

# P3dGraduallyFade

This component allows you to fade the pixels of the specified P3dPaintableTexture.

## paintableTexture

This is the paintable texture whose pixels we will fade.

## blendMode

The style of blending.

## texture

The texture that will be faded toward.

## color

The color that will be faded toward.

## threshold

The amount of change that .

## speed

The radius of the paint brush.

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- 1. [paintableTexture](#)
- 2. [blendMode](#)
- 3. [texture](#)
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