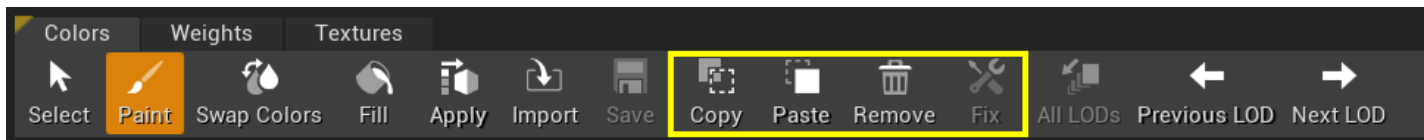


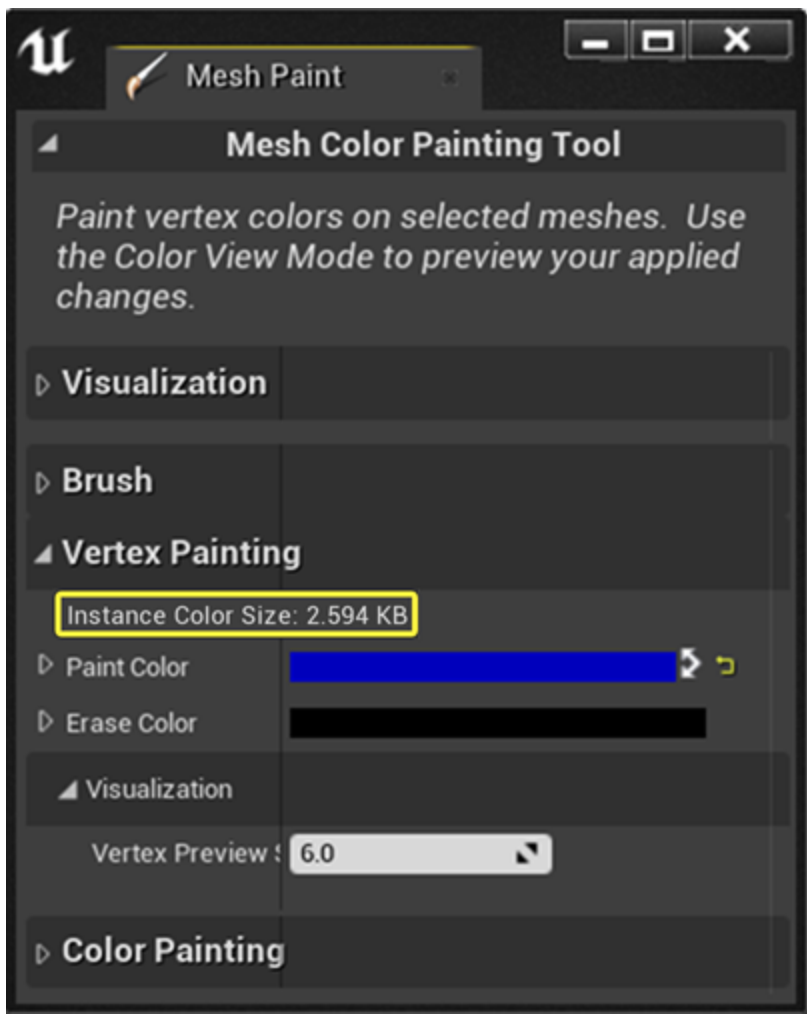
Painting on Instances

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

When painting vertex colors, you are only painting on an individual **Instance** of the Material and not the actual Material Asset itself. If you want to apply the vertex color data to another instance of the mesh, you can use the functions of the **Mesh Paint Toolbar's Colors** tab to copy and paste the data onto another mesh or multiple meshes.



When painting vertex colors, the **Instance Color Size** field in the **Mesh Paint** panel displays the number of bytes of memory used by the vertex color data (stored in the map package.) This value reflects the total for all Assets that are currently selected.



Command

Description

Copy	Copies the instance vertex color data for the selected Mesh. See Sharing Instance Color Data and the Mesh Paint Tool Reference for more information.
Paste	Pastes instance vertex color data that was previously copied. See Sharing Instance Color Data and the Mesh Paint Tool Reference for more information.
Remove	Discard the data for all selected Meshes and restores the default vertex colors. See the Mesh Paint Tool Reference for more information.
Fix	Attempts to match stored instance data on re-imported Meshes with different vertex counts. See Vertex Color Matching and the Mesh Paint Tool Reference for more information.