Glitched Polygons - https://glitchedpolygons.com

VertPaint

Release Notes

1.0.0

Initial release.

1.1.0

Improved painting performance, fixed minor bugs, introduced toggle for disabling brush gizmo blinking while resizing and generally cleaned up the codebase a lot.

Fixed bugs:

- Prevent accidental paint stroke from happening when orbiting the selected mesh with Alt + LMB
- Fixed scene not being marked as dirty after applying the painted vertex colors to a mesh
- Refresh template file paths in VertPaintWindow's OnFocus and on selection changed to allow renaming/moving templates while the VertPaint window is open.
- Fixed "SceneView.onSceneGUIDelegate is obsolete" error that appeared on certain editor versions.

1.1.1

- Made VertPaint window dockable
- Added Shader Prep Utility shortcut to VertPaint window context menu:
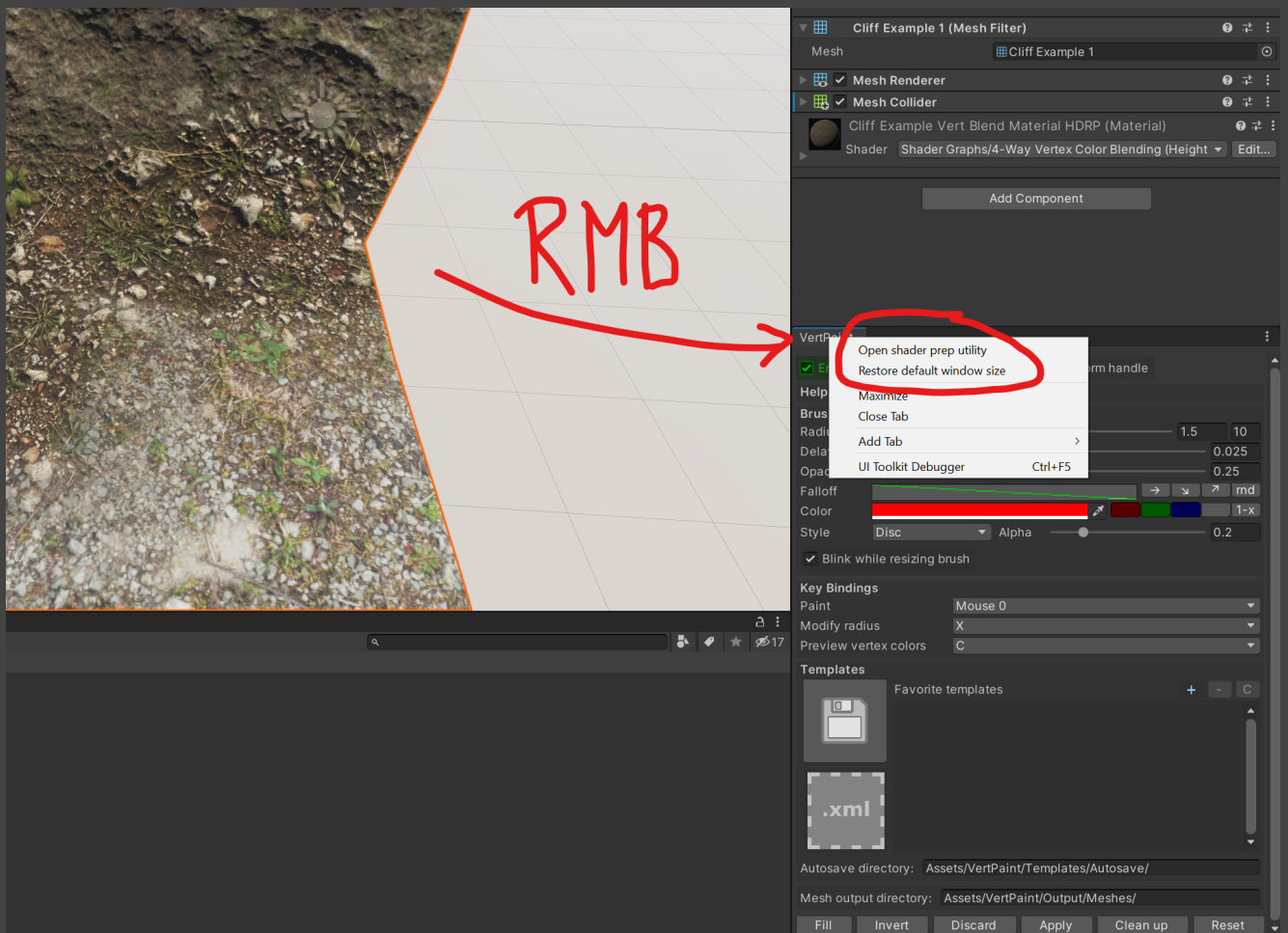
Reminder:

Remember to hit the "Apply" button regularly! Apply early, apply often!
Nothing's worse than losing the paint progress due to accidental mesh deselection! Also hit
the "Clean up" button from time to time, to keep the mesh output directory clean :)