DA Poly Paint for Unity

Watch YouTube Video: (https://www.youtube.com/watch?v=wEDbnaEky0Y)

DA Poly Paint is an easy to use Polygon Painting tool for Unity, offering an alternative to *pX Poly Paint for 3ds Max(https://github.com/piXelicidio/pxMaxScript/tree/master/PolyPainter)*. With DA Poly Paint, you can easily customize your low-poly models directly within the Unity environment, saving time and effort on traditional UV mapping and texturing tasks.

Installation (from GitHub)

1. Download or clone the code from the GitHub repo:
   https://github.com/piXelicidio/DAPolyPaint

2. Place the downloaded code anywhere inside your Unity project assets.

3. Access the tool via the Unity Main Menu: **DA-Tools** > **Poly Paint**

Using DA Poly Paint

Getting Started

1. Select any mesh object in the scene.

2. Click **'START PAINT MODE'** in the DA Poly Paint window.

3. Select a color by clicking the texture box.

4. Use the Brush, Fill, Loop, and Pick tools to paint.

Painting

- Use the **Brush** tool to paint individual polygons. Or quads if auto-detect quad is activated.

- Use **Full Repaint** button to apply the selected color to the entire object.

- Use **Fill** tool to paint continous areas of the same color.

- Use the **Loop** tool to paint along quad loops.

- Use the **Pick** tool to sample colors directly from the 3D object.

Requirements and Compatibility

- A mesh with a Mesh Filter or Skinned Mesh Renderer component.

- A material with a diffuse texture assigned acting as a palette color.

Keyboard Shortcuts

- **Ctrl**: Fill

- **Ctrl + Shift**: Loop

- **Shift**: Pick

Additional Notes

- When the selection changes, the DA Poly Paint window will indicate if it is ready for painting.

- After pressing **'START PAINT MODE'**, the focus is constrained to the selection and the painting tool takes control of the editor.

- When modifications are saved, a new mesh asset is created if necessary. Imported 3D models in FBX or OBJ format cannot be directly modified, so an editable copy is required.