"QuickDecals" Documentation

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Watch video tutorials + more at:

www.sixbysevenstudio.com/quickdecals

Discuss, request features, and get support:

www.sixbysevenstudio.com/forum

Please register your copy for frequent Updates!

To register, just send an email with your invoice number to "contact@sixbysevenstudio.com". I update these tools often, and registering keeps you up-to-date! Plus, I really like to keep in touch and see how these tools are helping you. I will never use/sell/etc your email for anything other than sixbyseven studio info, I hate spam too!

Installation and Setup

Installation of QuickDecals is very simple:

1. If you haven't already, open Unity
2. If this is an upgrade, you must completely remove the old QuickDecalsinstallation:
    a. Delete the folder called "QuickDecals" in "Assets/6by7"
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 necessary
    b. After the files are installed, do not move them- location is important

Using QuickDecals

You can check out the demo video on "www.sixbysevenstudio.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 "Window" from the top menu bar, then "6by7", 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 "Control" (PC) or "Command (Mac) on your keyboard and RightClick 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.sixbysevenstudio.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 my your own images or videos, and I will post them up on the official page as well!