



MultiBrush: Multiple Layer Paint Tool

MultiBrush plugin lets Blender's users paint over several textures at once, using different texture brushes for each texture slot. The primary benefit from this is the ability to paint a stroke of a diffuse color along with a heightmap, to create procedural, organic, fractal details on materials that go hand on hand with each other.

Overview:

The latest advances on CGI technology have created the need to augment our scene's level of detail, which has also increased the time needed for each project. This is specially true for the Real-Time Rendering projects such as videogames. Whereas before shading effects could pass with only a diffuse and normal maps, now they can be augmented with much more details: Ambient_Occlusion, Roughness, Specular, Subsurface Scattering maps are the basics now; there are projects that also include real time mesh modifiers with heightmaps, and others that are starting to harness the power of the parallax materials.

Purpose:

This addon was created with the purpose of painting all texture layers on a material with just the stroke of the mouse over the mesh, painting with a different brush texture over each layer.

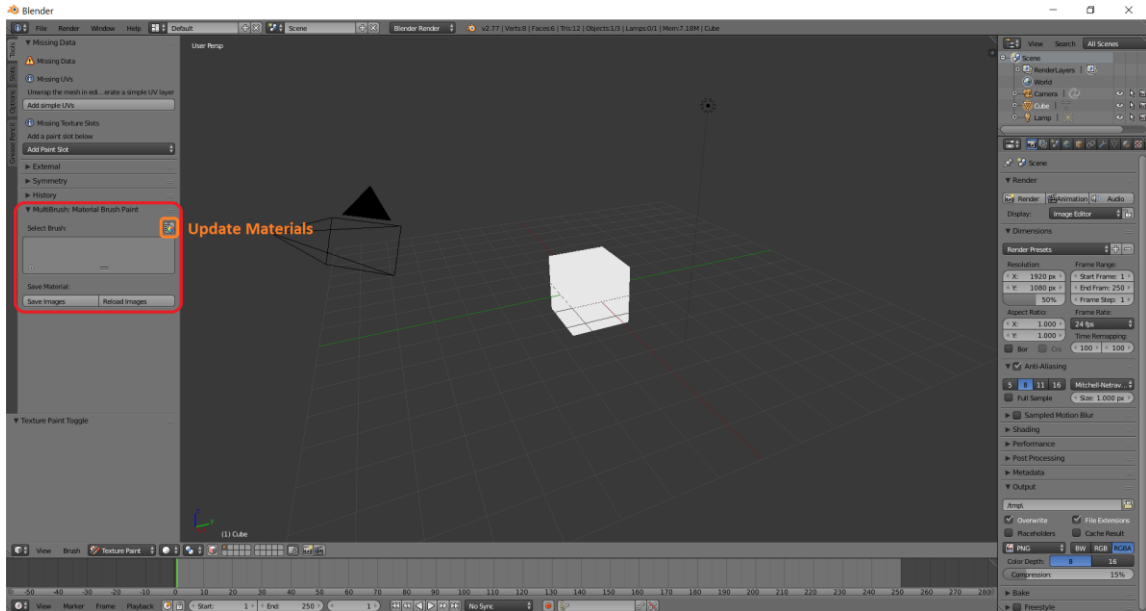
With MultiBrush we can create materials with the ease in which nature creates procedural patterns, fractal details and other random details, incorporating them to enhance our graphic development environment.

Thanks to this new addition for Blender, the times in texturization have diminished even more, and we can create images for complex materials with just a few clics. Now we can paint the effect images that make up our materials and shaders simultaneously in an efficient, speedy and natural way, and whats best, all of these details match each other elegantly natural.

DOCUMENTATION

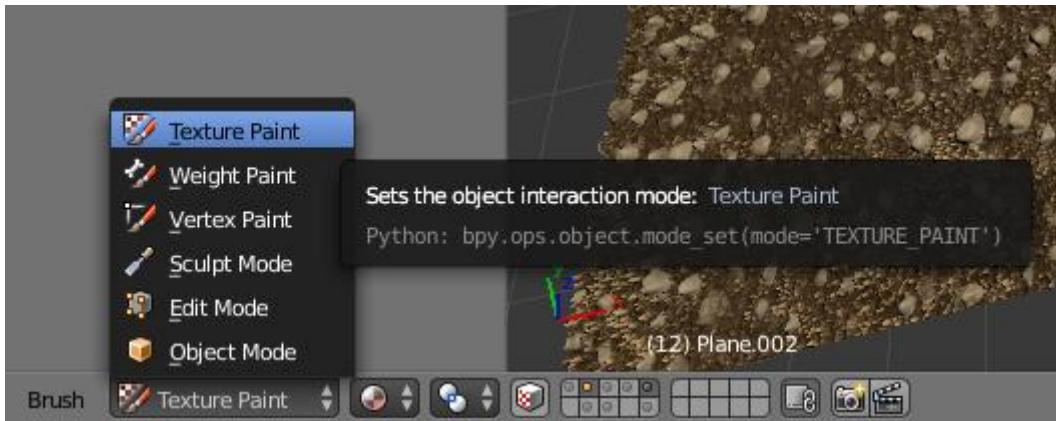
This plugin works on Blender's Texture Paint mode in the 3D viewport, here you paint directly on the mesh by Projection Painting.

On the 3D Viewport, once in Texture Paint mode, the plugin will appear on the TOOLS Panel when it is installed:

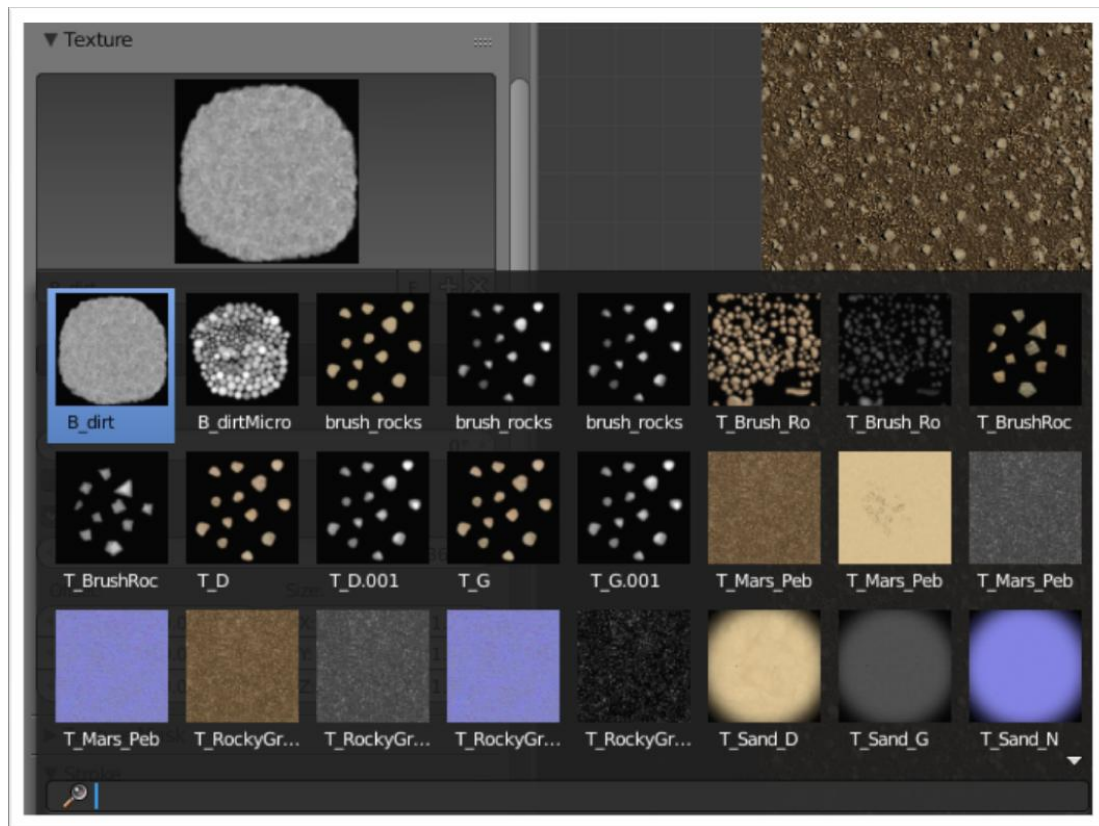


Press the UPDATE button to load all materials in your project, shown in the next picture inside an orange box.

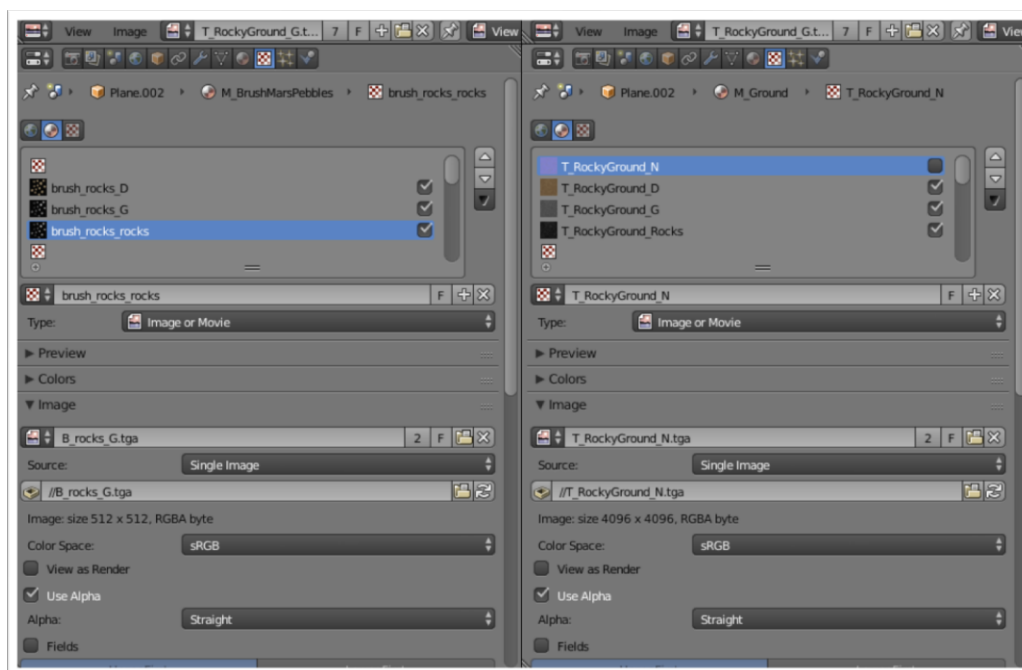
This plugin extends Blender's built-in Texture Paint mode, designed to help us paint directly over our meshes. Once you have created your mesh, laid out its UV Map you can modify the image with Texture Paint mode:



In Texture Paint mode a pre-loaded Image or procedural texture can be selected on the 'Texture' tab to use as your brush pattern. Note that in order to use it, you must have a placeholder material defined, and that particular texture defined using the Material and Texture buttons.



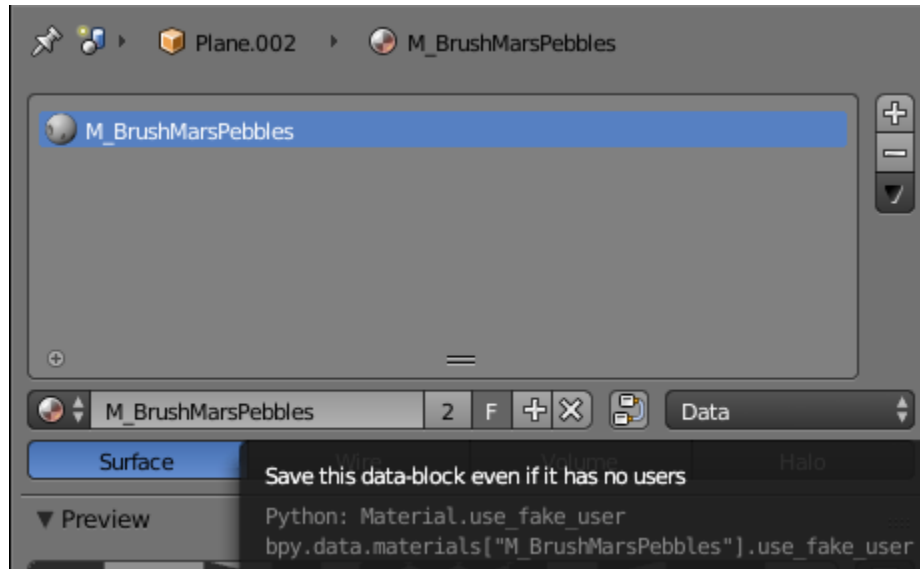
MultiBrush lets you select a material to be used for your Brush pattern, that is, it will match all texture layers on the Brush material with each corresponding layers on the selected object's material:



Create a material to be used as your Brush matching the texture brushes with the Texture Slots.

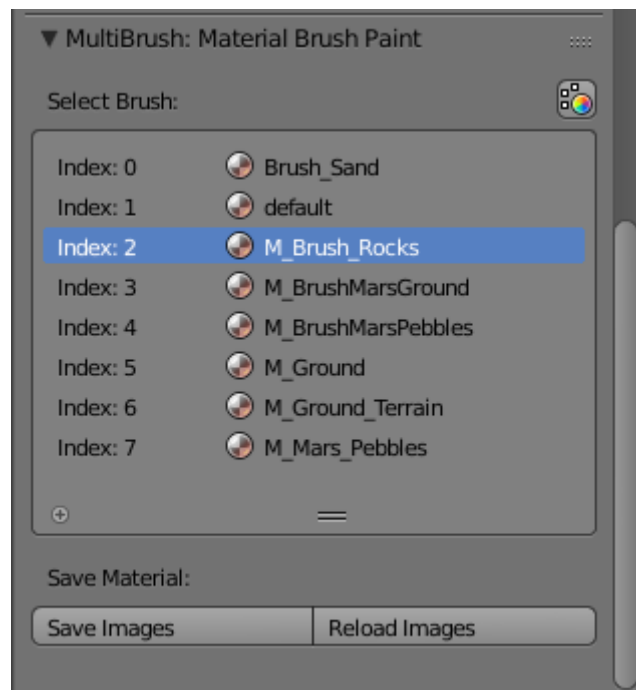
Note: It is not advisable to paint a brush for the normal map if you plan to rotate the brush, the normal's colors (Surface orientation) would be distorted. To see how to create a normalmap from your painted heightmap, take a look at MultiBrush' tutorial.

It is not necessary to have the Brush Material applied to any mesh anywhere; it must only be defined and saved purposely:



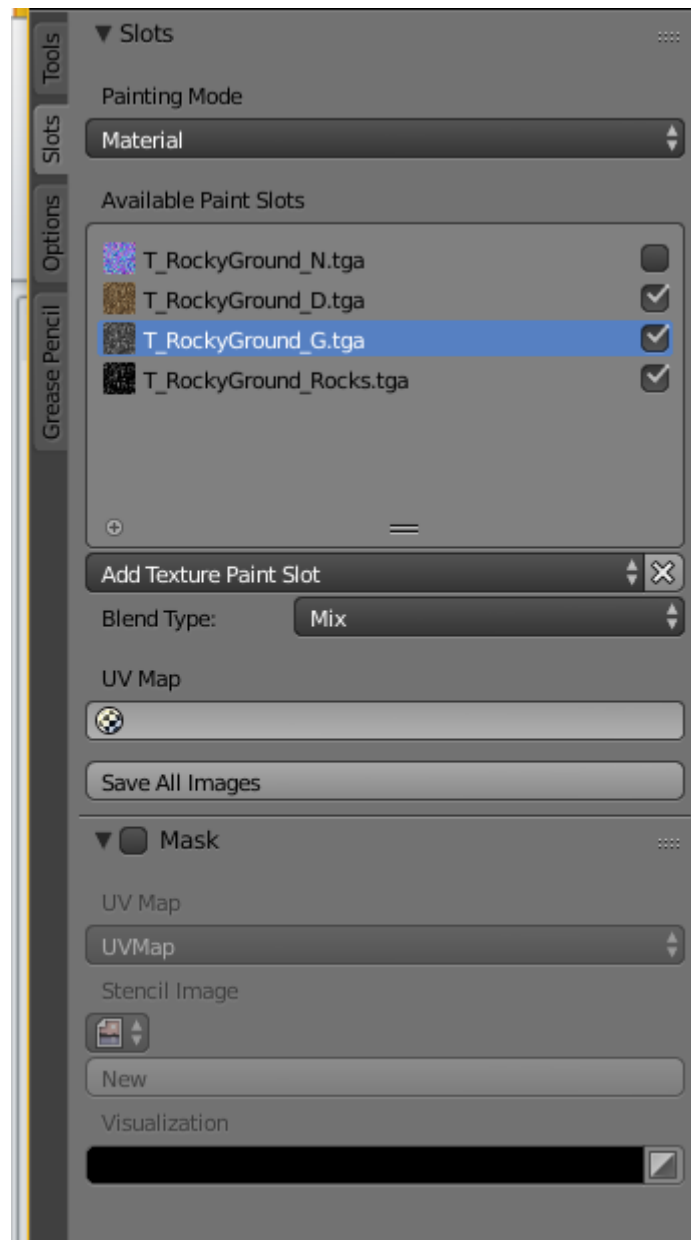
Save your brush material by pressing the F button: Save data-block

The list of materials laid out on this panel correspond to all materials created in your project. The brushes that you will use to paint over the material's images are created the same way as any material. Select the material you wish to use as a brush on this list:



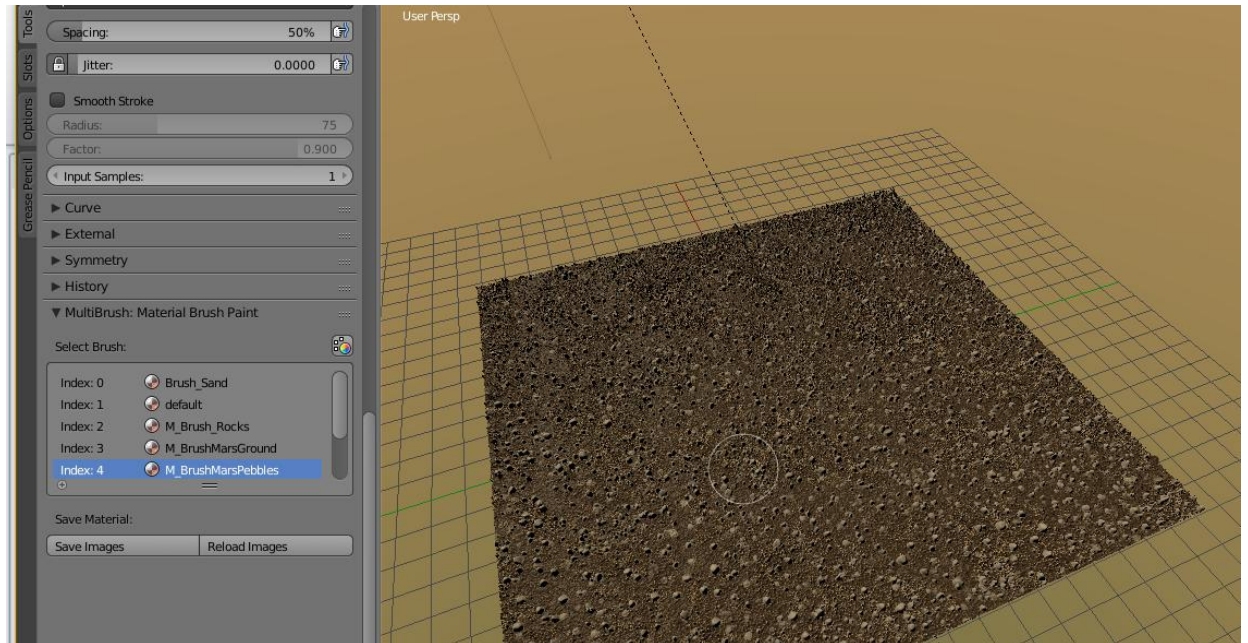
Select a material to paint over a mesh

This plugin extends the Projection Paint on Blender, remember to select Material as the Painting Mode on the Slots tab in TOOLS Panel to paint over the images in the selected object material:



Select Painting Mode: Material to paint over the material's images.

Now that everything is covered, you can start painting with MultiBrush by pressing Alt-LeftClick over the mesh on the 3D viewport, your mouse will draw a projection unto the UV Map of the active object, but this time, each of its texture layers will be painted at the same time!



COMPATIBILITY

Multibrush is compatible with the following features:

Brush Mapping:

- View Plane
- Tiled
- 3D
- Stencil
- Random

Angle

- User
- Rake
- Random

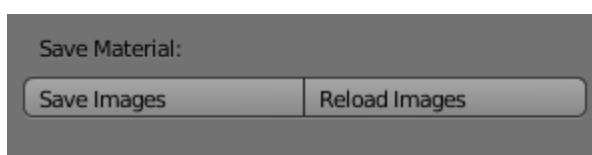
Offset

Size

Stroke Method:

- Dots
- Space
- Spacing

Once you are satisfied with the resulting Material you can save all of its images with the Save button at the bottom of the MultiBrush panel and reload all the images to the file from disk with the Reload Button:



To see exactly how to prepare your object and visualize the results with a displacement map created exclusively with a heightmap painted at the same time as the diffuse, take a look at MultiBrush tutorial:

<http://onlogika.com/visuals/multibrush/>

Known Limitations:

- Paint a brush stroke over the mesh on 3D viewport before start using the MultiBrush tool, Blender crashes with no advice if there is no brush information generated firsthand in its blendfile.
- The Undo history considers each paint on each layer as a separate step, you could draw a lot of strokes on a single mouse clic and drag but each undo step will only erase one paint by one. Save and Reload, and paint short strokes to ease this limitation.