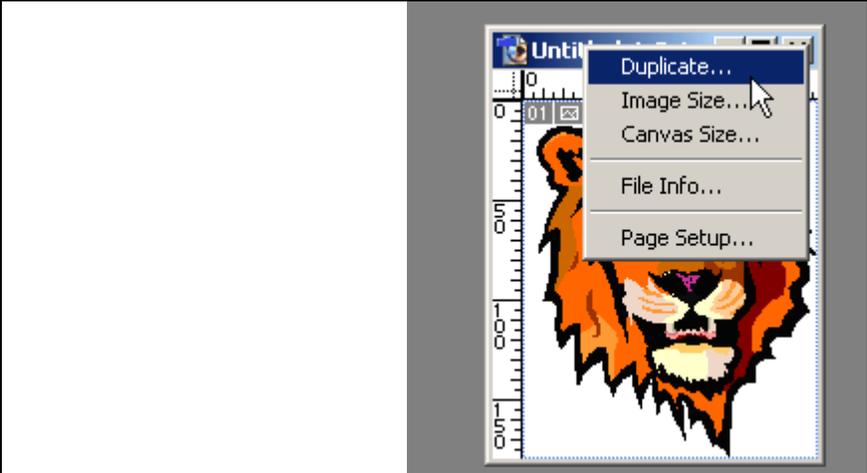


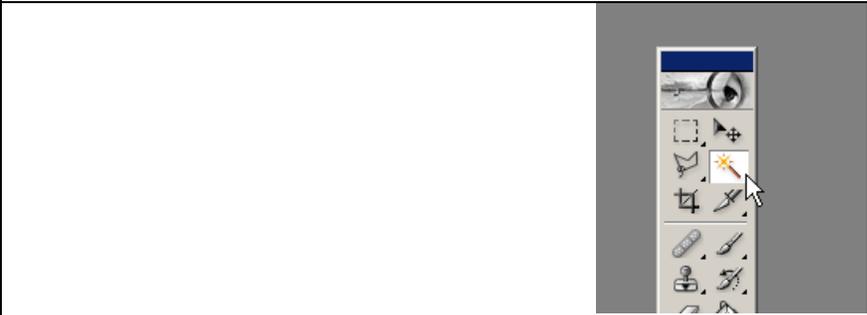
Open you image in Photoshop



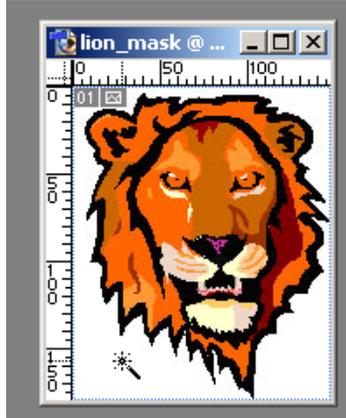
Right click on your image and select Duplicate



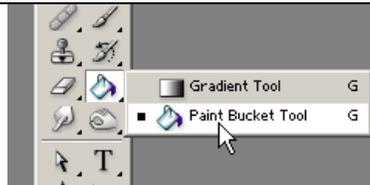
Rename your duplicate as a "mask"



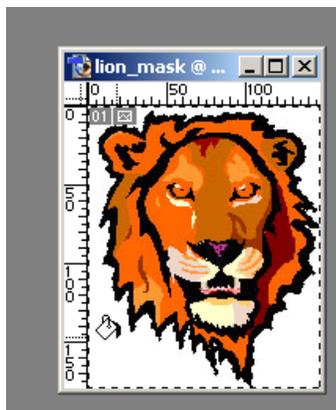
Select the magic wand tool



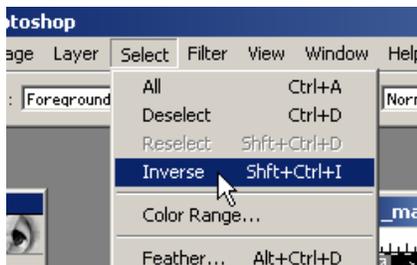
Click in the outside region of your image, you should then see an animated marquee as shown in the right image



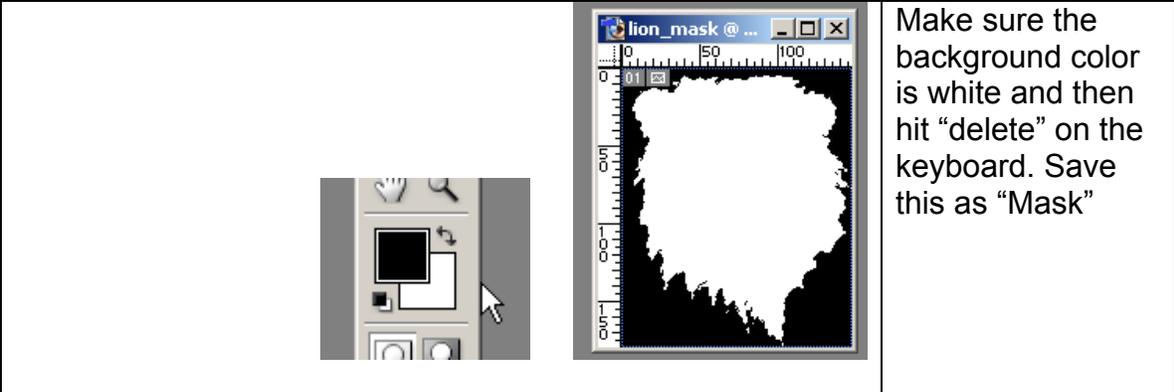
Set the foreground color to black and then select the paint bucket tool



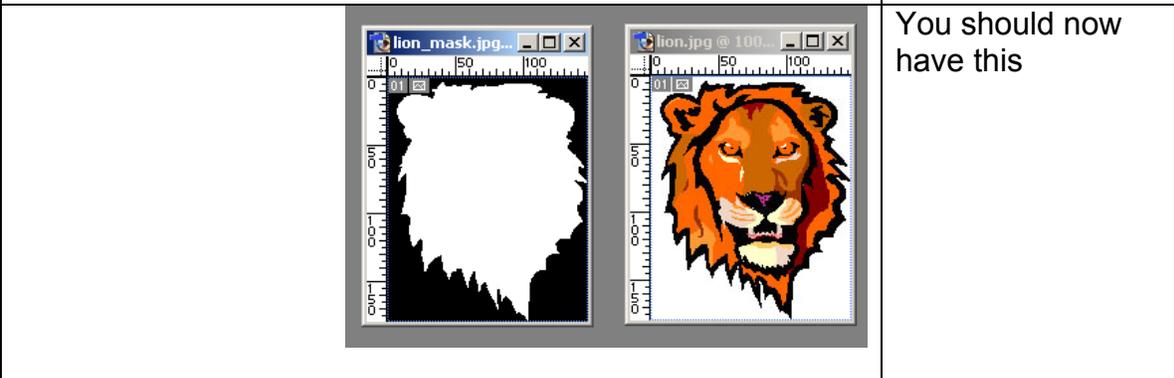
Left-click in the non-image area to fill it with black



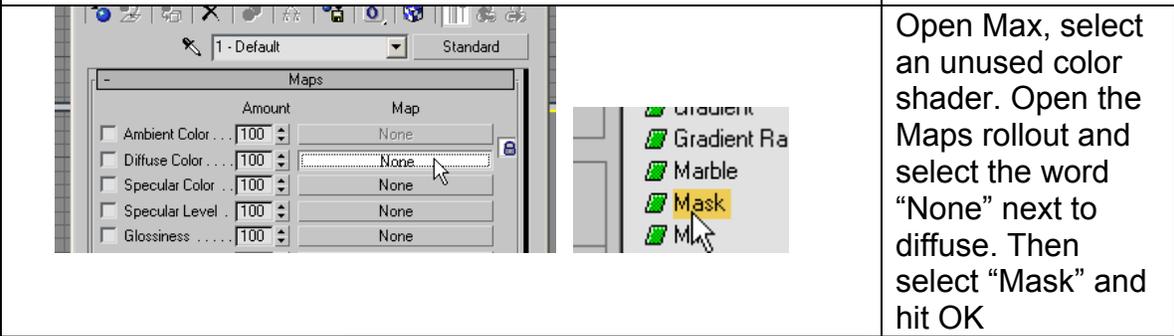
Go to Select and then Inverse to invert the selected area. Now the image area should be selected



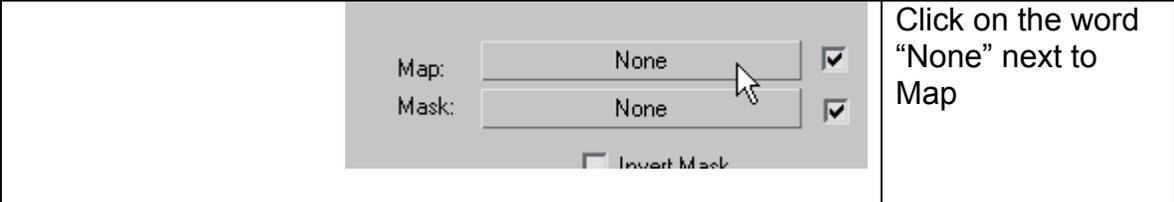
Make sure the background color is white and then hit "delete" on the keyboard. Save this as "Mask"



You should now have this



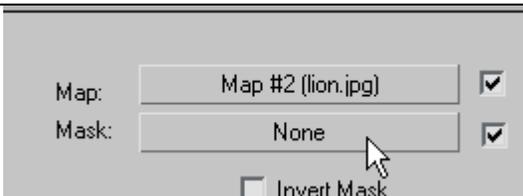
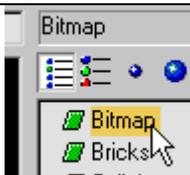
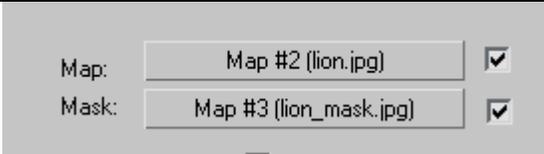
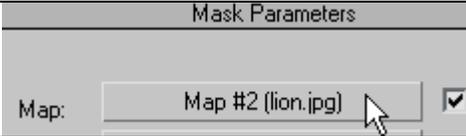
Open Max, select an unused color shader. Open the Maps rollout and select the word "None" next to diffuse. Then select "Mask" and hit OK

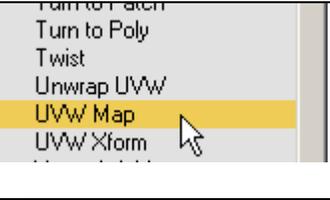
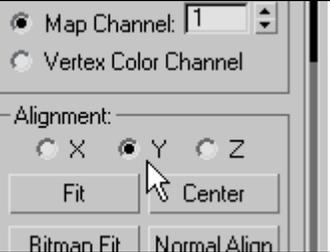


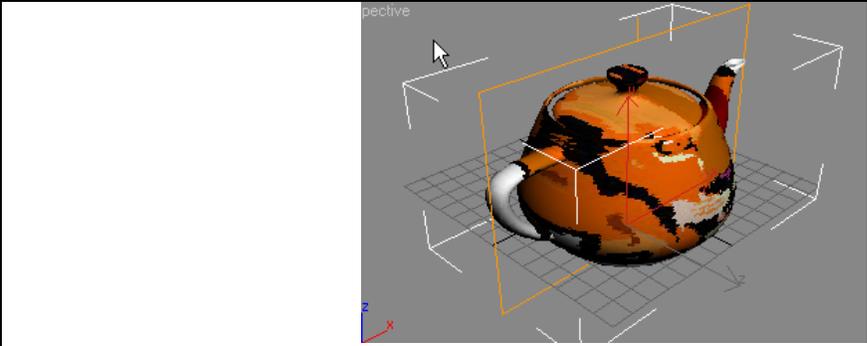
Click on the word "None" next to Map



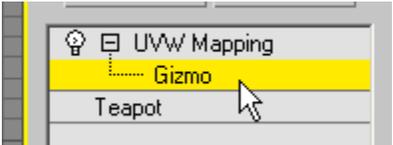
Then select bitmap and load your image

	<p>Your image should appear on the shader</p>
	<p>Click on the "Go to Parent" icon to go up one level</p>
	<p>Now, click on the word "None" next to Mask</p>
	<p>Then on "Bitmap" and load your mask.</p>
	<p>Again, click on the "Go to Parent" icon....</p>
	<p>...so you are back here</p>
	<p>Click on the map</p>

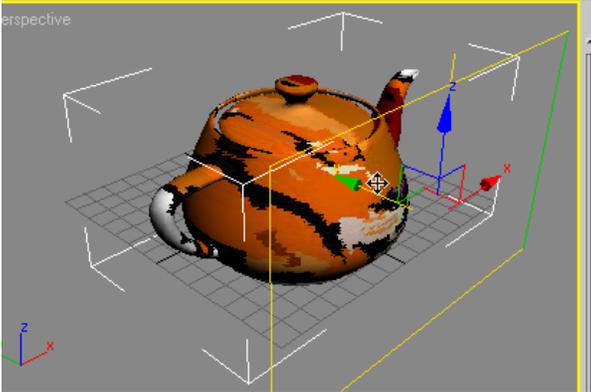
		<p>And then click on the “Show Map in Viewport” icon</p>
		<p>Apply the material to your object</p>
		<p>And now we can see our decal on the object. Note that we can see the shader's color which is gray</p>
		<p>With the object selected, apply a UVW Map modifier</p>
		<p>Make sure it is set to planar</p>
		<p>Adjust the alignment....</p>



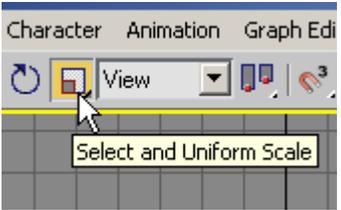
...so that we have this



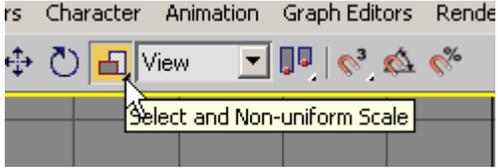
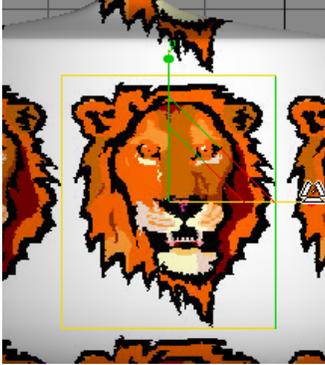
Modify the mapping at the Gizmo level

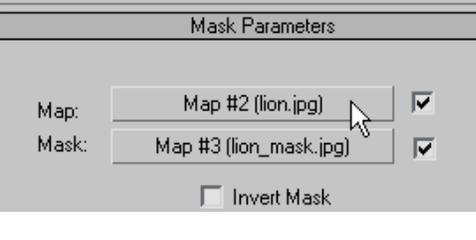


And now move the Gizmo so that it is front of the object

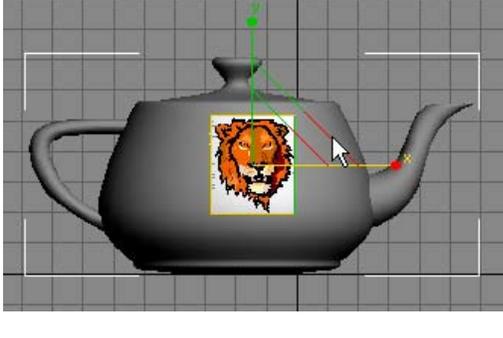


Your front view should look something like this. Select the Uniform Scale icon and scale down the Gizmo so that you have one complete copy of you image

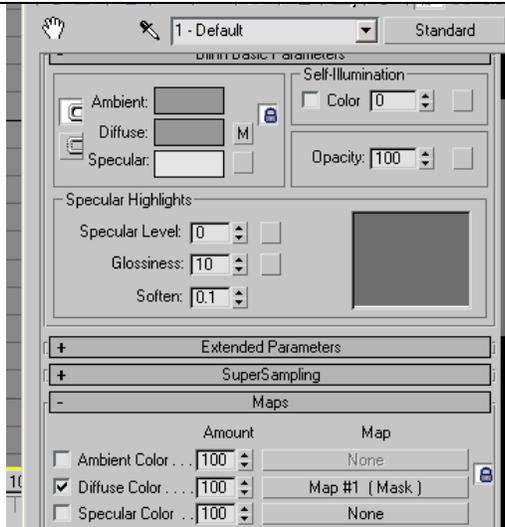
		<p>The Gizmo squished your image. We have to adjust its proportions. Pick the Non-uniform Scale icon and adjust the length and width of the Gizmo so that it more closely matches that of your original image like this</p>
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	<p>In your material editor. Select the Map button</p>
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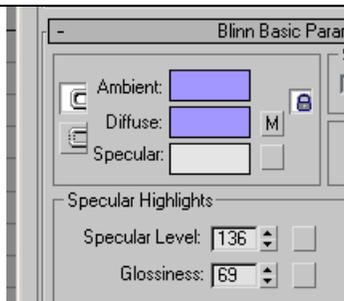
	<p>Remove the check marks in the Tile box</p>
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	<p>Now, your image will only appear once</p>
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	<p>Hit the "go to Parent" icon twice</p>
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Now we are back at the very top level of our material hierarchy



Here you can change the shader's color and properties



When we do a render we can see the decal and the shader behind it. Cool, huh?