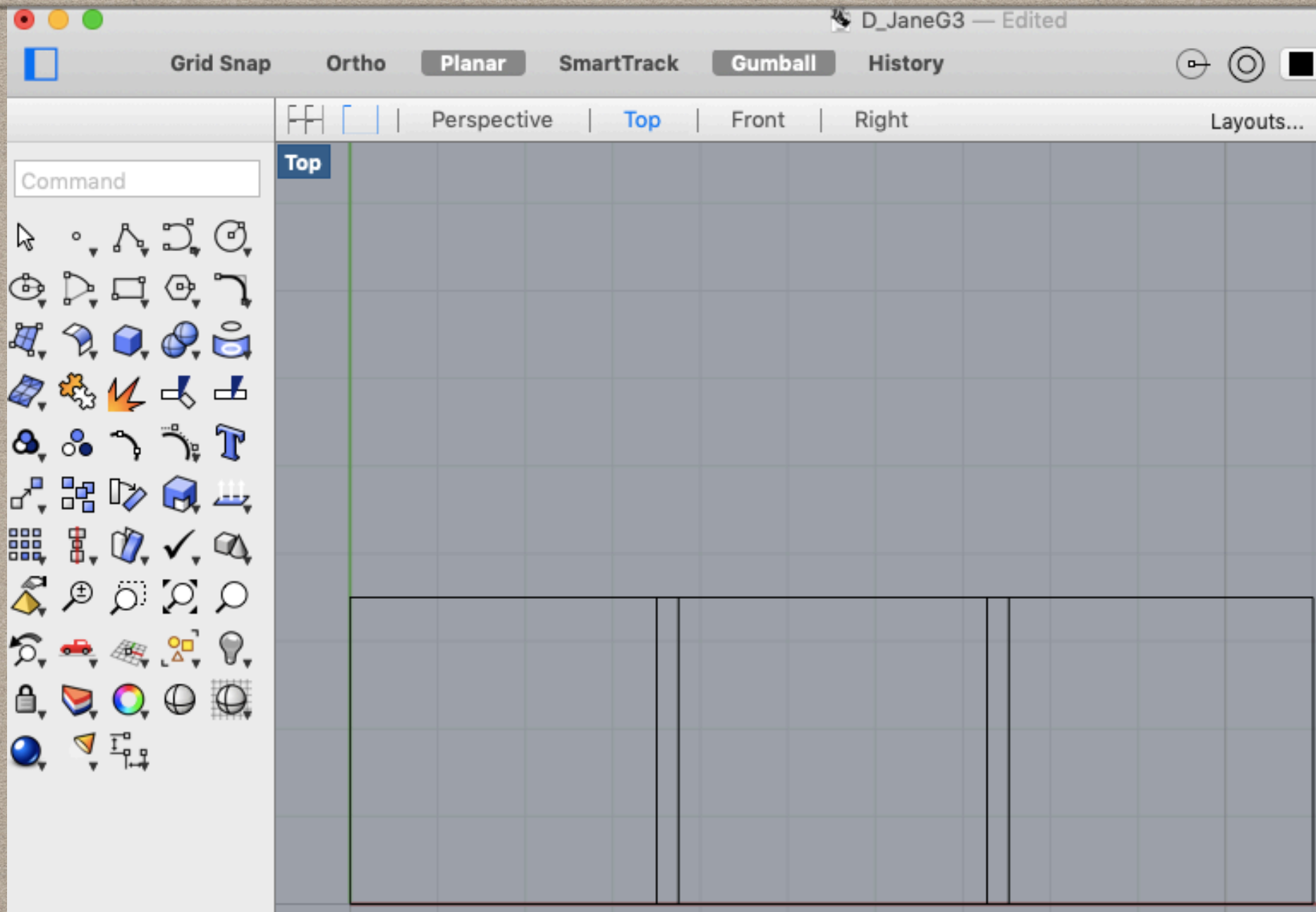# CREATING A VINYL DECAL: PART B
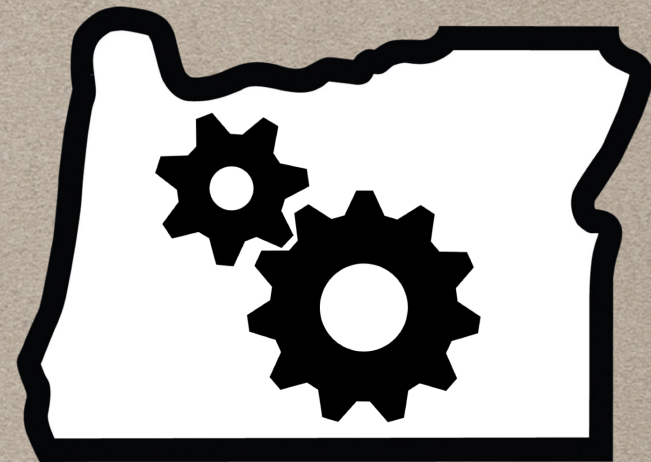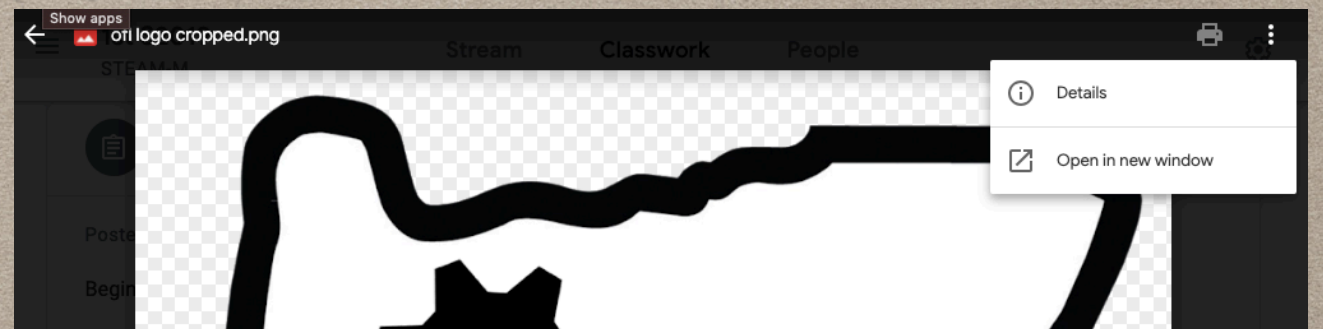
RHINOCEROS 3D
MR. LYONS
TWALITY STEAM

IN PART A YOU CREATED A RECTANGLE DIVIDED INTO THREE SMALLER SQUARES. IN PART B YOU WILL BEGIN TO CREATE 3 DECALS IN EACH OF THE SQUARES.
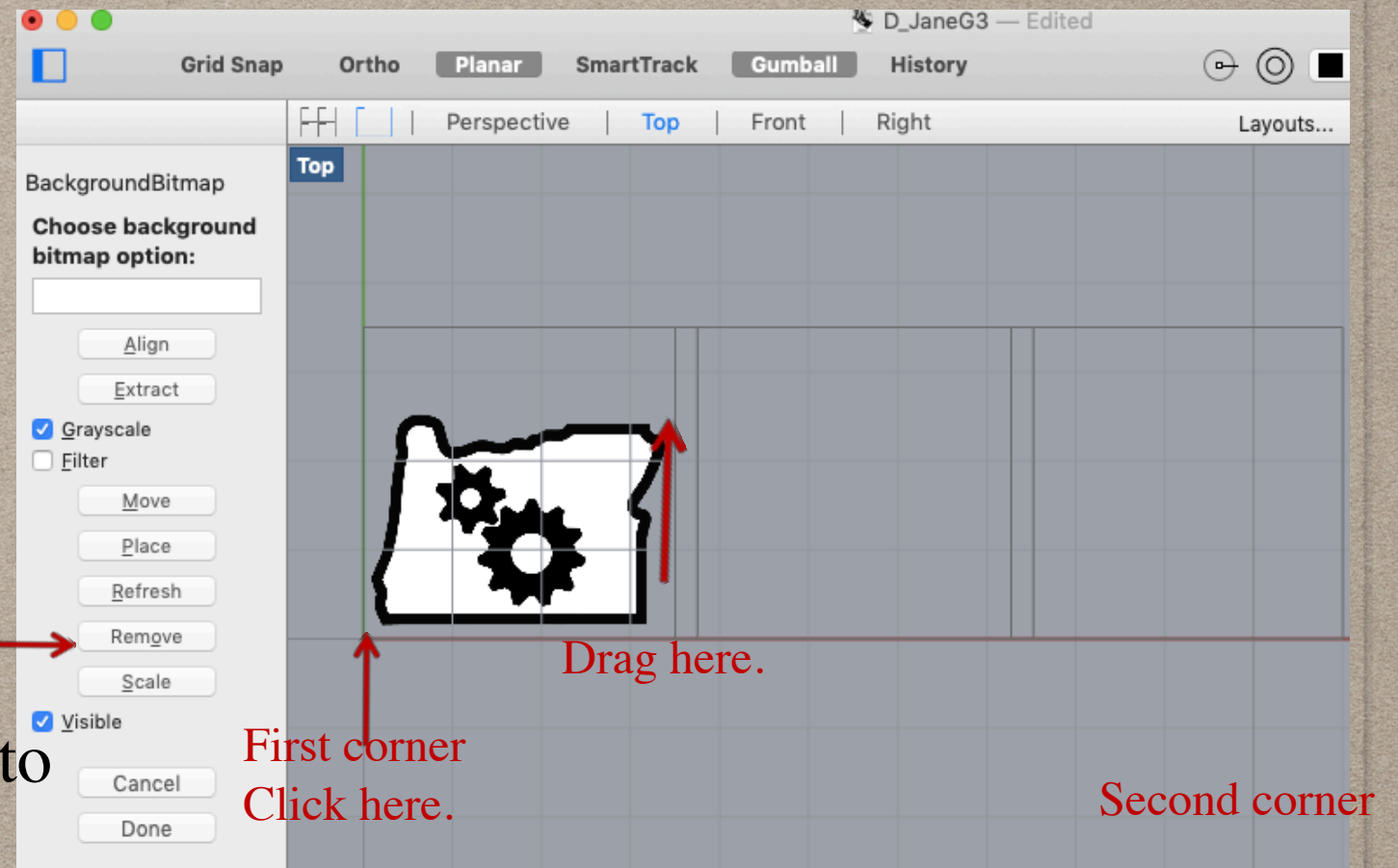
DOWNLOAD THE OREGON FAB LAB LOGO TO YOUR COMPUTER

- Find OFL logo in Google Classroom.

- Open the logo in a new window.

- Click on download.

STEP 1: PLACING AN IMAGE FOR TRACING

A. Type "BackgroundBitmap" into the command line.

B. Locate the file you want to trace.

C. Begin inserting the Oregon logo by clicking on the bottom righ "First corner," .

D. Then drag the other corner of the logo to the first vertical line you have drawn.

E. Make sure your Oregon Fablab Log is not too small. If it is smaller then the one to the right click "Remove" then "Place".

STEP 2: PREPARE FOR TRACING

A. Click on the word "Top" (located in top left viewport), this will zoom into the top viewport only.

B. Change line color to red by clicking the black dot by the red layer in the upper right hand corner.

Click here

STEP 2: PREPARE FOR TRACING

C. De-select "Ortho", "Grid Snap" and "SmartTack" on the top of your screen to turn them off. Select "Planar" to make sure all curves are drawn on same plane. This top menu should now look like the picture to the left.
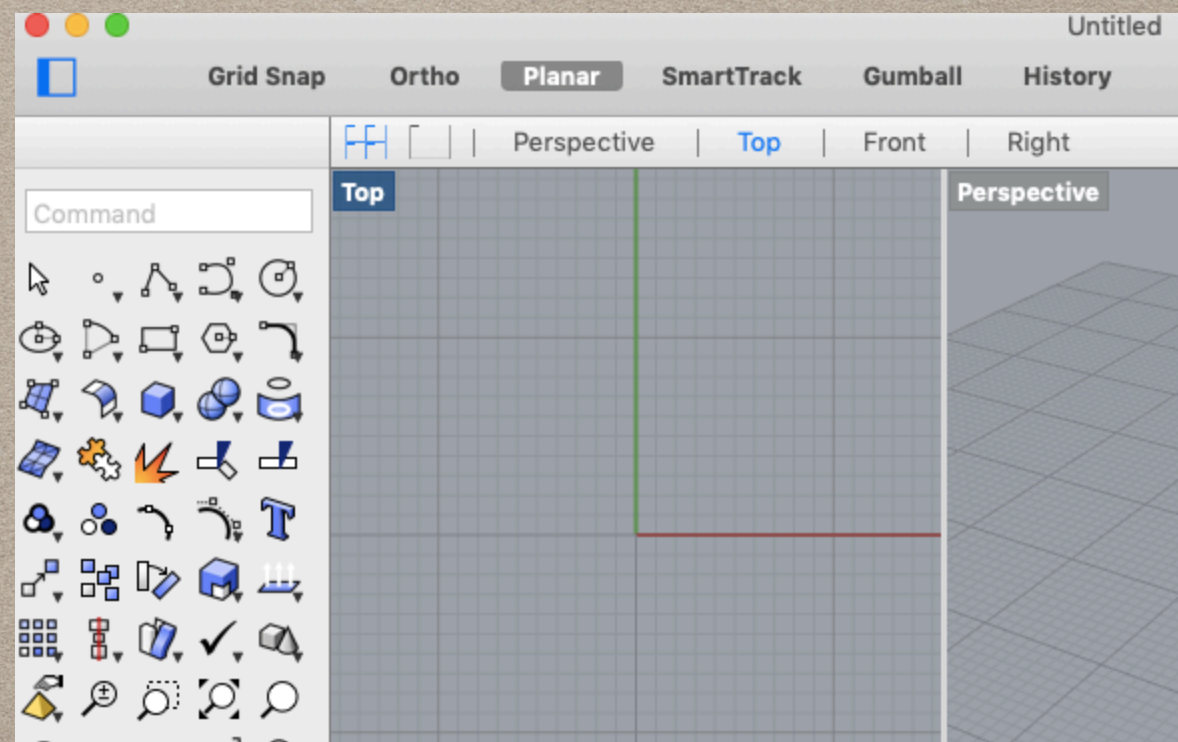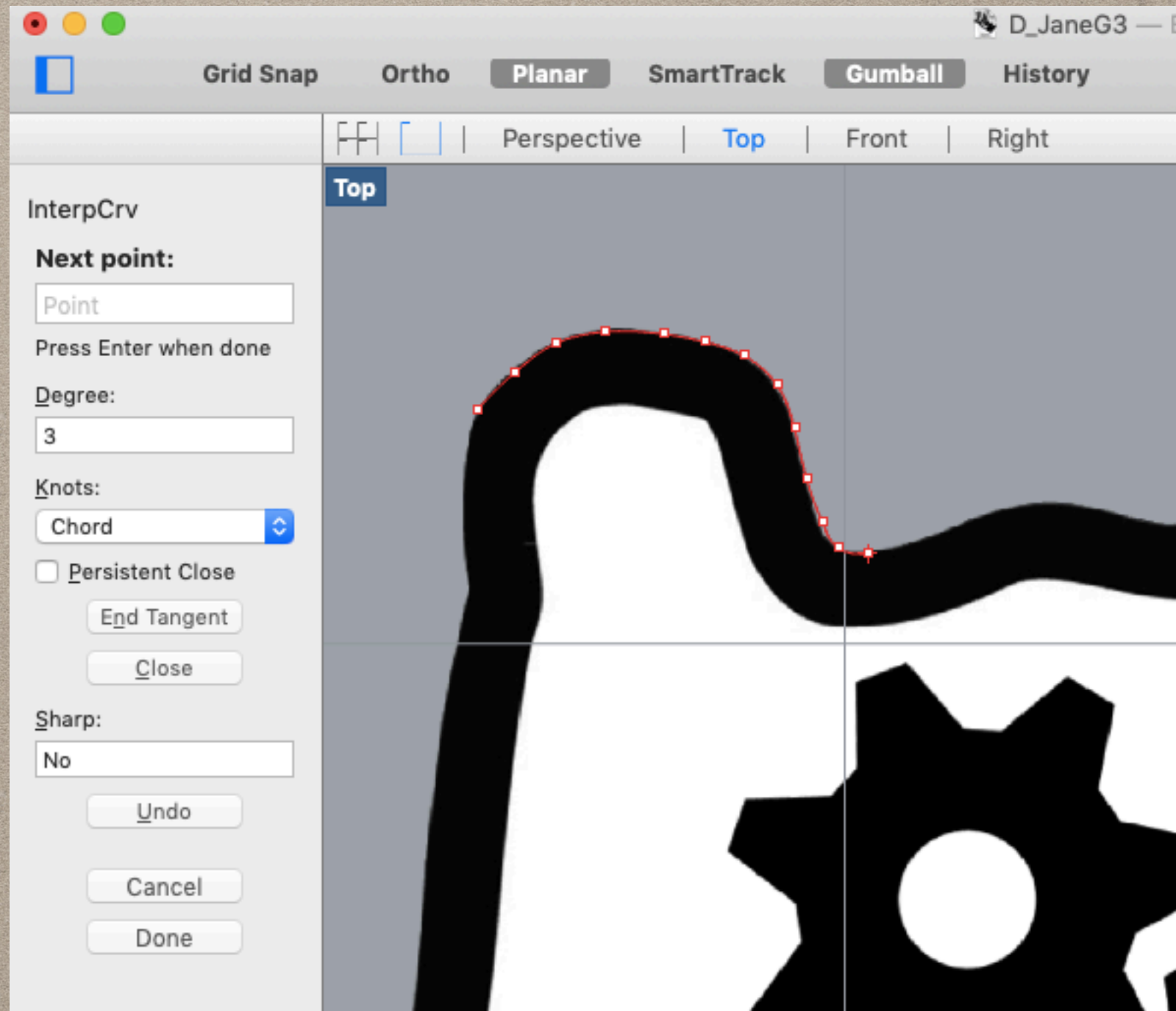
STEP 3: BEGIN TRACING

D. Type "Interpcrv" command. (This is the best command for tracing objects that have both straight lines and curves.)

E. Trace the outside of Oregon using the Interpcrv command.You will be graded on how precise you are in your tracing. Do not space your points too far apart.
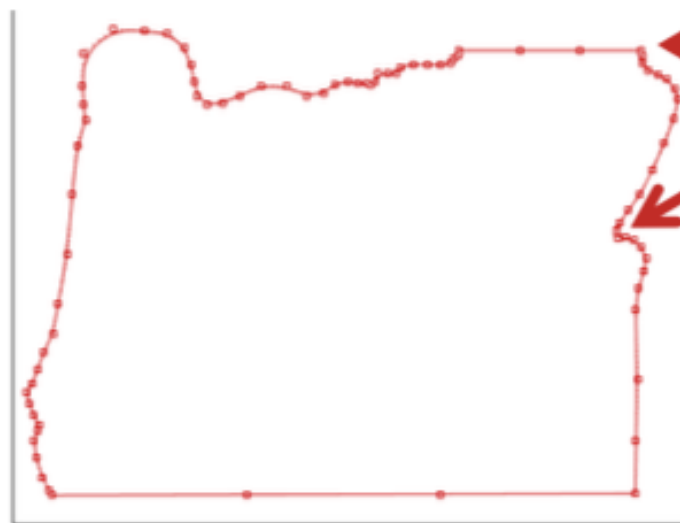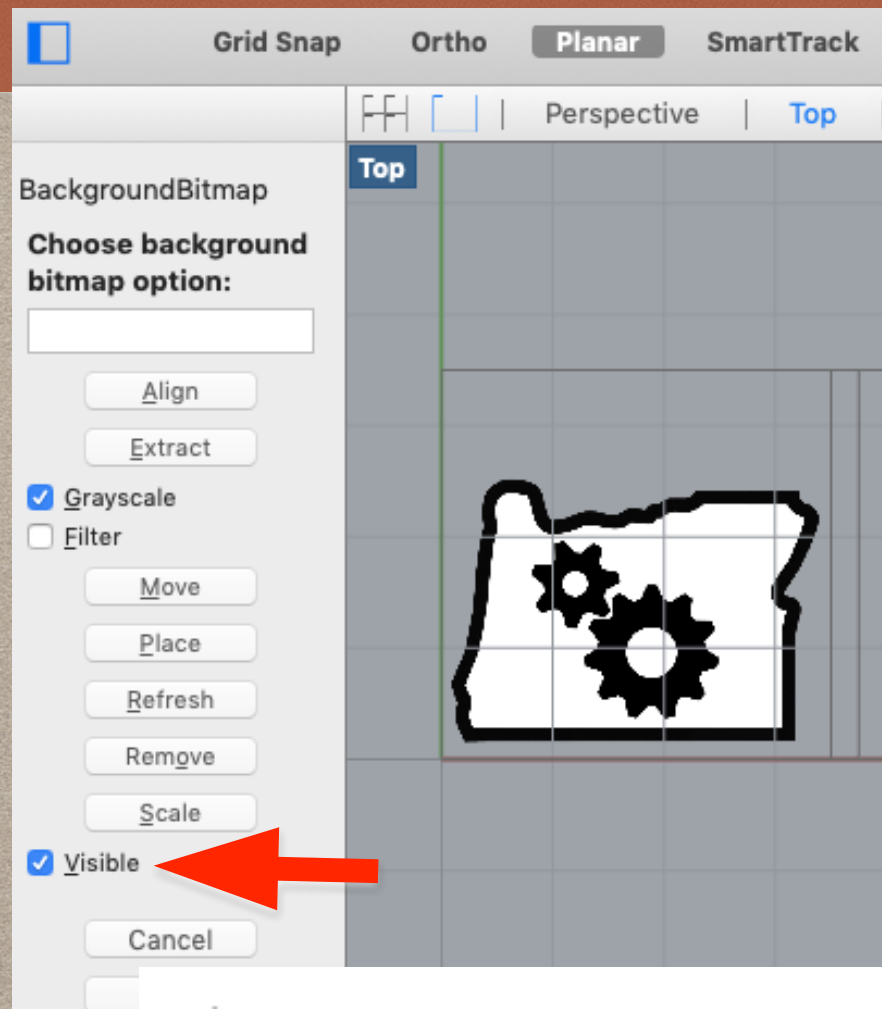
STEP 4: CHECK YOUR WORK

F. To see the quality of your work you can hide the background image by typing background bitmap command by unchecking the "visible" box.

G. Show background bitmap then type "PointsOn". This will turn on control points. You can drag your control points to make your outline more precise.
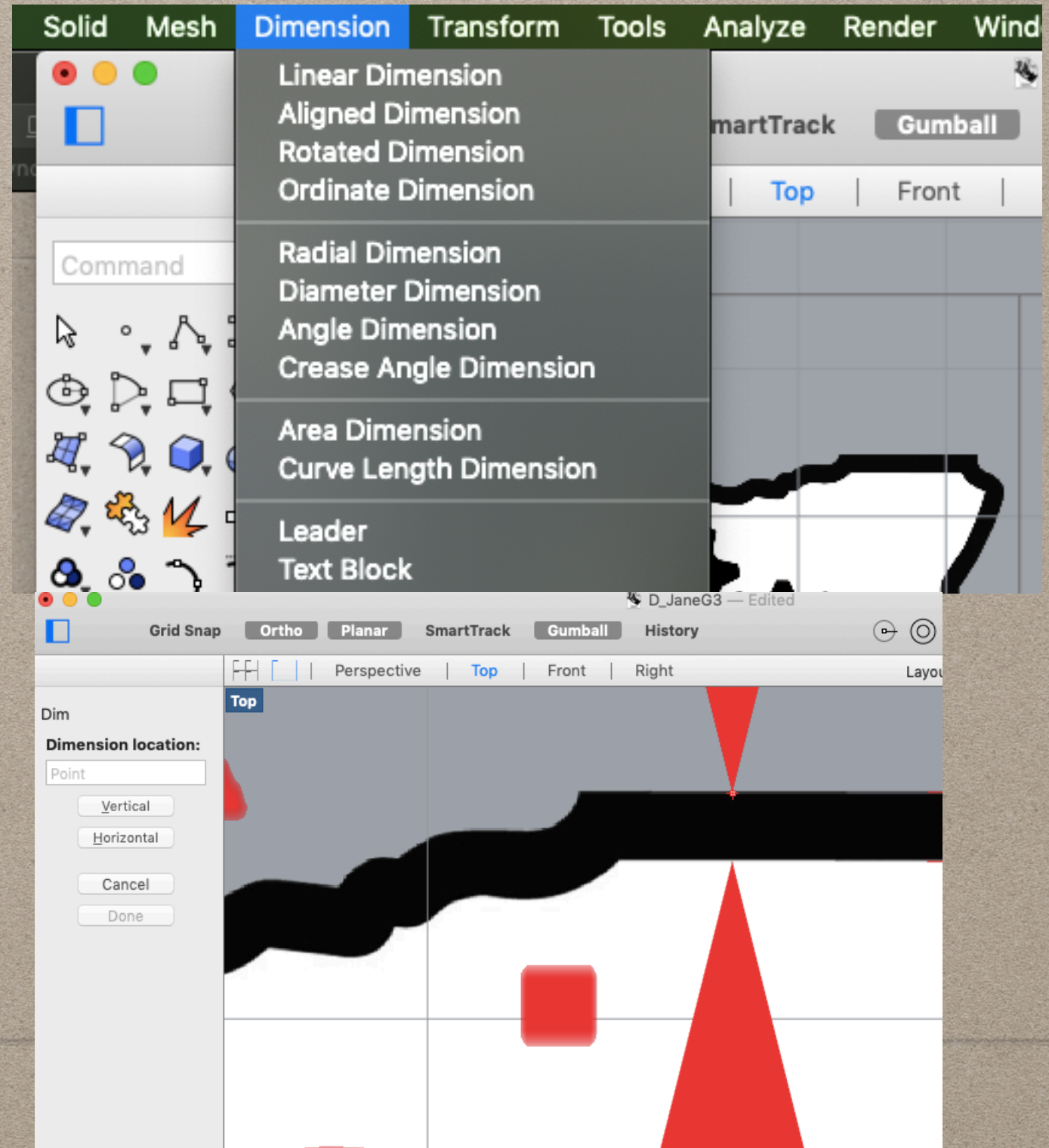

Note: more control points needed to make sharper corners/arcs

STEP 5: OFFSET YOUR OREGON OUTLINE

A. Type "Dim" to measure the width of the Oregon outline. Click on the outside and inside of Oregon outline border. The width measurement should appear.and correct your outline. Then repeat offset.
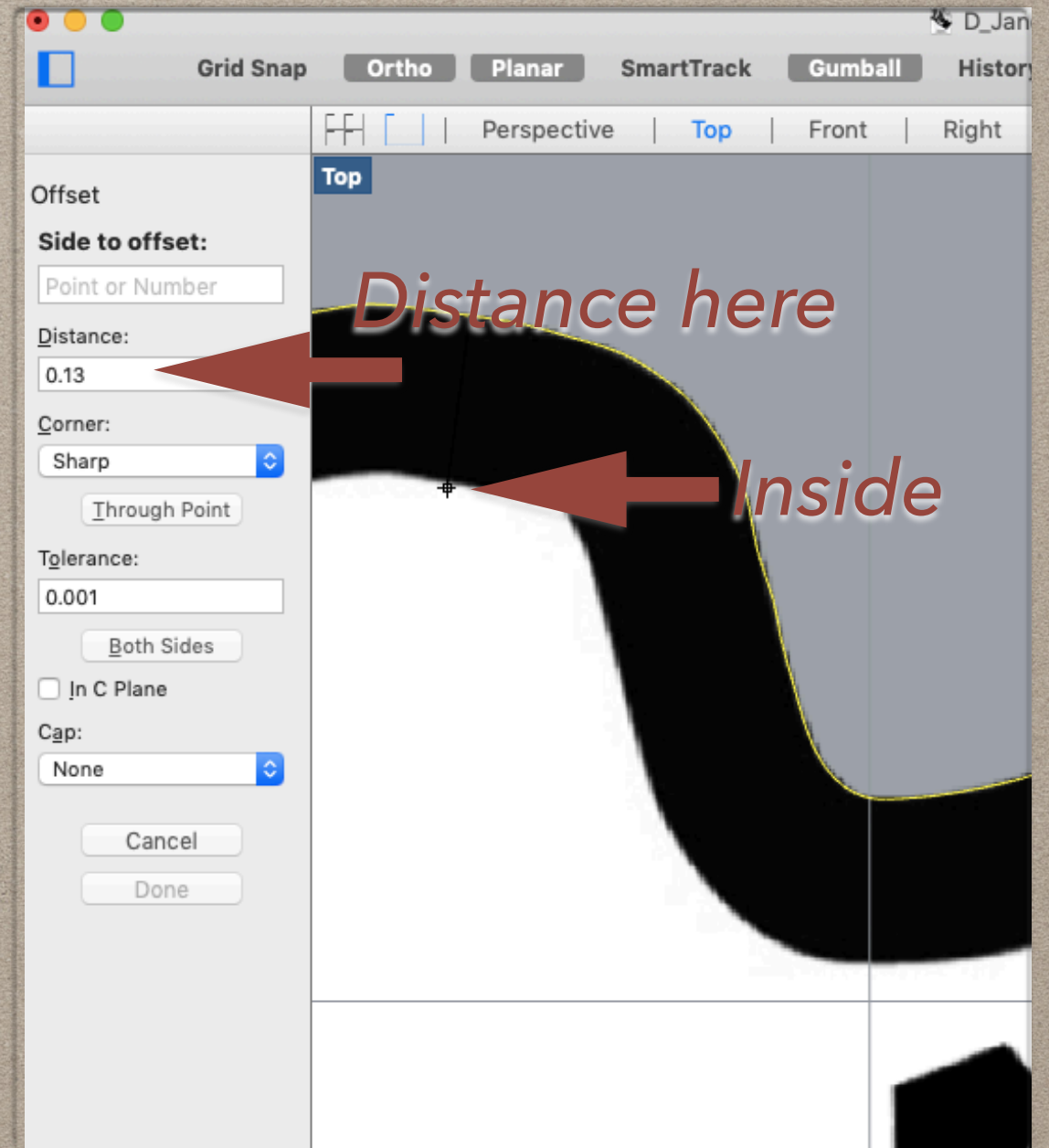
STEP 5: OFFSET YOUR OREGON OUTLINE

B.Type "Offset" command. Select your Oregon outline.

C.Select your Oregon outline.

D.Type the width of the Oregon outline you just measured in the DISTANCE BOX.
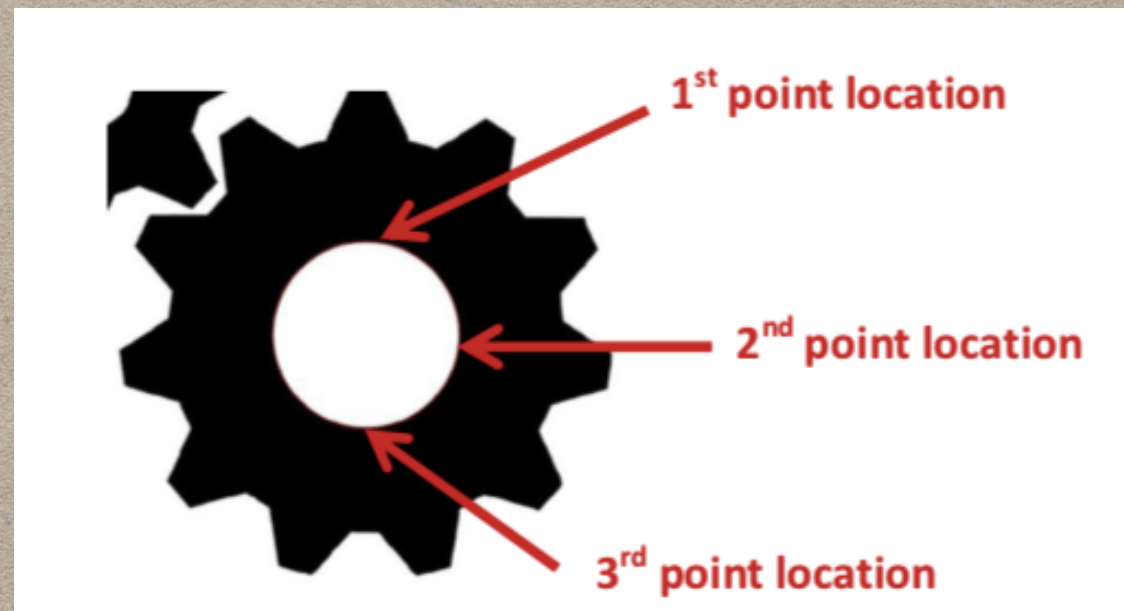
E. Now click on the inside of the black Oregon border.

F.If your offset is not a good fit. Delete the offset. Turn on points and fix your outside outline.
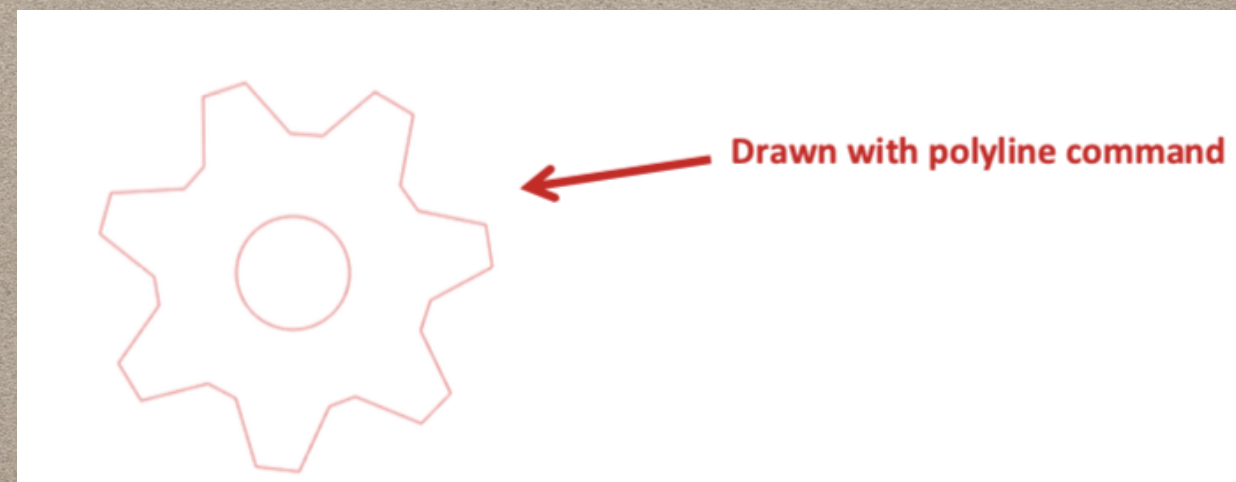
A. Use the "**Circle**" command for the inside of gear. Select the "3 Point" option on the command line. Next, you will select 3 points on the existing circle of the image you are trying to re-create.

1st point location

2nd point location

3rd point location

B. Trace the outside of the gear using the "Polyline" command.

Drawn with polyline command

STEP 7: CHECK YOUR WORK

Free-formed with "InterpCrv" command

Created with "Offset" command

Created with "Polyline" command

Created with "Circle" command
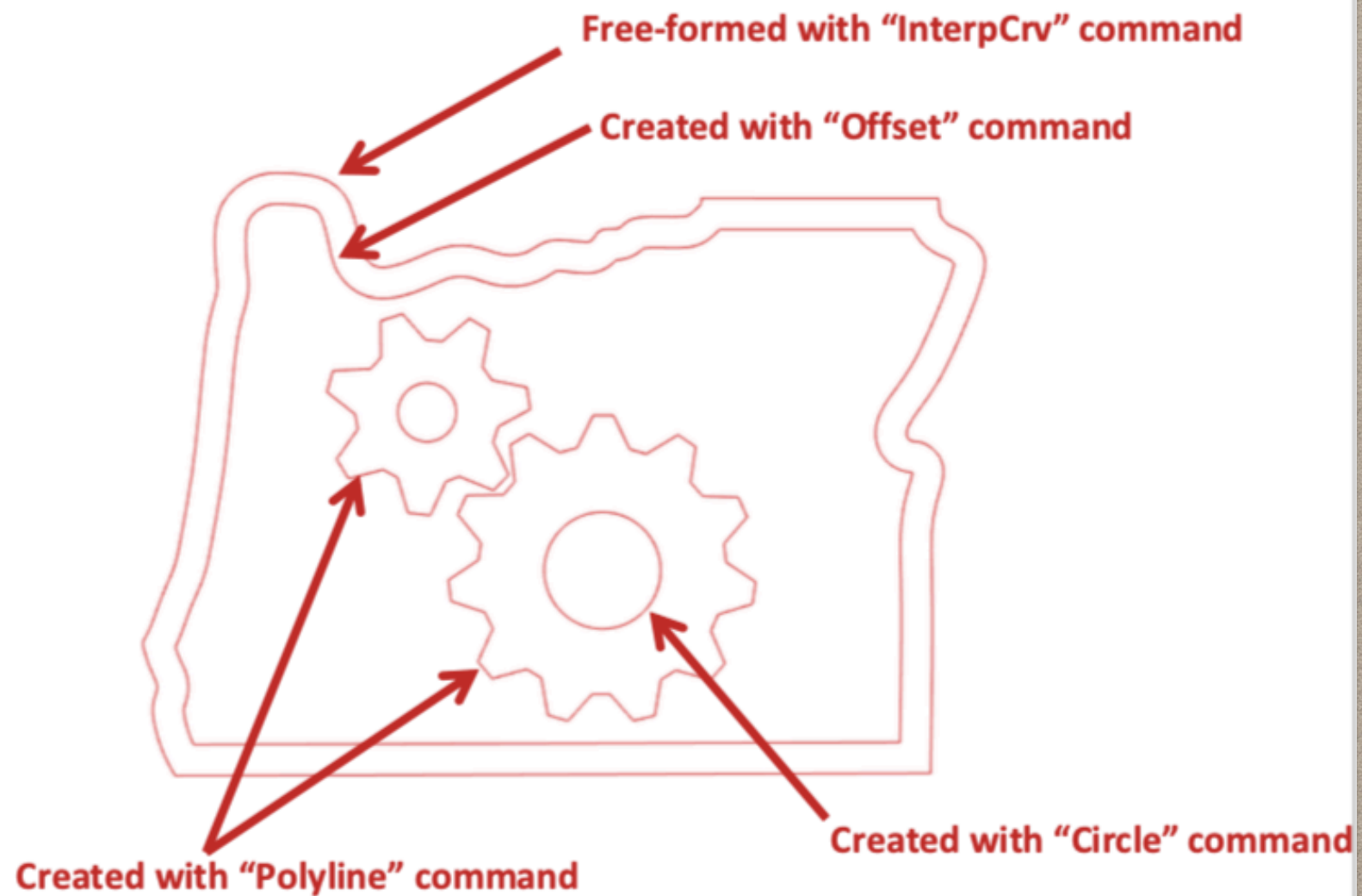
STEP 8: CREATE YOUR MARTIAN CHARACTER

Use what you have learned to create your martian character.

Remember:

A. This should be your own original work.

B. Draw/create shapes that can be weeded. Lines can not be weeded.

C. Do not intersect lines.

WEEDING AND SUBMITTING VINYL FOR GRADING

1. **Weed all three decals carefully.** (You will be graded on your weeding technique.)

2. **Separate the three decals with scissors.** (Cut away excess backing.)

3. **Apply transfer tape.** (Just enough to cover your weeded vinyl.)

4. **Get a grading label and staple it with your decals** <u>in the following order</u>: grading label, Oregon log, zombie, choice.

5. **Place decals in plastic drawer** on green cabinet for grading.

6. **CLEAN UP. PUT TOOLS BACK!**

HOW TO WEED A VINYL DECAL

- Get tools from green cabinet.

- Weed Oregon Fab Lab logo first.

- Decide if you creating a positive or negative space decal?

- Begin weeding starting from the outside inward.

- Hold down pieces you want to stay.