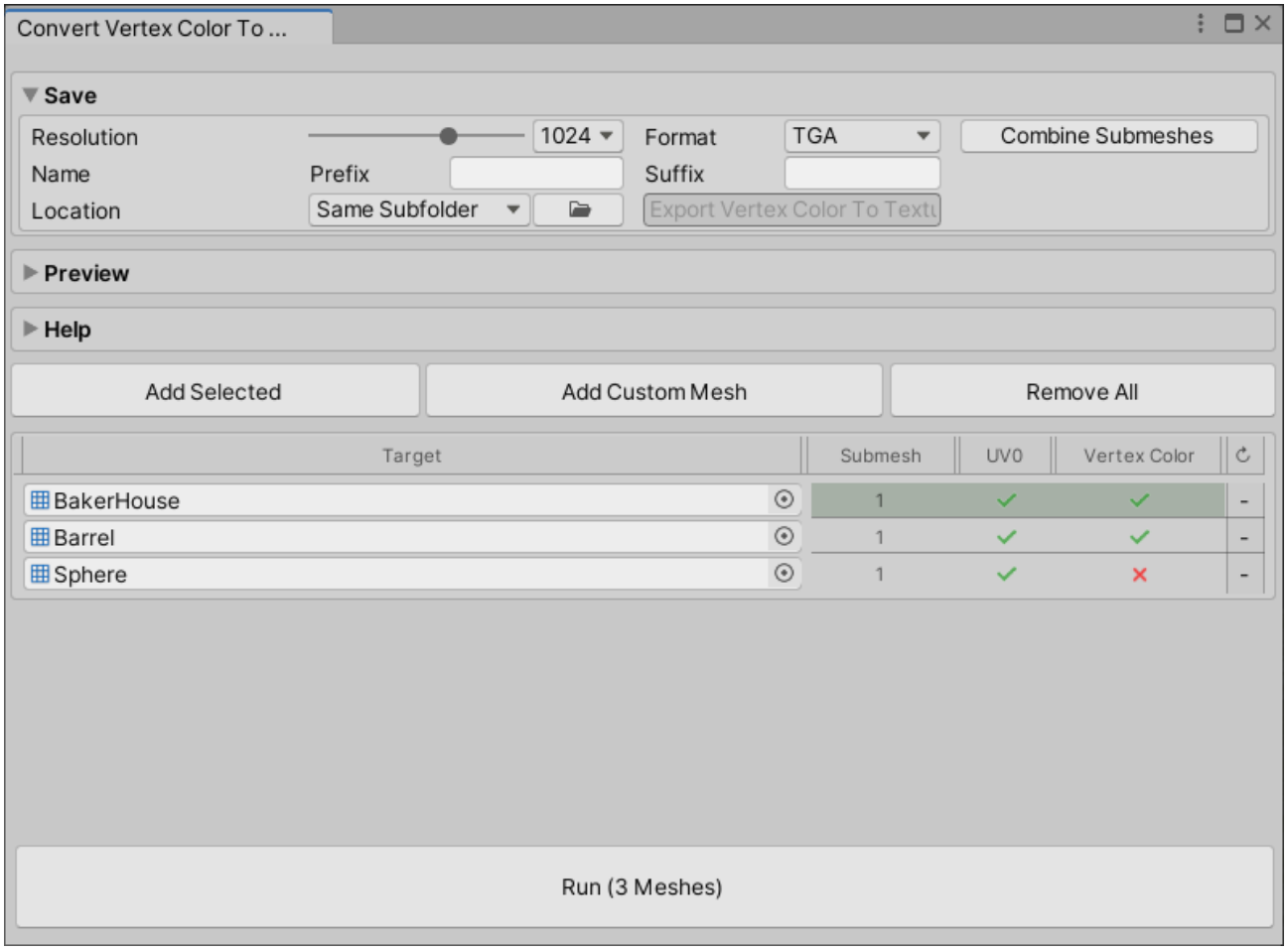
Convert Vertex Color To Texture

amazingassets.world

EDITOR

Convert Vertex Color To Texture (CVCTT) editor window can be opend from:
Unity Main Menu \ Windows \ Amazing Assets \ Convert Vertex Color To Texture.



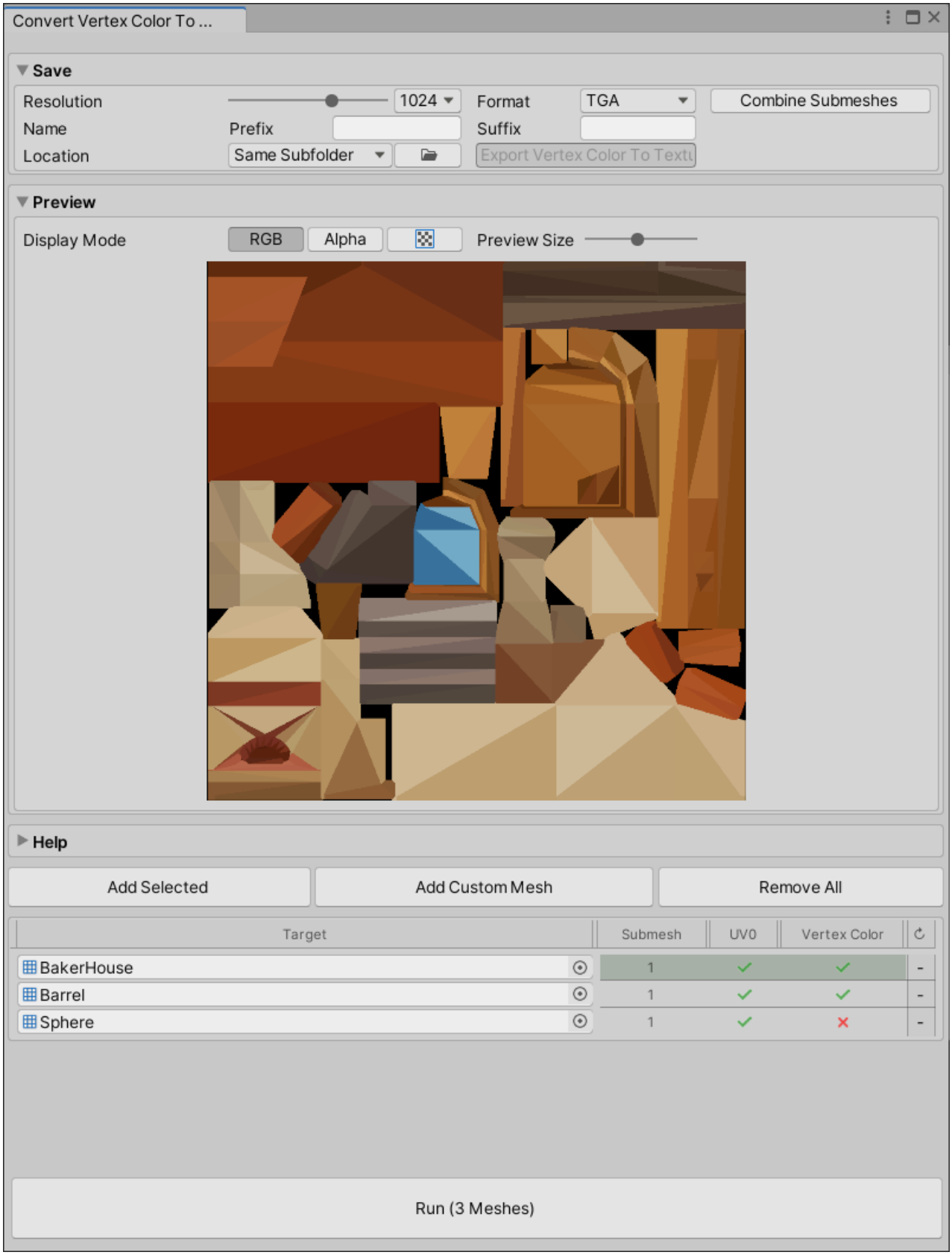
Drag and drop mesh files, game objects and prefabs inside this window and all suitable meshes will be added to the conversion list.

For generating texture file from vertex color, mesh needs to have **vertex color** and proper **uv0**. CVCTT editor window displays those information.

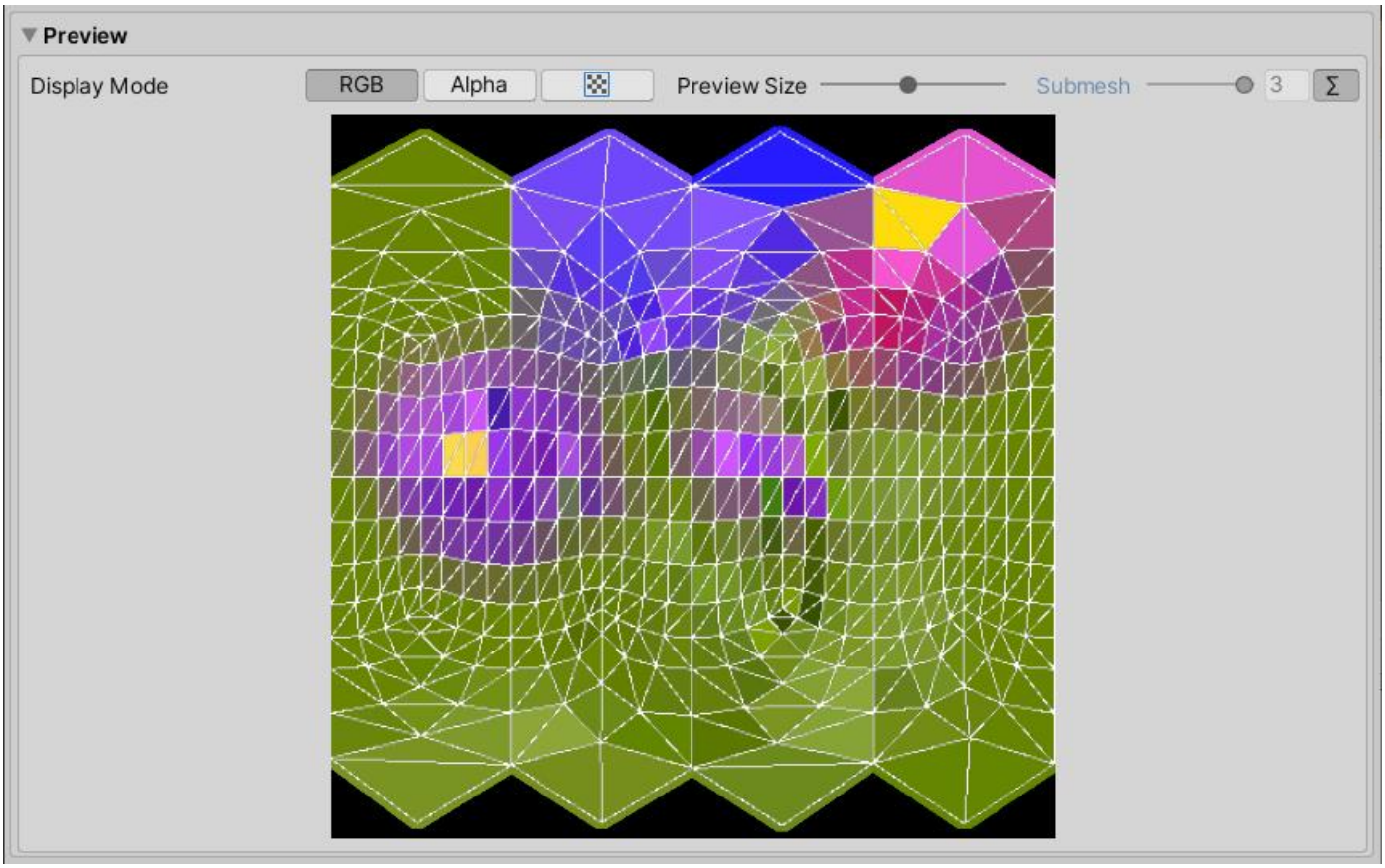
Note, because of overlapping or inaccurate uv0, generated texture may be incorrect and some vertex colors may not be rendered at all.

CVCTT can generate texture for each individual submesh or create one texture by combining all submeshes.

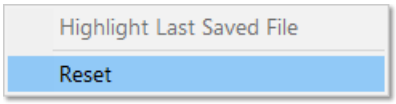
CVCTT allows to preview mesh vertex color: Select mesh from the list and open **Preview** tab.



If selected mesh has several submesh, they can be previewed individually or as one combined texture. Mouse clicking in the preview area displays mesh uv0 layout.



Use context menu to reset window settings or highlight generated files:



RUN-TIME API

Convert Vertex Color To Texture method can be brought into scope with this using directive:

C#

```
using AmazingAssets.ConvertVertexColorToTexture;
```

Now Unity mesh class will have new extension method:

```
Texture2D ConvertVertexColorToTexture (int submeshIndex, int resolution, bool mipmaps);
```

- `submeshIndex` – Index of a submesh texture is generated for.
  Use -1 for combining all submeshes and generating one texture.

- `resolution` – Generated texture resolution in the range of [4, 8192].

- `mipmaps` – Recalculates mipmaps for the generated texture.

Note, when using run-time API in a build, make sure **Convert Vertex Color To Texture** shader is added to the **Always Included Shaders** array inside Graphics Settings.