Paintz

Unity Paint System

Quick Start

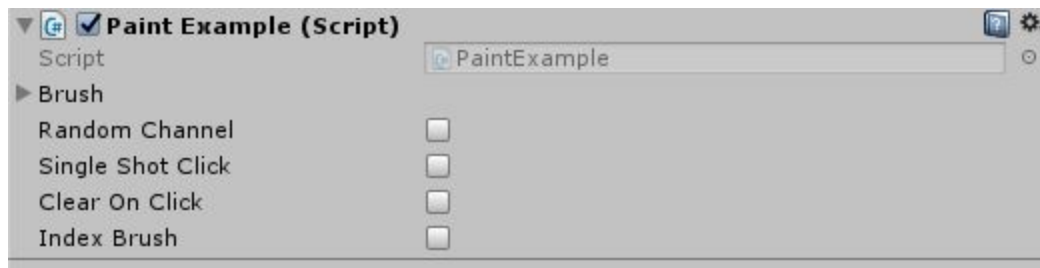Any object that will be painted will require:
- Paint Target Script
- Material with a Paint Shader

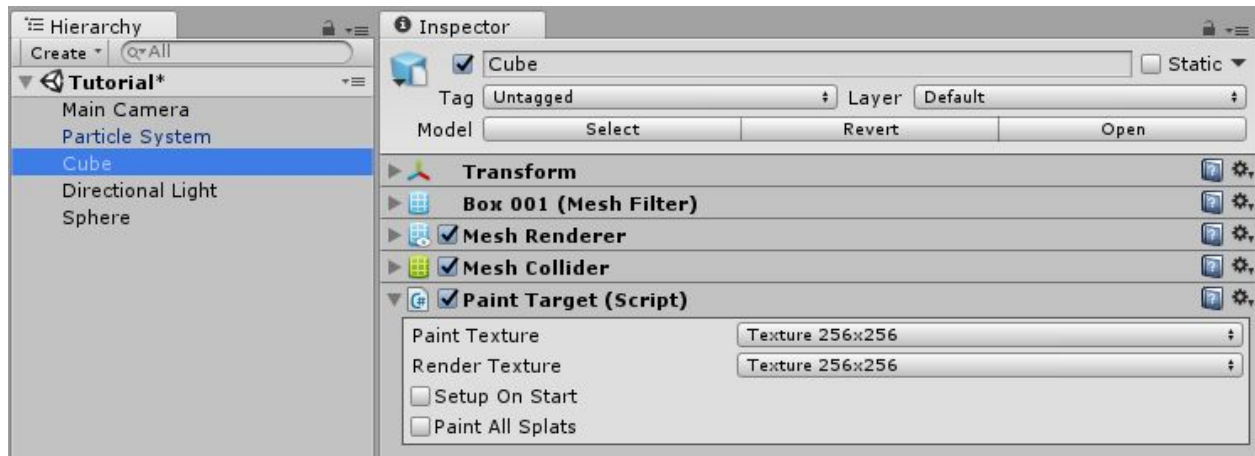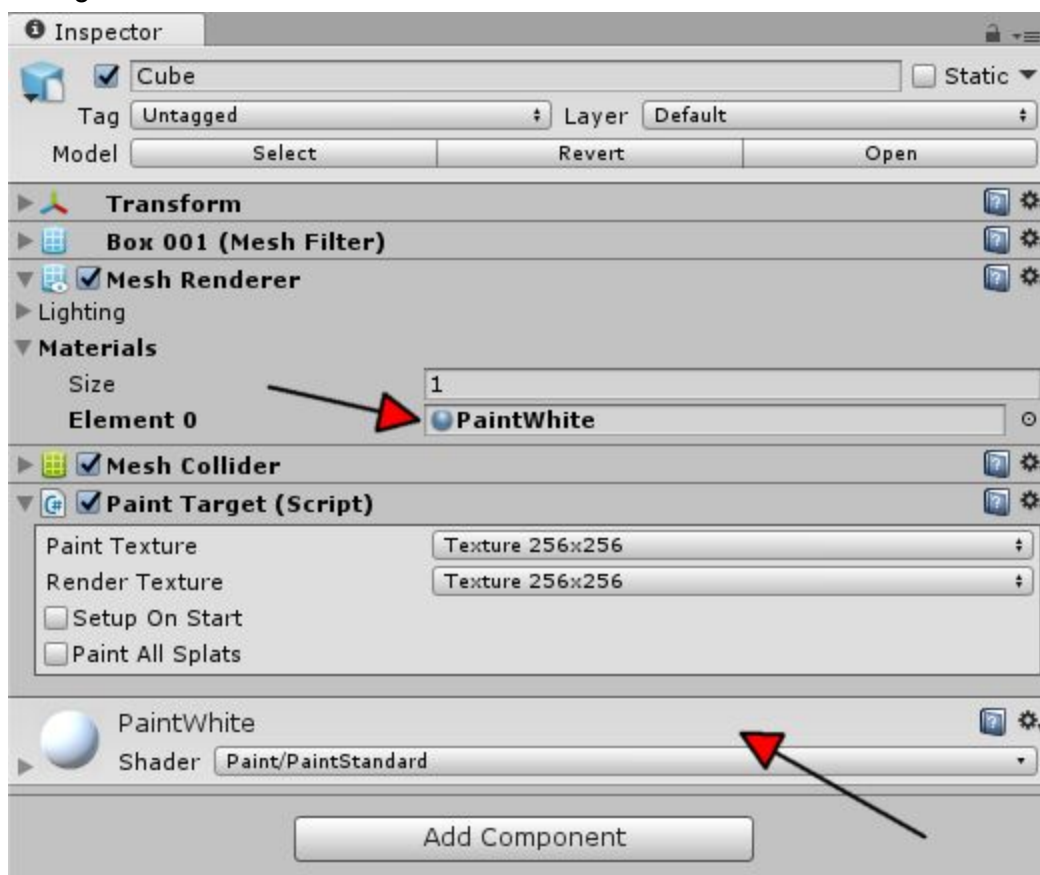Open Tutorial Scene

Add "Paint Example" to Main Camera
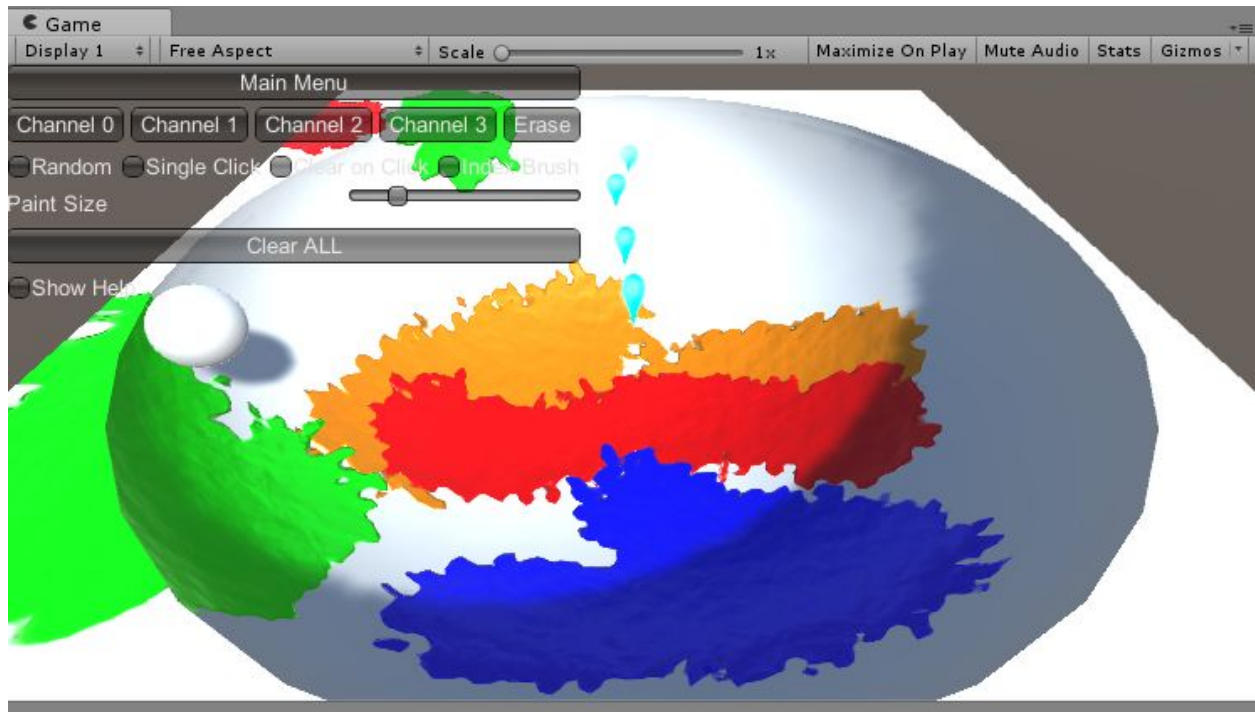*This is a sample script that uses Paintz features and basic GUI with WASD controls

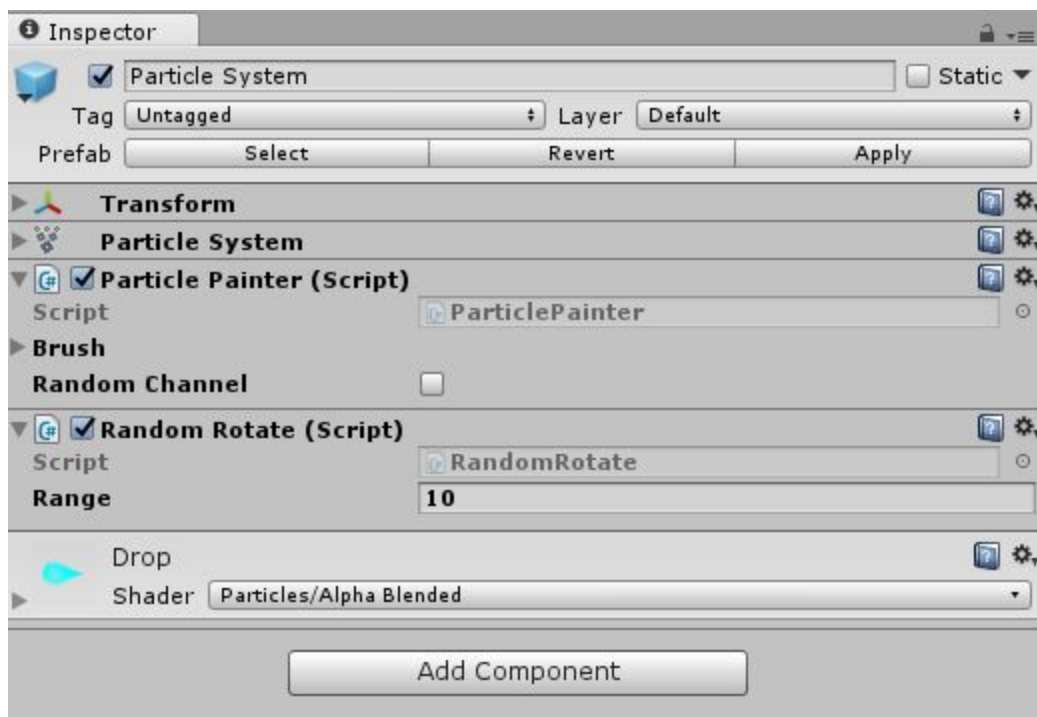Select "Cube" and add "Paint Target"

Change Material to "PaintWhite"

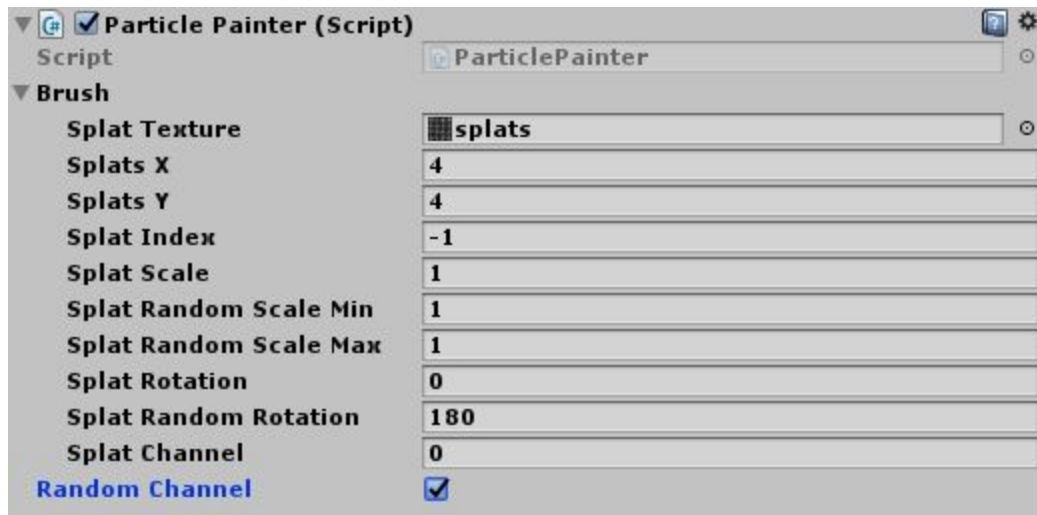**Now at this point you can paint on the "Cube" object!**
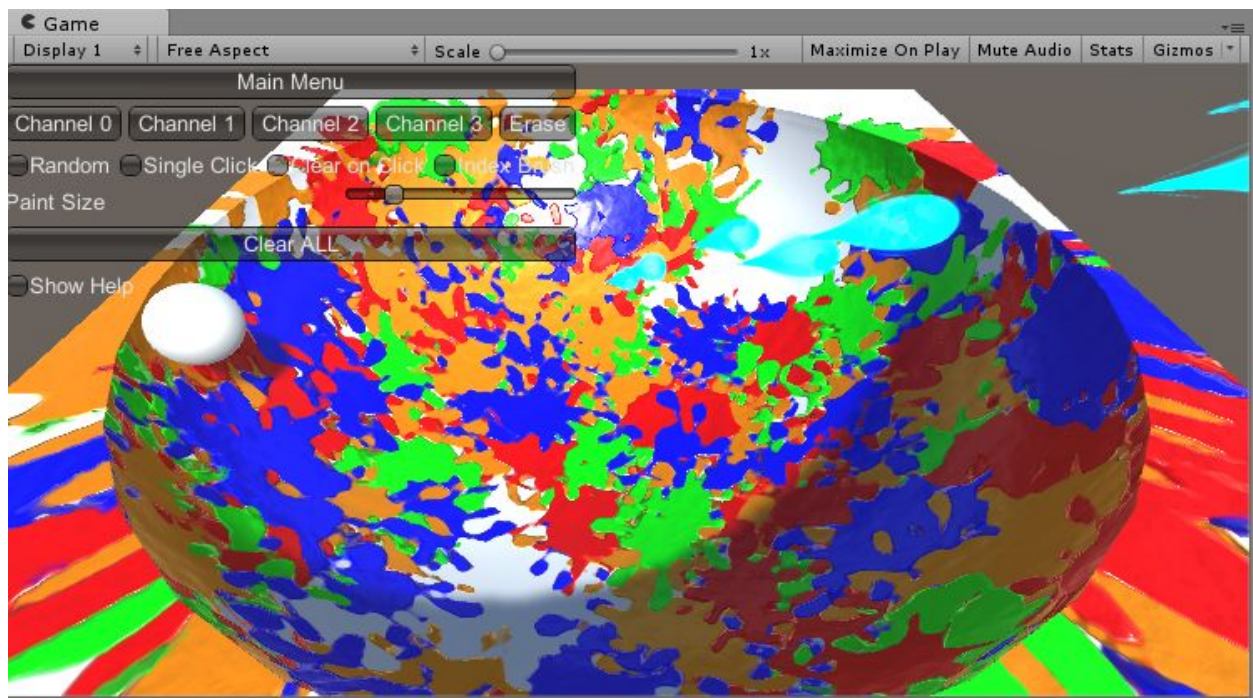
Particule setup

Just add the "Particle Painter" and "Random Rotate" scripts

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

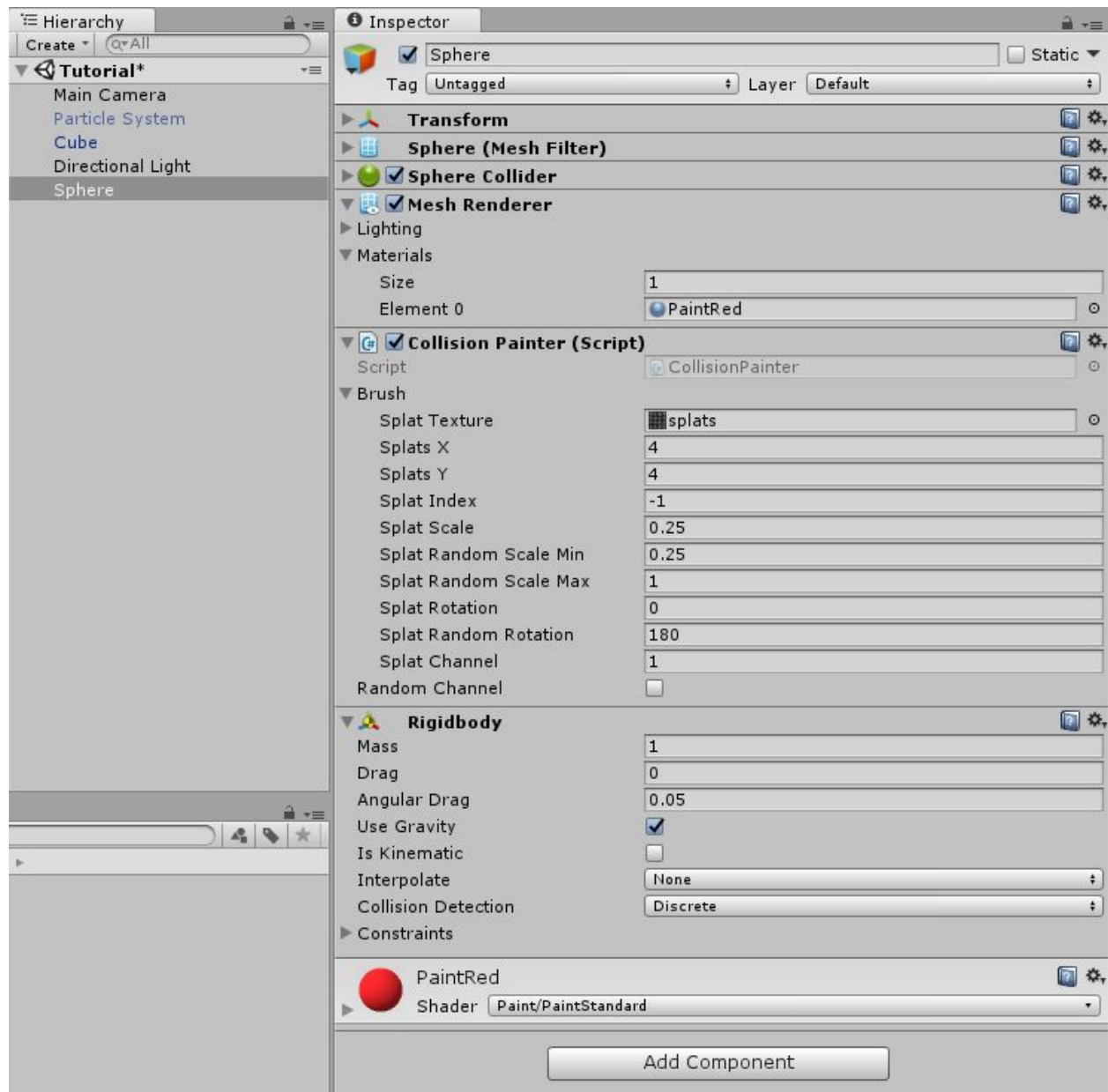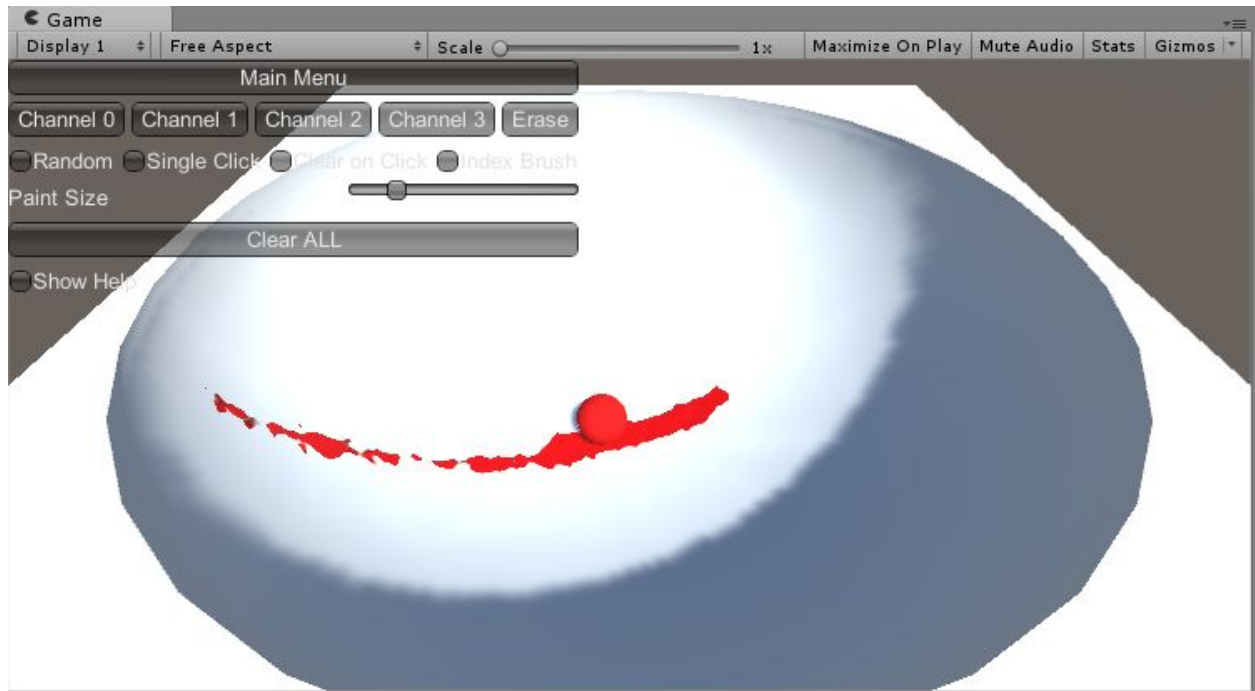Now the play and you should see this:

Collision Sphere

Add the "Collision Painter" and "PaintRed" material and Rigid Body
*Add the splats texture and SplatsX and SplatsY
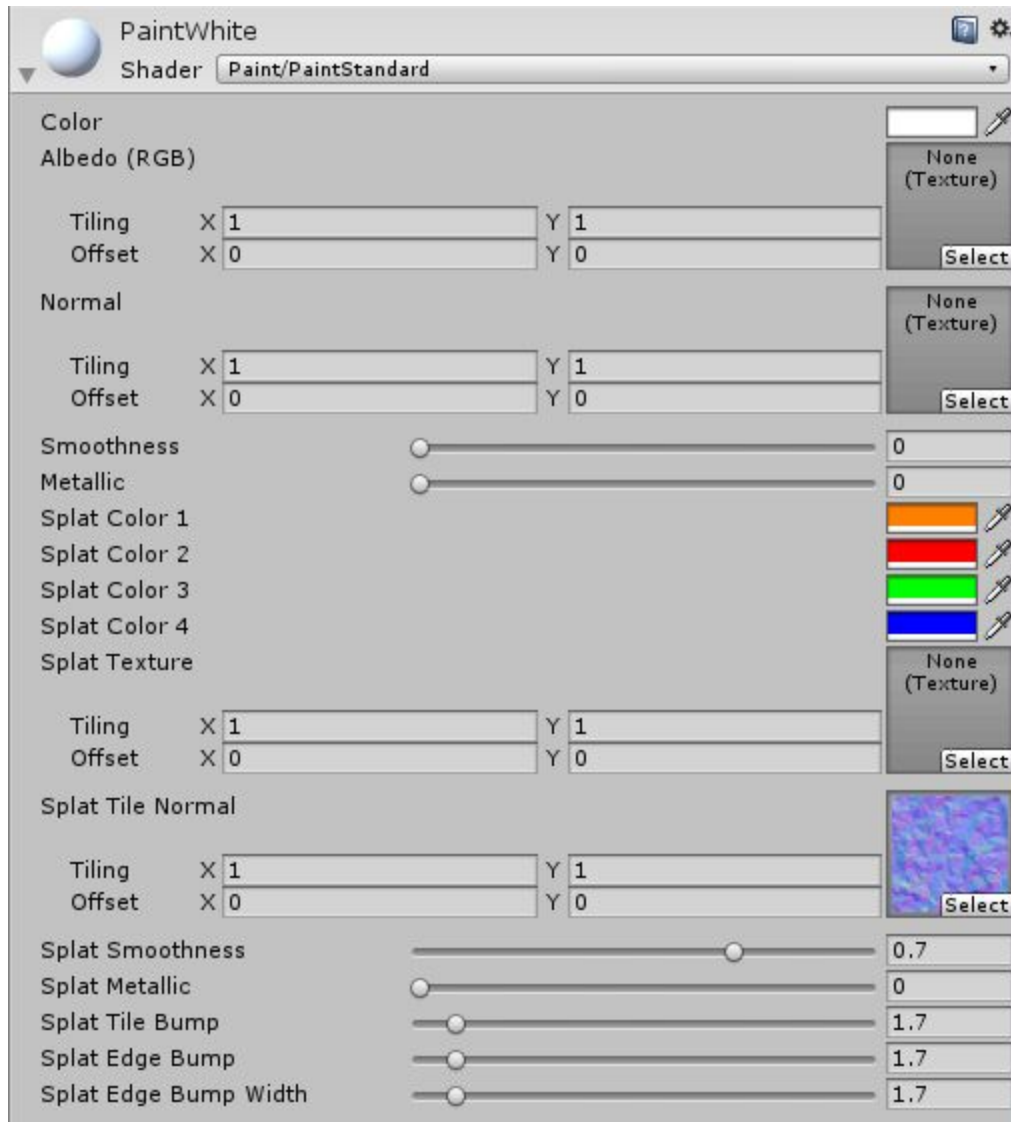*Change Splat Channel 1

Play and you should see this:

Any object that will be painted

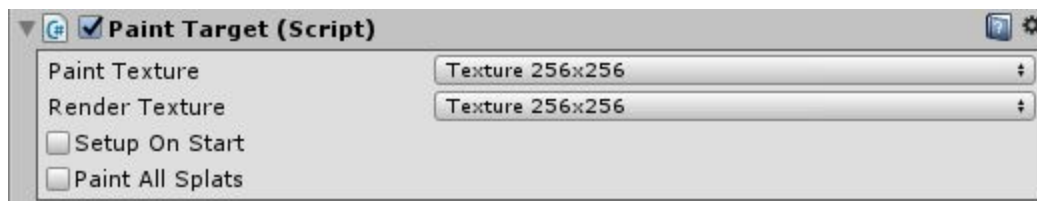*Needs Paint Target component
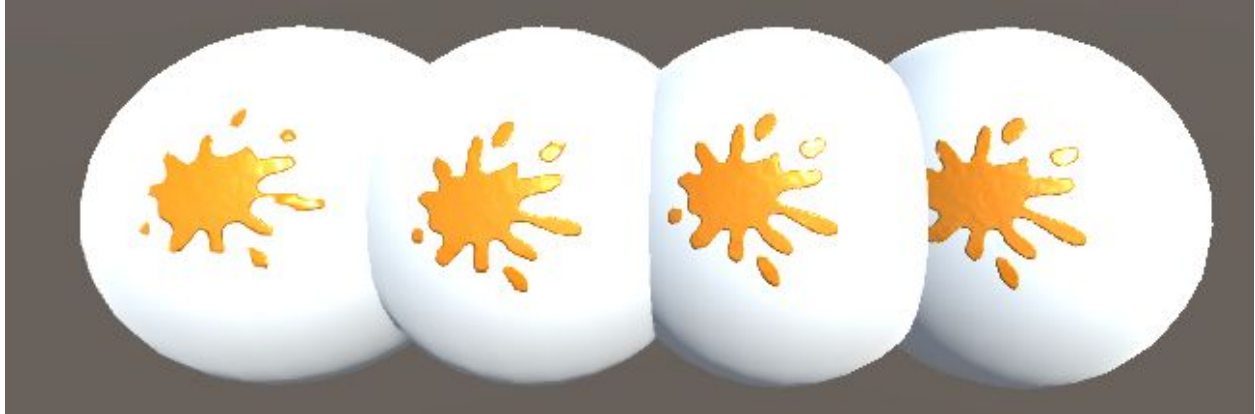*Material with Paint* Shader

Paint Material

Splat Color 1/2/3/4 - Paint Colors
Splat Texture - LEAVE EMPTY - created by paint target!

Paint Target

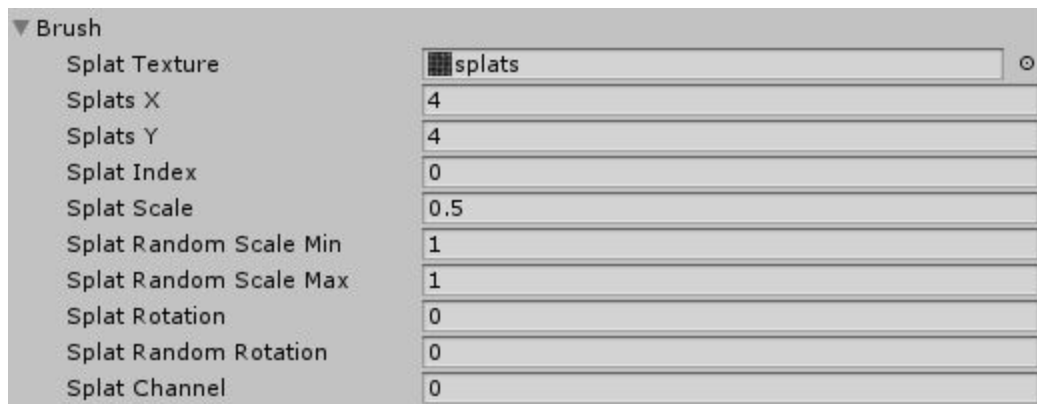**Paint Texture** - How detailed the paint splats will be

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

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: