# Viewport Colors v1.0

## User Guide for:

## VP Custom Color
### &
## VP Direct Color

VP = viewport ;)

**Color your geometry more quickly with Viewport Colors.**
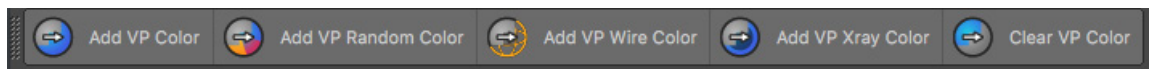
by cdordelly

# Main Index.

## Viewport Colors Content.

The **Viewport Colors** contain two script packages:
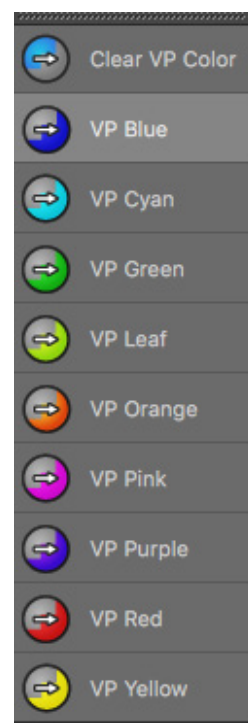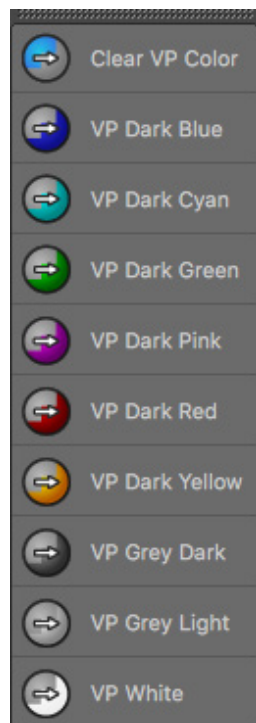
*-VP Custom Color.*

*-VP Direct Color.*

### VP Custom Color

With **VP Custom Color** you can add a custom color that you prefer to one or more selected objects (support one object, multiple objects and type of objects with they childrens too).



### VP Direct Color

The **VP Direct Color** is for a more quickly and direct workflow, you can apply one color from a preset color library to one or more selected objects (support one object, multiple objects and type of objects with they childrens too).



*You can use the package that best matches with your workflow.*

# VP Custom Color

VP = viewport ;)

Color your geometry more quickly with Viewport Colors.

by cdordelly

# 1. Package Content

The **VP Custom Color** package contain five scripts:
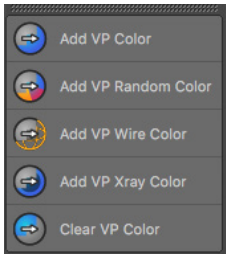
*-Add VP Color.*

*-Add VP Random Color.*

→ *-Add VP Wire Color.*

*-Add VP Xray Color.*

*-Clear VP Color.*

With **Add VP Color** you can add a color that you prefer to one or more selected objects (support one object, multiple objects and type of objects with they childrens too).

With **Add VP Random Color** you can add a random color variation to one or more selected objects (support all selection types too).

With **Add VP Wire Color** you can add a color that you prefer to one or more selected objects and convert this objects in wireframe only in viewport (support all selection types too).

With **Add VP Xray Color** you can add a color that you prefer to one or more selected objects and activate the Xray property to get a transparent effect only in viewport (support all selection types too).

And with **Clear VP Color** you can delete the applied color. (support all selection types too and all type of Geo Colors).

# 2. Install Guide

To install the script package you need to copy the **VP Custom Color** folder from "03_Scripts Folder" to c4d scripts folder:

**WIN:**
./C4D R*XX* root folder / library / scripts

**OSX:**
./C4D R*XX* root folder / library / scripts

**Compatible with: R18, R17, R16 versions (not tested in older versions, maybe works fine)**

# VP Custom Color

## Index.

## 3. Color Shortcuts

Also, you can generate different color variations of the selected colors, similar to VP Random Color but only with 2 type of variations from your selected color. This variations are:

**Random Variation and Adjacent Variation.**

By pressing **SHIFT** you apply a **Random Variaton** to the selected objects.
By pressing **ALT** you apply a **Adjacent Variaton** to the selected objects.

**Key color**          **Random Variation (click+shift)**          **Adjacent Variation (click+alt)**
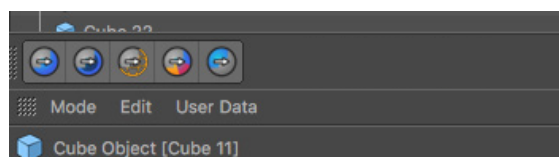
→          or

## 4. More Details

You can apply it to one or more objects with groups or child's to have a **color reference from the scene**.

You don't lose your render materials and you can use it with materials from 3rd party render engines too just like Octane Render, Arnold Renderer, Redshift, etc.

In the window menu -> Customize Commands (or **Shift+F12)**. You can create a new palette for the Viewport Colors and dock it anywhere you wish in the user interface from c4d.

→          **Example palette.**

## 5. About

**Viewport Colors - Scripts Package v1.0**
Thanks for download - for commercial and personal uses.
The Viewport Colors v1.0 granted shall not be copied, distributed, or-sold, offered for resale, transferred in whole or in part except that you may make one copy for archive purposes only.

be.net/dyne - Writen by: Carlos Dordelly - Special thanks: Pancho Contreras, Terry Williams & Roberto Gonzalez

Written and tested in Cinema 4D R18 / R17 / R16 - Not tested in older versions.

# VP Direct Color



VP = viewport ;)

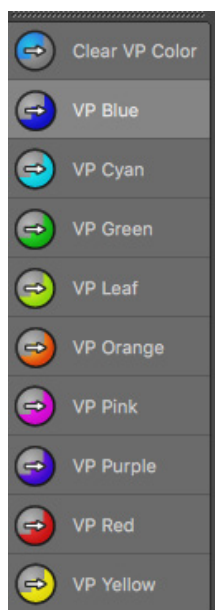**Color your geometry more quickly with Viewport Colors.**

by cdordelly

# Index.

## 1. Package Content

The **VP Direct Color** package contain ten scripts:

*-Nine predefined colors.*

*-Clear VP Color.*

With **VP** *#color#* you can add a color that you prefer from the predefined list to one or more selected objects (support one object, multiple objects and type of objects with they childrens too).

And with **Clear VP Color** you can delete the applied color. (support all selection types too and all type of Geo Colors).

## 2. Install Guide

To install the script package you need to copy the **VP Direct Color** folder from "03_Scripts Folder" to c4d scripts folder:

**WIN:**
./C4D RXX root folder / library / scripts

**OSX:**
./C4D RXX root folder / library / scripts

**Compatible with: R18, R17, R16 versions (not tested in older versions, maybe works fine)**

## 3. Color Shortcuts

Also, you can generate different object variations of the selected colors. This variations are:

**Wire Color and Xray Color.**

By pressing **SHIFT** you apply a **Wire Color Variaton** to the selected objects.
By pressing **ALT** you apply a **Xray Color Variaton** to the selected objects.

Key color          Wire Color Variation (click+shift)          Xray Color Variation (click+alt)

or

# 4. More Details

You can apply it to one or more objects with groups or child's to have a **color reference from the scene**.

You don't lose your render materials and you can use it with materials from 3rd party render engines too just like Octane Render, Arnold Renderer, Redshift, etc.

In the window menu -> Customize Commands (or **Shift+F12)**. You can create a new palette for the Viewport Colors and dock it anywhere you wish in the user interface from c4d.

**Example palette.**



# 5. About

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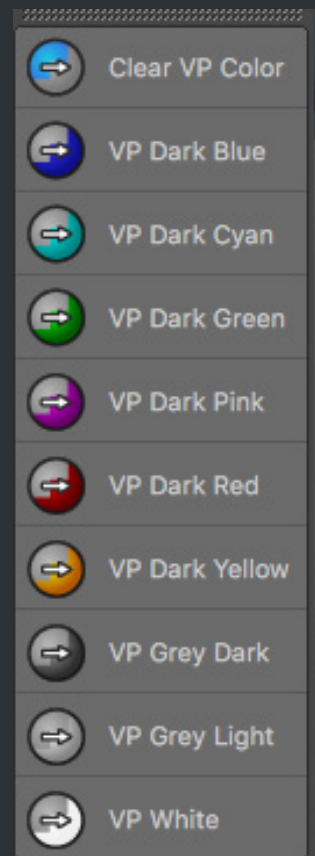
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# VP Direct Color

## (extra colors)



Works just like Geo Direct Color.

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Thanks.