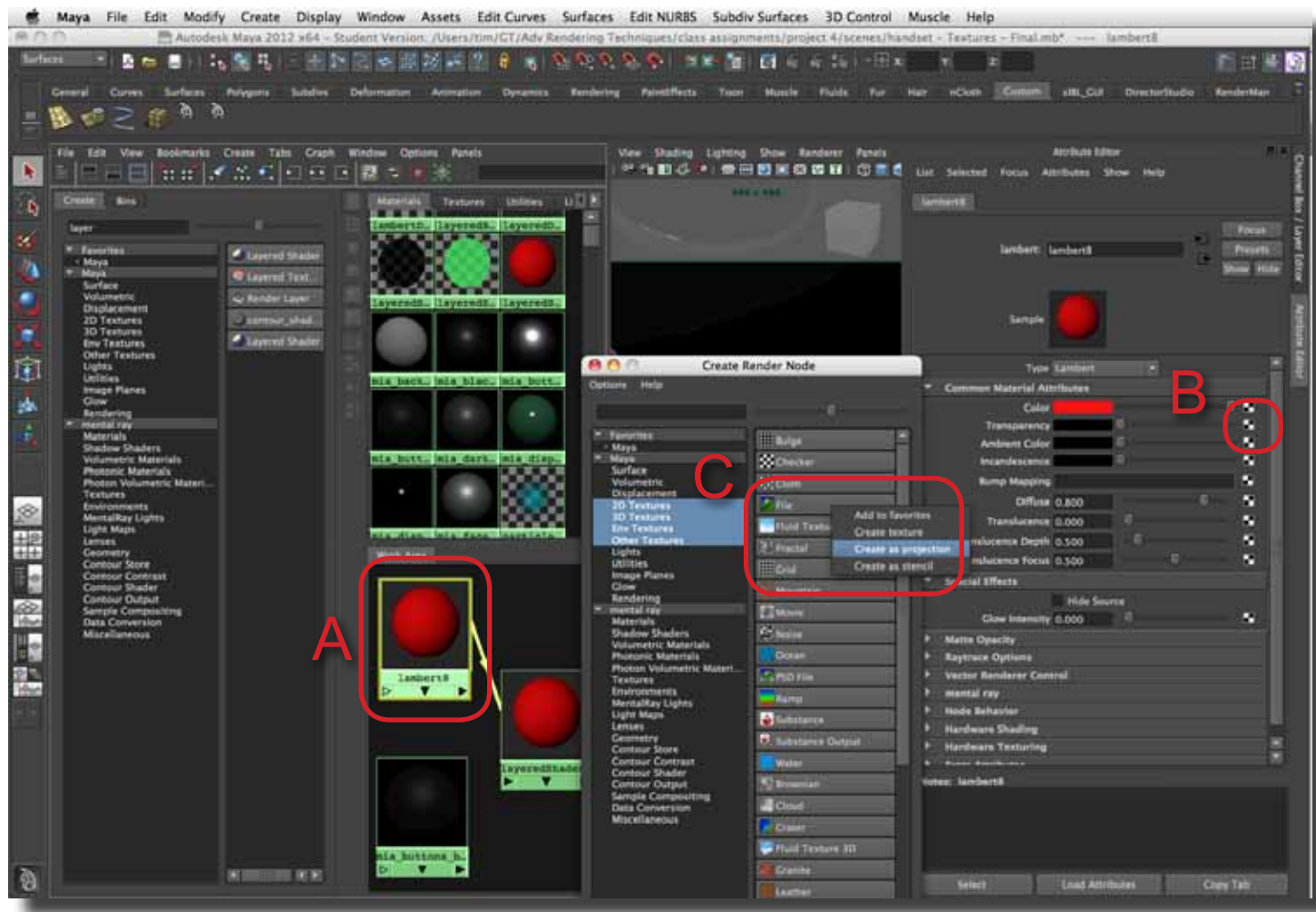
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- Step 6** • Next, middle mouse click on the mia shader (A) and drag on top of the LayeredShader. When you release the mouse button and pop menu appears (B). Select inputs.color > [1].



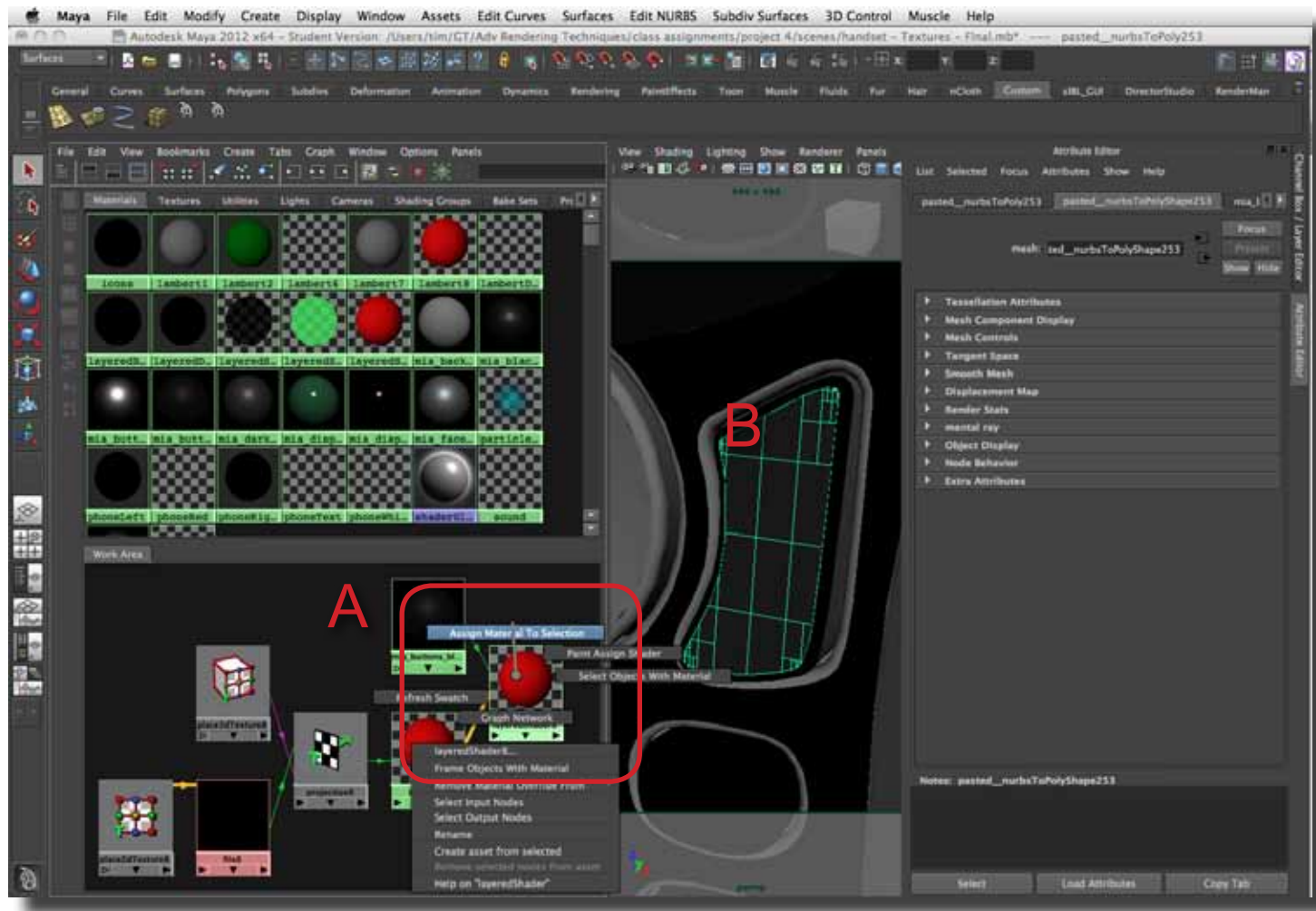
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- Step 7** • In this next step, we will add the file texture node and all the support projection/placement nodes. Select the Lambert shader in the Work area (A). Next, look for the Transparency channel in the Attribute Editor. Click on the checked square icon to the right (B). In the Create Render Node window that opens, right mouse click on the File button and select the Create a projection menu item (C).



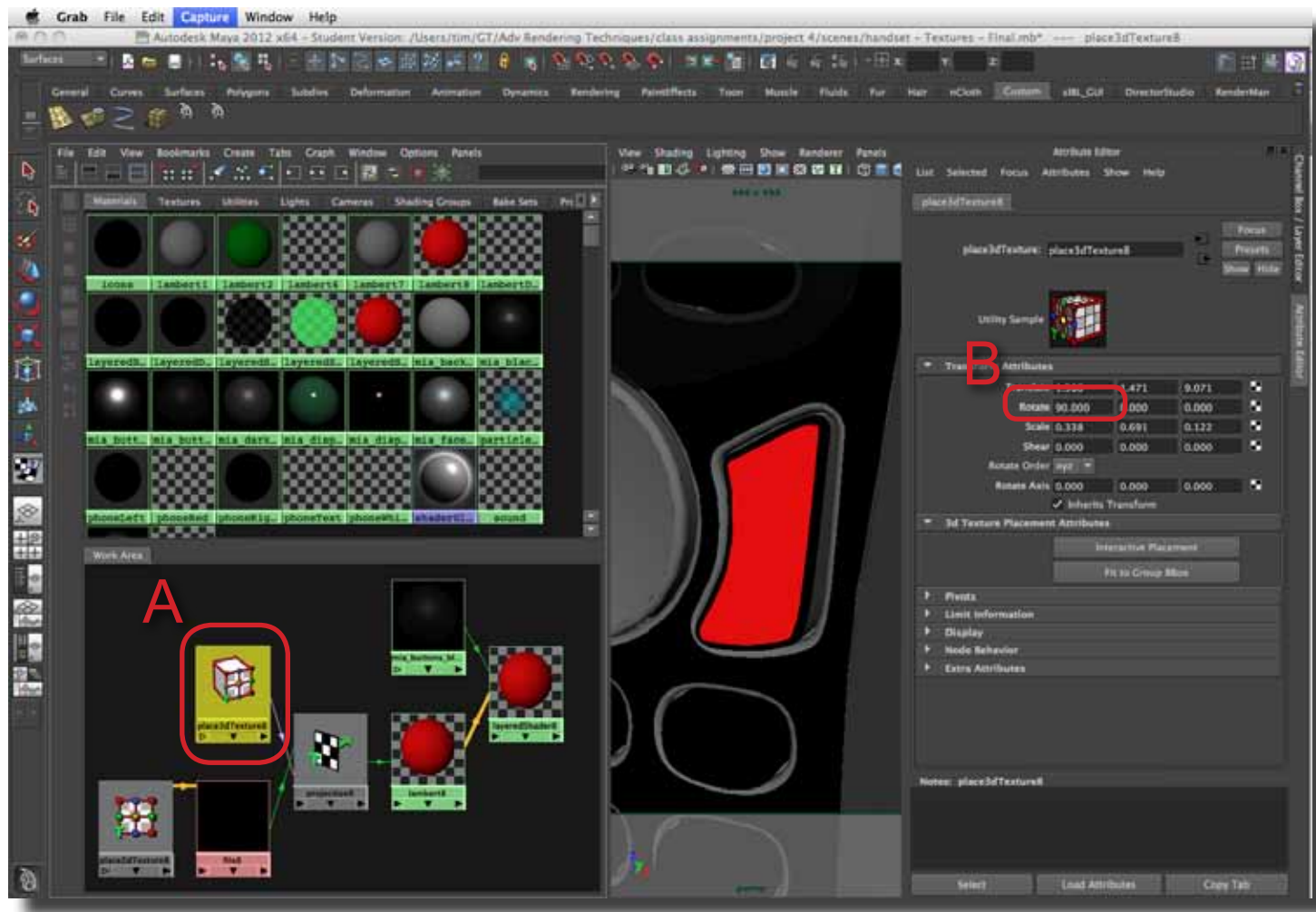
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- Step 8** • In the Work area, right mouse click on the LayeredShader icon and select the Graph Network option (A). This will show all the nodes associated with this shader. Select the button object in the modeling window (B). Next, right mouse click on the LayeredShader icon a second time and choose Assign Material to Selection (A).



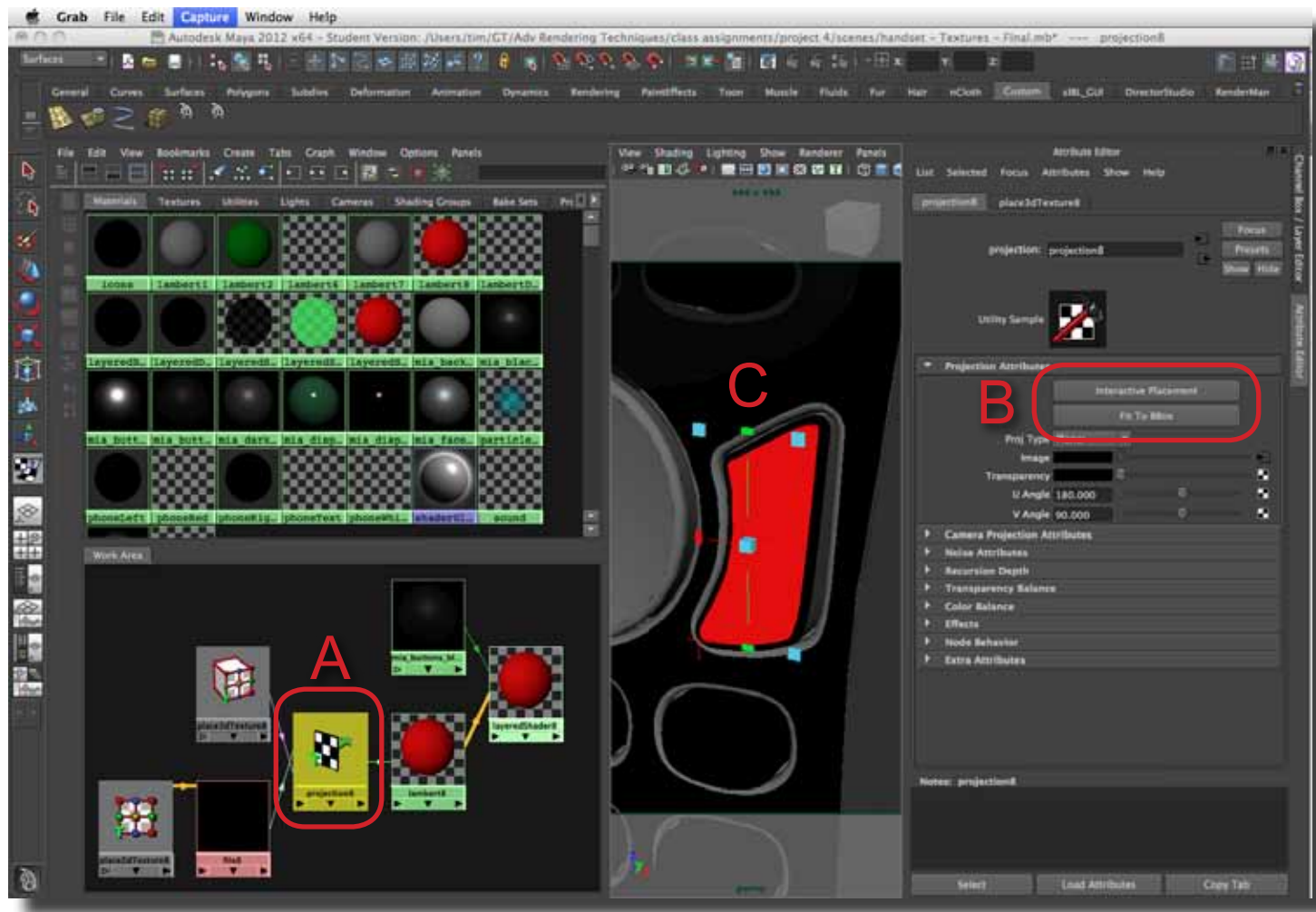
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- Step 9** • To position the texture icon, select the place3dTetxure (A) and change the Rotate:X value to 90° (B). Depending on how your model is oriented, this may not be required for your project.



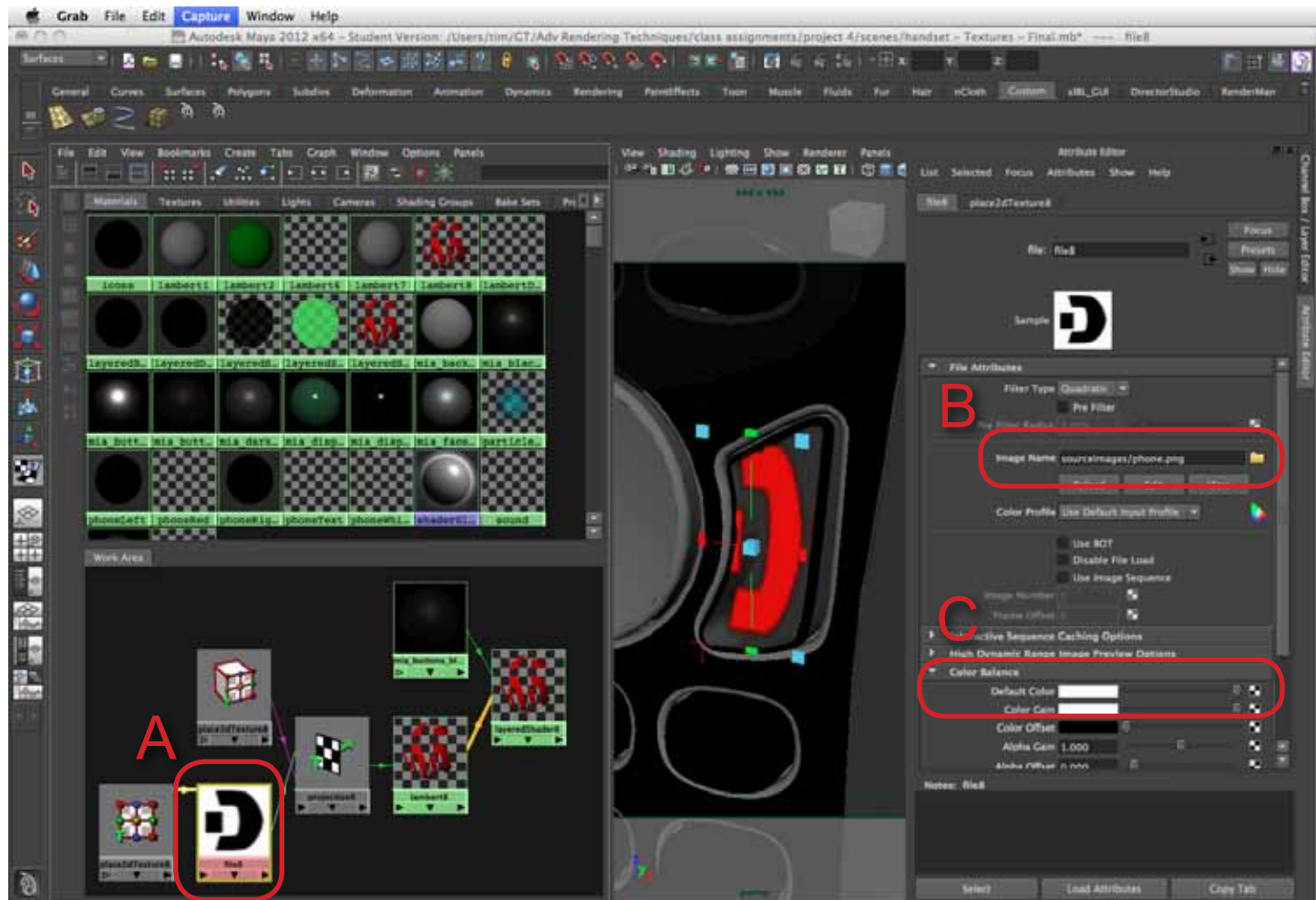
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Step 10 • Select the project icon in the Work area (A). Then click on the Fit to BBox in the attribute Editor (B). The 3d icon can be edited further in the modeling window (C).



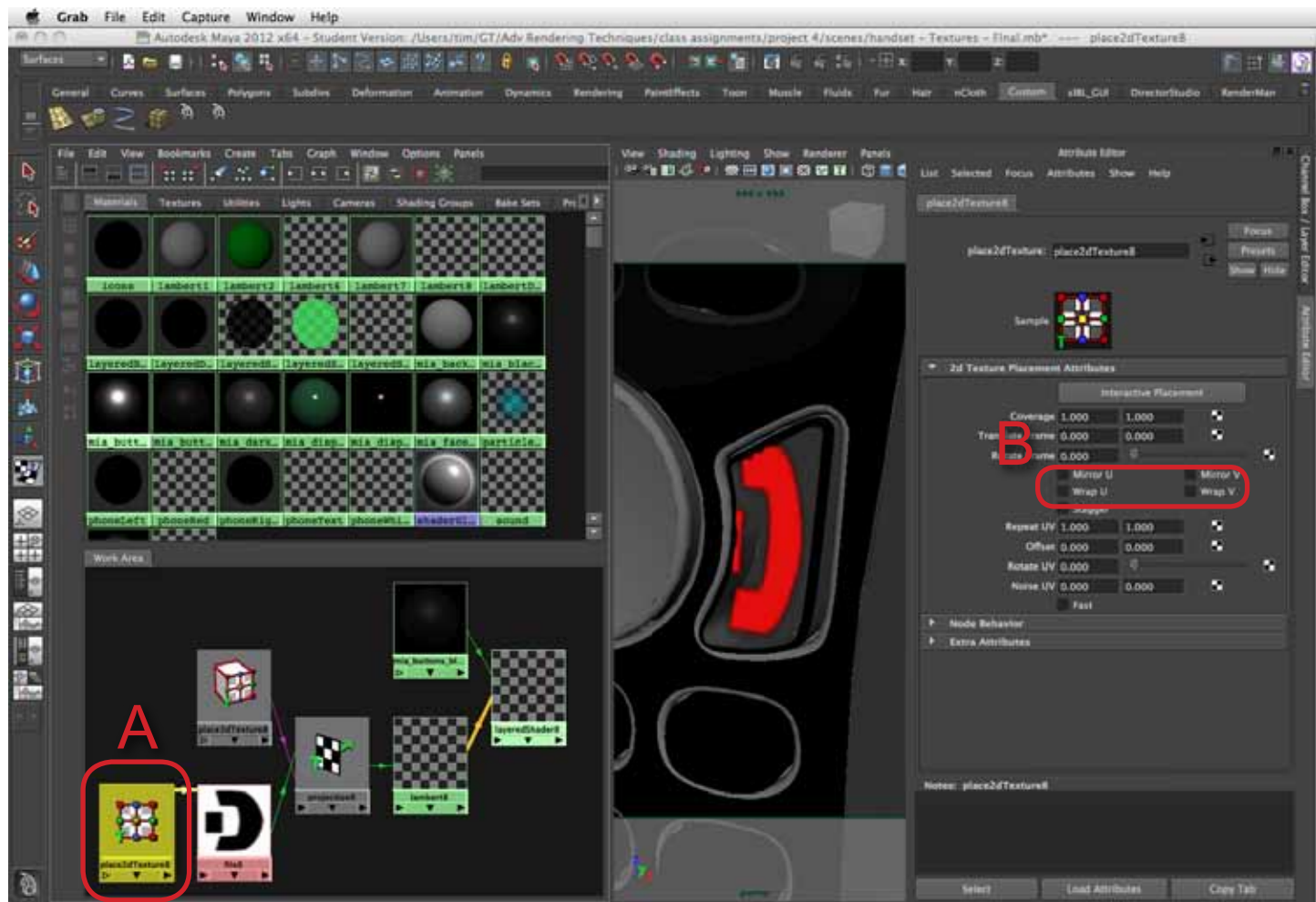
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Step 11 • The file source needs to be assigned to the file node. Select the file node in the Work area (A) and then click on the folder icon in the Attribute Editor (B). Pick the file source in the file window. The image should be high enough resolution (min 150 dpi) and black with a white background. Next, open the Color Balance tab and slide the Default Color to the right so it is white (C). This allows the image background to match the file node background so the outside edges of the file texture will not appear in the next step.



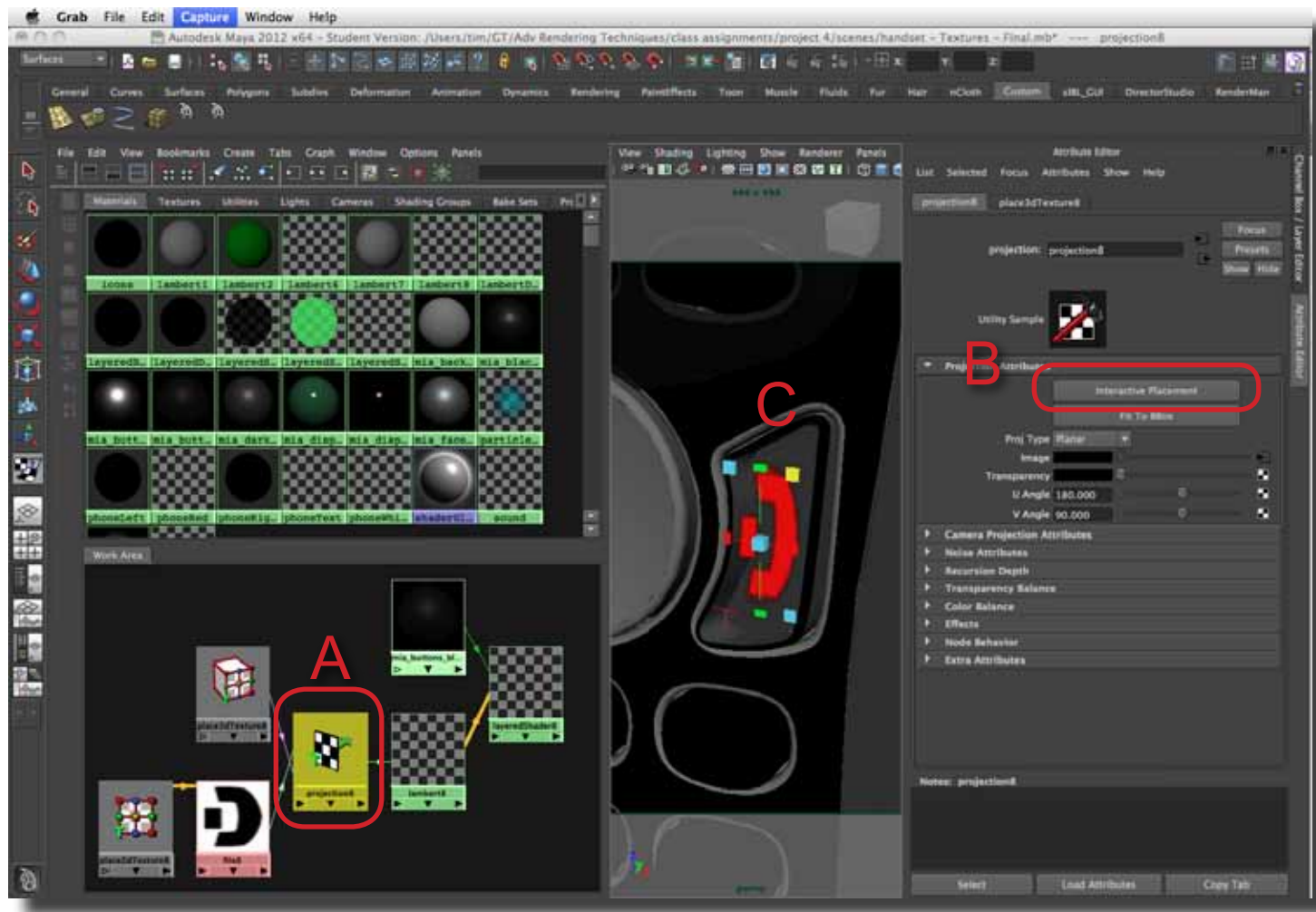
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Step 12 • In this step, pick the place2dtexture in the Work area (A) and toggle off the Wrap U and Wrap V options in the Attribute Editor (B). This will remove the repeats of the file texture source so only one will be visible.



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Step 13 • Further adjustments to the placement icon can now be done (A, B & C).



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- Step 14** • One final adjustment needs to be done to the LayeredShader. Select the LayeredShader in the Work area (A) and make sure the second icon in the Attribute Editor is selected. It should have a white box around the icon (B). Then drag the Transparency slider all the way to the left to zero it out (C).

