

Paintz Free

Unity Paint System

	Paintz Free	Paintz	
Paint System	✓	✓	Free limited to 2 colors
Advanced Shaders	✗	✓	Cutout, Vertex, Mobile, Emissive
Paint Scores	✗	✓	
Email Support	✗	✓	

Quick Start

Any object that will be painted will require:

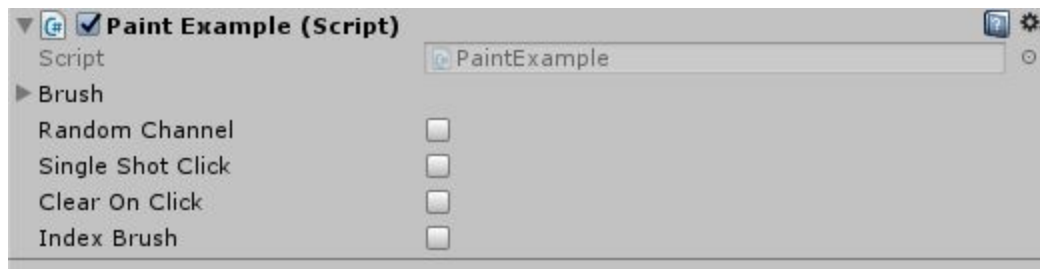
- Paint Target Script
- Material with a Paint Shader

Open Tutorial Scene

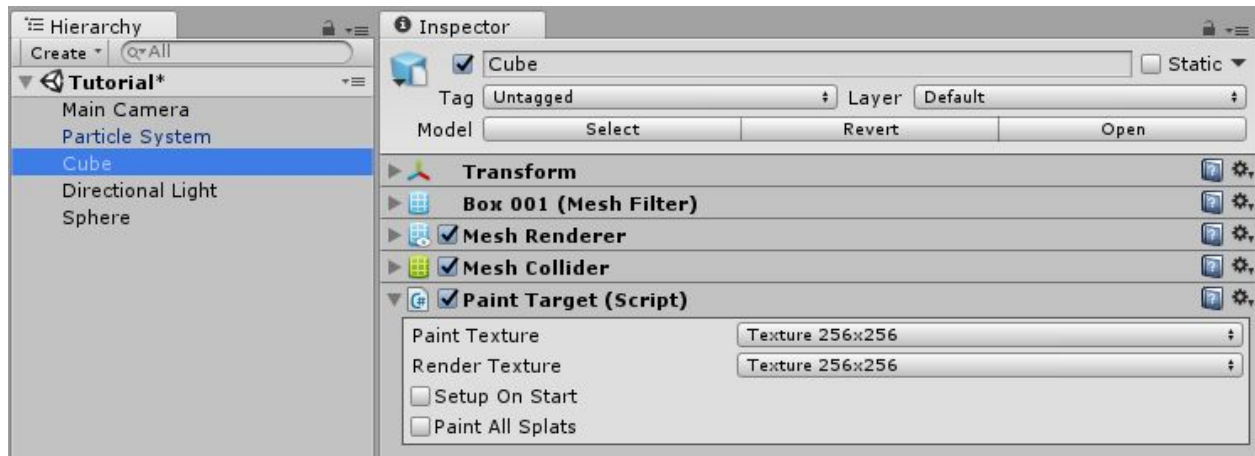


Add "Paint Example" to Main Camera

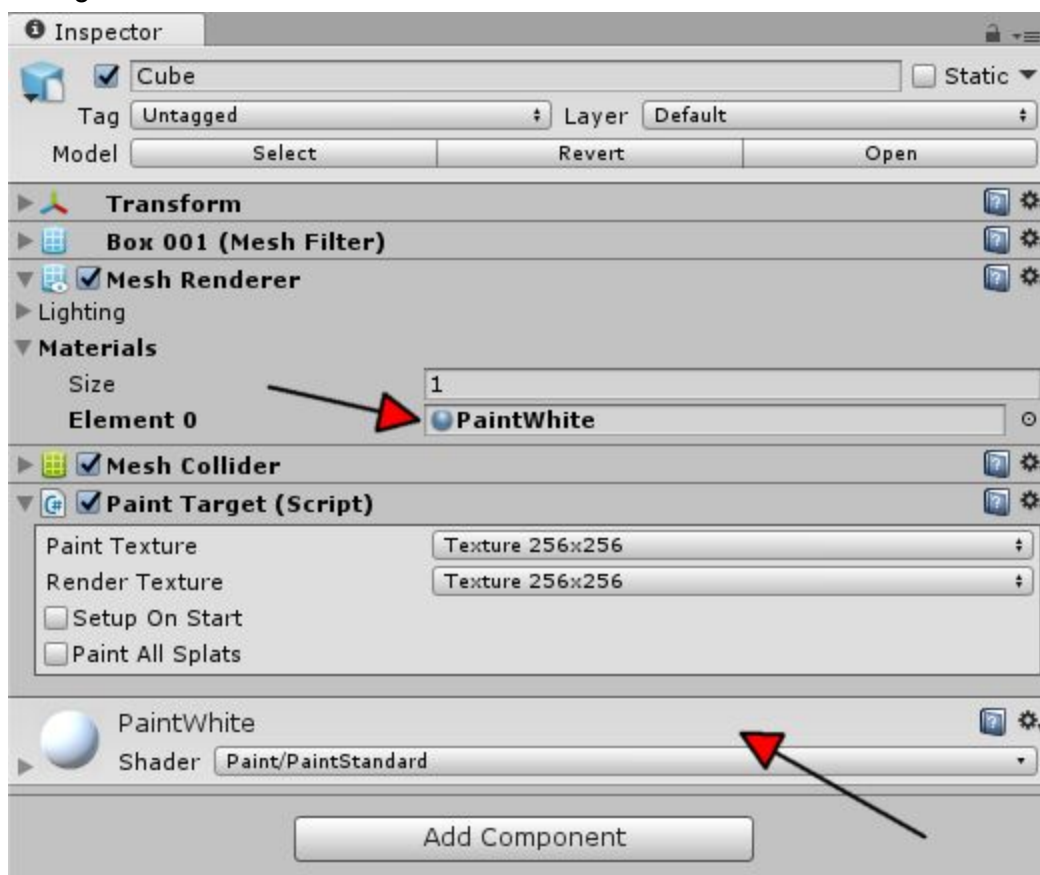
*This is a sample script that uses Paintz features and basic GUI with WASD controls



Select "Cube" and add "Paint Target"

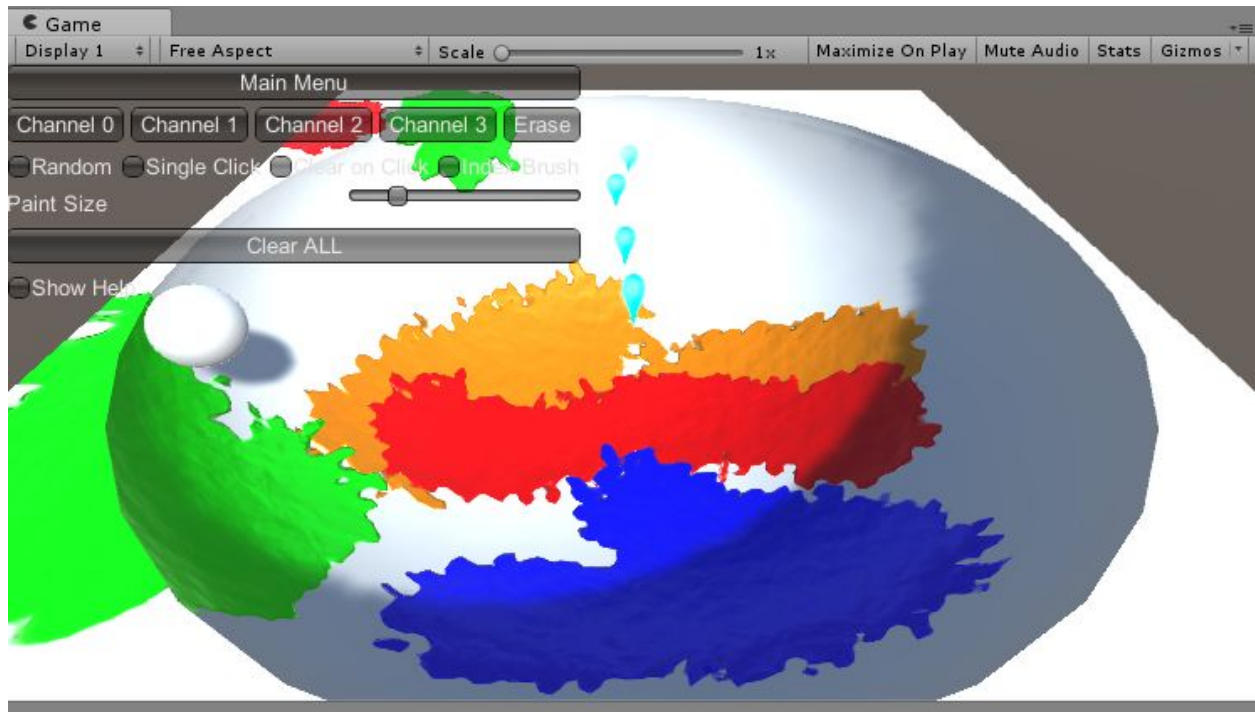


Change Material to “PaintWhite”



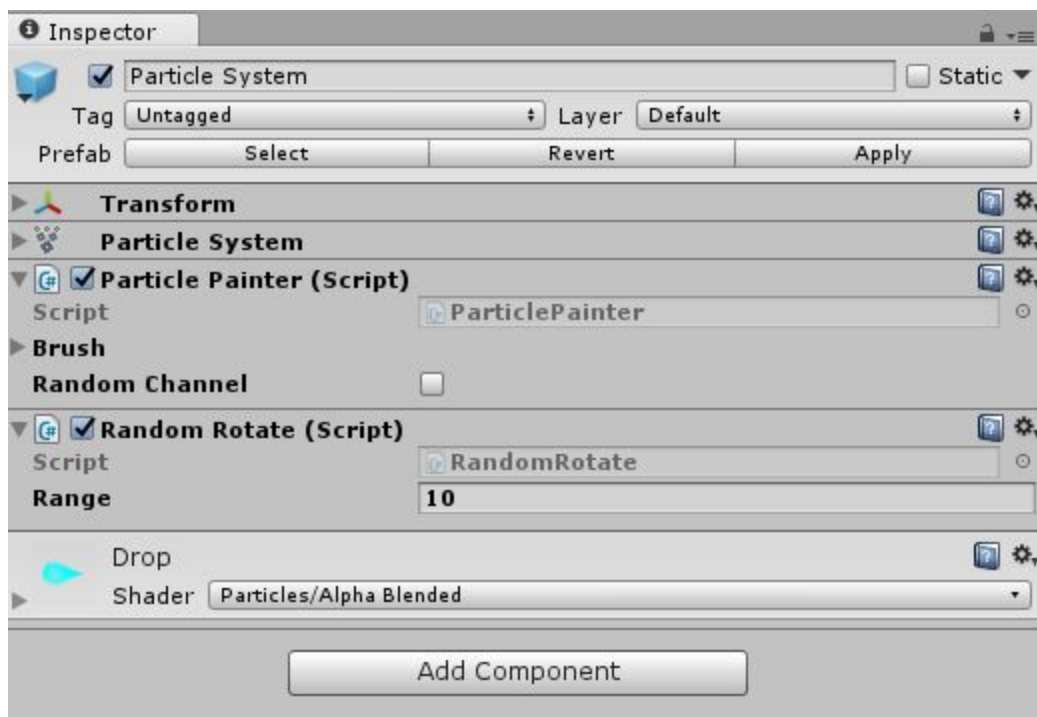
Now at this point you can paint on the “Cube” object!

***Note Free version Limited to 2 colors**

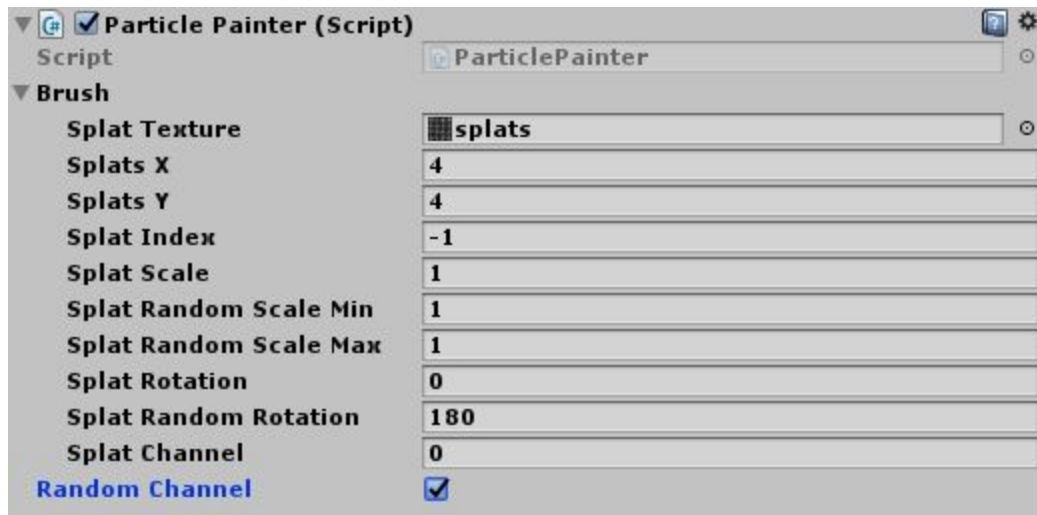


Particule setup

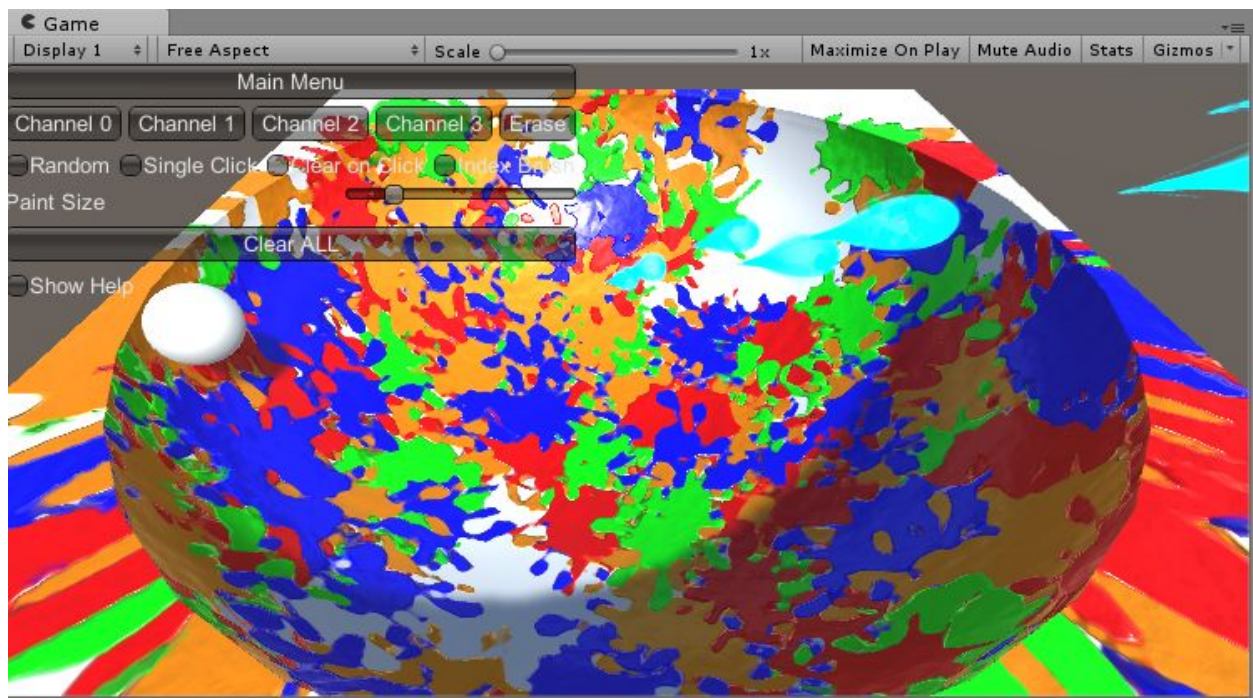
Just add the “Particle Painter” and “Random Rotate” scripts



Add the splats texture and SplatsX and SplatsY (4 x 4)



Now the play and you should see this:

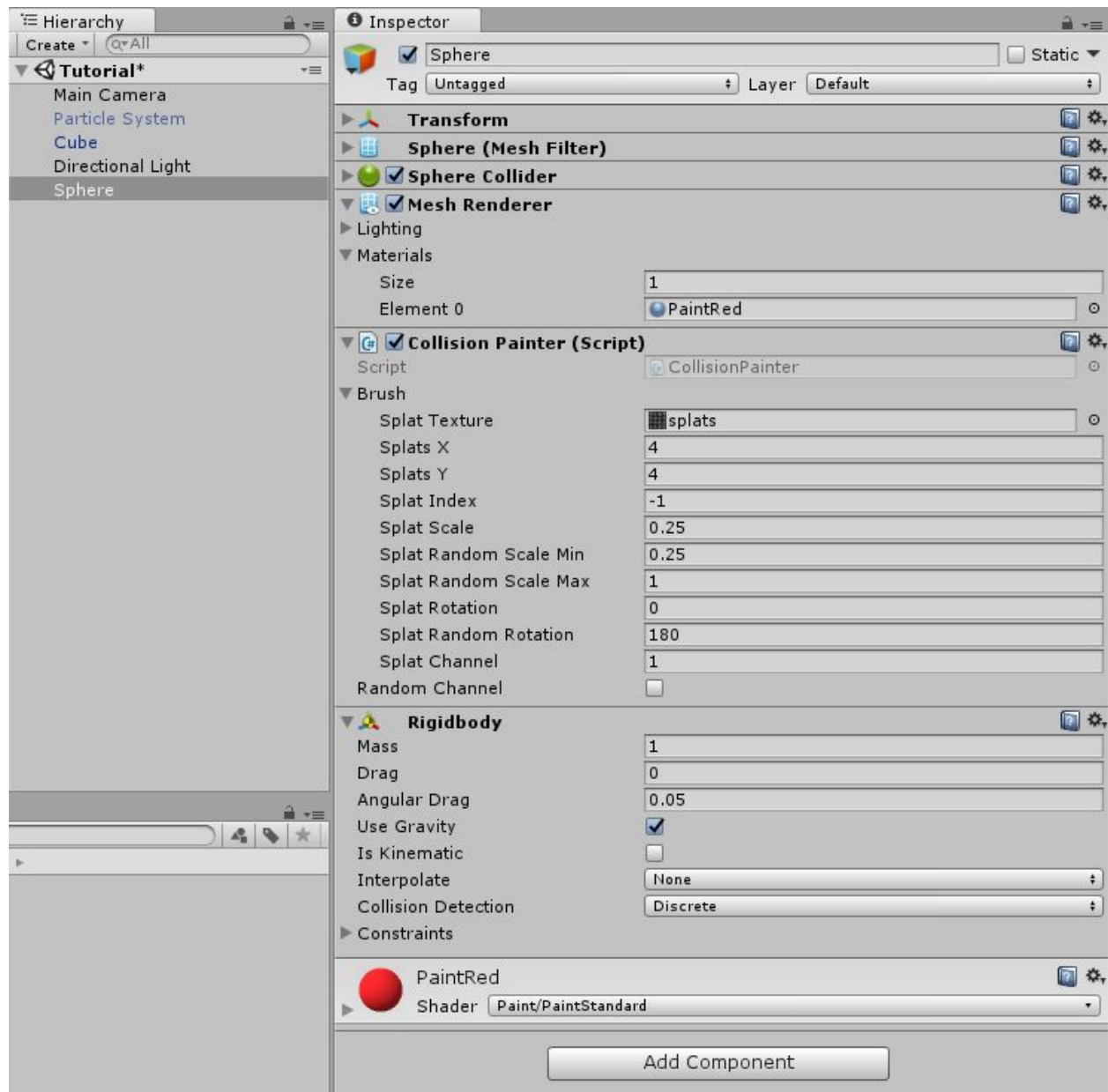


Collision Sphere

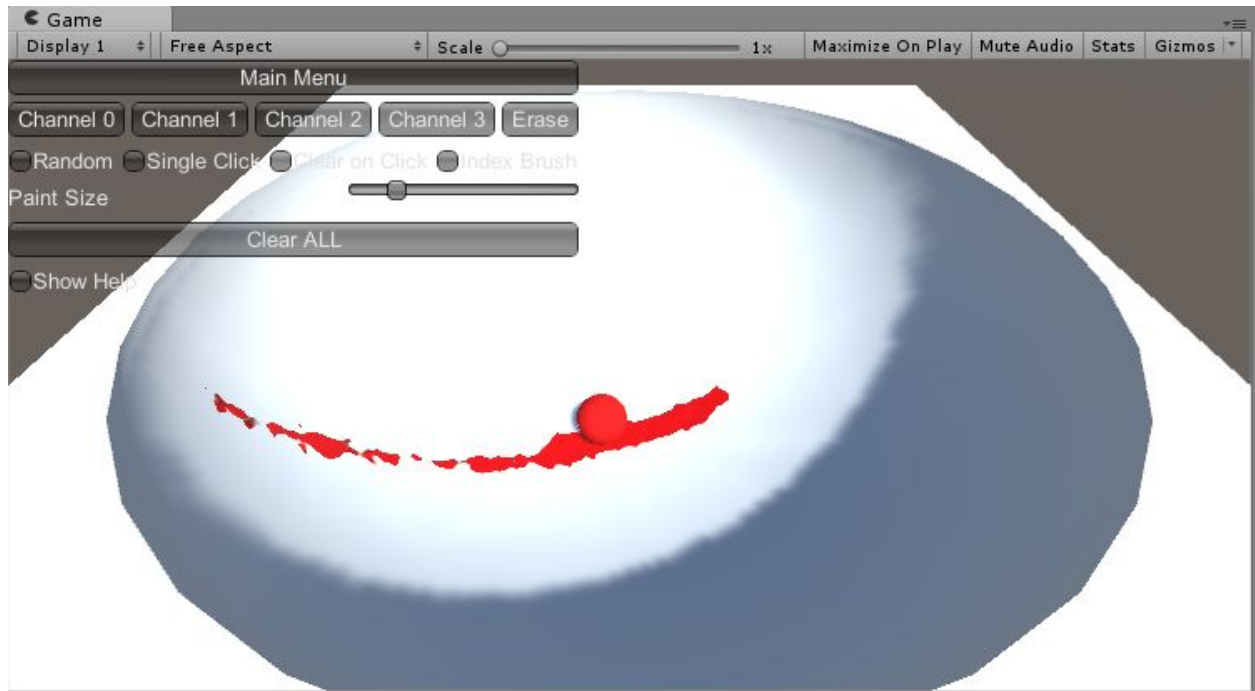
Add the "Collision Painter" and "PaintRed" material and Rigid Body

*Add the splats texture and SplatsX and SplatsY

*Change Splat Channel 1



Play and you should see this:

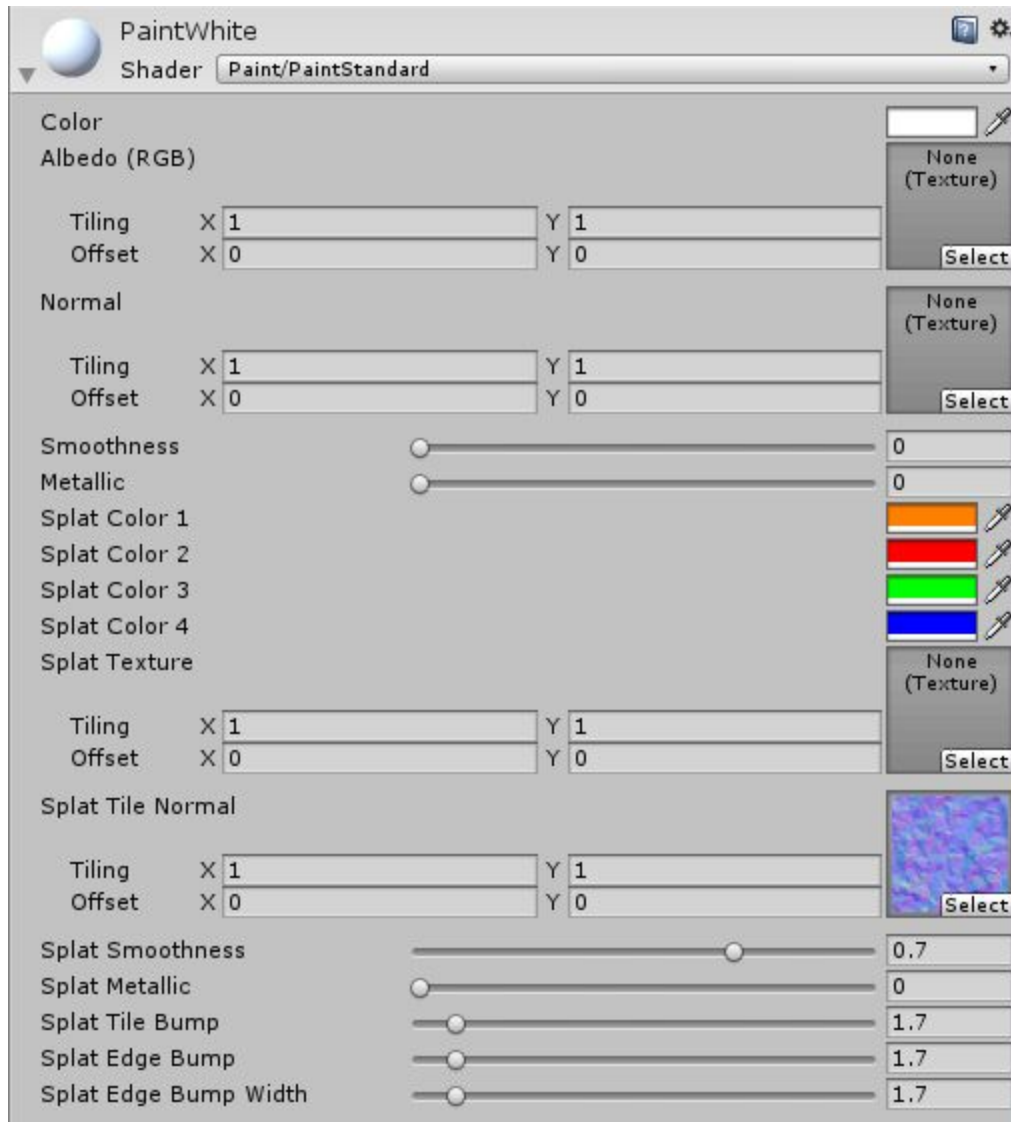


Any object that will be painted

*Needs Paint Target component

Material with Paint Shader

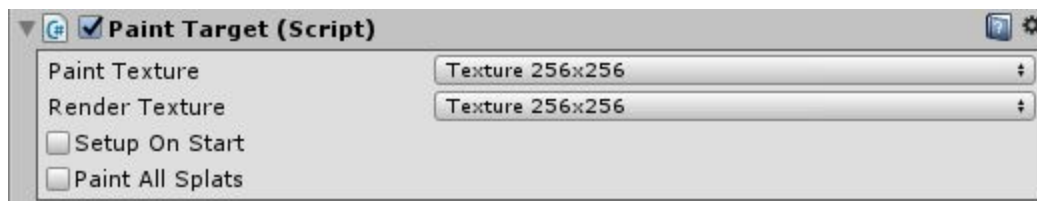
Paint Material



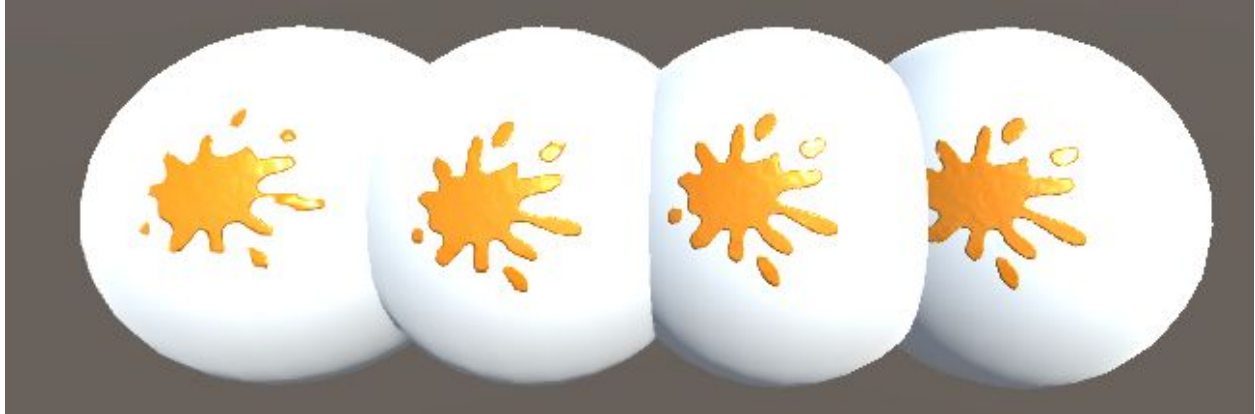
Splat Color 1/2/3/4 - Paint Colors

Splat Texture - LEAVE EMPTY - created by paint target!

Paint Target



Paint Texture - How detailed the paint splats will be

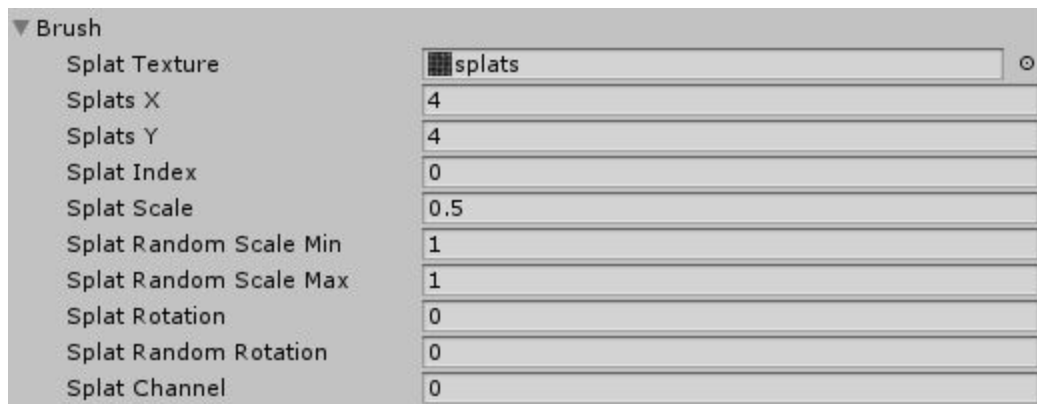


Render Texture - Used for normal/tangent maps (increase if you see artifacts)

Setup On Start - Create textures on startup or wait til object is painted

Paint All Splats - Update ALL splats added, otherwise it will paint 10 per frame

Brush



Splat Texture - Texture used to paint splats

Splats X/Y - Number of "Frames" per texture

Splat Index - Frame offset to paint, -1 = random

Splat Scale - Overall scale to paint a "Splat"

Splat Random Scale Min/Max - Scale splat frame

Splat Rotation - rotate splat

Splat Random Rotation - random rotation added to rotation

*Rotation is added both positive and negative so 180 is 360 degrees

API

```
public static void PaintLine(Vector3 start, Vector3 end, Brush brush)[...]  
public static void PaintRay(Ray ray, Brush brush)[...]  
public static void PaintCursor(Brush brush)[...]  
private static void PaintRaycast(Ray ray, Brush brush)[...]  
public static void PaintObject(PaintTarget target, Vector3 point, Vector3 normal, Brush brush)[...]  
public static void ClearAllPaint()[...]  
public static void TallyScore()[...]
```

*TallyScore will be SLOW! - suggest only using it for final screen (Not available in free version)

Version 1.5

New API:

```
public static Color CursorColor()  
public static int CursorChannel()  
public static Color RayColor(Ray ray)  
public static int RayChannel(Ray ray)
```

New Shaders Available in Paintz:

