Low Poly Painter Documentation

[Online Documentation](#)

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Basic Workflow:

1. Import the model into Unity and ensure that **Read/Write Enabled** is ticked in the I**mport settings**.

2. Create a new scene. (Only the object to be painted must be in the scene. Other objects with colliders may block the painting raycasts).

3. Place the desired object at **origin** and set the object rotation to **zero**.(The object is facing forward on the z-axis)

4. Open the **Low Poly Painter Tool** from **Window/Low Poly painter.**

5. Assign the object with the **MeshRenderer** to **Selected Object** variable in the window.

6. Change the **Fill Color** variable to the desired color.

7. Select a **Fill Mode** and start painting on the object.

8. **Save UV**s and close window.

9. (Optional) Add the **LowPolyPainterAdjuster** script to the **MeshRenderer**.

LowPolyPainterAdjuster Settings:

1. Create an **adjuster profile** from **Assets > Create > Low Poly Painter > LowPolyPainterAdjuster Profile.**

2. Assign the profile to the **profile** variable on the adjuster script.

3. You can change the hue/saturation and lightness values to tweak the colors.

4. (Optional) You can pick colors to be affected by the adjuster by selecting **Colors1/Colors2** etc and clicking on the appropriate color on the object. (More than one color can be selected).

5. (Optional) If you've selected the colors in the previous step. You can enable **Shift Selected Hues** in the profile and change the hues for each color set.

Low Poly Painter Settings:

Generate Palette Textures – This button can be used to generate the base textures to be used. This step can be skipped by using the included textures.

Get Mesh – This button should be used after a different mesh is assigned for painting. Can also be used when you're getting any errors related to mesh/uv.

Load UVs – This button can be used to load the previously saved UVs.

Project Colors onto Mesh – This can be used to project the saved colors onto mesh if the mesh geometry has changed and saved uvs cannot be loaded. The object positon, rotation must be zero and scale must be 1 for this to work.

Fill Color – The color to be painted

Reflectance – The amount of reflectance to be painted.

Emittance – The amount of emittance to be painted.

Opacity – The opacity of the painted faces. (Please note that both 0 and 1 opacity means fully opaque faces).

Pick Exact Color – Use to pick colors from the painted faces.

Fill Mode :

None – Do not paint

Triangle – Paint by clicking on single face.

Drag – Paint by dragging across multiple faces.

Same Color Area – Paint on all the faces with the same color.

Element – Paint on all the linked faces.

Mirror X – Paint on the mirrored faces when using any fill mode.

Save UVs – Save the uvs of the current selected object.

AutoSave UVs – Saves UVs automatically after each fill operation.

Convert Kenney's Assets – Assign the object to the selected object variable and click this button to produce and optimized version of the asset.

LowPoly Adjuster Profile to assign – Auto assign a profile to the optimized Kenney asset after conversion.(Optional)