Easy Paint In 3D (URP)

Introduction:

This is a tool that can help you easily draw on 3D objects. It also allows you to directly print a pattern on the 3D model. It can be easily integrated into your project. It allows you to choose different colors, choose different brushes, and choose the thickness of the brushes, as well as the erase function. All of this is shown in the video. It runs perfectly on mobile devices.

PS：Only support URP （Universal Render Pipeline)

Main Features:

1. It can be easily integrated into your project.
2. You can set different colors.
3. You can set different brushes.
4. You can set the thickness of the brush.
5. You can clear all the drawn content with one key.
6. The erasing function can be realized.
7. Models with original textures can also be drawn.
8. Only support URP (Universal Render Pipeline).
9. Support Android, IOS, Windows platforms.
10. 1A clear demo scene, you can modify it completely on the basis of this demo.
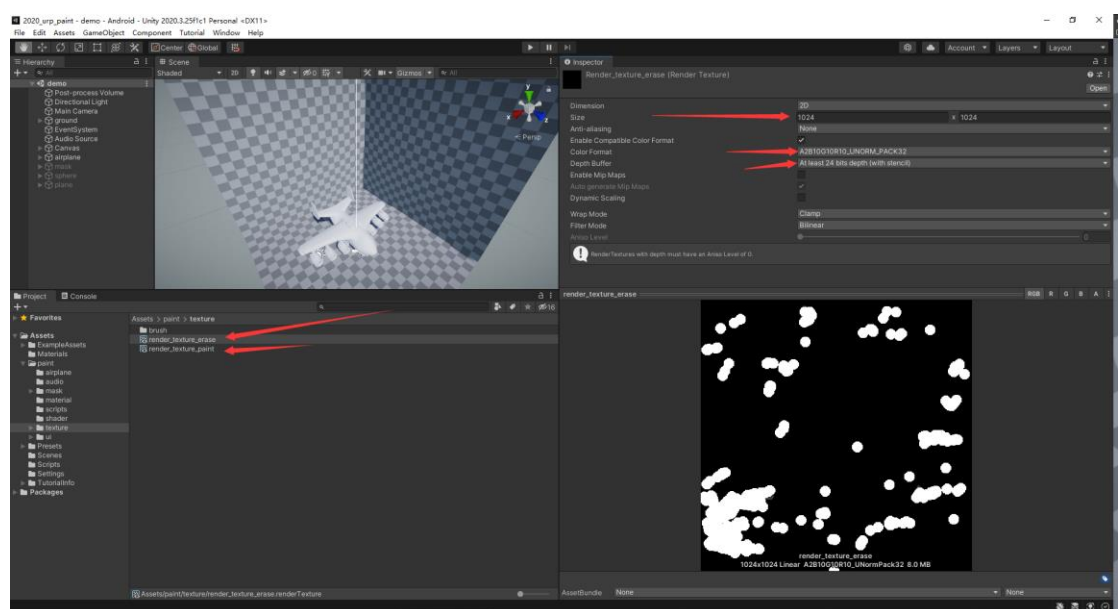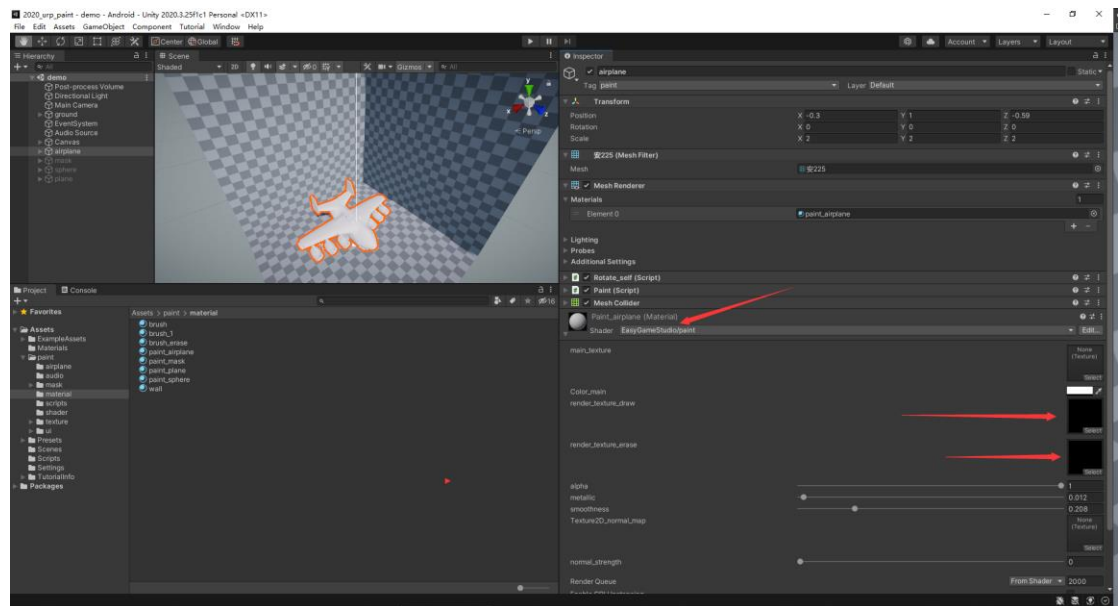11. Clear documentation.

Contact Us:

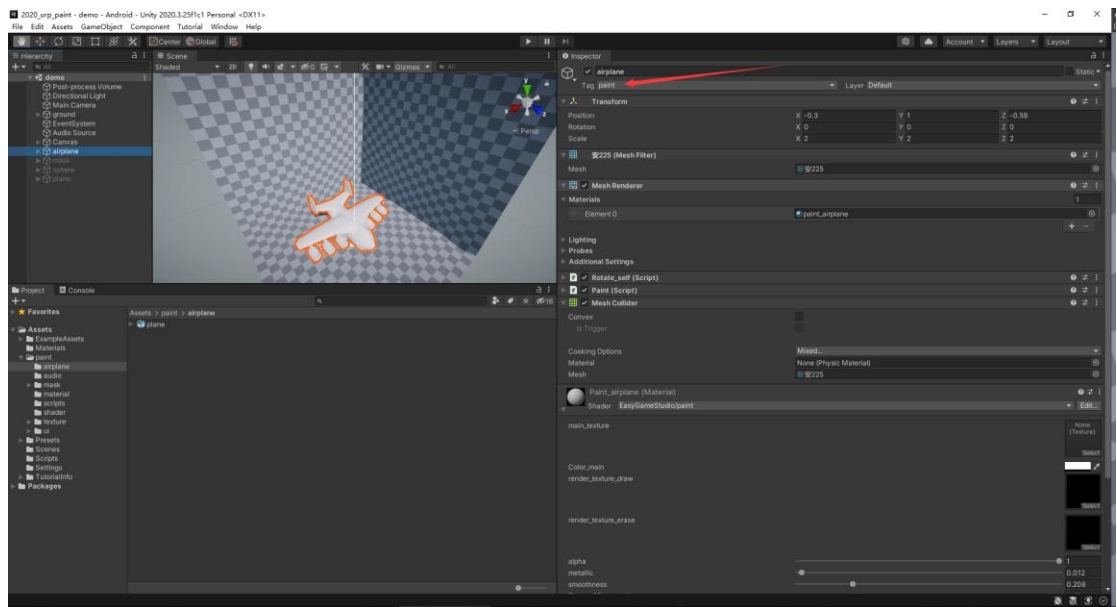If you have any questions, please feel free to contact us.

Email: sgzxzj13@163.com

How To Use

1. The material of the model that needs to be drawn must select "EasyGameStudio/paint", and create two new render textures and add them to this material, as shown in the figure below:


2. Add "paint" tag to the object in step 1, as shown in the figure below

3. Add the "Paint" script to the object in step 1, and select the 2 render textures in step 1, as shown in the figure:
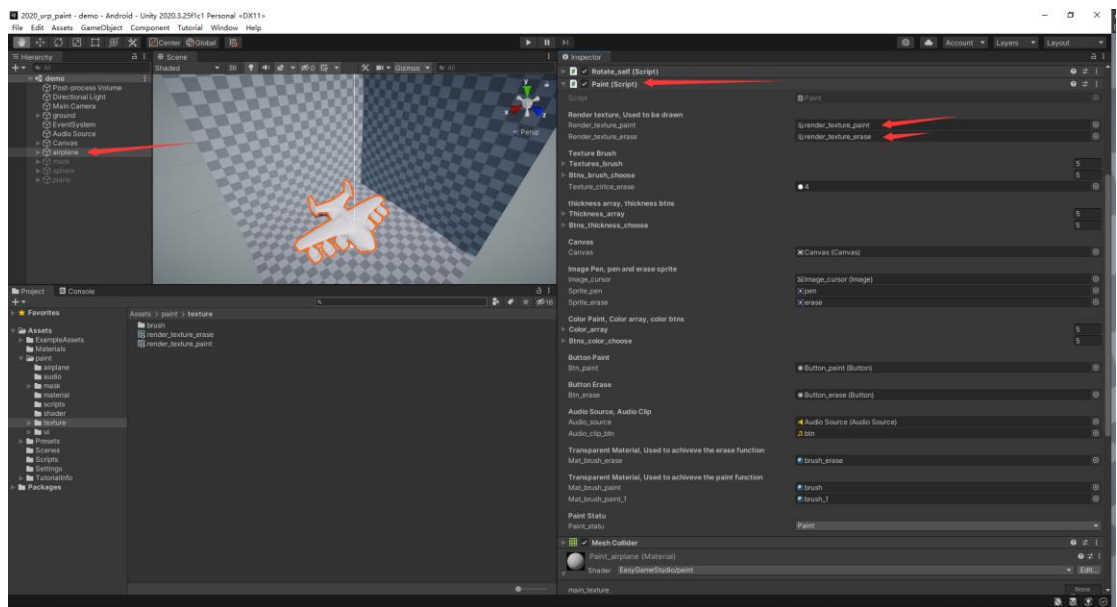

4. The other public variables in the "Paint" script are for better presentation to users, and some UI and drawing options are added, the specific logic will not be repeated, and the code can be easily understood

5. Add Mesh Collider to the object in step 1. The selection of Mesh should be the same as that of Mesh Filter, as shown in the figure below:
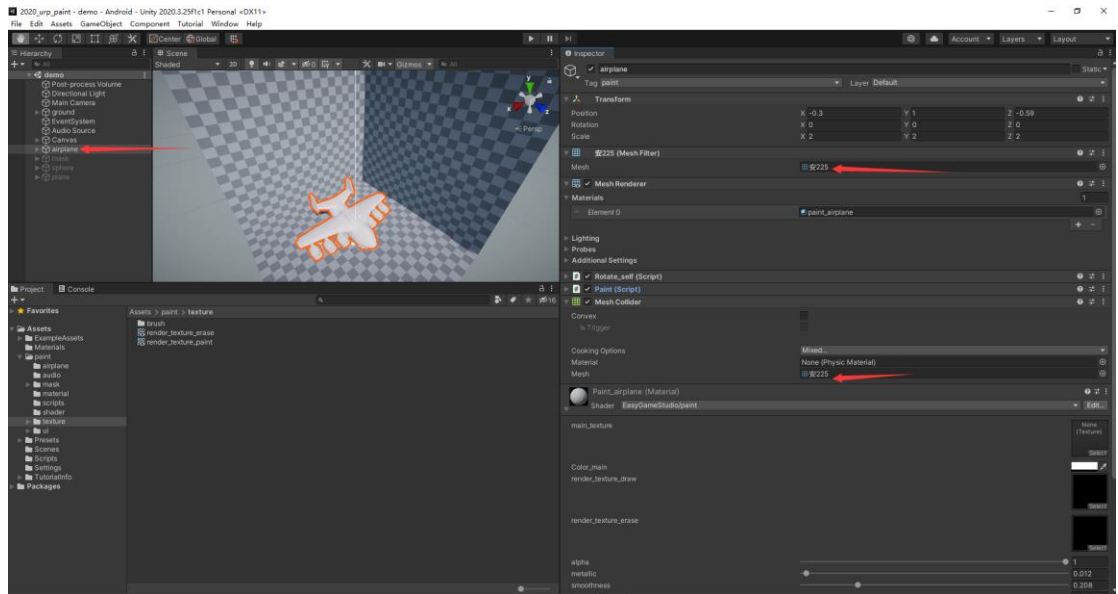
6. If the project is used on a mobile device, the model file needs to be readable only, as shown in the figure below:
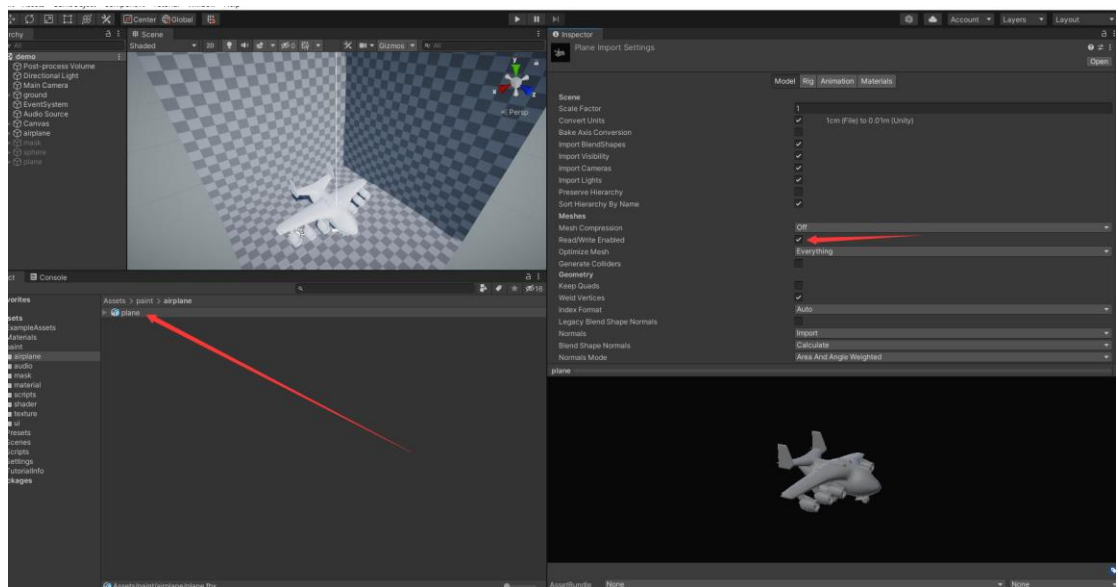
7. The previous preparations are complete. Now we can use the "Paint" script to draw the model. The main point is to call the 3 functions in the figure below. "clear()" function means reset the render texture, and "paint()" function is to draw on the render texture, "erase()" function is to erase on the render texture.
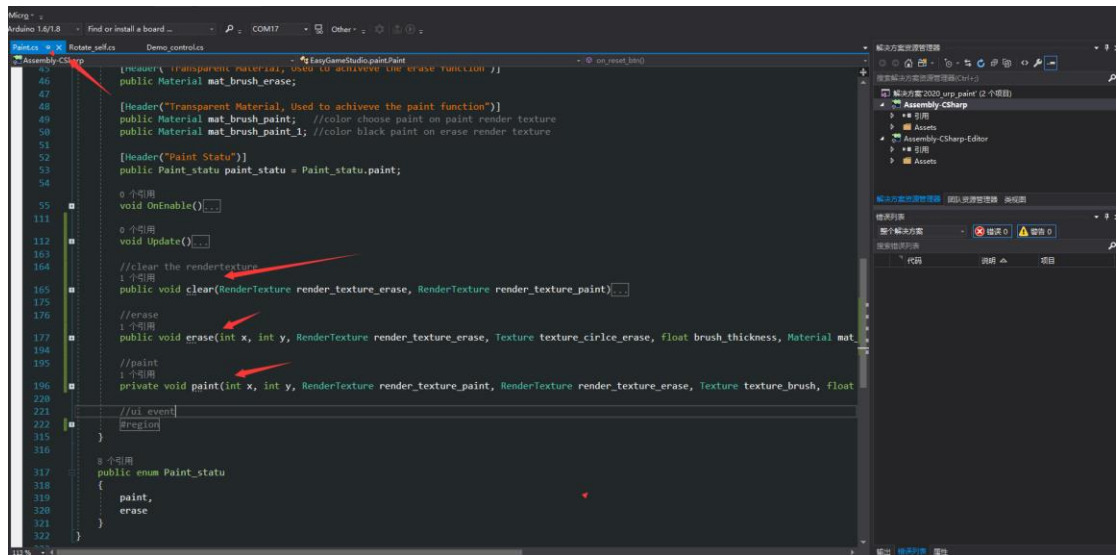
8. The idea of implementation in Demo is to emit rays at the position of the camera, and after colliding with the object in step 1, convert the collided coordinates to the render texture, and then draw or erase, as shown in the following figure: