

Unity Asset: Convert To Vertex Color

Convert To Vertex Color is a suite of tools design to take a GameObject or Mesh that has a texture and change that into a Mesh with vertex colors and Prefab. This suite consists of four tools:

- Convert To Vertex Color
- Color Correction Tool
- Primitive Flood Fill
- Simple Vertex Color Painter

Convert To Vertex Color

The main tool for converting objects into vertex colors.

To access this tool go to Window -> ConvertToVertexColor -> Convert To Vertex Color

The screenshot shows the 'Convert to Vertex Color' tool interface in Unity. It features several sections: 'GameObjects' with a 'Clear' button and a left arrow; 'Meshes' with a 'Clear' button and a left arrow; 'Additional Textures' with a 'Clear' button and a left arrow, and a note '*Textures must have Read/Write Enabled'; 'Material' with a 'Clear' button; a list of objects including 'SM_Prop_Crate_02', 'SM_Prop_Tree_Square_02', 'SM_Prop_Target_03', 'SM_Buildings_Door_01P', 'SM_Buildings_Block_1x1_01', and five 'PolygonPrototype_Texture' items; a 'None (Material)' selection; a warning label '*Drag objects onto panel to add them*'; checkboxes for 'Use GameObject Texture', 'Use Default Material', and 'Copy Child Objects'; a 'Counter Suffix' dropdown set to 'Numeric'; 'Mesh Output Folder' and 'Prefab Output Folder' fields with folder selection icons; and a large 'Convert to Vertex Colors' button at the bottom.

Annotations on the right side of the interface:

- Clear All or Delete Last GameObject
- GameObjects Added
- Clear All or Delete Last Mesh
- Meshes Added
- Clear All or Delete Last Texture
- Textures Added
- Clear Material
- Material Added
- Use GameObject Texture in Conversion
- Use Included Shader Instead
- Conversion with Child Objects
- Adds “_” + Counter Suffix for each texture. Numeric: “1234”, Lowercase: “abcd”, Uppercase: “ABCD”
- Mesh Output Folder Select
- Prefab Output Folder Select

Annotations at the bottom of the interface:

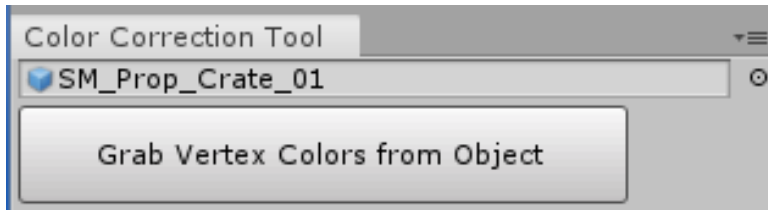
- Warning Label Here.
- Start Convert to Vertex Colors

Drag: GameObjects with a MeshRenderer or SkinnedMeshRender, .mesh files, .fbx files, .obj files, Textures, and/or Materials with a vertex color shader onto anywhere in this editor window. Note: Any GameObject must also have a shader attached to a material that has a “_MainTex” property in the shader. The main shaders in Unity have this property. If no Additional Textures are attached then the GameObjects will use the Texture attached through their material. If no additional Material is included, then the included Vertex Shader Material will be added to the Converted Objects. Mesh Output and Prefab Output do not need to be in the same folder.

Color Correction Tool

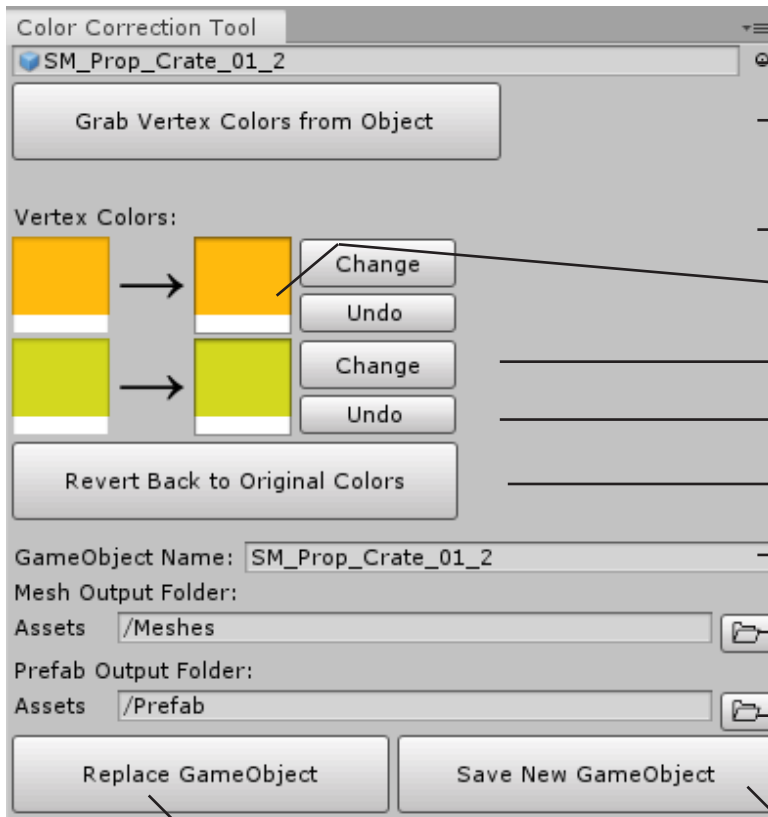
A tool for changing the different colors in a Vertex Colored Mesh

To access this tool go to Window -> ConvertToVertexColor -> Color Correction Tool



Step 1: Drag a Vertex Colored Mesh or GameObject into the scene. (This is going to be your object preview)

Step 2: Drag your scene Object onto this editor window and click Grab Vertex Colors from Object



- Vertex Colored Object
- Grab Vertex Colors from the Object
- Available Vertex Colors
- Brings Up a Color Selection Panel
- Apply Color Change
- Revert To Original Color for this Color
- Revert To All Original Colors
- The name for the new GameObject
- Mesh Output Folder Select
- Prefab Output Folder Select
- Replaces the Prefab and Mesh in the project with the current colors
- Saves out a new Prefab and Mesh

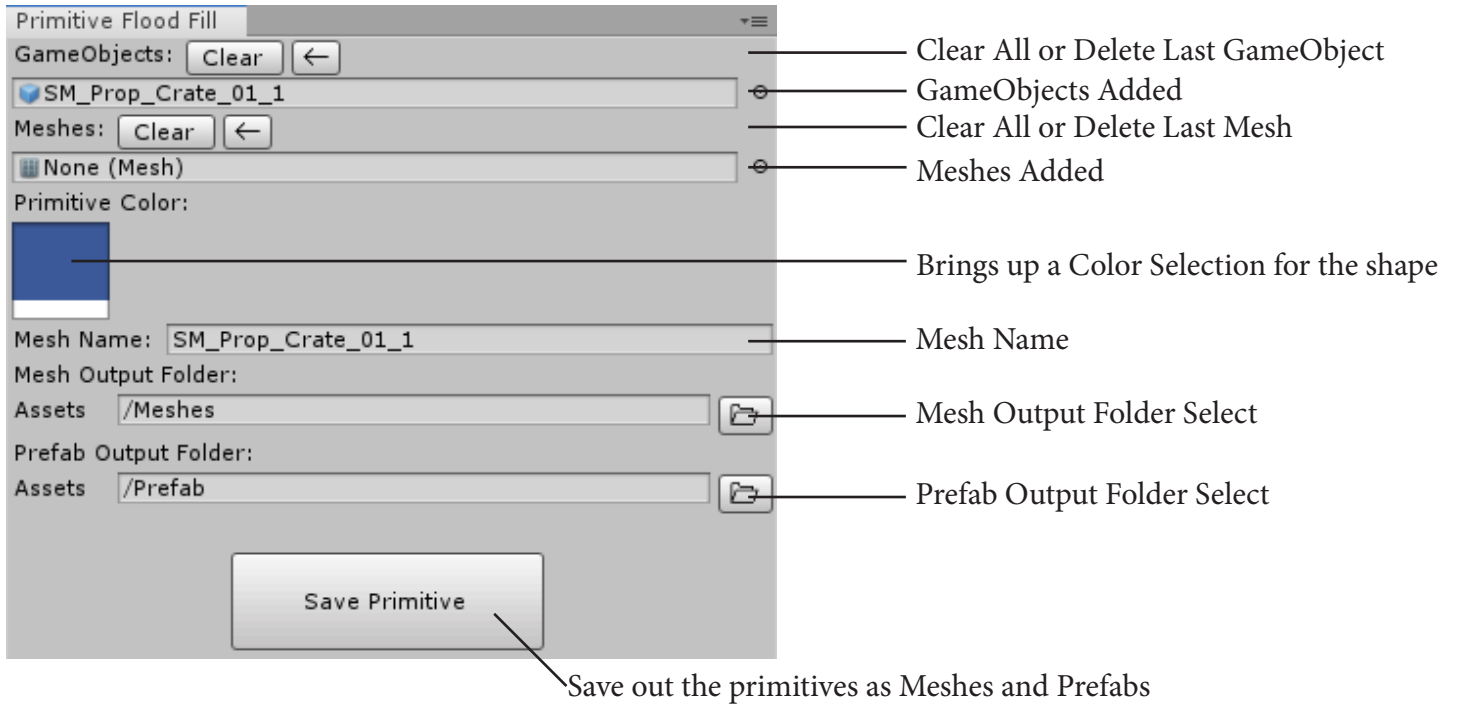
The Color Correction Tool can be used for any color imperfection that might occur between changing Materials that have Vertex Colors. The Color Correction Tool can also be used for adding color variants easily to your project. Just change up the colors how you like, change the GameObject name and click Save New GameObject. With the Color Correction Tool you can easily change up the Color Palette of an object.

Go from this  to this  in just a few clicks!

Primitive Flood Fill

A tool for filling an object with a single color.

To access this tool go to Window -> ConvertToVertexColor -> Primitive Flood Fill

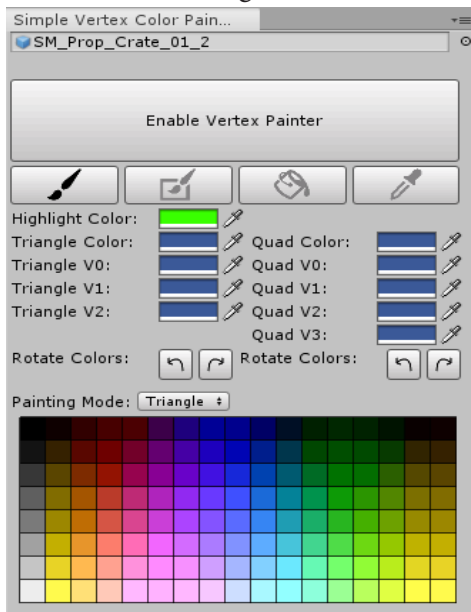


Primitive Flood Fill takes a Mesh or GameObject with a MeshFilter and outputs a Mesh with all vertex colors of a single color and a Prefab. Primitive Flood Fill can output multiple meshes at once. The mesh name can be changed if you are converting only a single Mesh or GameObject. If you have multiple Meshes or GameObjects to convert the original name will be used and the Mesh Name text field will have “---”.

Simple Vertex Color Painter

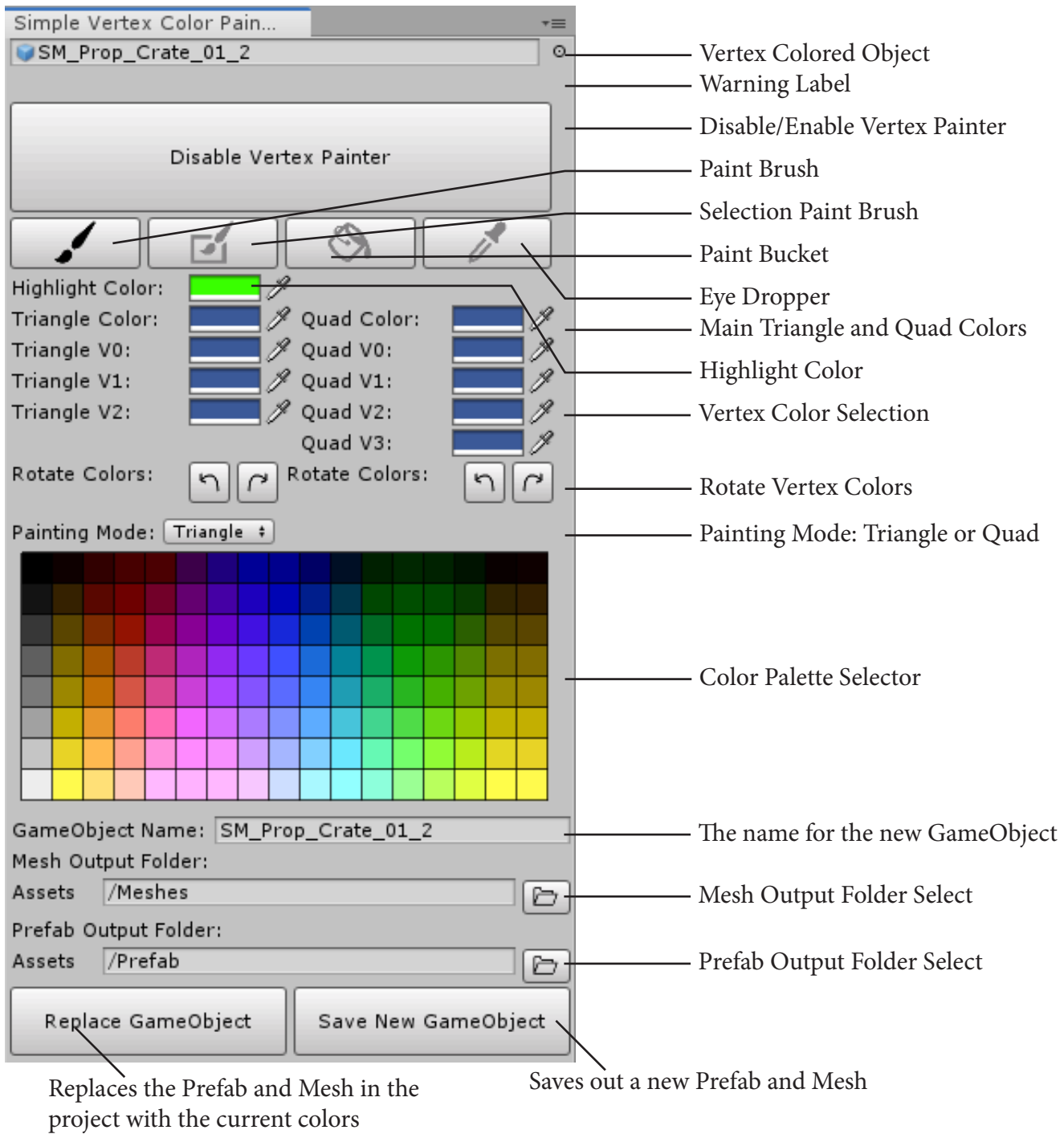
A tool for painting vertex triangles or quads on a Mesh

To access this tool go to Window -> ConvertToVertexColor -> Simple Vertex Color Painter



Step 1: Drag a Vertex Colored Mesh or GameObject into the scene. (This is going to be your object preview)

Step 2: Drag your scene Object onto this editor window and click Enable Vertex Painter



Replaces the Prefab and Mesh in the project with the current colors

Saves out a new Prefab and Mesh

The Simple Vertex Color Painter Tool is an easy way to change the colors on a Mesh. There are four painting tools: Paint Brush, Selection Paint Brush, Paint Bucket, and Eye Dropper. The Paint Brush paints triangles or quads on the mesh based on the painting mode. Triangle Color and Quad Color Change all the vertex color points. Changing V0,V1,V2,V3 can give a gradient effect to the mesh. To use the Selection Paint Brush click and drag the selection box over the mesh in the scene. The Paint Bucket Tool fills in connected mesh triangles of the same color. The Eye Dropper takes a color from your mesh and applies it to the main color of Triangle/Quad depending on the painting mode. Simple Vertex Color Painter creates a copy of your mesh to paint on. While Vertex Painting is enabled you will not be able to select objects in the scene hierarchy. Disabling Vertex Painting will destroy the painting copy. Save your painting work before disabling vertex painting.