

FAQ

Why do the edges of my painted textures look bad?

If you're painting with a solid brush then it's possible the edges of your transparent textures are bleeding into the background color (e.g. black). To avoid this, go to the **Extras** tab, and click the **Apply Edge padding** button. This feature works similarly to the **Alpha is Transparency** setting for texture importing.

How do I paint only the alpha channel of my texture?

Use the **Additive Blend** blend mode for your brush, and set the RGB values to 0, but adjust the alpha to something higher. To erase alpha you can do the same thing with **Subtractive Blend** or you can use **Alpha Erase**. You can then make preset brushes for these to speed things up.

Why isn't my white paint working on this texture?

Keep in mind that in 3D, your white objects are likely shaded to look grey. So when you try to paint white on them, it may look like nothing is happening. In this case just change the color to something else and notice that it does work. Or create a new layer using an unlit material with a transparent texture, and paint white onto that.

Why does painting one object cause everything to get painted?

If you don't want this to happen then you need to make sure each paintable object in your scene has a unique material and texture. In the main Paint in 3D window you can do this by clicking **Duplicate** on the material. If you're using the P3D_Paintable component then you can use the **Duplicate On Awake** setting.

Why are the example scenes white before hitting play?

To save memory the example scenes don't have paintable textures created until you play the game. If there is no texture in the texture slot then it will use its default color, which for the Standard Shader (the shader the example scenes use) is white.

The way these textures are automatically created is via the **P3D_Paintable** component, which has the **Create On Awake** setting, which can be used to create a texture in the specified material & texture slot upon **Awake**.

Why does painting one part of my object apply paint to different areas?

If this happens it's likely your object is UV mapped so that multiple areas overlap. Overlapping is a great way to save texture space, but it means it's not very good for painting. To fix this you need to edit the UV data in your 3D modelling application and separate the UV so they're no longer overlapping.

Why does painting near the edges of my object apply paint elsewhere?

Keep in mind that the painting itself is applied in 2D, and there is no knowledge of where the edges of your model are. So if your object's UV data is very tightly packed and you paint with a large brush, it's possible that painting near the edges of an object can cause paint to get applied to more surfaces than you expect.

To fix this you need to edit the UV data in your 3D modelling application and increase the gap/spacing between each of your object surfaces.

Can I paint skinned animated objects?

Yes,

In the editor you should pause the game so the object isn't animating, and you can press the **Update** button in the **Mesh** section to use the current pose.

At runtime the P3D_Paintable component should have the **Update Interval** value set to 0 or higher, and it will automatically update.

NOTE: Updating skinned meshes is expensive, so make sure the **Update Interval** is at an optimum rate. You can also use a lower-resolution mesh for the painting to speed this up while maintaining visual quality.