



Crest - Paint

Release 1.2.3

Wave Harmonic

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INTRODUCTION

The Paint package brings painting tools to Crest 5.

1.1 Features

- Paint water level, clip surface and foam
- Paint waves and flow with direction and magnitude
- Non-destructive workflow
- Bake to a texture for builds

RELEASE NOTES

1.2.3

Bump version number for compatibility.

1.2.2

Fixes

- Fix paint brush not snapping to water level

1.2.1

Bump version number for compatibility.

1.2.0

Changes

- Add “Bake on Save” option (enabled by default) which will automatically bake the output texture on save after the first bake
- Unlock Blend feature on paint inputs
- Flow paint mode now supports Blend set to Alpha
- Paint is now the default mode for scattering and absorption
- Draw paint boundary outline directly onto water surface to make boundary more accurate when water level varies
- Add Normalize option to directional inputs (eg waves, flow). When disabled the stroke’s magnitude is the strength of the brush (new), when enabled it is normalized (previous behavior)
- Add Clamp Output option to direction inputs which ensure the output will never exceed one. This was the previous behavior for waves, but not for flow
- Make paint cursor red when outside of paintable area

Fixes

- Fix bake reminder showing before any painting was done. This threw an exception if the “fix” button was clicked, as baking was not ready yet
- Fix “Graphics.CopyTexture destination graphics texture is not initialized on the GPU” exception when baking
- Disable painting when component becomes disabled
- Fix previous tool not being restored on inspector change
- Fix unable to start painting due to sibling non-paint input
- Fix water level paint mode having feathering
- Fix showing invalid buttons when no paint data
- Fix showing painting gizmo for input which is not painting instead of one that is
- Fix undo/redo breaking paint output if preview pane was open
- Fix preview pane not updating in real-time

Performance

- Greatly improve painting performance

Full version history has been omitted for brevity. It can be found at [Release Notes](#).

Painting is a powerful way for artists to achieve their vision.

Example

The Colorado sample scene is an example of what can be accomplished with painting tools.

Usage

To get started:

- Add an input to a Game Object
- Set the Mode to Paint
- Adjust the World Size and transform rotation
- Click the *Start Painting* button
- Paint
- After finishing, click the *Stop Painting* button
- Click Bake to bake the output for builds

The following inputs support paint:

- *Level Input* adds or sets the water level as an offset
- *Flow Input* adds flow in the direction and magnitude of the brush stroke
- *Clip Input* adds clip areas (removes water)
- *Foam Input* sets the minimum foam
- *Shape FFT/Gerster* adds waves in the direction and magnitude of the brush stroke

All inputs have `LeftClick` to paint, and `Shift-LeftClick` to remove. The `Level Input` also has `Control-LeftClick` to lower the water level.

Editing

The paint tools have a non-destructive workflow, as they store strokes rather than the rasterized output. This means you can change the size and/or resolution without data loss. Furthermore, editing data (like removing strokes) in future sessions is possible by inspecting the painted data file.

You can clear the paint data via the *Start/Stop Painting* dropdown.