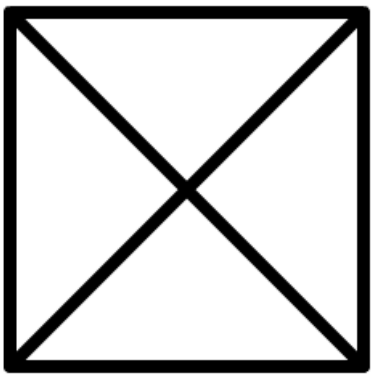
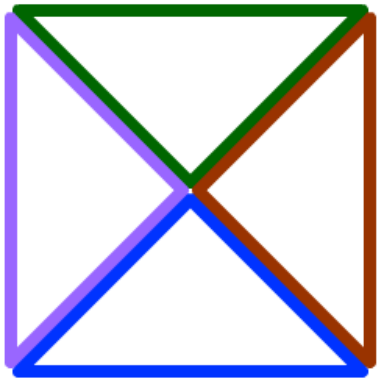
Vertex Painter Tool

What is this and why would I need it? 2
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What is this and why would I need it?

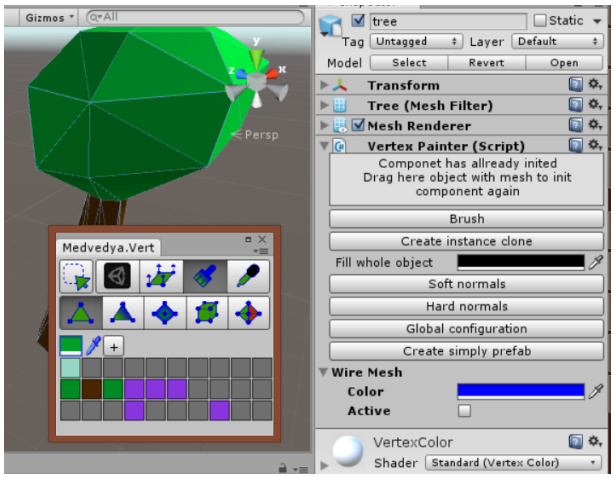
The purpose of Vertex Painter Tool is to provide you with a convenient instrument for changing ver-tex colors and normals. For each GameObject with a VertexPainter component, it will create a unique Mesh by splitting the base one into a set of disconnected triangles.

Vertex Painter Tool only works with static 3D models.

Before	**After**
	
5 vertexes	12 vertexes

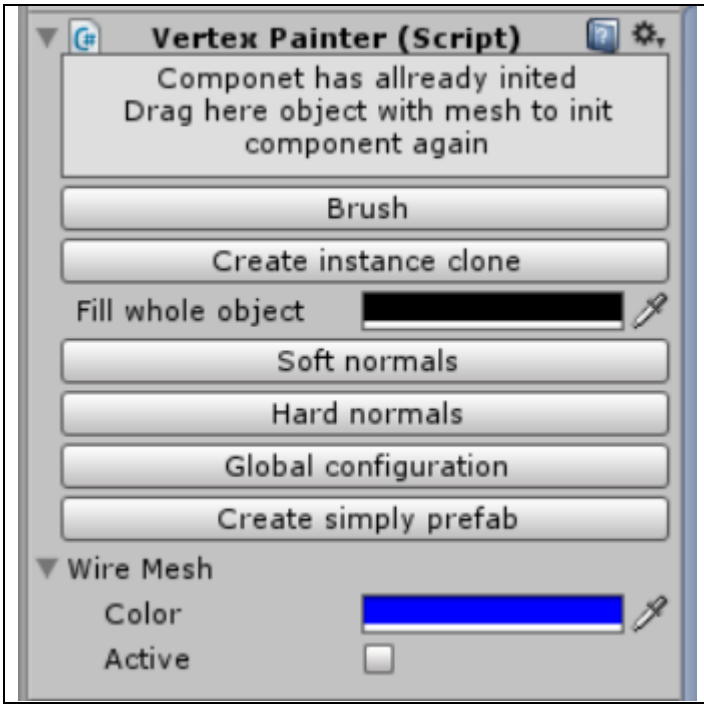
How do I start using it?

- Add a VertexPainter component to a GameObject with a 3D model.
- Press the Brush button.
- The emerged dialog will offer you the tools for changing vertex colors and normals.



You can also create a reference instance for your GameObject by pressing the Create Instance Clone button. A reference instance utilizes the Mesh from the base object; it means that any opera¬tion on base object vertices will be reflected on the reference object.

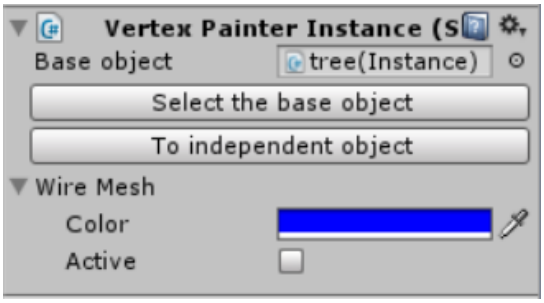
VertexPainter in detail

	Dragging area – when you drag a GameObject or a Mesh into that region, a local copy of the Mesh will be created for editing.
	Opens the Brush window dialog.
	Creates a reference object.
	Paints all vertices with the given color.
	Makes all normals soft.
	Makes all normals hard.
	Opens the Global Configuration dialog.
	Creates a simple prefab in the project root directory. The prefab will have its own Mesh and will not contain the VertexPainter component.
	Displays the Mesh's wireframe using the given color.

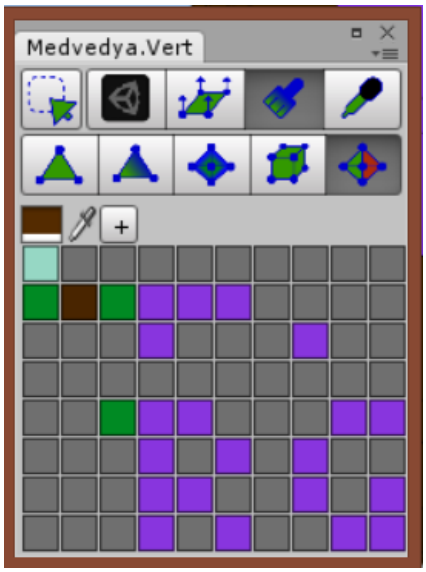
VertexPainterInstance in detail

Expectedly, the ***Select the base object*** **button** is intended for selecting the base object on the scene.

The ***To independed*** *object* button substitutes a VertexPainterInstance with a VertexPainter, thus making it independent from the base object. However, the object's vertex colors and normals will remain unchanged.



Brush window

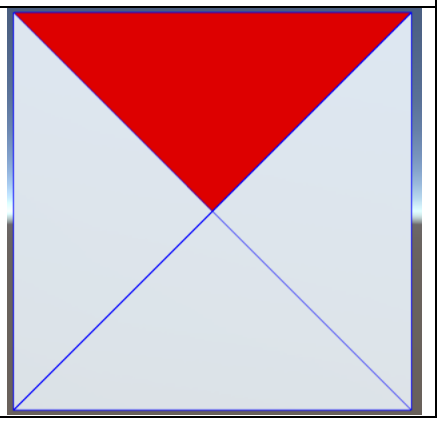


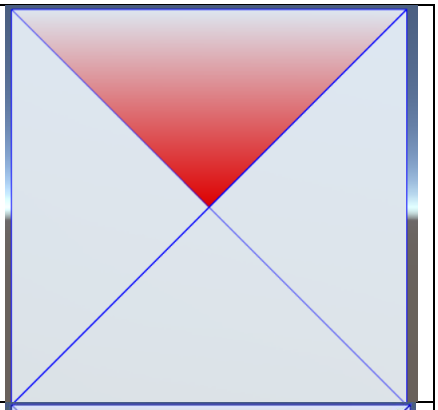
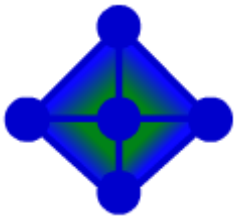
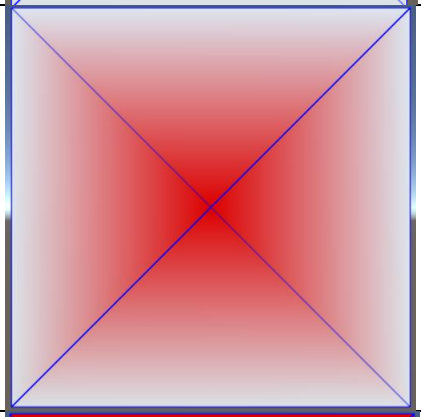
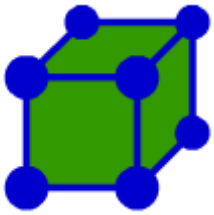
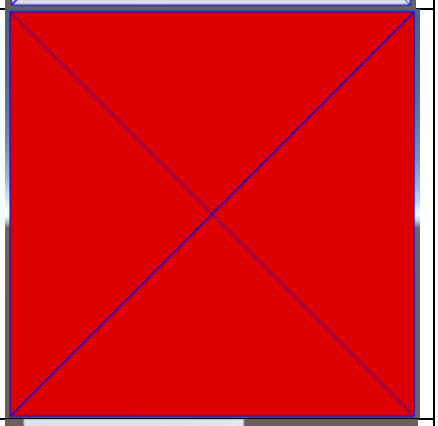
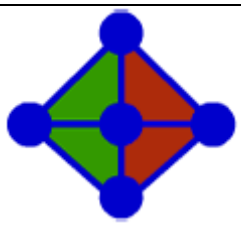
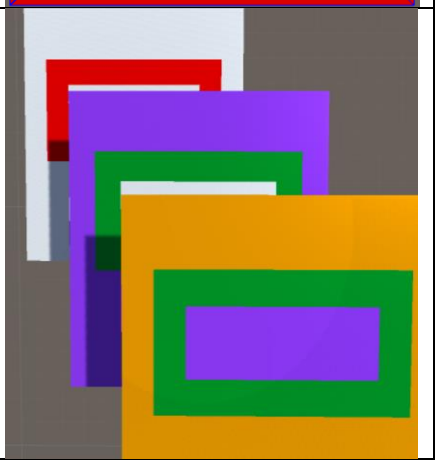
Brush window dialog contains three panels:

- The toolbar 
- The scope of impact panel 
- The color panel 

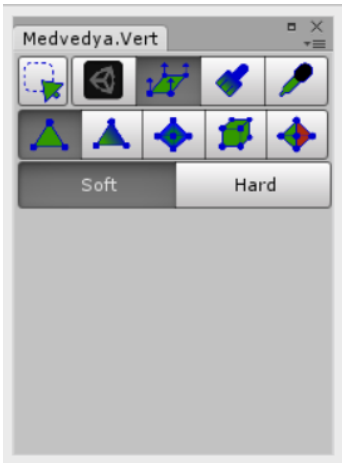
Scope of impact

Both the *Normal Edit* tool and the *Color Edit* tool are affected by the selected scope of impact. The current scope of impact determines which vertices will be modified when you apply a tool. For example, in the *Triangle* mode, the *Brush* tool will process all three triangle vertices upon a mouse click.

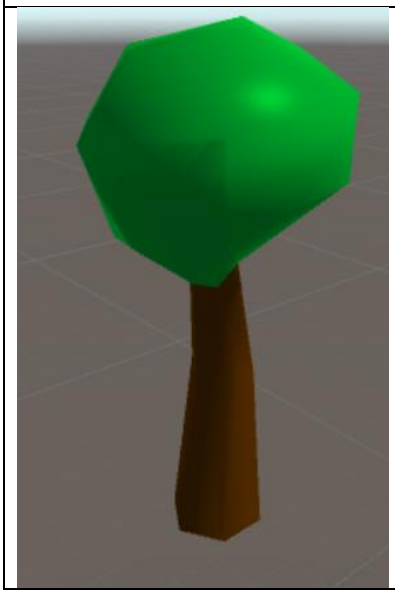
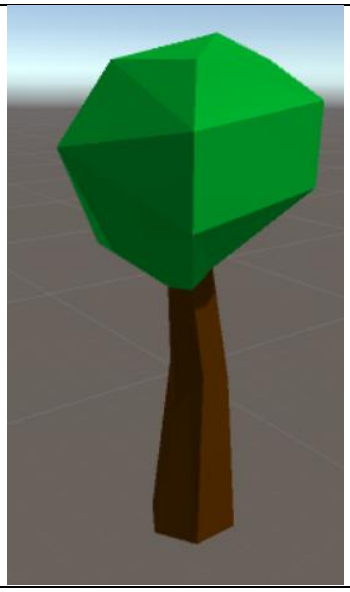
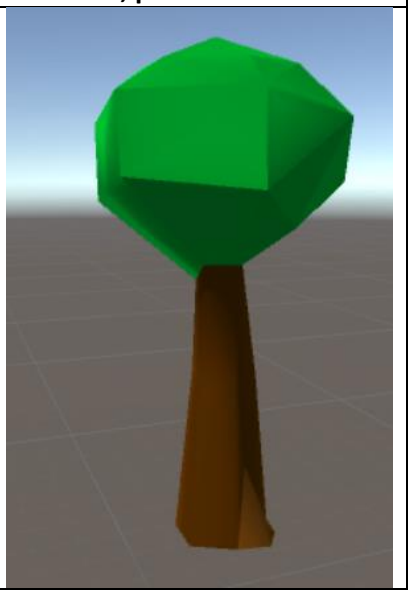
Icon	Description	Result
	*Selected objects only.* When activated, only selected objects can be modified. This mode might turn out useful when you have several closely located objects but you need to edit only one of them.	
	*All vertices of a triangle.*	

	*A single vertex.*	
	*All vertices located in a specific point.*	
	*All vertices of the object.*	
	*All vertices of a fill by color.*	

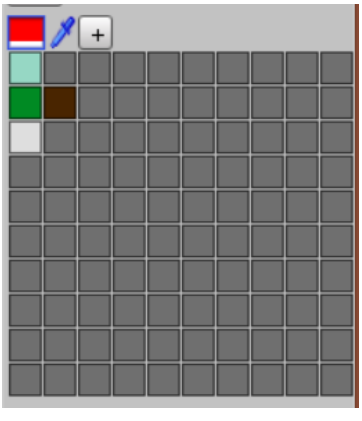
Normal Edit tool



You can make vertex normals soft or hard by activating the respective mode.

Soft normals	Hard normals	Part hard, part soft
		

Color panel



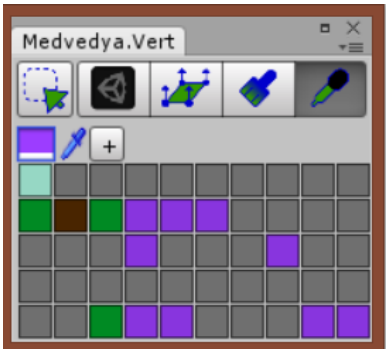
The *Color* panel is used by the *Brush* tool and the *Color Picker* tool. With the help of this panel, you can select a color using the *Color Picker* or from the user's palette. You can add your color to the set by pressing  button and clicking one of the palette cells.

Color Edit tool



After you choose a color and a scope of impact, you can start painting vertices. Vertex colors aren't used by all shaders. For example, standard Unity shaders usually ignore them.

Color Picker



The *Color Picker* tool can be helpful when you need to retrieve a vertex color in order to use it later for painting other vertices. After activating the *Color Picker* and clicking some vertex to grab its color, you can use that color with the *Brush* tool or add it to the user's palette.