Getting Started (Editor)

This tutorial teaches you the basics of using the Paint in 3D editor features.

Step 1 - Open Paint in 3D

To open the main Paint in 3D window, click on **Window → Paint in 3D** from the top menu bar.

Step 2 - Choose an Object

Make sure you're on the **Objects** tab, and begin by selecting a **GameObject** in either the **Scene** window, or the **Hierarchy** window.

Any GameObject with a **MeshFilter + MeshRenderer** or **Skinned Mesh Renderer** is supported by Paint in 3D.

Once selected, you can click the green **Lock & Edit** button.

NOTE: If you want to paint multiple GameObjects then click the **Lock** button instead for each of the objects you want to paint.

Step 3 - Choose a Texture

Make sure you're on the **Textures** tab, and you will see every material and texture slot on the currently locked GameObject.

If the texture slot names look unfamiliar, you can hover your mouse over them to view the material descriptions for them.

Once you've found the texture slot you want to paint, click the arrow to the left to expand it.

NOTE: If you see any info or warning boxes, please follow what they say. Depending on the texture you try to paint, you may see different messages.

Once your texture settings look good, click the green **Lock & Paint** button.

NOTE: If you want to paint multiple textures on the same GameObject, then I recommend you select a different **Group** for them. Groups work just like unity Layers, and allow you to limit which paint brushes can paint which groups.

NOTE: If you picked multiple GameObjects, then click the green **Lock** button instead. You can then click the left and right arrows at the top to cycle through the other GameObjects to set them up.

Step 4 - Painting

Make sure you're on the **Painting** tab, and you can see all your brush settings.

You can now edit various settings such as the **Color** and **Radius**, play around with these to see what they do.

If you move your mouse in the **Scene** view, you should see a preview of what your brush will look like.

If you click and drag in the **Scene** view, then paint will be applied to your objects.

NOTE: Keep in mind the painting is done on your live models which are lit. If you paint white on a dark part of the model and see nothing happening, it may be because that part of your model is already white, but only looks a different color due to your scene or material lighting.

NOTE: If you're painting multiple textures on each GameObject then make sure your **Group** setting matches the textures.

NOTE: If you want to paint multiple brush techniques at the same time, then you can change the **Technique** setting at the bottom from **None** to your desired brush style. You can pick up to 4 different paint techniques with one brush.

Step 5 - Unlock

Once you finish painting, make sure you go back to the **Objects** tab and click **Unlock All**.