

1. Introduction

Get on:

[Sales on Unity Assets Store](#)

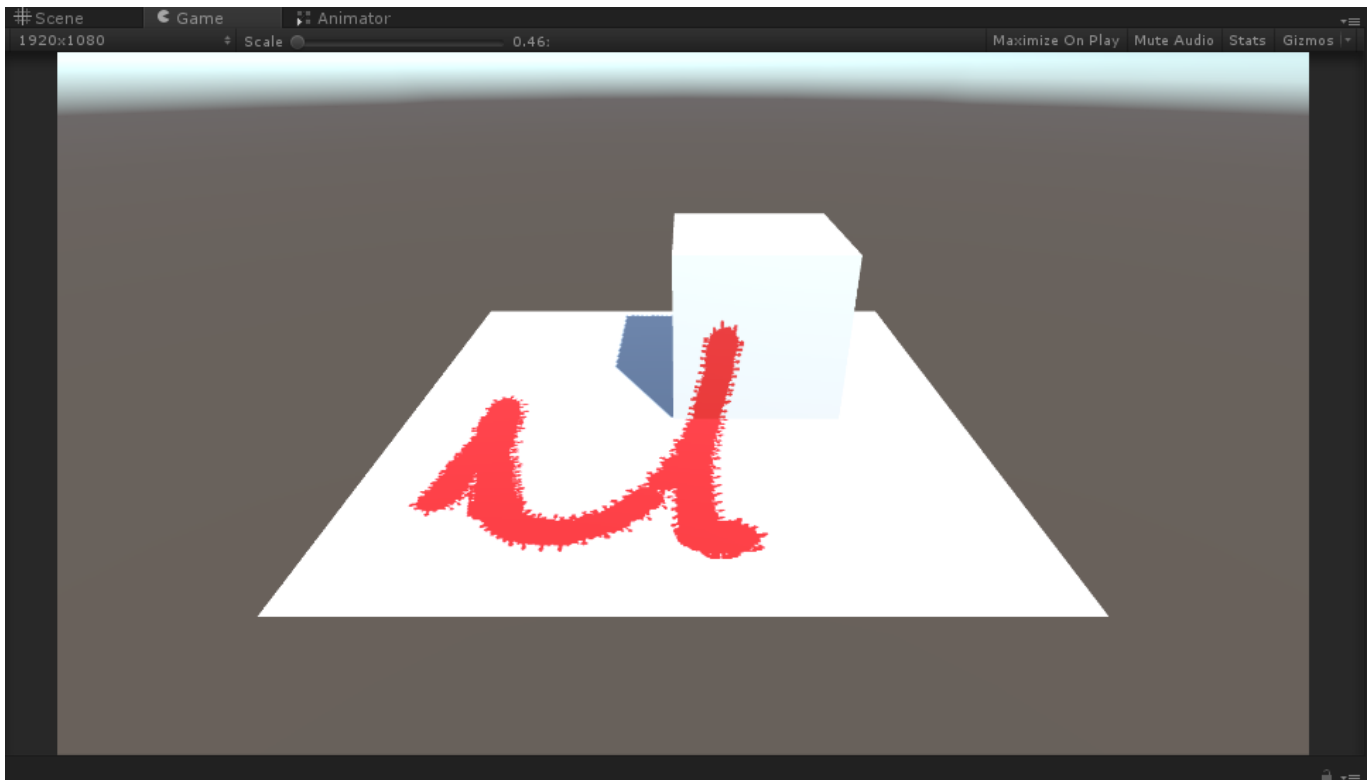
Experience right now on:

[Online Demo](#)

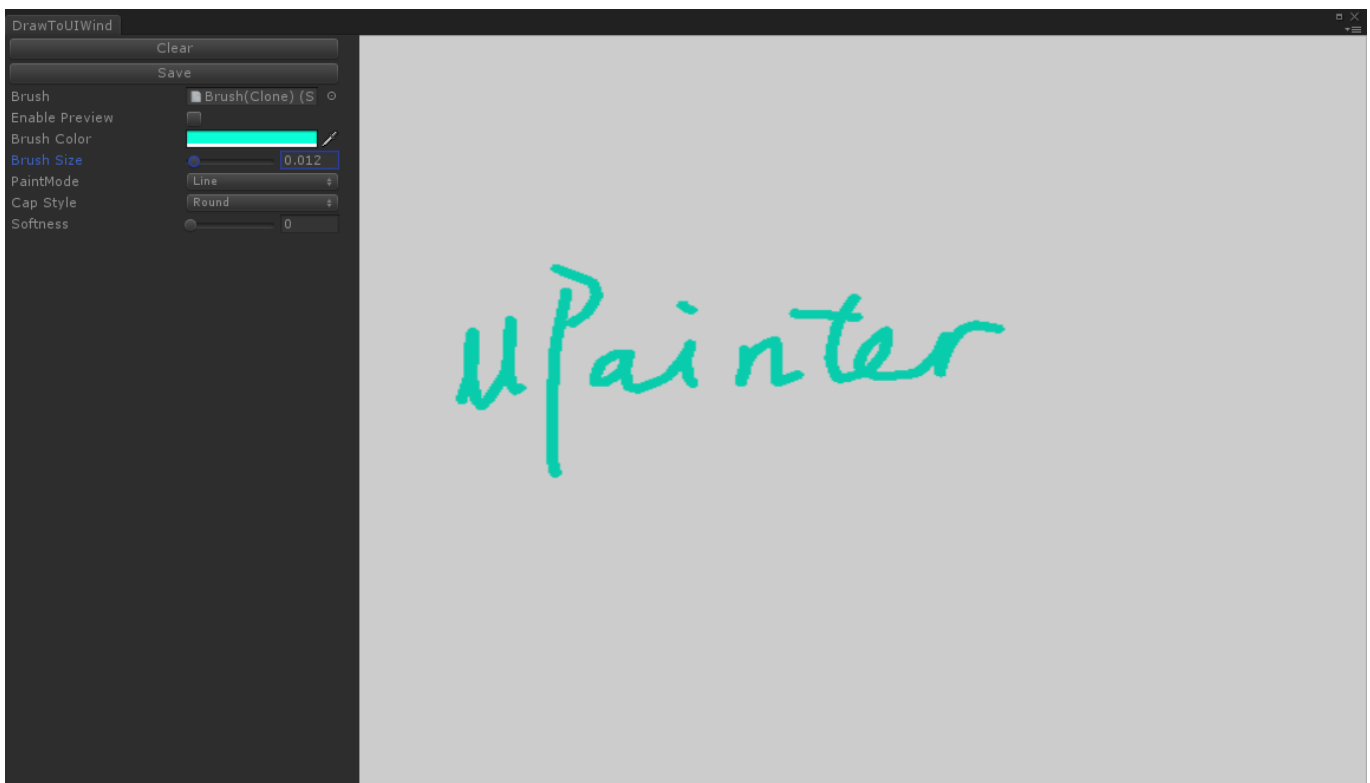
This is a texture paint toolset, you can use in Unity RawImage/Sprite/Mesh Texture/Unity Editor UI/other UI system;



Raw Image



Draw on mesh



Draw in editor

Features

- Paint in runtime
- Paint in editor mode
- Paint in GPU
- Solid brush
- Texture brush
- Graphic brush

- Composite brush
- Fill Tool
- Pixel Mode
- More blend type
- Post effect
- Undo/Redo

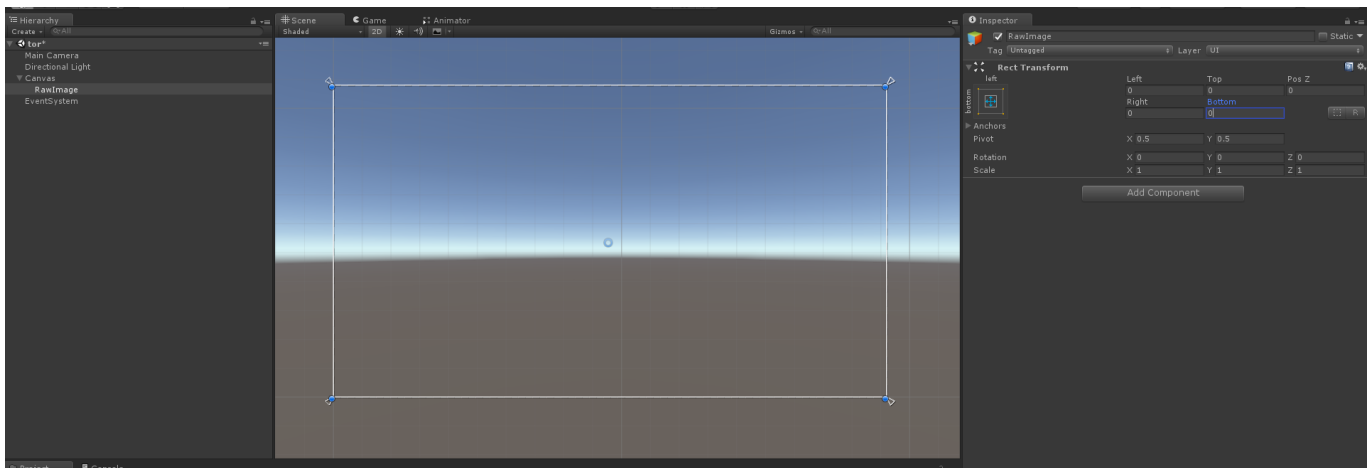
2. Quick Start

Use Samples

- Import uPainter package into your project
- After compiled, click menu "uPainter/AddSamples" to add samples scenes to Build Setting, ensure you can run the samples correctly
- Open demo scene "uPainter/Samples/Samples.unity"
- Click one sample
- Draw on canvas
- Editor sample just click menu "uPainter/EditorDemo"

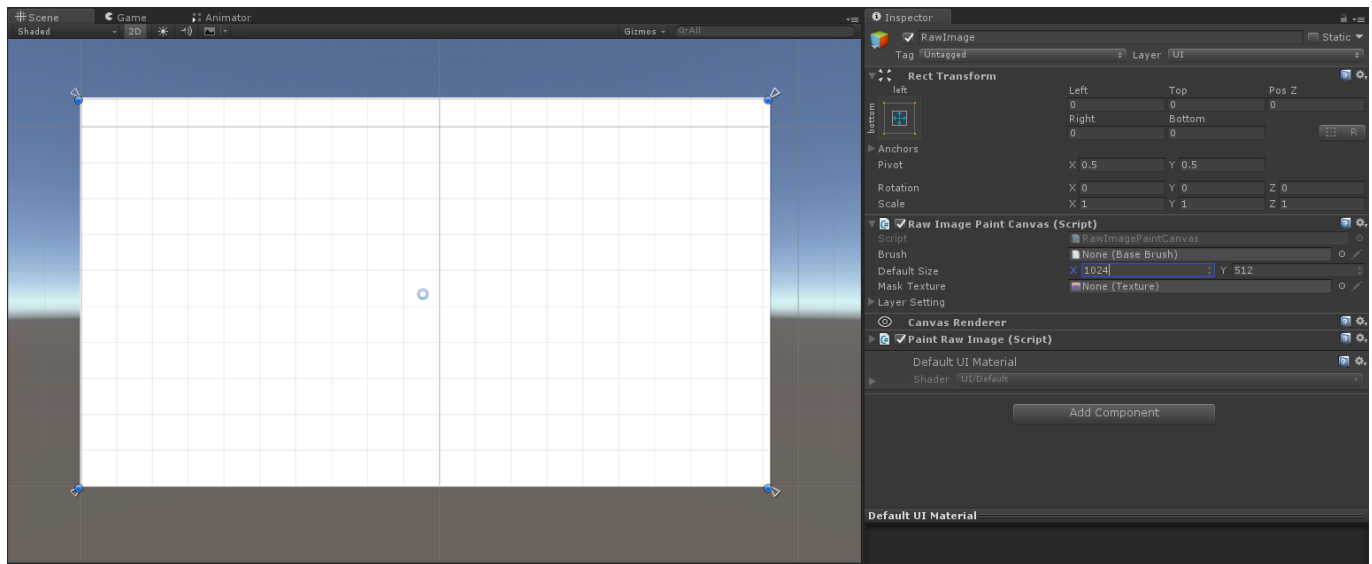
How to use

- Create a new scene
- Add a Empty Object in Canvas, and stretch to fit size



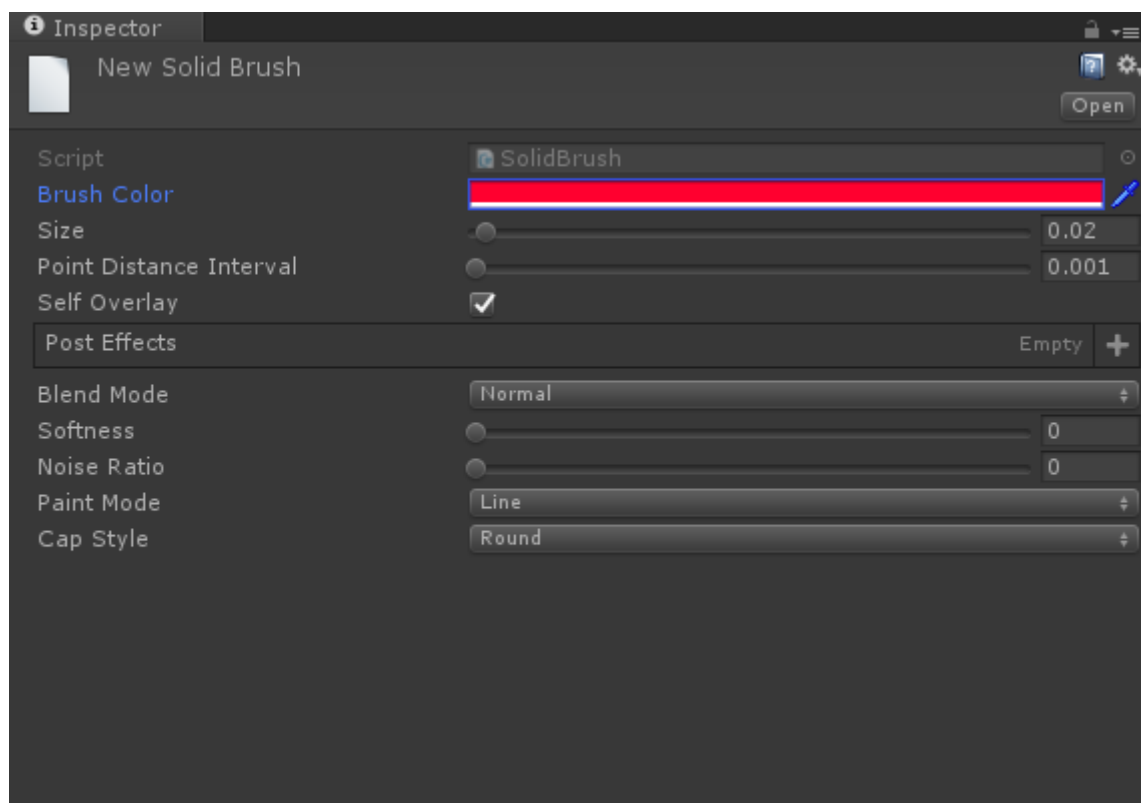
Create Empty GameObject

- Add PaintRawImage to this



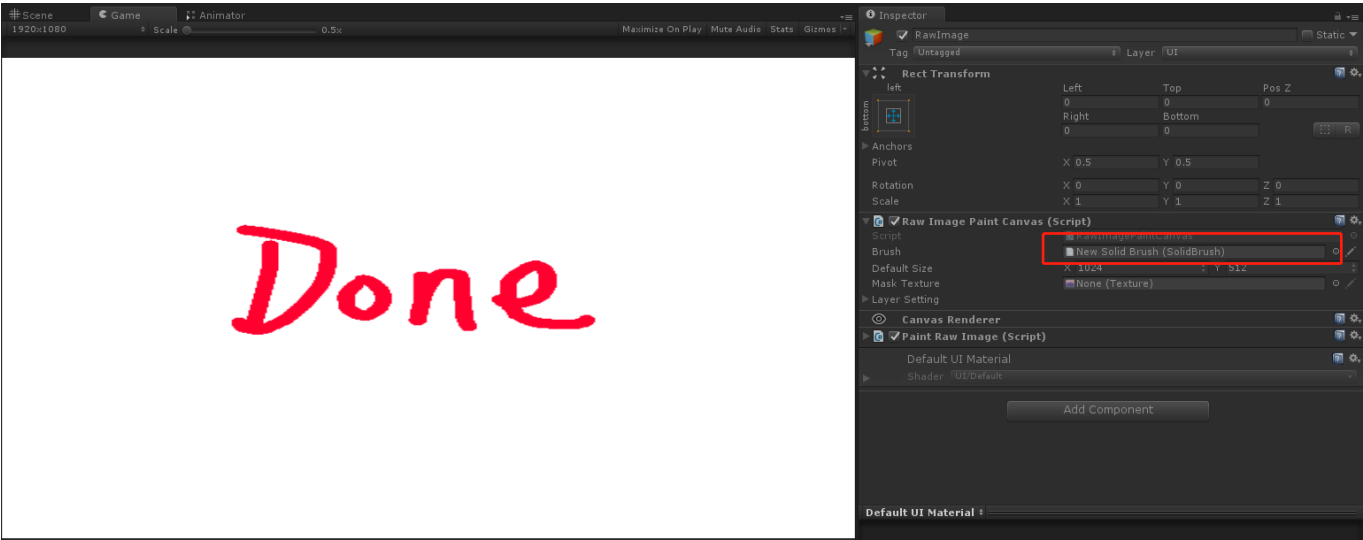
Add PaintRawImage component

- Create a solid brush:in assets window, click right mouse button, select in path "Create/uPainter/SolidBrush"
- Modify brush's attributes



Create solid brush

- Assign the solid brush to RawImagePaintCanvs's "Brush" property
- Draw on canvas

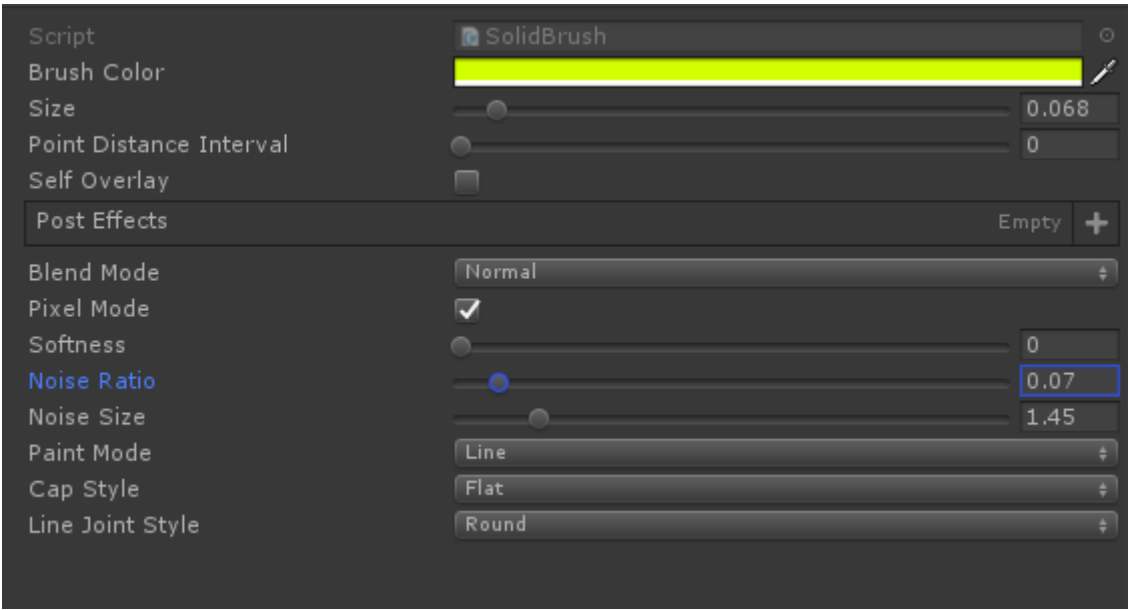


Assign brush & Draw

3. Details Introduce

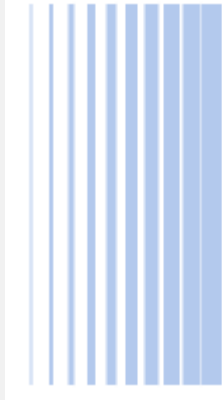
Solid brush

Paint solid color to texture



Solid brush

Brush Color: color of brush
Size: size of brush,value Range(0,1)



Brush Size

Point Distance Interval: the minimum distance of last two points

Self Overlay: whether or not overlay self in on paint life circle



Without Self Overlay



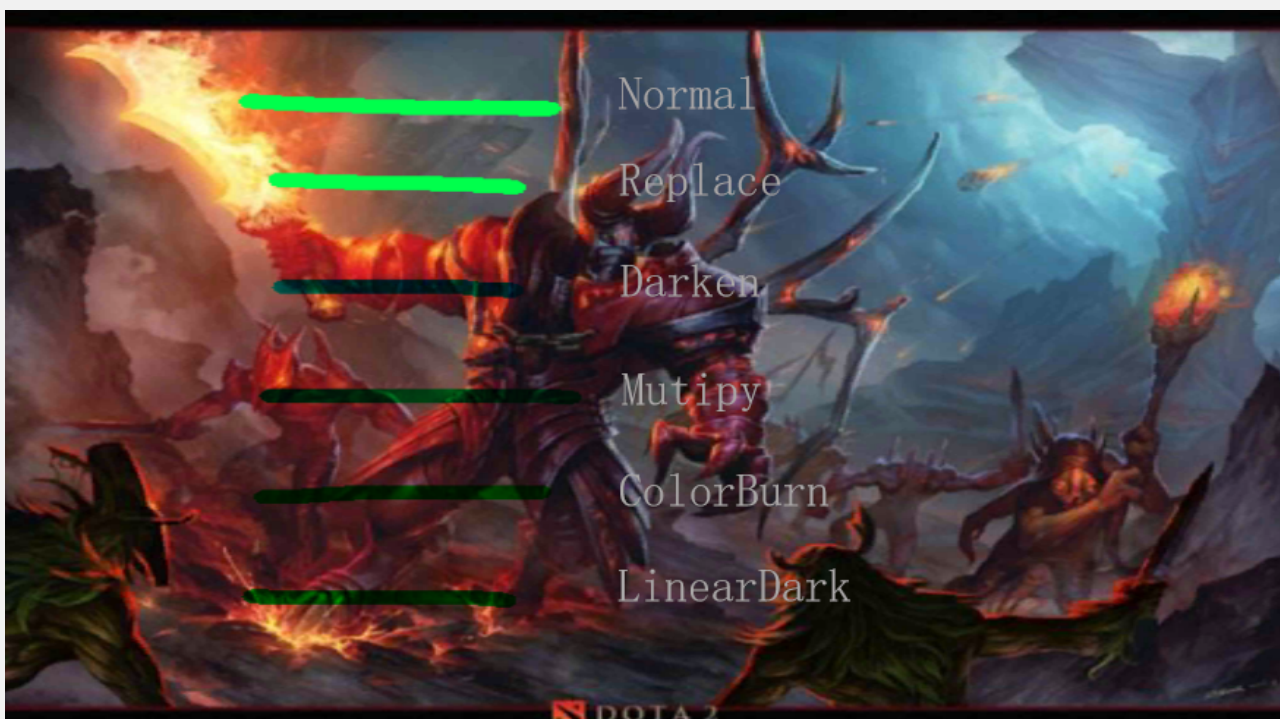
With Self Overlay

Self Overlay

Blend Mode: blend type with layer texture

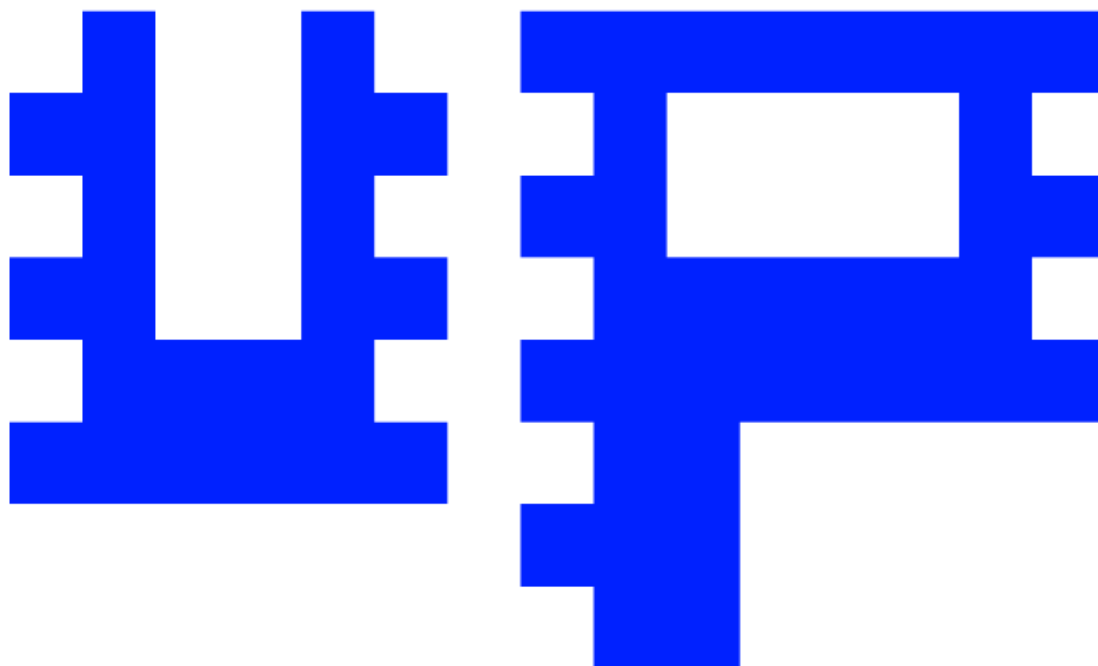
- Normal: Default mode
- Restore: Easer use this mode
- Replace: Scratch card use this mode
- Darken
- Mutipy
- ColorBurn
- LinearDark
- Lighten
- ColorScreen

- ColorDodge
- LinearDodge
- Overlay
- HardLight
- SoftLight
- VividLight
- PinLight
- LinearLight
- HardMix
- Difference
- Exclusion
- Subtract
- Add



Some blend modes

Pixel Mode: If true, the input uv will be modify clamp to pixel cell, the layer filter mode must be point, then can get perfect effect, and you need set a correct layer and brush size



Pixel mode

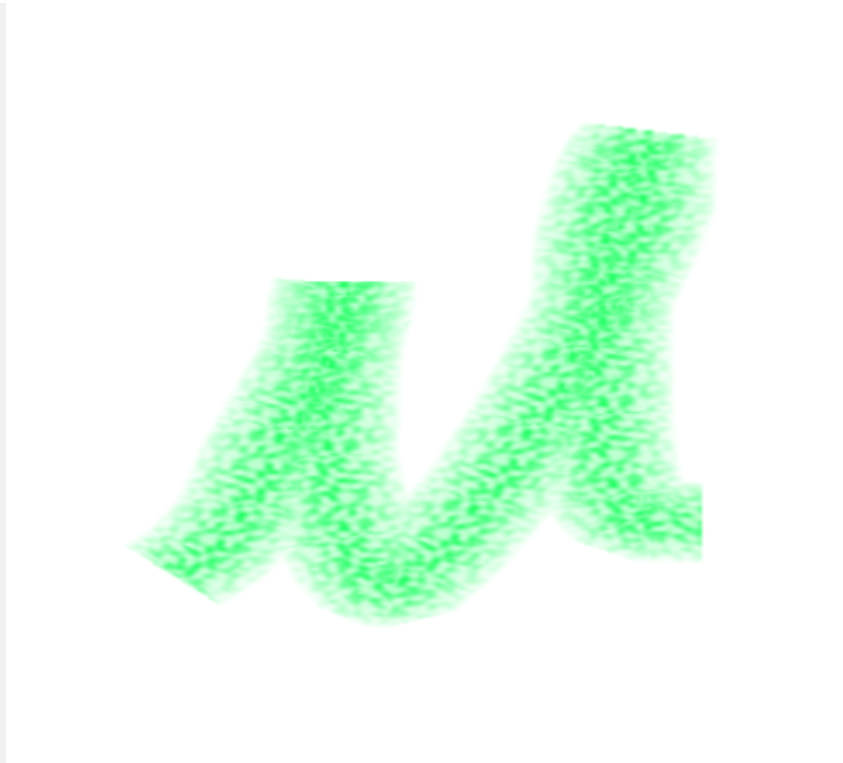
Softness: softness of brush,useful highlight effect, value Range(0,1),default is 0



Softness

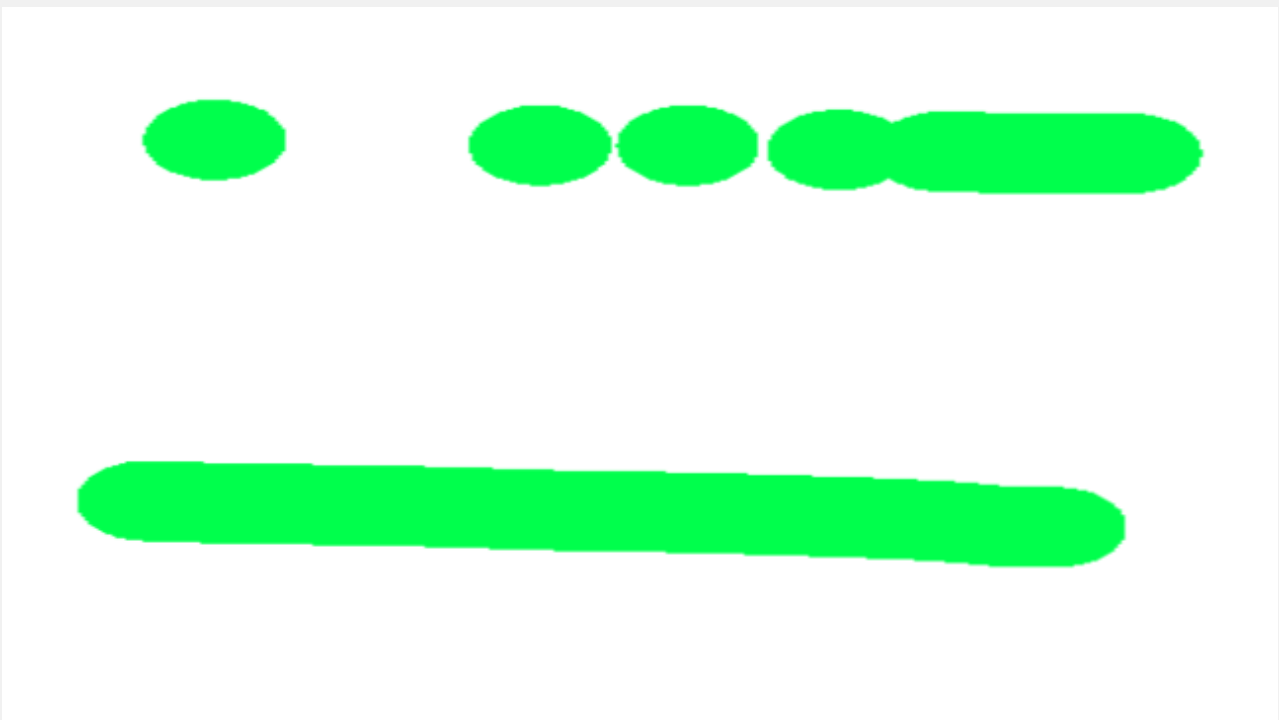
Noise Rate: mask brush with noise, can use this property to simulation uneven effect,such as crayon pen, only value bigger than 0 can be effective,value Range(0,1)

Noise Size: set the noise size, only noise rate bigger than 0 can be effective,value Range(0,1)



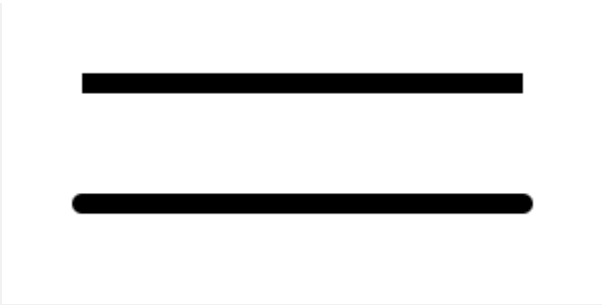
Noise

Paint Mode: Brush paint mode, has Dash/Line mode



Paint Mode

Cap Style: Brush cap styles, has Flat/Round mode



Cap Style

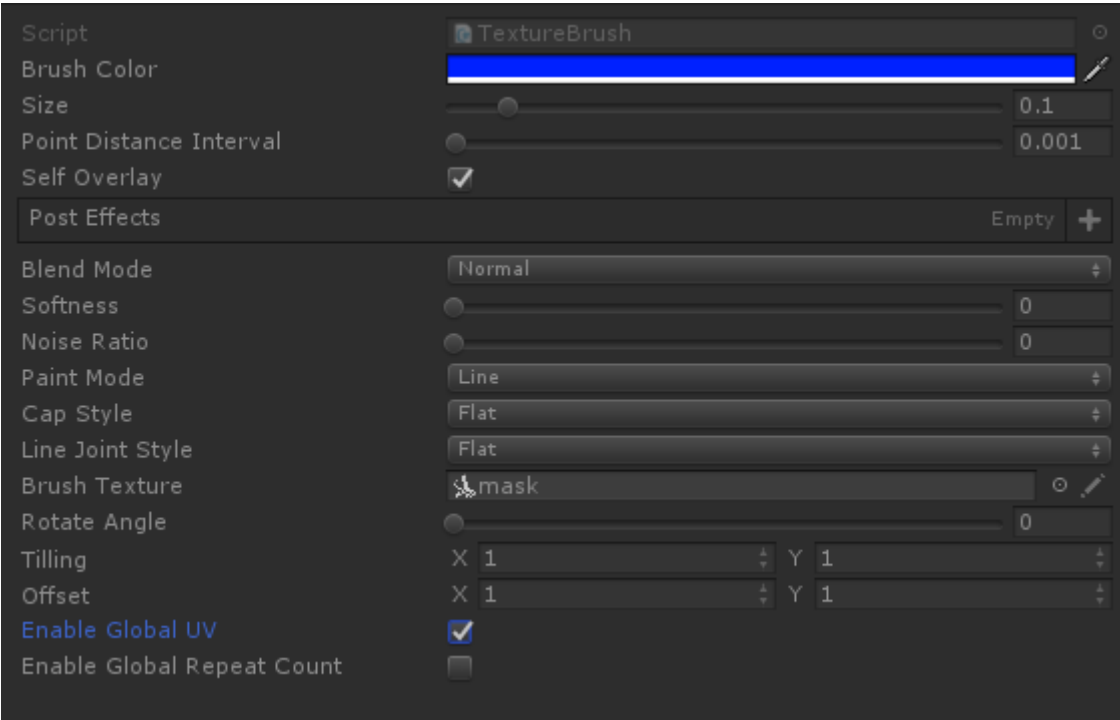
Line Joint Style: The corner style just effect in line paint mode, has Round/Flat/Sharp mode



Line Joint Style

Texture brush

Paint texture to target texture



Texture brush

Brush Texture: The brush texture

Rotate Angle: Anticlockwise angle in degree of brush texture



Rotate 30 degree

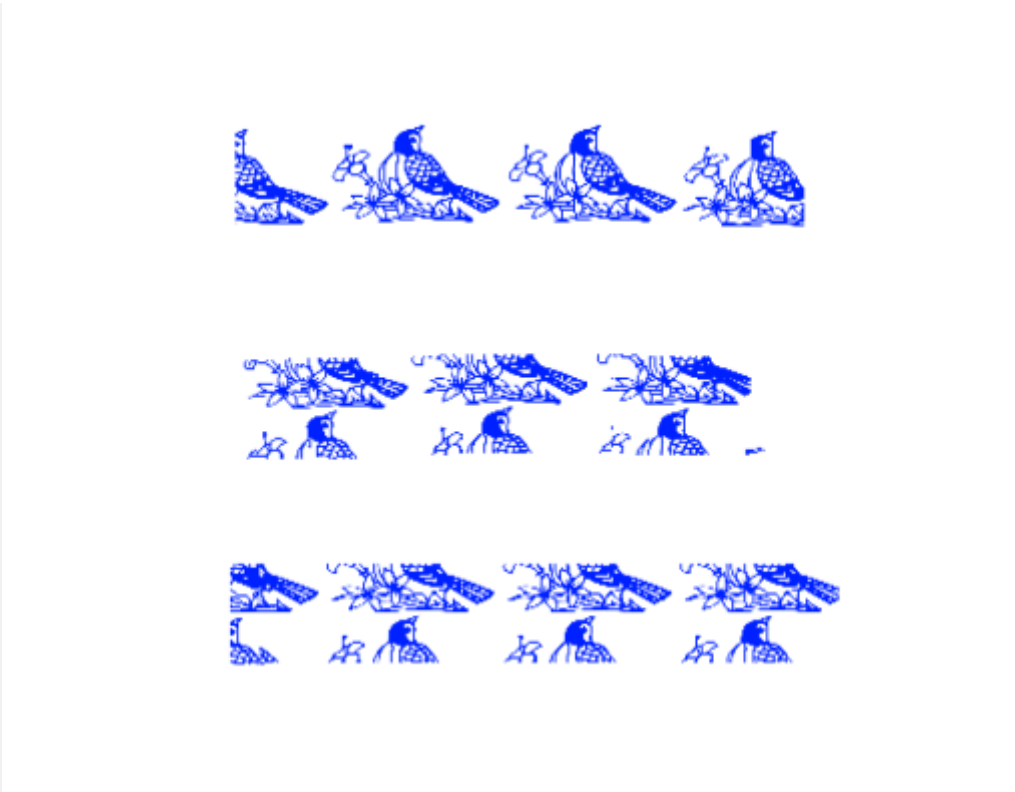
Rotate Flow Direction: When in dash mode, the texture will rotate by the direction between two points

Tiling: Repeat count of texture, when enable global uv, the tiling means global repeat count, Range(0,1)



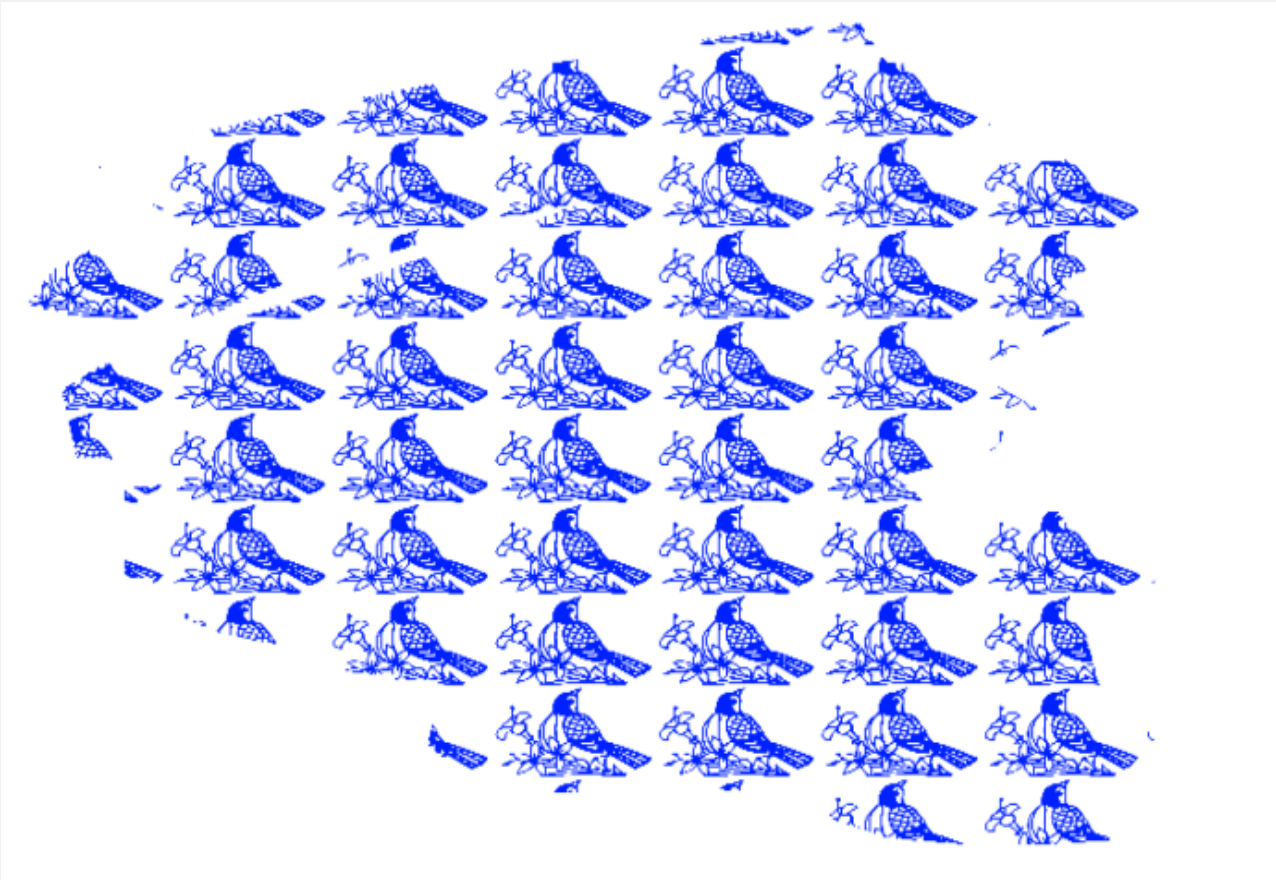
Tiling sample

Offset: Offset of texture uv, Range(0,1)



Offset sample

Enable Gloable UV: Use global texture uv,effectd by brush size,can use to mosaic effect

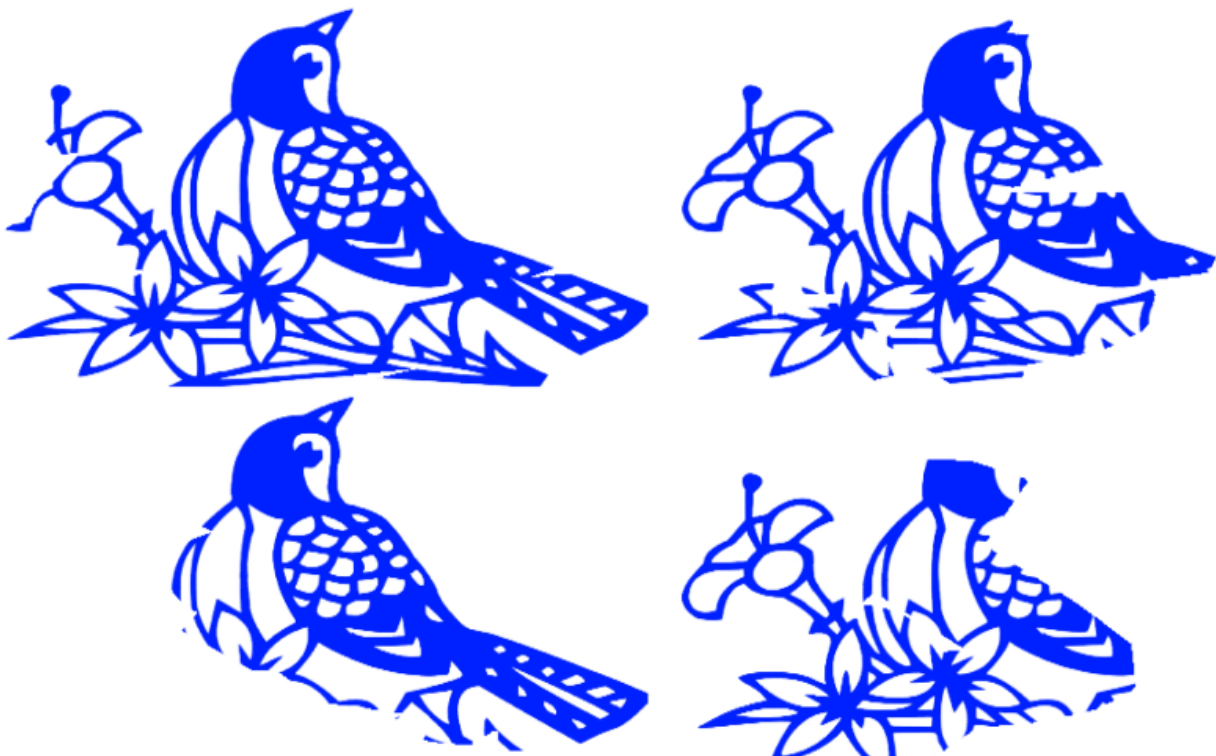


Enable gloabl uv

Enable Gloable Reapeat Count: If true, will ignore brush size, only effectd by tilling value



Global repeat

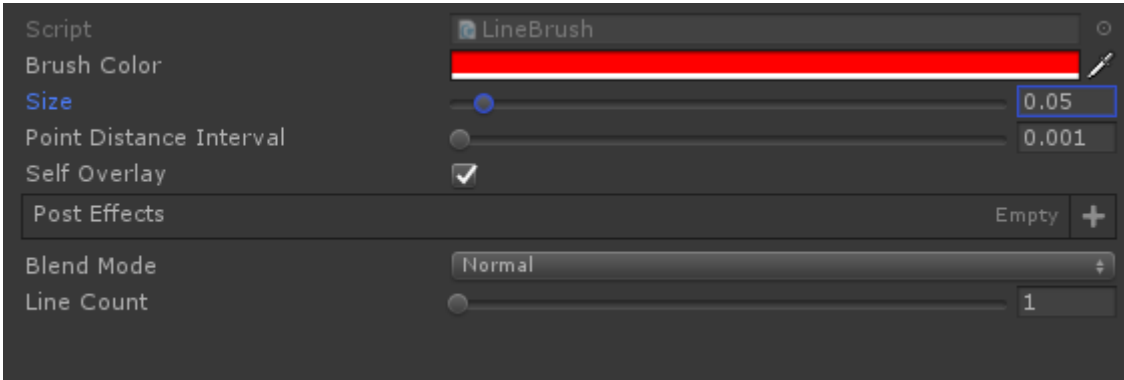


Global repeat & set tiling

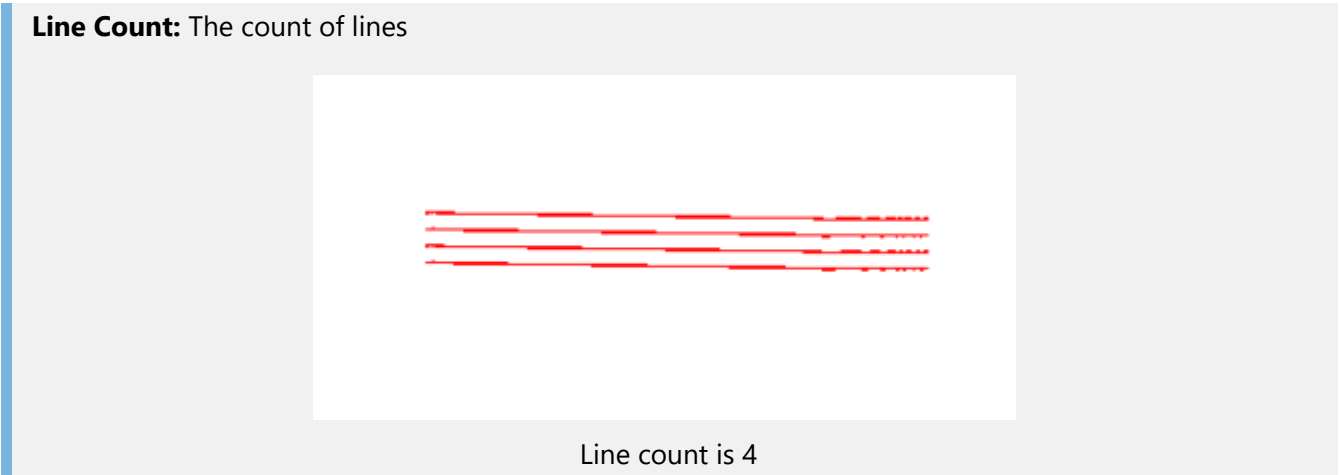


Graphic/Line brush

Use GL mode to draw lines,can paint lines to texture

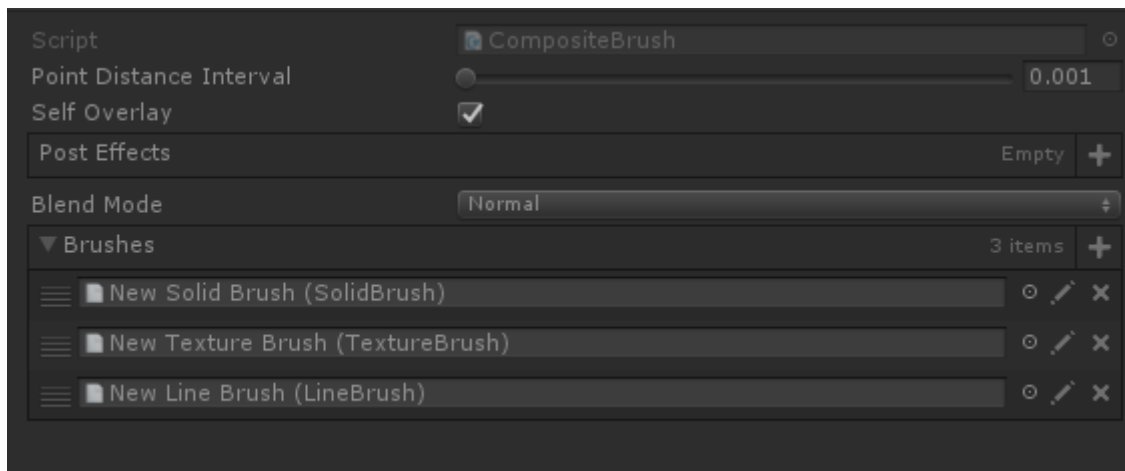


Texture brush



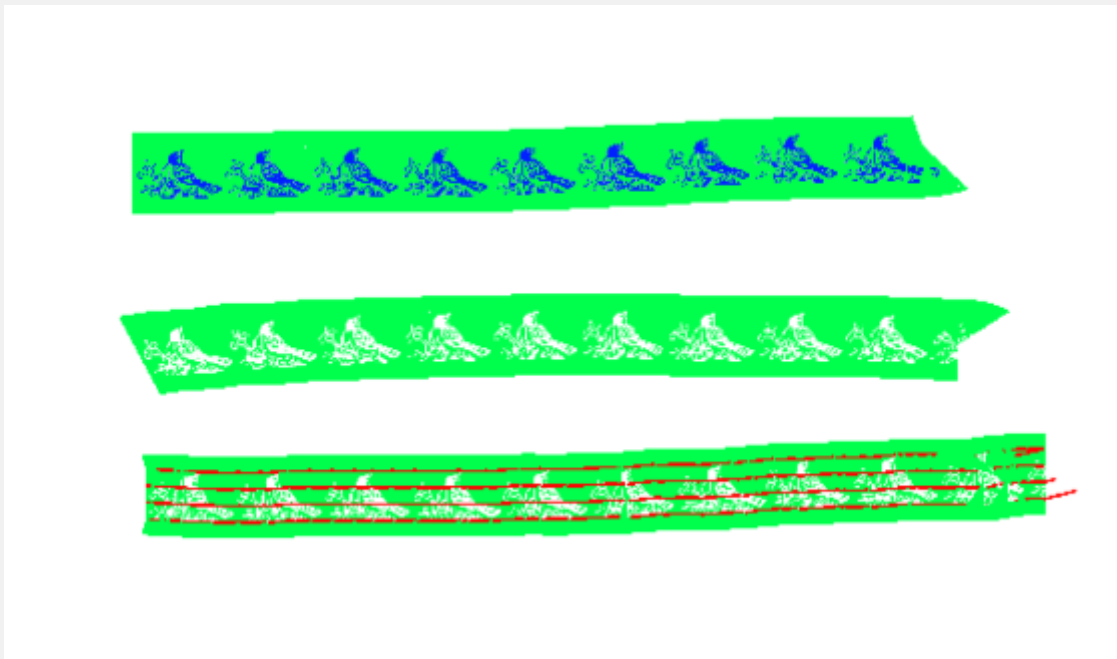
Composite brush

This is a brush group effect brush,can overlay many brush effect in one paint



Composite brush

Brushes: Composite's sub brushes, overlay order by array index

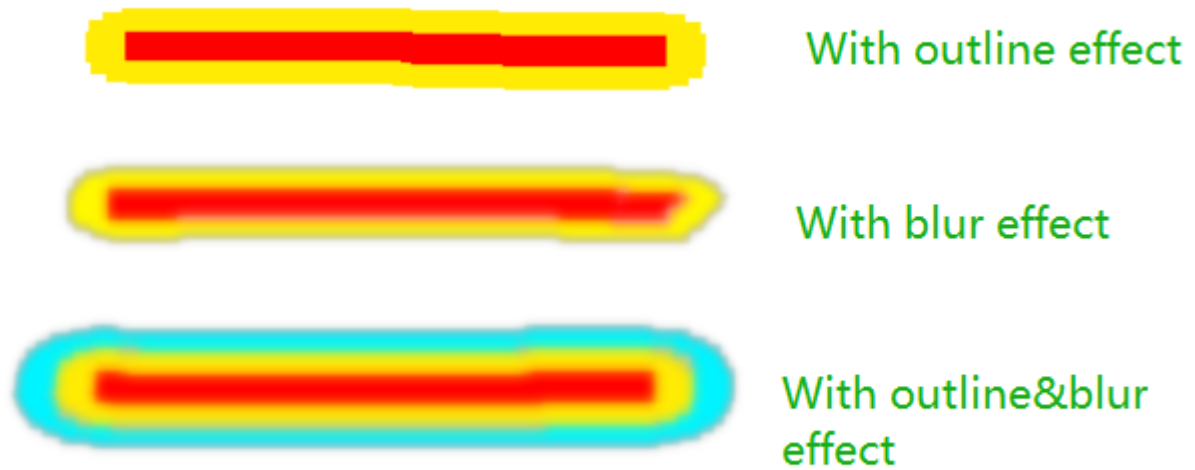


Composite brush

Post effect

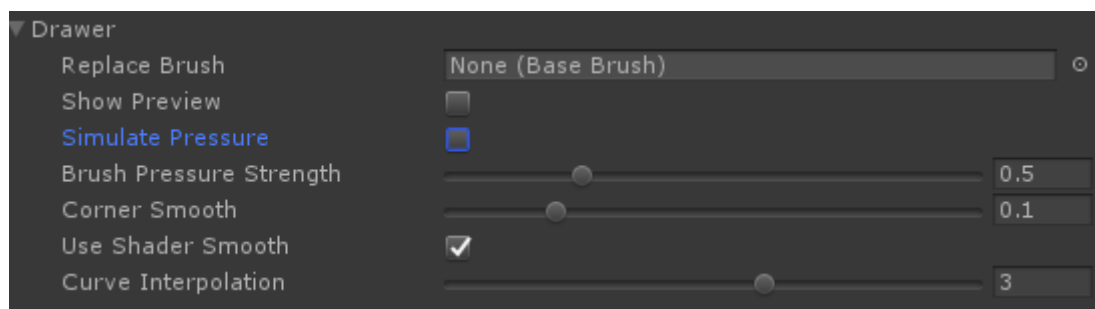
When paint done, post effect will process the texture, add effect to the result,the effect can be multiple in brush, inner effect has:

- Blur Brush Post
- Outline Brush Post



Post effect

Drawer



Drawer Painter interaction proxy, will handle touch input, we use drawer to create more texture painter, like raw image drawer, other ui system drawer and mesh drawer(need mesh collider)

Replace Brush: When canvas is empty, this property will set to canvas brush

Show Preview: If true, will show cursor on texture

Simulate Pressure: If true, will simulate the pressure, distance between two points is more larger ,the size will more small;

There has interface to extend, you owen simulate method, even use real touch sensor data;



Simulate pressure

Brush Pressure Strength: The strength of pressure, the value is more larger, the line will more thinner, value range(0,1)

Corner Smooth: Corner smooth strength, value range(0,0.5) **(In older device you can set this value to ZERO)**

Use Shader Smooth: If true, use shader bezier curve, or calculate in cpu, Graphic/Line Brush do not support shader smooth

Curve Interpolation: Only when do not use shader smooth mode, will decide how many segments number of the bezier curve, the value is larger, the line will more smooth, and need more calculation,value range(0,5)

Undo/Redo

PainterOperation is a undo/redo system, default max undo/redo step is 10, you can extend this system to save command result to disk,so you can use limitless undo/redo operate;

Sample undo/redo code:

```
PainterOperation.Instance.Undo()  
PainterOperation.Instance.Redo()
```