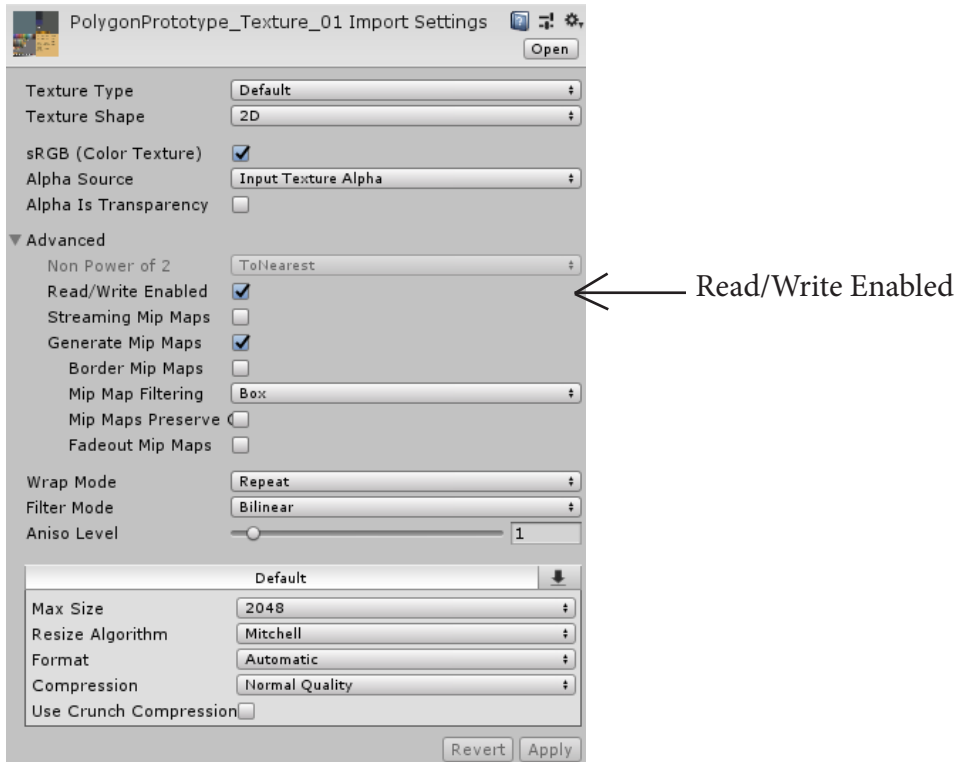


Unity Asset: Simple Vertex Color Painter

A tool for painting vertex triangles or quads on a Mesh

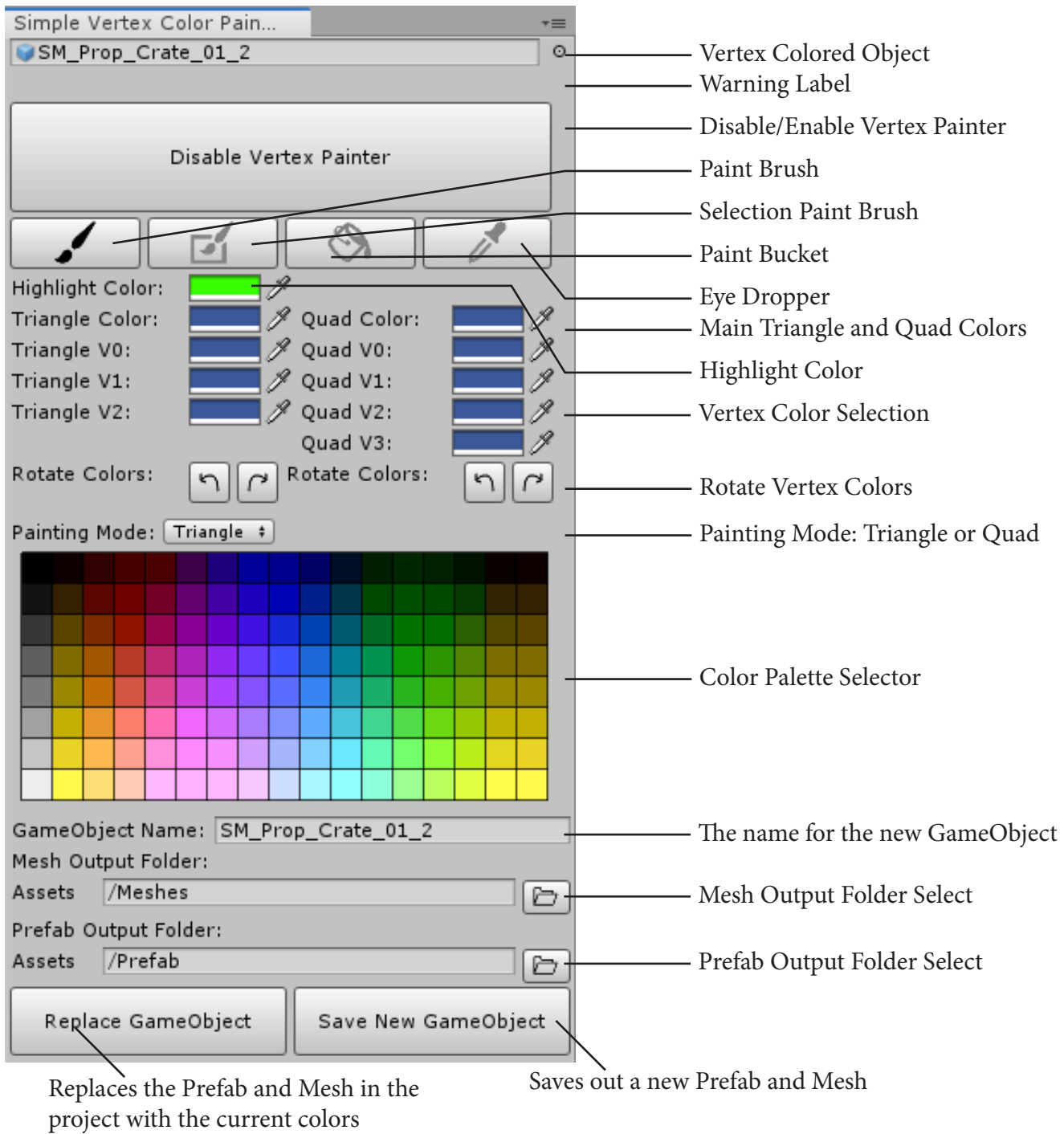
To access this tool go to Window -> Simple Vertex Color Painter

For best results, make sure that the texture attached to your mesh has read/write enabled in the import settings.



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



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. If you add a blank mesh or if the vertex colors can't be found the painting copy will be solid color.