

Dynamic UV

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Setup & How to use

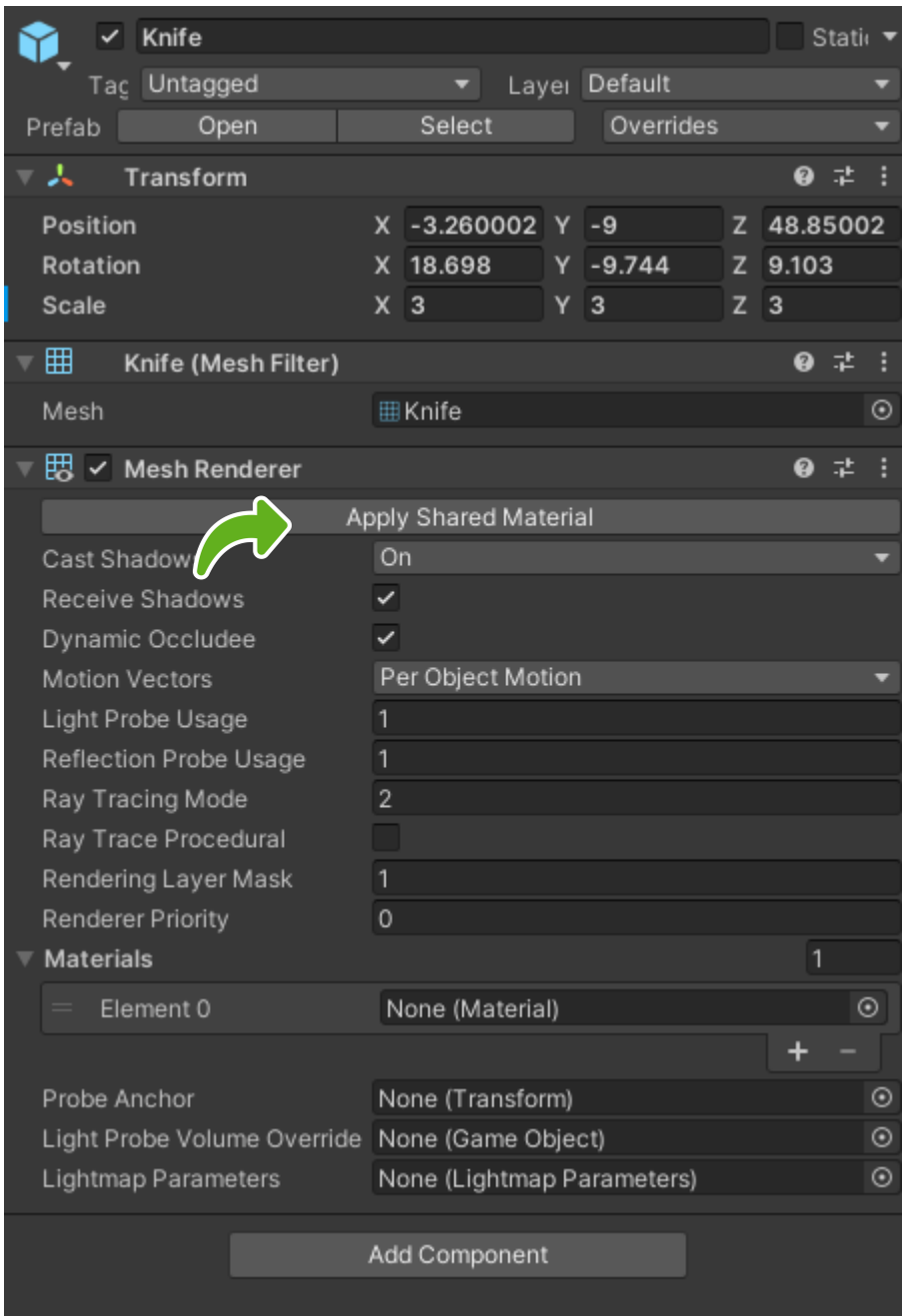
Dynamic UV should work just fine once you import it.

And here is how you can use it

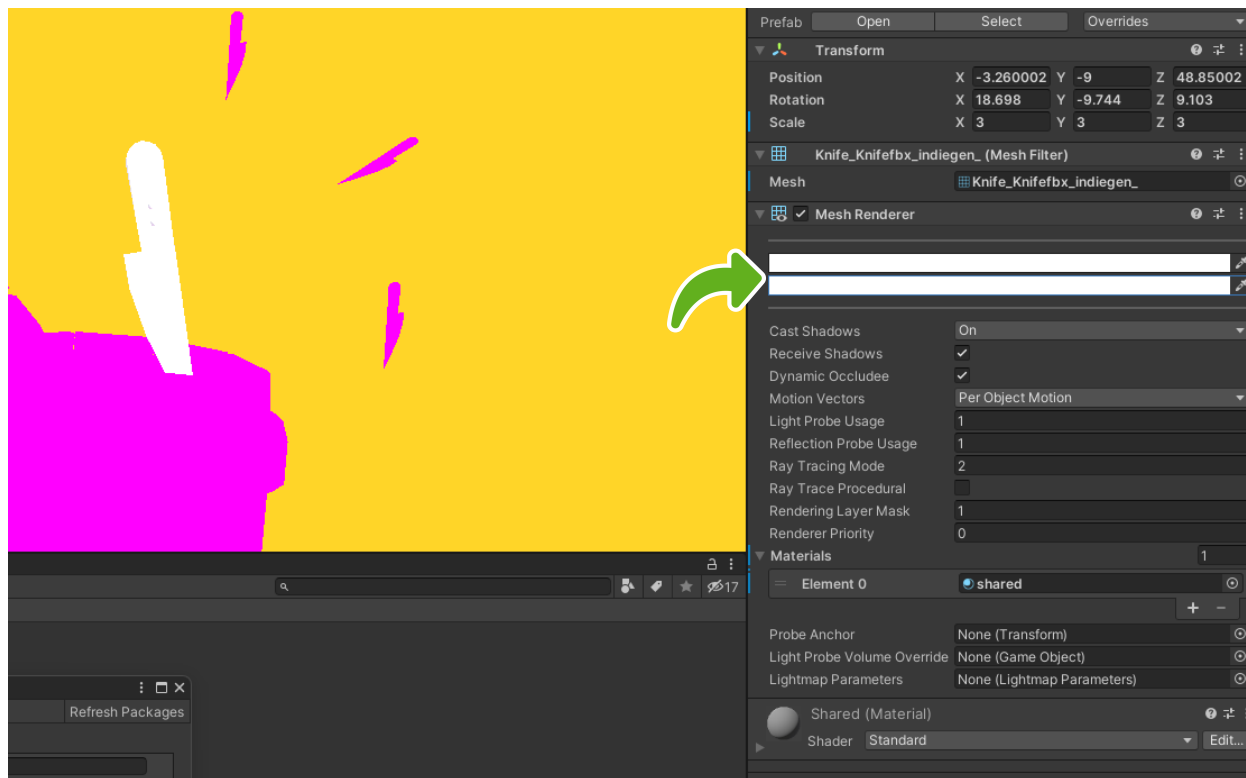
1. Click on any object that has Mesh Filter & Mesh Renderer in your scene



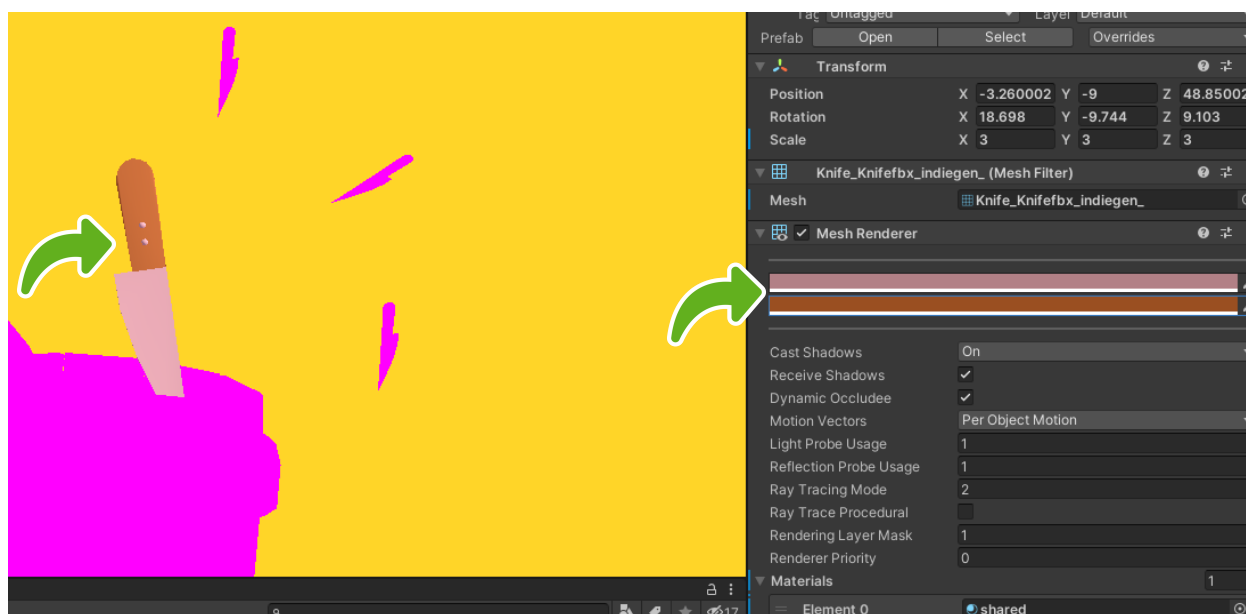
2. From the inspector Click on “Apply Shared Material”



3. New colors section will appear (The number of colors will depend on the model)



4. Change the colors to whatever you like!



Where to find assets that support Dynamic UV ?

Currently, since the tool is new, and still in development

You can either

- Use our assets packs: All of our assets packs in the asset store have Dynamic UV support.
- Easily adjust your custom model: you can adjust your own model to make it work with dynamic UV really easy.
[\(Check the next section\)](#)

However, over time more developers and content creators will adopt this tool for their low-poly assets too.

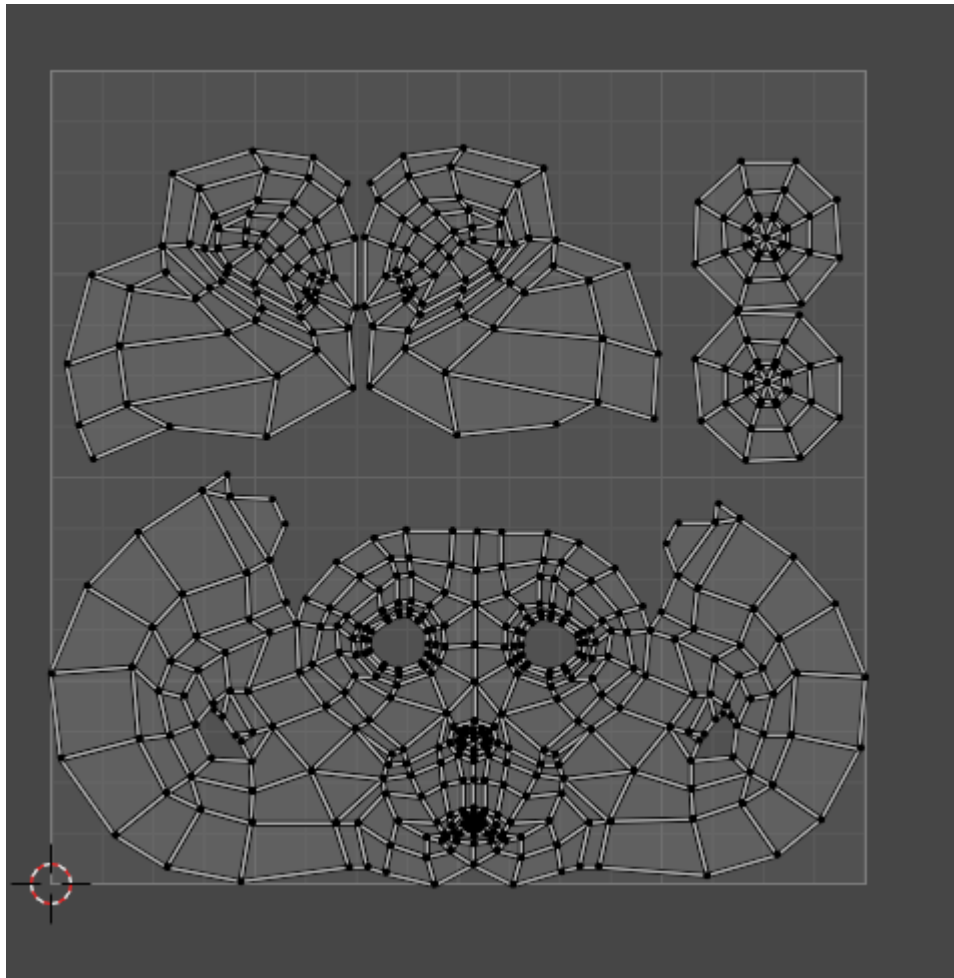
So consider searching the store for the “Dynamic UV” tag to check if there are any awesome designers who have made use of our tool!

How to Make your own custom models work with dynamic UV

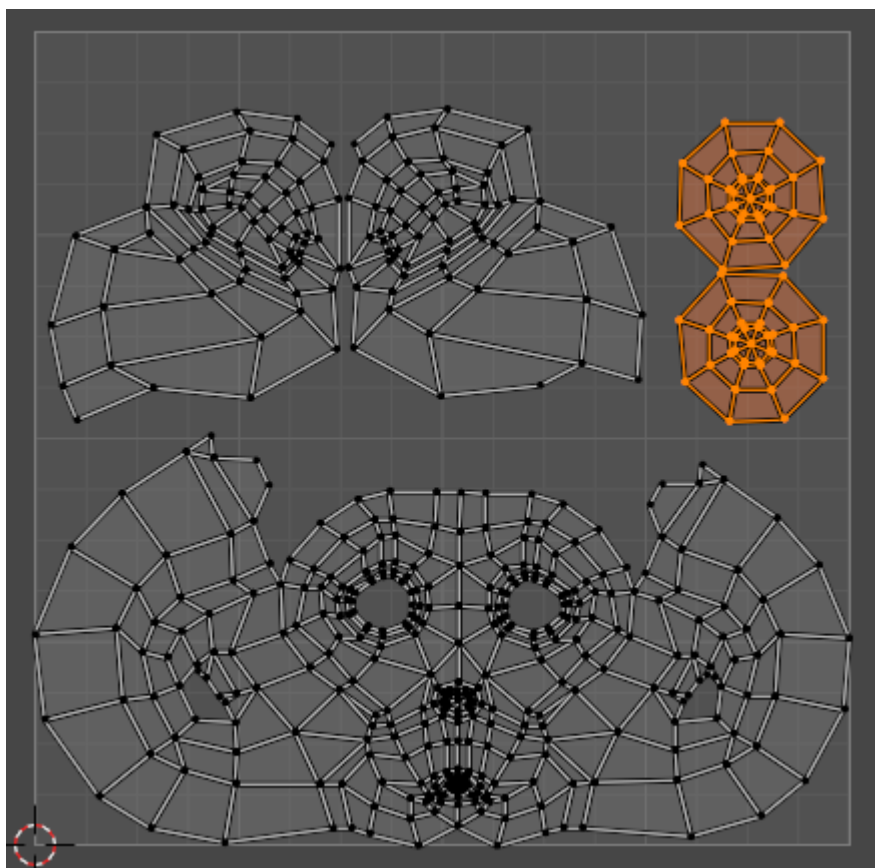
You can easily make your models work with dynamic UV

And here is how:

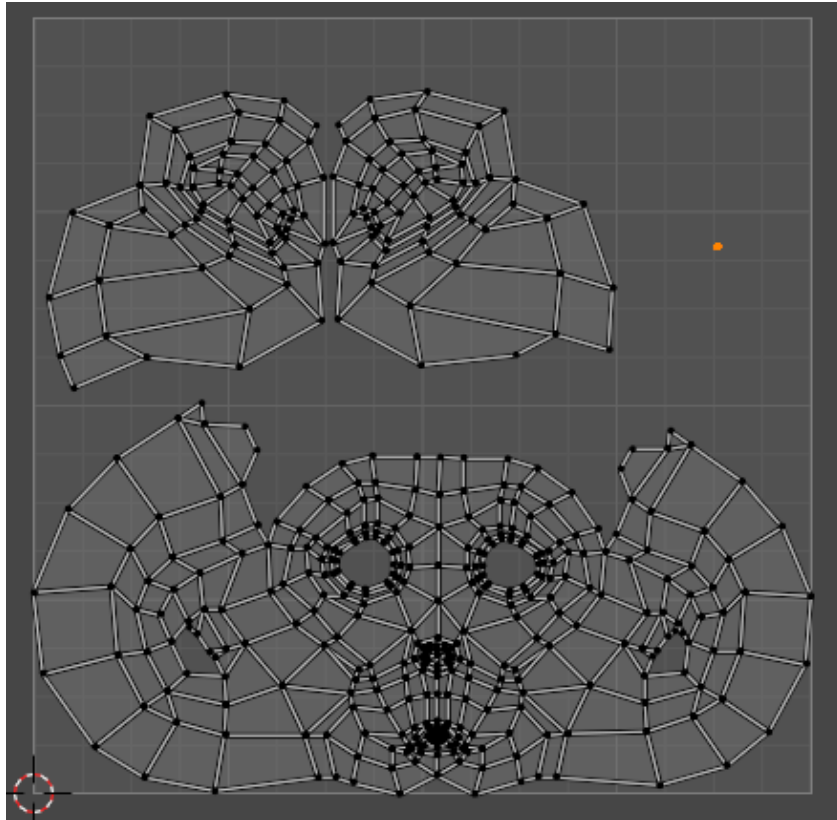
1. Open your model in blender
2. Go to UV Editing Section



3. Now let's say you want to implement **3 colors** in this model
4. We should select the vertices that represent "Color 1"

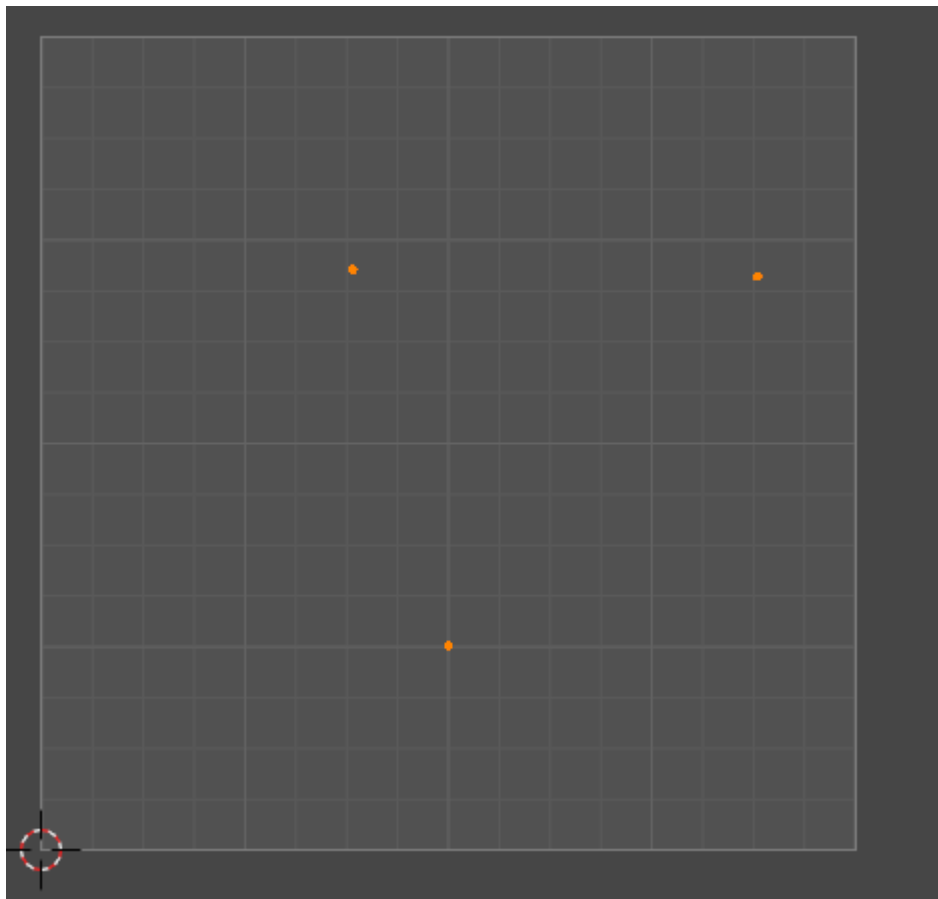


5. and then scale them down to 0, just like that



(Notice the little yellow dot, it's after scaling down all the Vertices that should have the same color to 0)

6. Well, now do the same for other vertices too



As you can see now we have 3 little dots, that means we will have 3 different color options in Dynamic UV

7. That's it, save your model, import it, and it should work with Dynamic UV !