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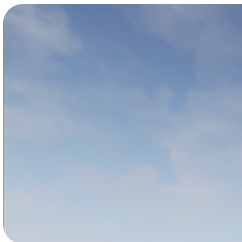
# Mesh Paint Mode

Mesh Paint is a tool for interactively painting vertex colors on Meshes in the Editor Viewport.



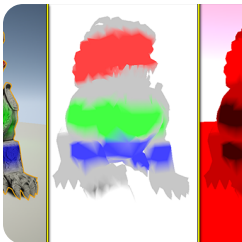
**Mesh Paint** mode provides a quick way to adjust color and texture on your Mesh's Materials. The following topics cover all of the critical skills needed to effectively use this tool.

## Starting Out



### Mesh Paint Overview

A down-and-dirty quick guide to getting your feet wet with Mesh Paint Mode.



### Mesh Paint Tool Reference

This page describes settings for various parts of the Mesh Paint Tool.

## Guides



### How to Share Vertex Color Data Between Instances

This page shows how to transfer vertex color data across meshes using Mesh Paint Mode.



### Selecting Colors

An overview of the process of color selection for Mesh Paint Mode.

# Advanced Topics

When using any Editor tool, you should think about how you want the tool to affect your Meshes. The following topics cover how Mesh Paint handles painting on individual instances of Meshes placed in your level, as well as how to paint Blend Weight values for multi-texture setups.



## Painting on Instances

This page shows how to copy vertex color from one instance to another.



## How to Share Vertex Color Data Between Instances

This page shows how to transfer vertex color data across meshes using Mesh Paint Mode.



## Vertex Color Matching

A tool which allows vertex colors to be repaired when a new version of a mesh is imported with a different vertex count.

# Setting up Materials

The Mesh Paint system requires the Mesh's Material to contain a **Vertex Color** node, as this is how the vertex color data is passed from the Mesh to the Material. The following topics cover ways to set up a Material so that it can be used with Mesh Paint mode.



## Vertex Color Materials

This page describes how to set up materials that utilize Vertex Color so that you can paint colors in Mesh Paint Mode.



## Create a Material for 2-Way Texture Blending

This page describes how to create a material for 2-way (alpha) texture blending.



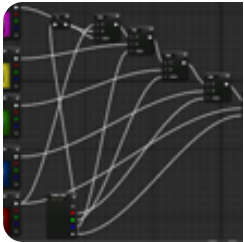
## Create a Material for 3-Way Texture Blends

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



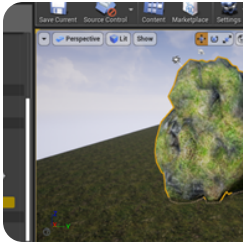
### Create a Material for 4-Way Texture Blends

This page describes how to set up materials for 4-way (ARGB) texture blending.



### Create a Material for 5-Way Texture Blends

This page describes how to set up materials for 5-way (1-ARGB) texture blending.



### How To Create a 2-Texture Material for Vertex Color Painting

This page shows you a specific example of how to create and use a Two-Texture Material for use with vertex color painting on Meshes.