

Read Me

Thank you for purchasing Paint in 3D!

This tool allows you to easily create and modify the textures applied to your meshes, but there are a few things you need to learn first.

If you ever have any questions/issues/etc, then feel free to e-mail me at: carlos.wilkes@gmail.com

Step 1 - Open Paint in 3D

To open the main Paint in 3D window, click on **Window / Paint in 3D**.

Step 2 - Lock a Mesh

If you select a **GameObject** that contains a **MeshFilter** & **MeshRenderer**, the main Paint in 3D window will show a green 'lock' button.

Clicking this will lock the selected mesh for texture painting.

Step 3 - Choose a Material

Once you've locked your mesh you need to choose a material. By default the first material will be selected (Material 0).

If your locked mesh doesn't have a material then click the 'Add Material' button to add one.

NOTE: If your chosen material is Unity's 'Default-Diffuse' or 'Default-Material' then you must hit the 'Duplicate' button, because this material is used by all default meshes, and so modifying this is undesirable.

Step 4 - Choose a Texture Slot & Texture

Once you've chosen your material, it's time to choose a texture slot. By default the first texture slot will be chosen (usually _MainTex).

If your selected texture slot contains no texture, then choose a size and click the 'Create' button to add one. If your material is transparent then you may want to choose a 'Transparent' texture, else a 'White' texture is usually best.

NOTE: If the texture in your selected texture slot is an imported texture (.png, .jpg, etc), then you cannot modify it directly. To modify it, you must click the 'Duplicate' button to convert it into an editable format.

Step 5 - Setup Your Brush & Paint

Now that you've selected a material and texture, you can paint!

If you go to the Brush settings then you can see various settings such as the 'Color' and 'Size', play around with these to see what they do.

NOTE: Make sure the 'Blend' is set correctly. For example, if you're editing a normal map then you want to use 'Normal Blend', but 'Alpha Blend' should be fine for most textures.