

# Step-by-Step Manual

In this manual I'll show you how to handle the License Plate constructionkit on a short example.

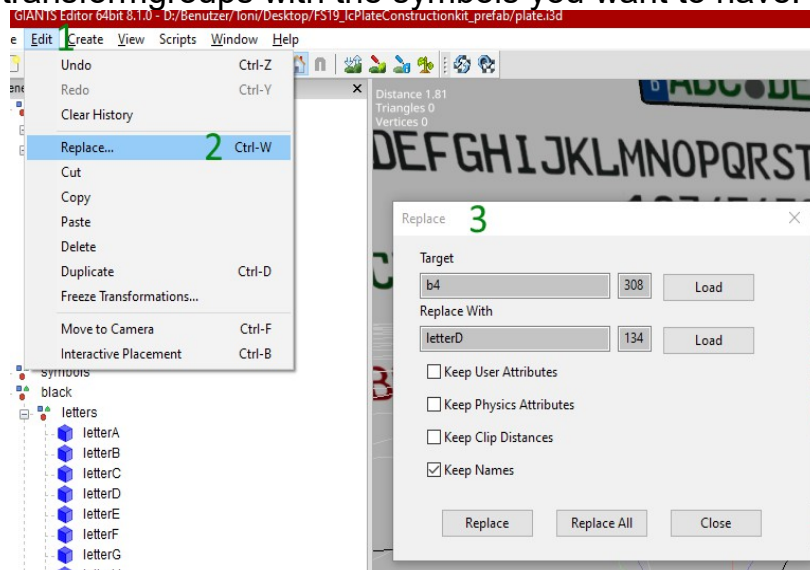
In my example I want to make a license Plate out of the big Plate(i3D:lcPlate\_big). I should know which symbols, letters and numbers I want to use before I start, in my case its

(symbolEU) **LS** (symbolDistrictTUV) **RC7500**

with green letters.



1. Now we look in the Giants Editor Scenegraph for what we need. If you found everything you just need to replace the already placed transformgroups with the symbols you want to have.



If all meshes were placed correctly the license plate is mostly finished. The only thing you need to do now is add a national coat of arms and a TÜV-batch, if you even used them to **plate\_diffuse.dds**. If you want you can also change the EU-batch to a country you want. Keep an eye on the **Alpha-Channel** in the .dds and always save it as **DXT5** to avoid problems with the texture.