

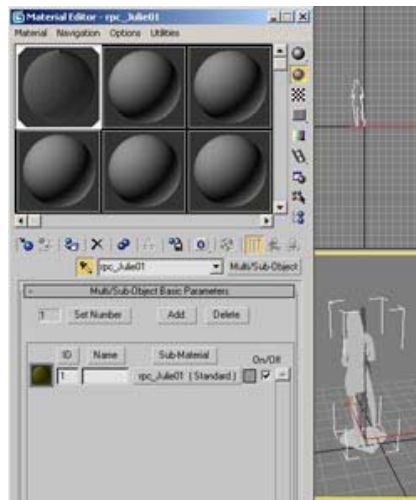
## Creating RPC Silhouettes Manually

To turn RPC Objects into colored silhouettes:



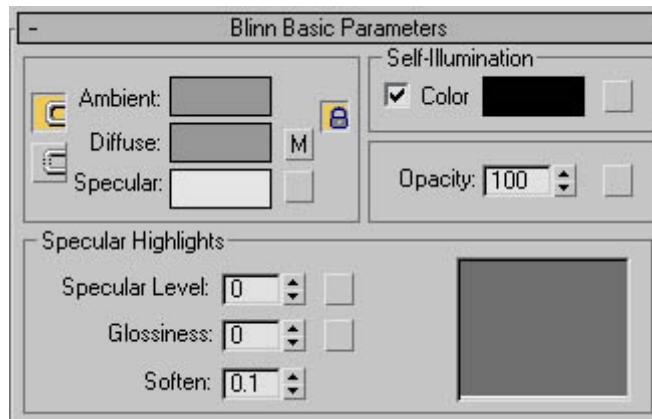
### **Step 1:**

Open the material editor (press m) and then use the picker to choose the RPC Object that you want to modify.



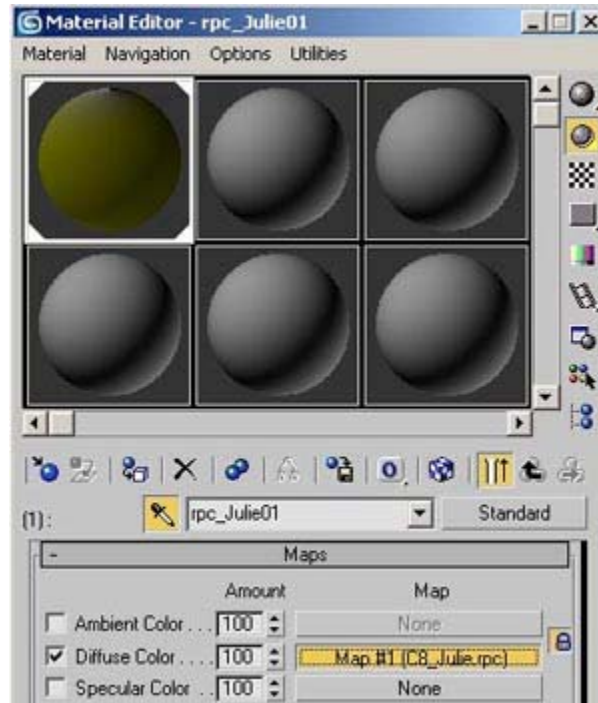
### **Step 2:**

Set the self-illumination value to 0 (absolute black).



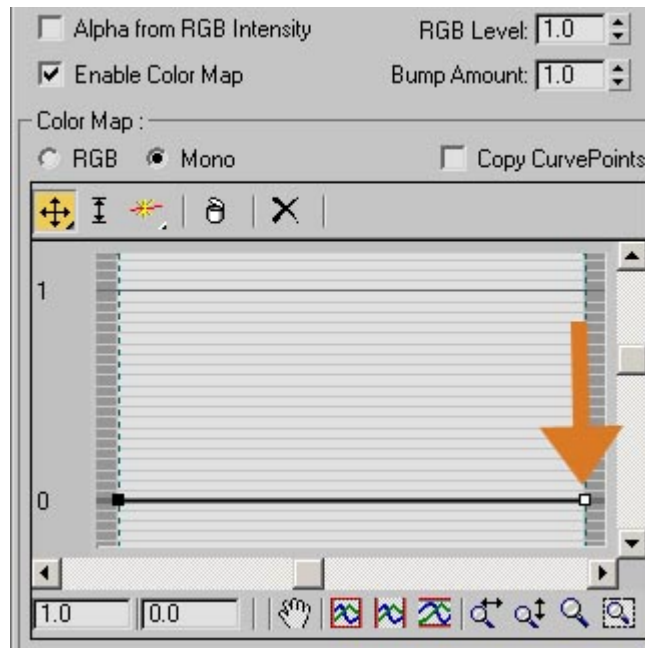
**Step 3:**

Go into the Diffuse Map for the RPC Object.



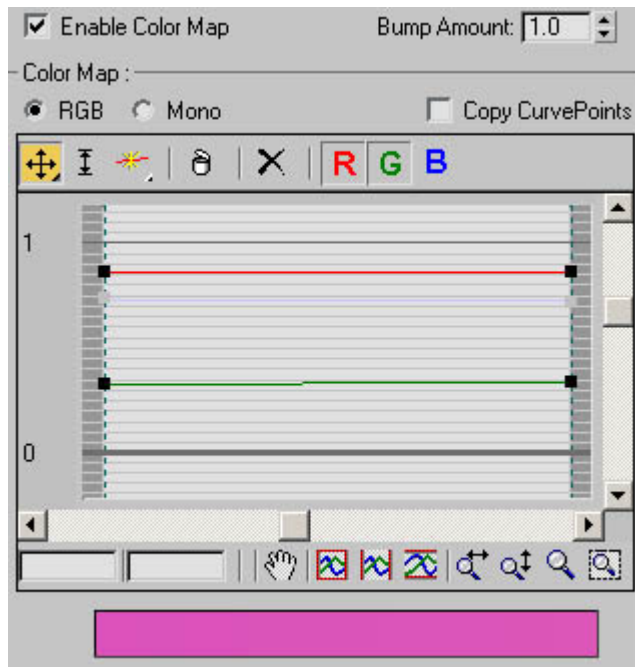
**Step 4:**

Turn on Enable Color Map and drag the color ramp to 0.



**Step 5:**

Turn on RGB and then drag the colors individually until the desired color is created. Make sure that the start point matches the end point as shown below:



**Finished:**

The rendered project will look like this:



**For additional assistance using RPC Technology, please contact our live Support Team Monday-Friday 9am-6pm.**

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