

"QuickDecals" Documentation

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tutorial videos + more at:

["www.procore3d.com/quickdecals"](http://www.procore3d.com/quickdecals)

Note: If you would like to receive updates, beta access, and info via email also, you can "register":

To register, just send an email with your invoice number to ["contact@procore3d.com"](mailto:contact@procore3d.com). This is not at all required, but allows me to send you updates instantly. I also send out a newsletter once a month or so, with info on new features, bug fixes, tools, etc. . I will never use/sell/etc your email for anything other than ProCore info, I hate spam too!

Installation and Setup

Installation of QuickDecals is simple:

1. If you haven't already, open Unity
2. If you are upgrading, and currently have a folder named "6by7", rename it to "ProCore"
 - a. If you had any other tools installed to the "6by7" folder, make sure you update those as well!
3. Find the QuickDecals package in your file browser, and double-click it
4. Unity will show an "import files" dialogue- just click "yes" and import all files
 - a. Allow any overwrites if prompted
 - b. After the files are installed, do not move them- location is important

Using QuickDecals

You can check out the demo video on ["www.procore3d.com/quickdecals"](http://www.procore3d.com/quickdecals) for a visual demonstration, and here is a top-to-bottom description of how to use QuickDecals:

1. Create the QuickDecals control panel by choosing "Tools" from the top menu bar, then "QuickDecals".
2. Move the floating "QuickDecals" control panel anywhere you like
3. Random: Toggle this on if you need to place lots of randomized decals
 - a. With Random on, the QuickDecals gives you 2 new options:
 - i. Number of Decals: Set the number of decals to use
 - ii. Material Slots: Drag and drop, or choose via Unity's Material Browser, the materials you would like to use for each decal
4. Material Slot: With Random off, there will be just one slot for assigning the decal's material. Drag and drop, or choose via the Material Browser.
5. Once you have assigned the decal material(s), simply hold " Shift" on your keyboard and Right Click on a mesh's face to instantly place the decal.
 - a. Note: QuickDecals uses raycasts to determine decal placement, so the mesh you are clicking on must have a collider attached.

Full Description:

Decals are a great way to liven up your level, break up tiling textures, and generally make your game look truly detailed. You can use QuickDecals to quickly add decals such as:

- blood
- dirt
- leaks
- footprints
- grunge
- cracks and crevices
- worn and damaged areas
- posters
- notes
- burns and scorches
- windows
- doors
- ...and all sorts of other visual detail!

Drag 'n drop any material into the QuickDecals panel, then simply Ctrl+RightClick on a face to place the decal. Repeat as necessary!

If you need to add lots of random detail, switch on "Random" mode, and add as many materials as you like. Then, use the same Ctrl+RightClick to splat a random decal each time.

QuickDecals works great with lightmapping or dynamic lights, no work required on your part.

Extra

Documentation is like a cookbook- it's great reference, but lousy teaching. To get the most out of QuickDecals, check out all the videos and info at "www.procore3d.com/quickdecals".

Don't forget to join the sixbyseven forum, where you can find all sorts of community help, advice, and inspiration: "www.sixbysevenstudio.com/forum" Lastly, I always love to see how these tools help others- send me your own images or videos, and I will post them up on the official page as well!