

Mend ReadMe

Stanley Hailey

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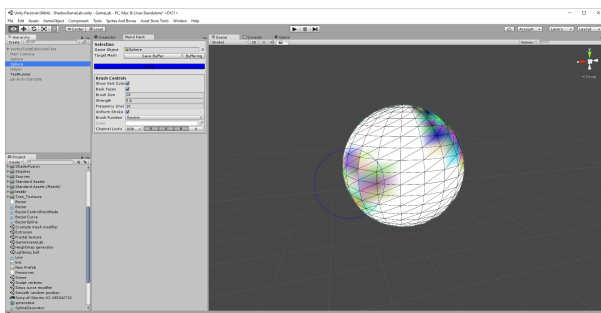
Description

Mend Vertex Painter is a simple but flexible Unity extension made for users needing to encode vertex color data or create stunningly artistic polygons within Unity.

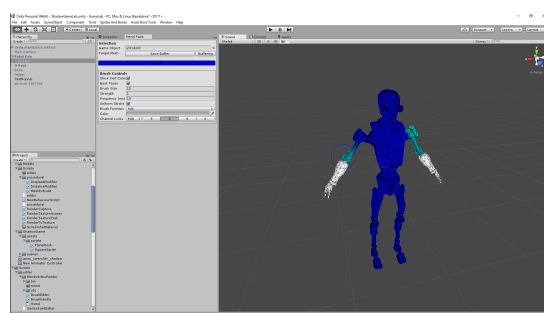
Feature List

Features supported in **Mend** v1.0.

- Display and edit vertex colors
- Paint in perspective or orthographic view
- Control brush size, strength and frequency
- Lock individual RGBA or HSBA channels
- Save edits to a file or make persistent edits directly to a mesh
- Brush functions include:
 - Blend Color Value
 - Add Color
 - Subtract Color
 - Random Color
 - Average Vertex Colors
- Paint options include:
 - Brushing front faces only
 - Uniform brushing for single strokes



Screenshot 1

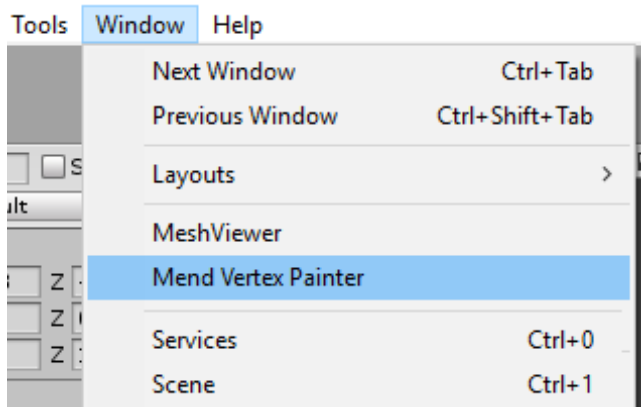


Screenshot 2

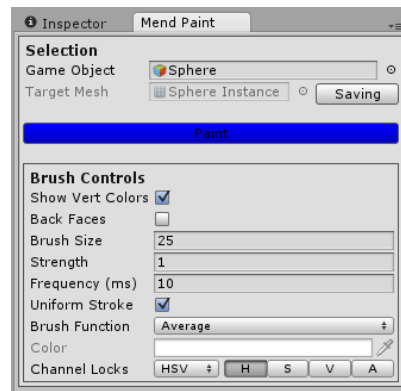
Basic Usage

- Access **Mend** from menu:
Window > Mend Vertex Painter
- Select a mesh from the inspector or by clicking a game object twice.
- With valid mesh selected click **Paint** button to edit.

- Set brush controls preferred mesh save mode as needed.



Menu location



Mend editor window

Hotkeys

Available hotkeys are visible in editor tooltips.

Shortcut	Action
Alt+1	Toggle Paint on or off
Alt+2	Toggle display of vert color shader
Alt+3	Toggle backFace editing on or off
Alt+4	Toggle mode between buffering and saving
Alt+5	Save mesh when buffering
Shift+ScrollWheel	Resize paint brush
Alt+ScrollWheel	Rescale paint strength

Todo

Below are a few features currently missing which may be implemented if given a compelling reason.

- Vertex layer masks
- Support for brushing face midpoints
- Support for brushing bone weights

Road Map

Mend is a foundation for whats to come.

- Currently developing a Suite of vertex color influenced procedural geometry modifiers inspired by Blender modifiers.

- Likely to come in toe with bundles and price drops.
- Enhancements and fixes.

Contact

For questions or comments please contact Stanley Hailey (Lee) by email.

Email: slhaile01@caffeine-machine.com

Support Website: <http://caffeine-machine.com/contact>