

Mesh Paint Material Setup

Examples for various material setups for using Mesh Paint Mode's Blend Weight system.

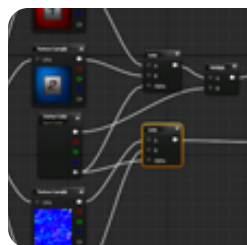
Setting up Materials

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.



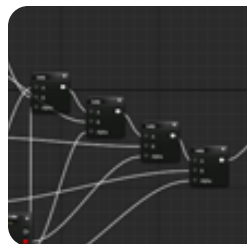
Create a Material for 2-Way Texture Blending

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



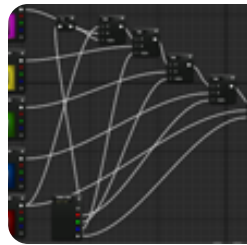
Create a Material for 3-Way Texture Blends

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



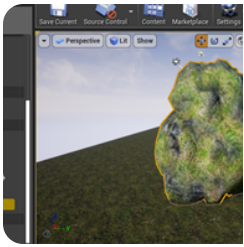
Create a Material for 4-Way Texture Blends

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.