

```

using UnityEngine;

public class HighlightPainting : MonoBehaviour
{
    private Renderer paintingRenderer;
    private Color originalColor;
    public Color highlightColor = Color.yellow; // The color when hovered over

    void Start()
    {
        paintingRenderer = GetComponent<Renderer>();
        if (paintingRenderer != null)
        {
            originalColor = paintingRenderer.material.color;
        }
    }

    void OnMouseEnter()
    {
        // Change to highlight color on mouse hover
        if (paintingRenderer != null)
        {
            paintingRenderer.material.color = highlightColor;
        }
    }

    void OnMouseExit()
    {
        // Revert to original color when the mouse leaves
        if (paintingRenderer != null)
        {
            paintingRenderer.material.color = originalColor;
        }
    }
}

```