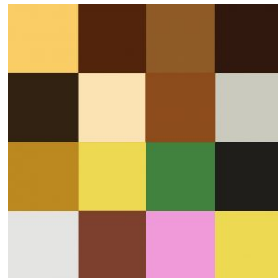


Click To Color

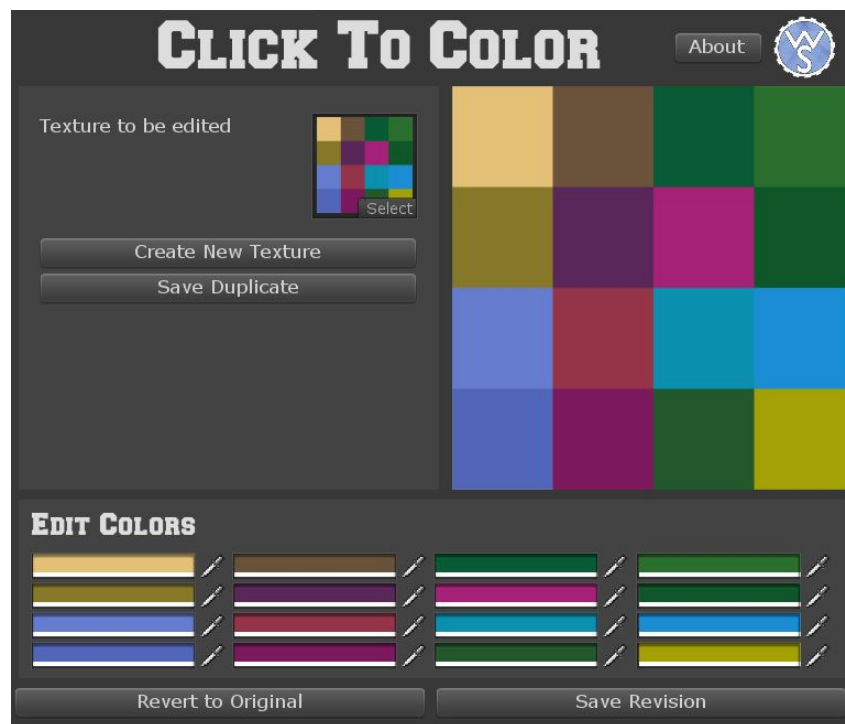
Click to color is a simple Unity editor script that can generate and edit simple color palettes like those shown below. These can be used to quickly and efficiently texture a low poly model. Using color palettes can greatly reduce the number of textures, materials and draw calls in your game.

Each color can be as small as a single pixel which can further reduce demands on memory and storage space.



The Interface

The Click to Color interface is simple and largely self explanatory. The interface with a 4 x 4 grid loaded is shown below.



All color palettes are squares and powers of two. The texture size is the number of pixels on a side. Texture size will be rounded to the nearest power of 2 with a default maximum size of 1024 pixels. The grid size will also be rounded to ensure that each color forms a square for the given texture size. By default the maximum grid size is 8.

A color palette can be selected in the UI to edit or you can drag the texture into the “Texture to be edited” slot. A larger preview of the texture is shown to the right.

Creating a New Texture

To create a new texture click the “Create New Texture” button. This will bring up a different interface that will allow you to set the grid size, texture size, file name and the save location.



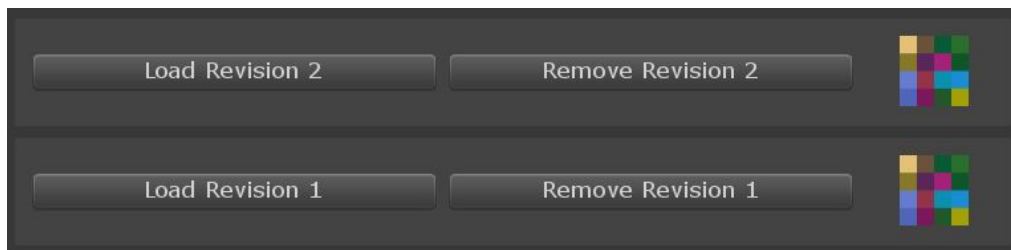
A known bug exists with the “set save location” button. When first pressed it will open a folder selection window that is not necessarily in the project. Close the window and press the “set save location” button a second time.

The “Use Grayscale” toggle only applies when creating a new color palette and does not limit the editing of the colors.

Revisions

The “Revert to Original” button will restore the texture to the state when it was first loaded.

Pressing the “Save Revision” button will save a temporary array of the current colors. These revisions can be removed or loaded back onto the texture. This can allow quick iteration between color selections.



Things You Should Know

It is recommended to use Click to Color to generate or edit color palettes that are not square grids this is not supported.

Also, your UVs need to be arranged as discussed in this [article](#). There is also a video showing a potential [workflow using Blender and Unity](#) including how to unwrap the model.

Support

If you should have problems please feel free to write to support@onewheelstudio.com or the OWS discord server discord.onewheelstudio.com

As always when using a new asset for the first time make sure to backup your project!