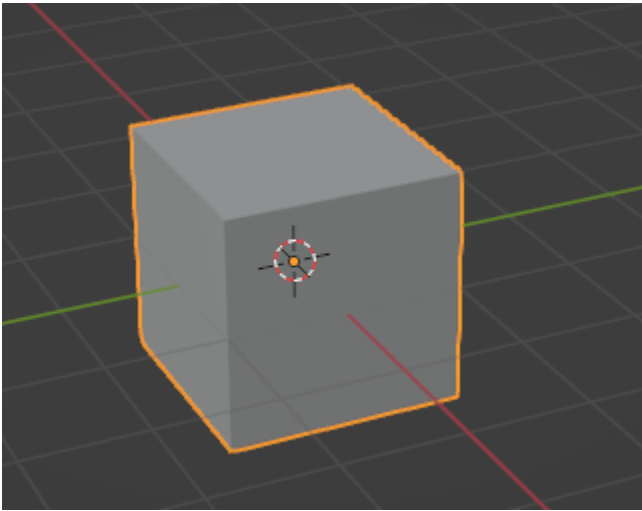
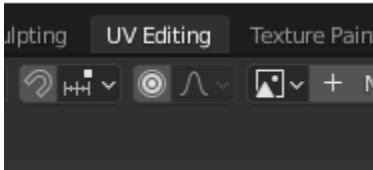


Quick intro to get started with Texture Painting

Open blender with the default cube

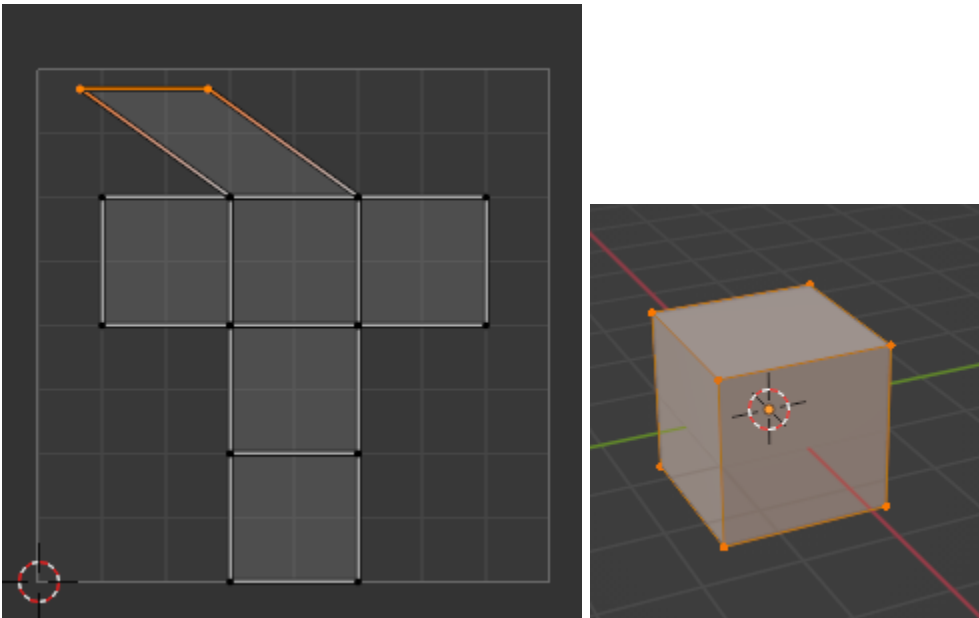


With the cube selected switch to the UV Editing Viewport tab at the top of the page

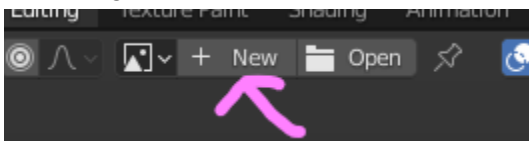


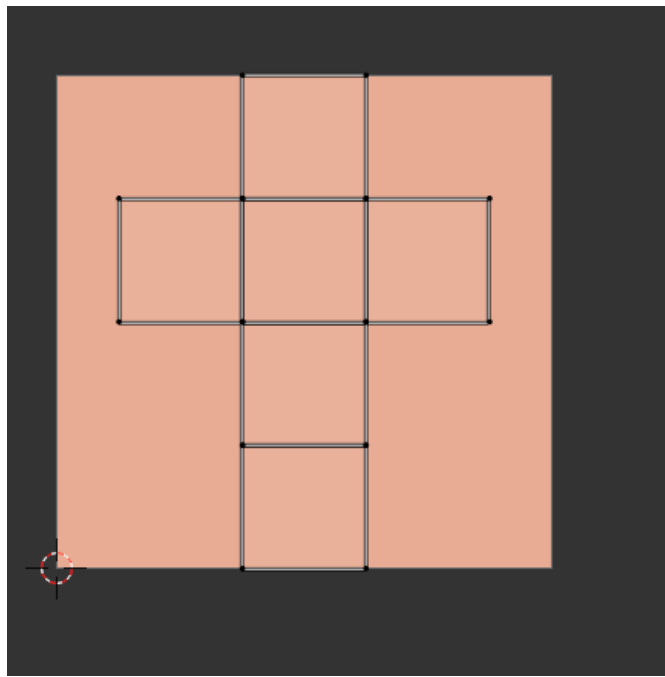
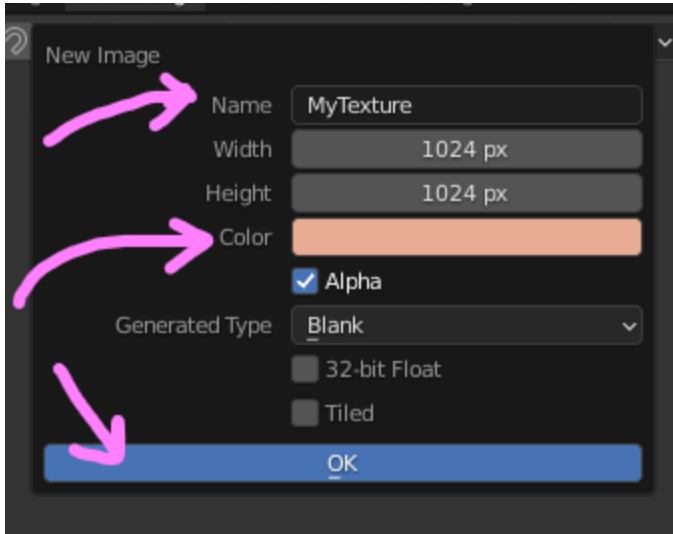
On the left you will see the UV's laid out which correspond to the vertices of the 3D cube which you will see on the right.

Notice that clicking and moving (using the G key) the UVs on the left does not affect the geometry of the cube on the right and vice versa. UVs are separate data from the geometry data.



Lets add a blank image to the UVs to serve as our canvas to draw on. Click the NEW button at the top and give the new image a name. Select the default color for the image and then click OK to create it.

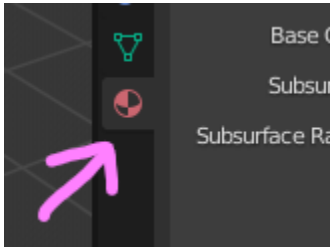




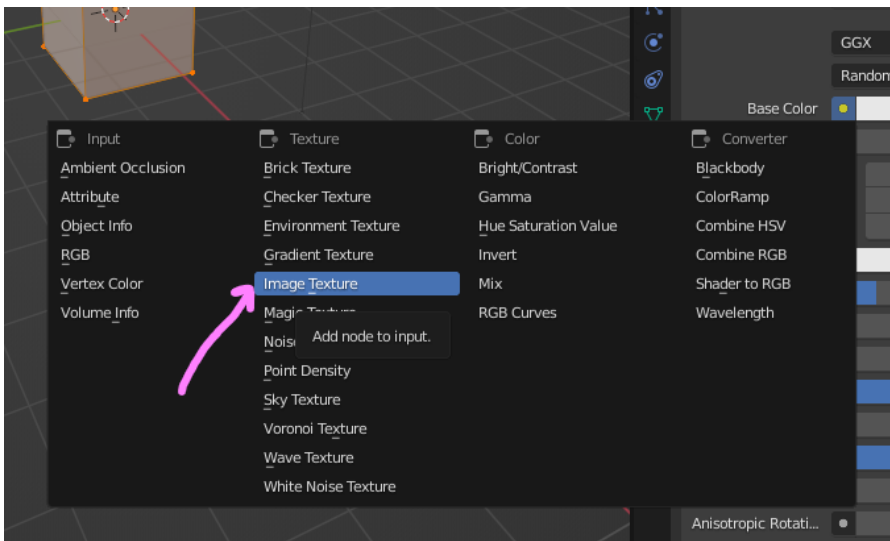
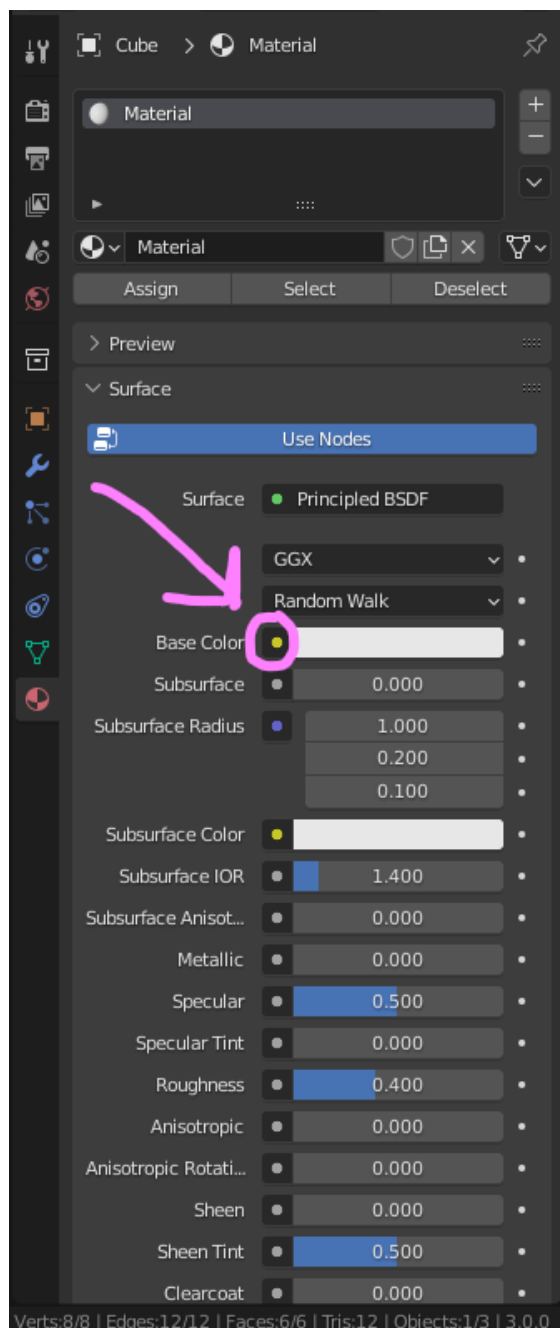
The newly created image is now visible behind our UV layout. This image will correspond to the color and appearance of our cube.

Next we need to assign the image to our cube material.

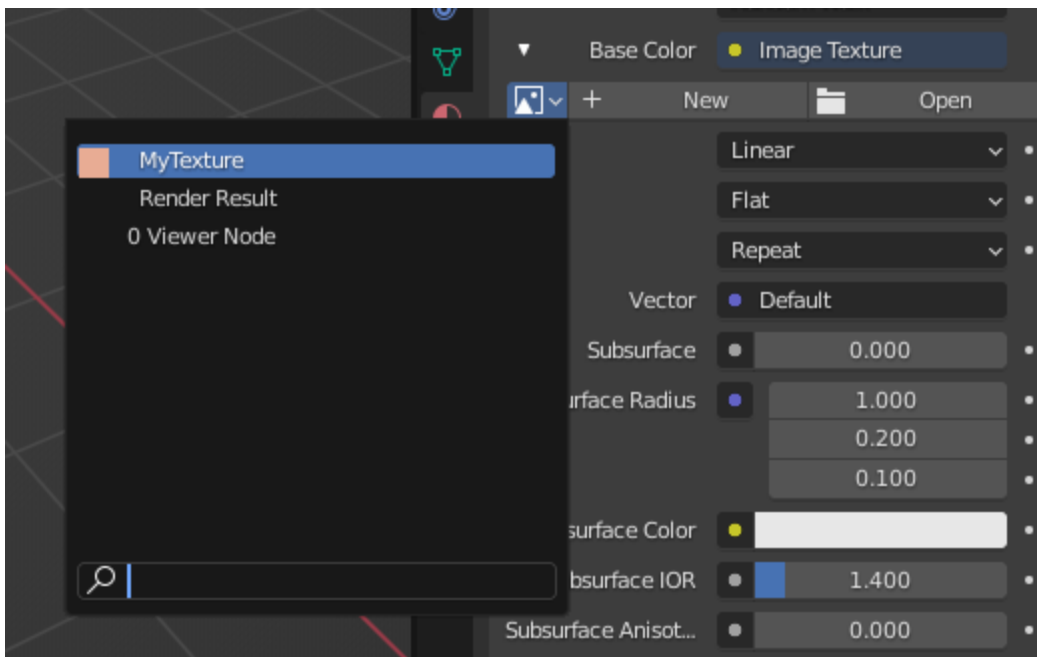
Click the materials tab in the properties area



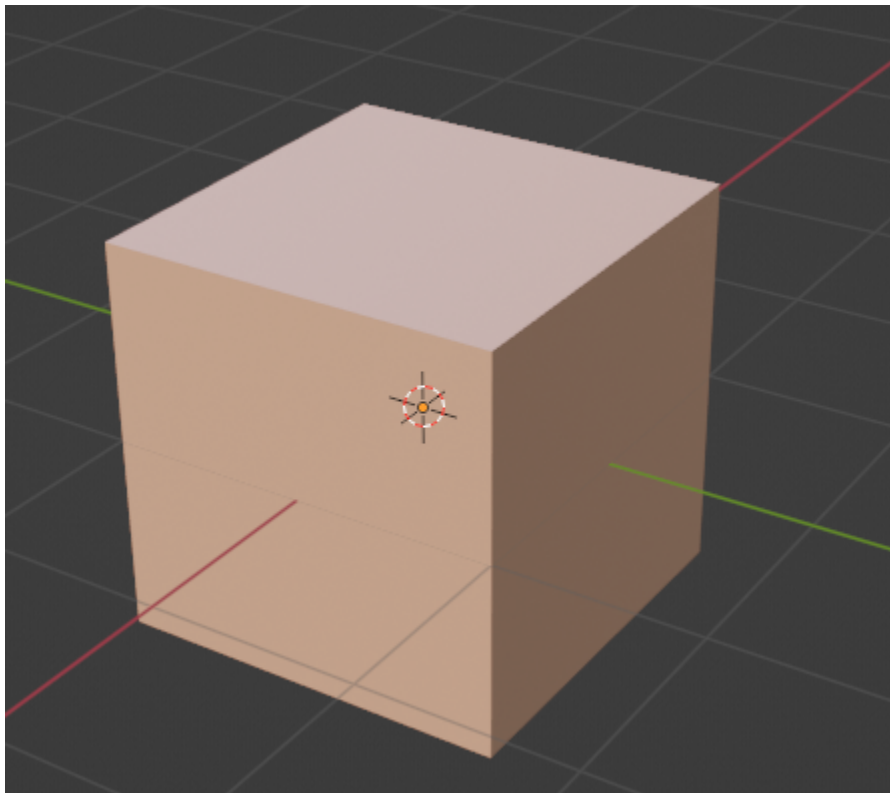
We will need to change the material type from “Base Color” to “Image Texture”. To do this, click on the yellow circle/dot next to Base Color and change the type to Image Texture.



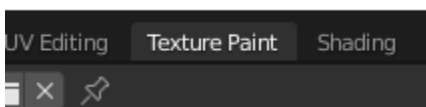
In the image texture dialog, click the dropdown arrow and select the texture that was created in the previous step. The created texture is now applied to the material, which is applied to the cube.



Switch to the materials preview to see the material applied to the cube.

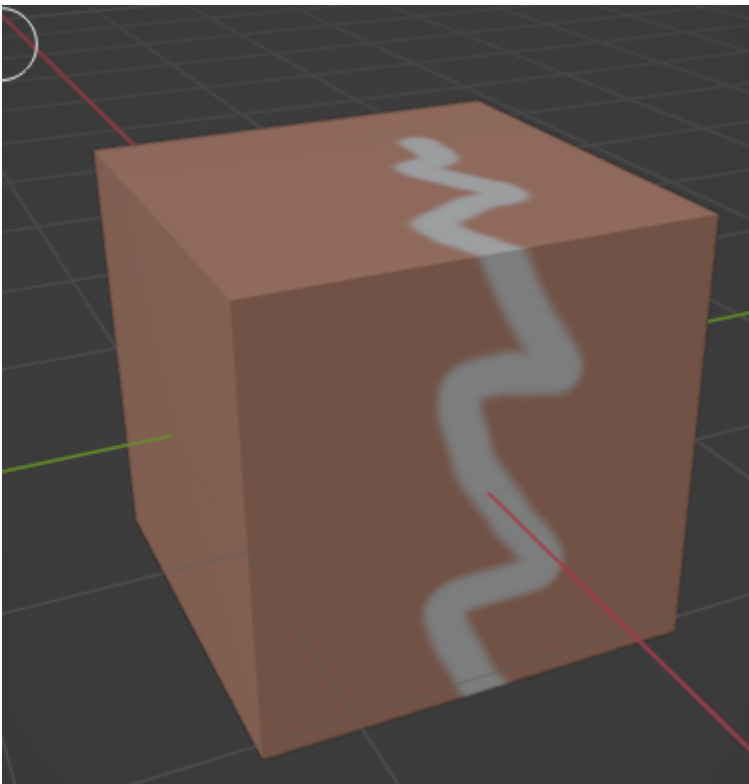
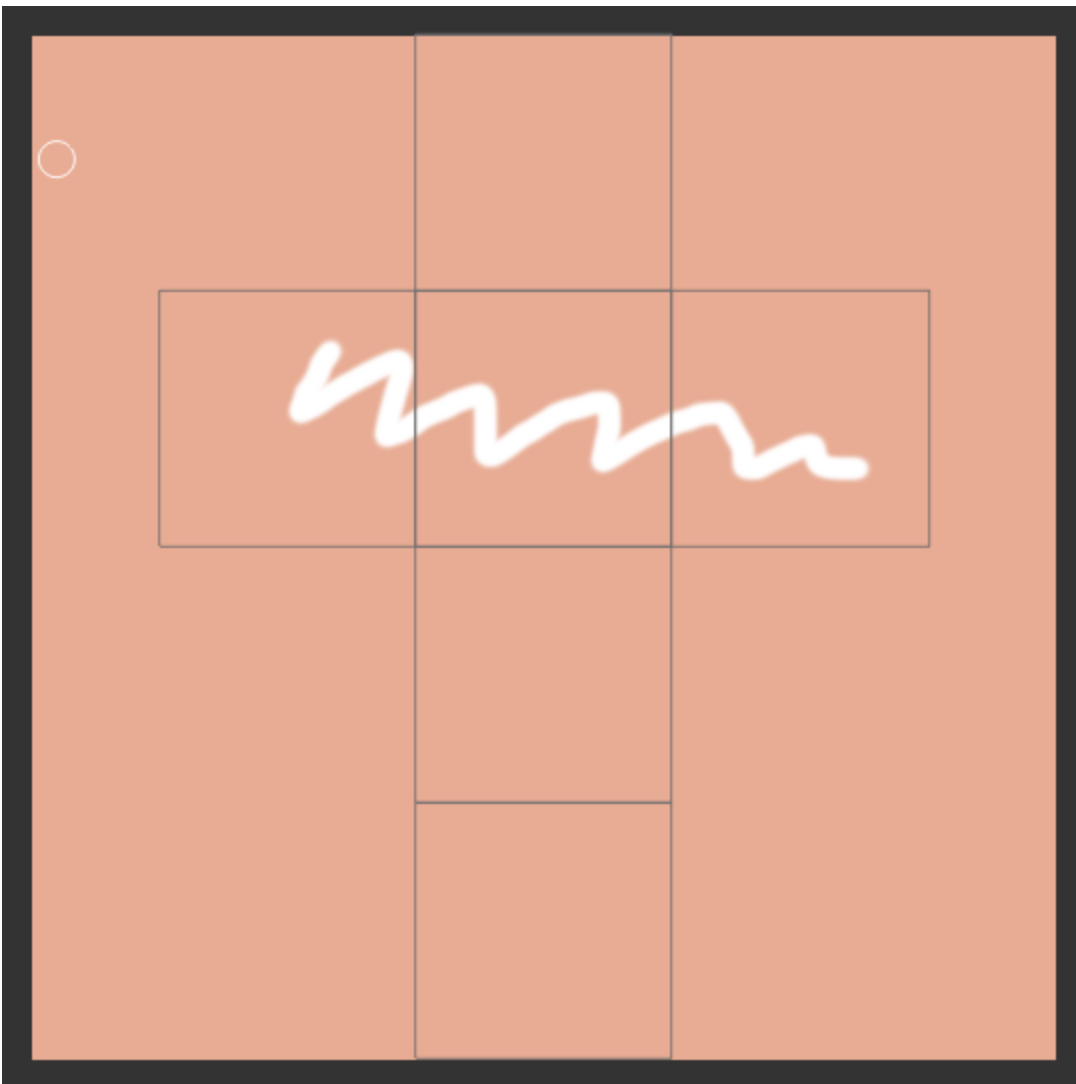


With the cube selected, switch to the Texture PAinting viewport tab above

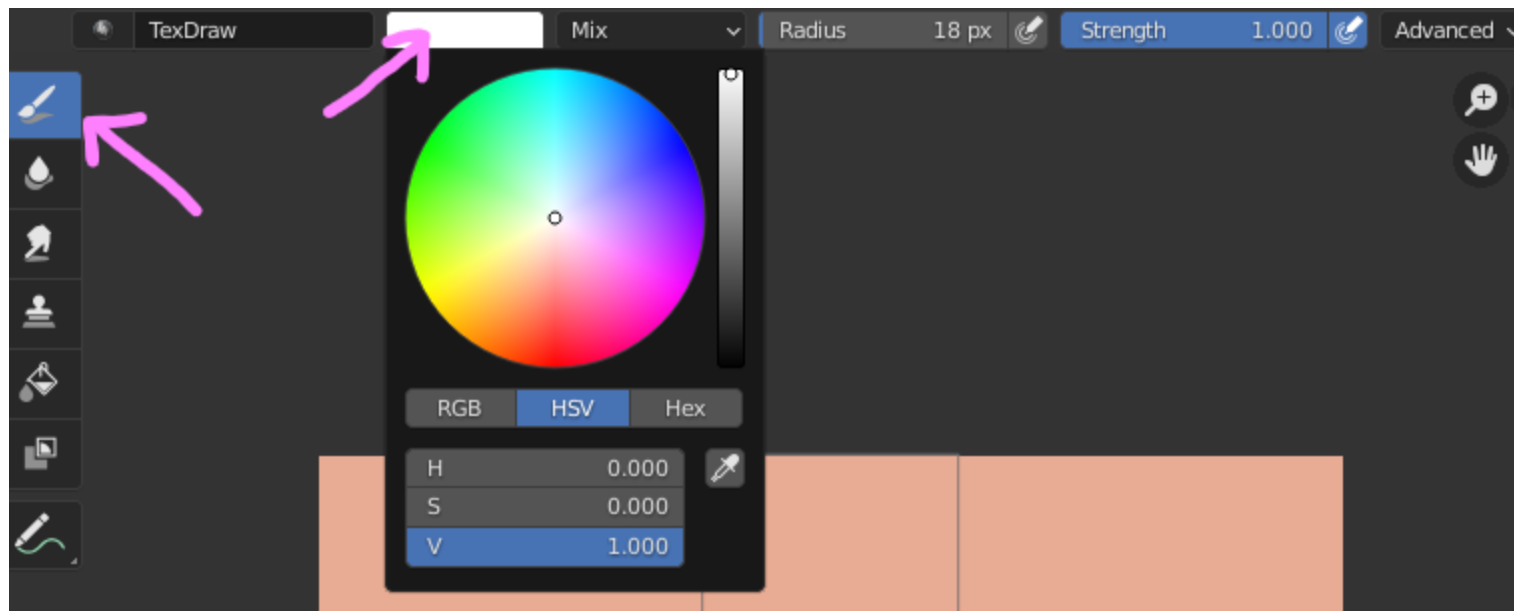


In this area we can paint the cube with the colors of our choice just by painting on the image texture that we created earlier.

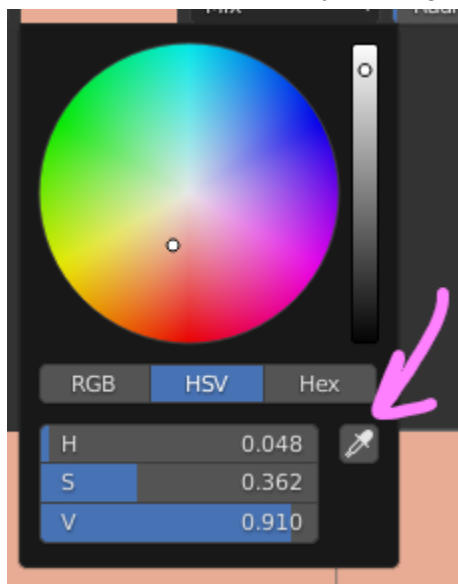
Try painting on the image texture on the left and notice how it is visible on the 3D cube on the right.



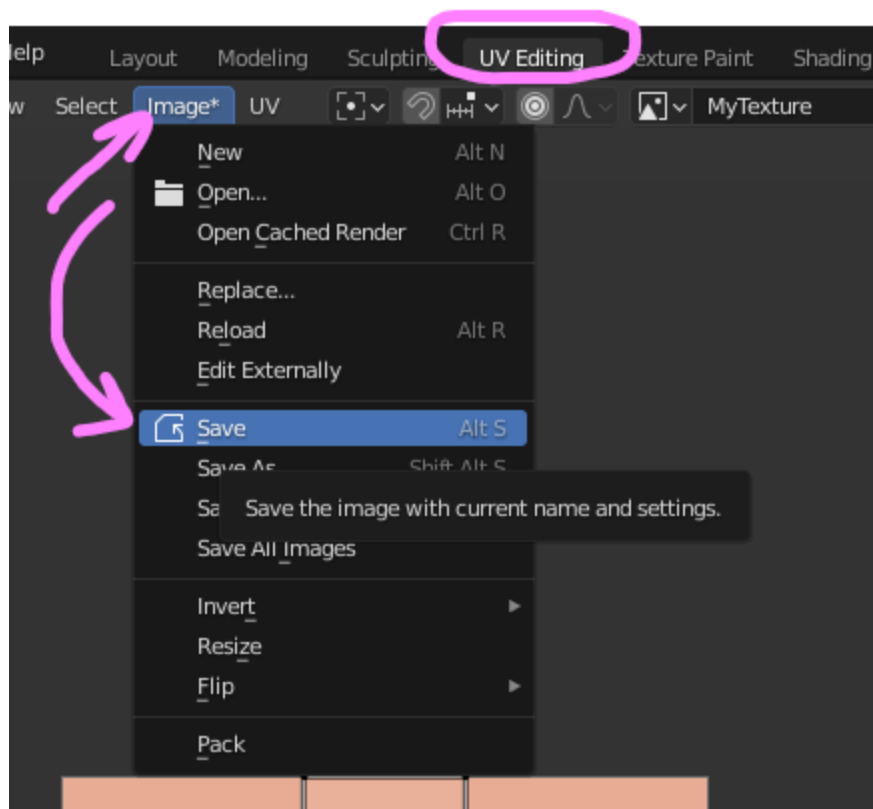
The option bar above the texture painting space allows us to alter the color of the brush and other properties related to the texture painting, just like a normal painting app.



You can sample colors by clicking the pipette icon in the color picker, or by pressing the “s” key



It is important to save your image texture, because it is not yet saved and will be lost if blender is closed. To save the image texture, return to the UV Editing viewport tab and click image → save. You will need to select a folder to save the file in. This file will exist independent of your model from here onwards. It is a good idea to create a dedicated folder to keep the model and image files organized and together.



It is also important when saving the .blend file of your entire blender scene that the image texture be automatically included in your scene. To do this, select file → External Data and put a checkbox in the Automatically pack resources checkbox. Now when you save a blender scene, the image textures will also be included in the .blend file.

