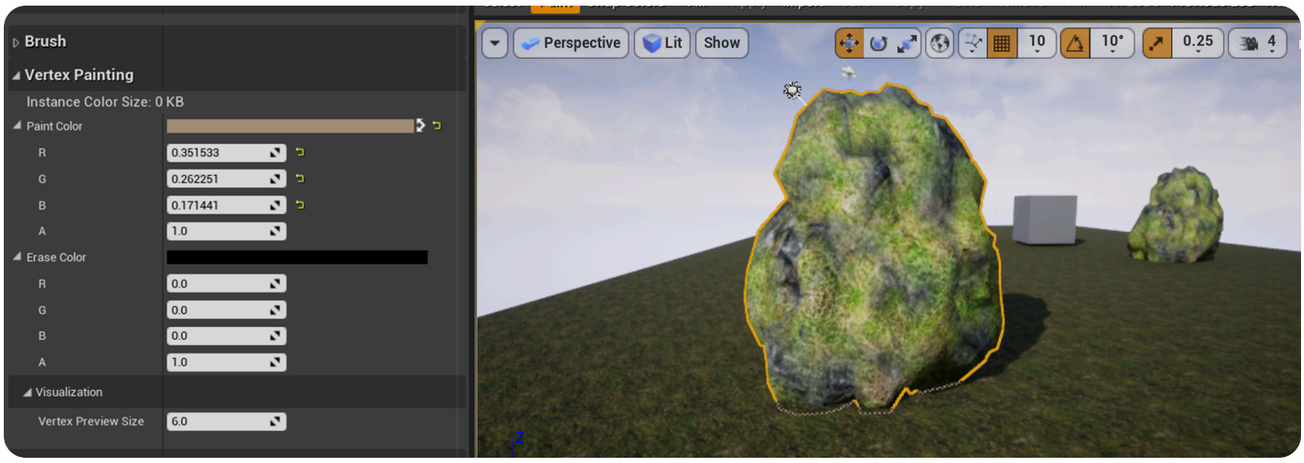
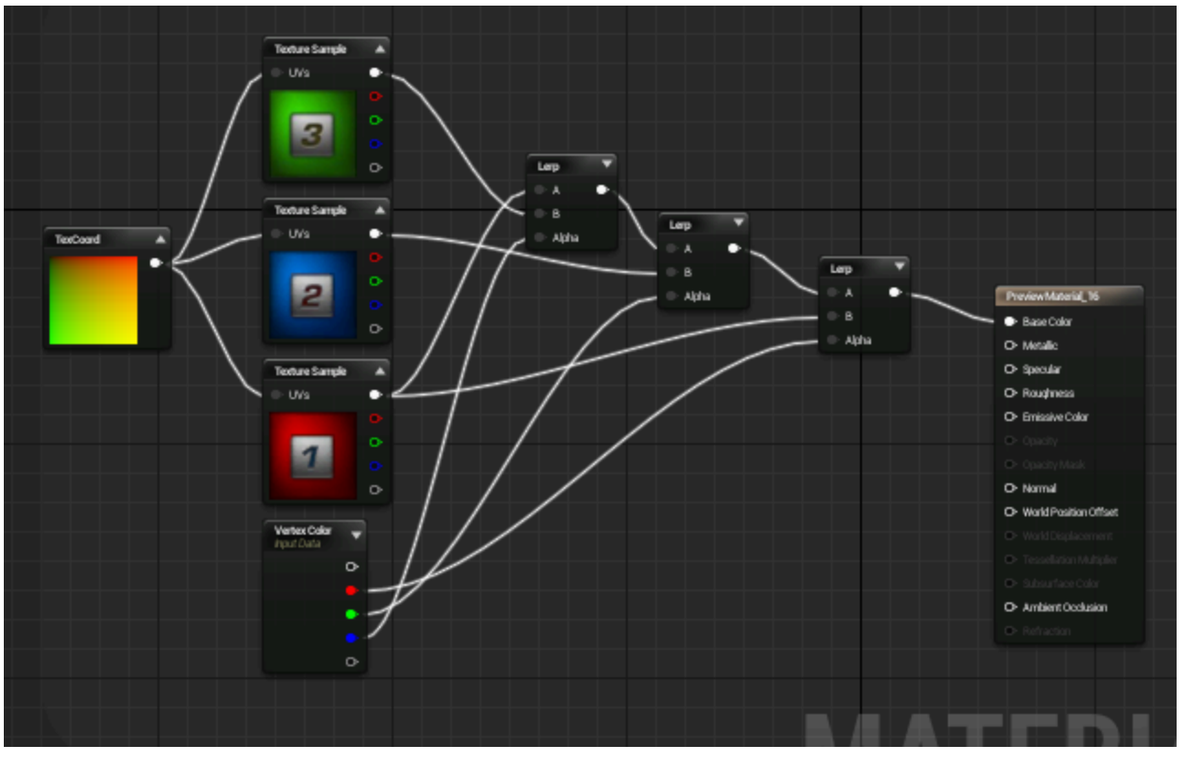
Create a Material for 3-Way Texture Blends

This page describes how to set up materials for 3-way (RGB) texture blending.



Blending 3 separate textures can be handled by the Mesh Paint tool very easily, but it does require a special setup in the Material. Consider the following graph:

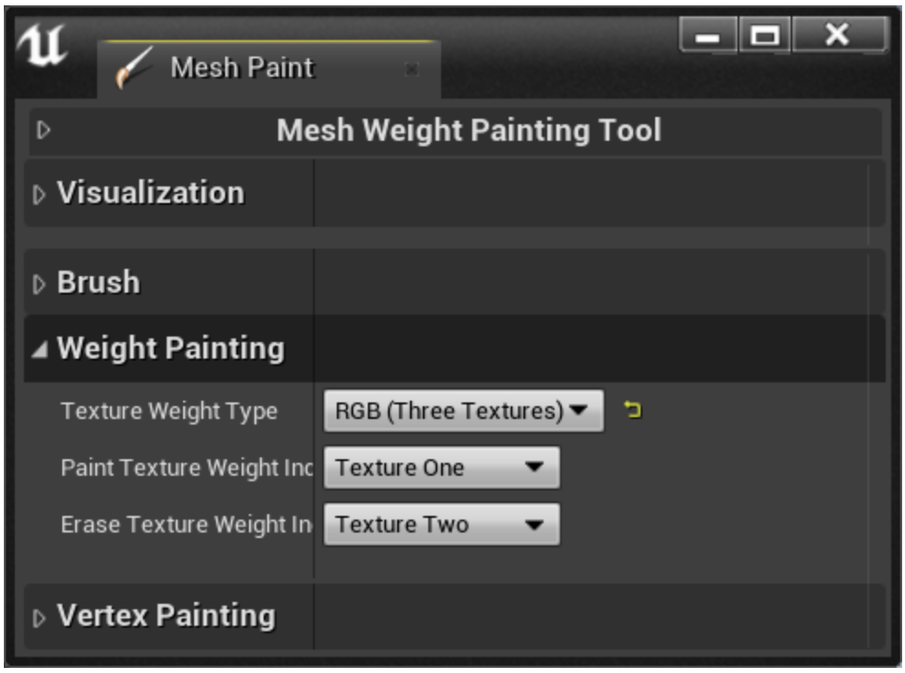


Here is an overview of the setup:

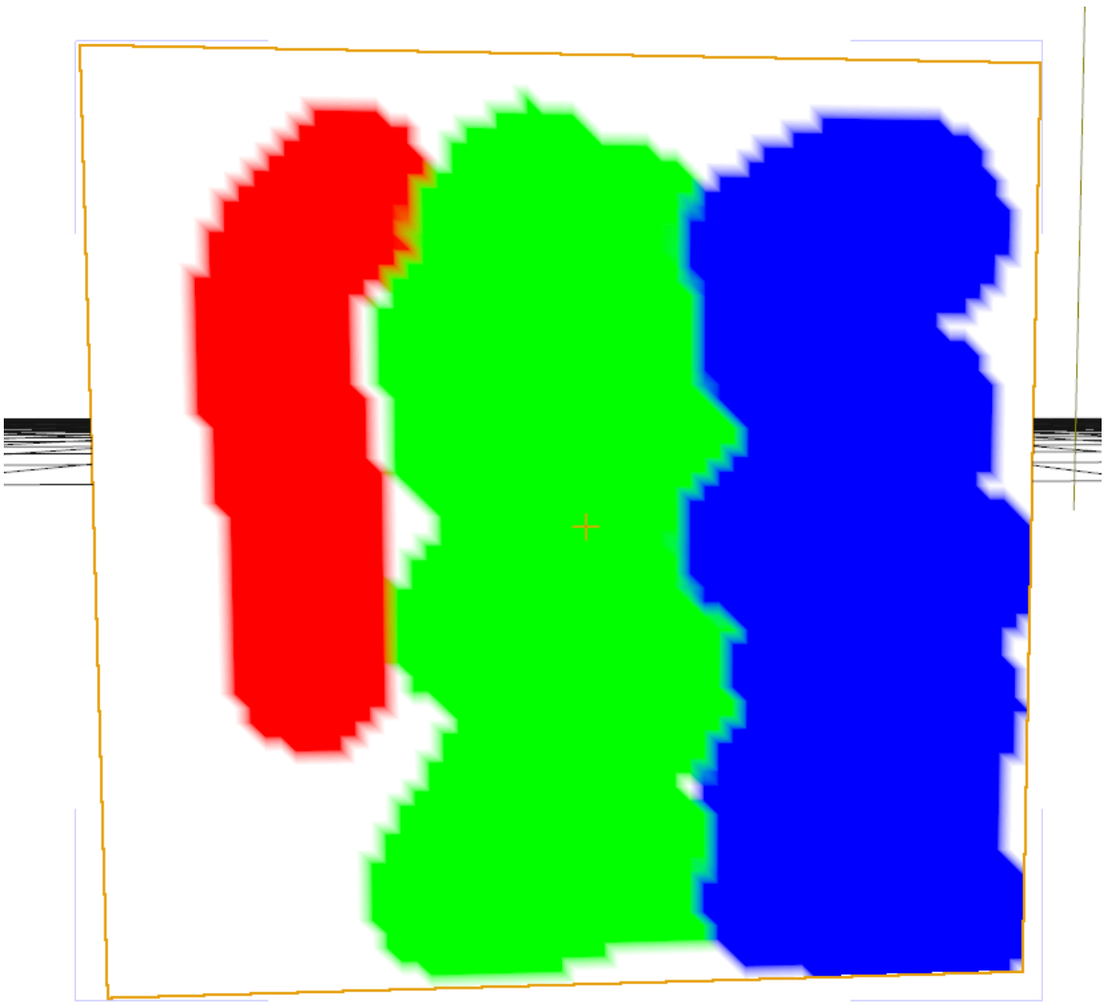
- Each of the color channels (RGB) gets its own Linear Interpolation expression.
- Each texture plugs into the B input of its corresponding Lerp node.

- The Lerp corresponding to Texture 1 plugs into the Material, and its Alpha will be driven by the Red channel from the vertex color.
- The Lerp corresponding to Texture 2 plugs into the A input of the Lerp corresponding to Texture 1, and its Alpha will be driven by the Green channel from the vertex color.
- The Lerp corresponding to Texture 3 plugs into the A input of the Lerp corresponding to Texture 2, and its Alpha will be driven by the Blue channel from the vertex color.
- Texture one also wraps around and becomes the A plug for the 3rd and final Lerp. This makes Texture 1 the default texture.

Once this is set up, the **Mesh Weight Painting Tool** should be active and the **Texture Weight Type** setting should be set to **RGB (Three Textures)**.



Here is an example of this Material, first with the Mesh viewed in RGB Mode, showing the vertex colors in place. Note that with this setup, **red** corresponds to Texture 1, **green** corresponds to Texture 2, and **blue** corresponds to Texture 3.



And here is the final result:

Notice that where the vertex color in the first image is red (Texture 1) there is no change. This is because Texture 1 is also plugged into the A input of the 3rd Lerp expression (see above),

making it the default texture. Essentially, you start with Texture 1 and can paint Textures 2 and 3 down as you see fit, or paint Texture 1 back down over them at any time.

If you were going to be setting up such a Material over and over, this would be a great place to deploy a custom Material Function.