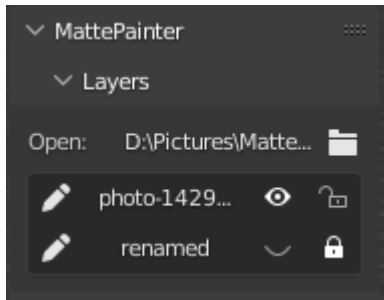


Thank you for trying out MattePainter - your new one-stop solution to in-scene compositing inside Blender.

Let's go over the interface:

## **01 - Layers**



The Layers box contains the Import Image button (Folder Icon) and a "Layer" for each imported item inside the MattePainter Collection (generated automatically when importing).

You can edit the name of the Layer by clicking the Pencil icon. Toggling the Eye icon hides the Layer from view and renders, and the Lock button disables Selection of that layer - useful to avoid accidentally clicking the wrong image.

## **02 - Matte Paint**



The Matte Paint box is where you setup shaders for imported images (must be done as a separate step), enter Paint mode and add New Empty Paint layers for overpainting.

The basic workflow is:

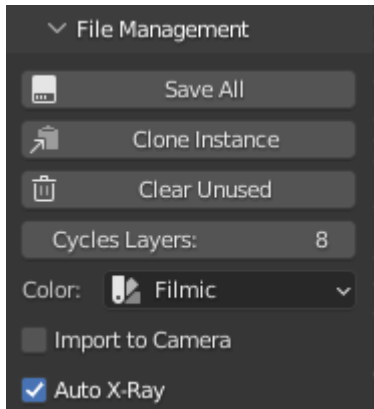
**IMPORT IMAGE -> POSITION AND SCALE -> SET SHADERS -> PAINT.**

Set Shaders automatically builds the Shader Node Tree and creates the appropriate image masks. Your image will disappear, this is intended behaviour (you paint the image in using a White color on the Transparency mask).

Paint enters Texture Paint mode and selects the correct layer for painting Transparency.

New Empty Layer creates a blank layer at 2x the scene Resolution for detailed overpainting. This doesn't need Set Shaders and doesn't access the Color Grade nodes.

## 03 - File Management



This box contains important tools like Save All and Clear Unused. It also has options for some of Blender's Render properties, which if left on the default setting, may cause issues with the workflow.

**Save All** saves all edited Images. This is probably the most important button in the Plugin, if you don't save your edited Masks and Blender crashes, you'll lose all the work you've done.

When duplicating assets, the duplicate will share the mask of the original. This means if you edit one of them, Blender will change them both. To avoid this, duplicate the asset and click **Clone Instance** and MattePainter will automatically setup a new Node Tree for the duplicate.

**Clear Unused** purges all unused Data Blocks inside the Blend File. This is useful to avoid any bugs that may occur due to Blender trying to locate the same file twice. Be aware that this process wipes ALL of the data across the Blend file, which means if you have a Material that you were saving for later (not currently assigned to any meshes), it will be purged.

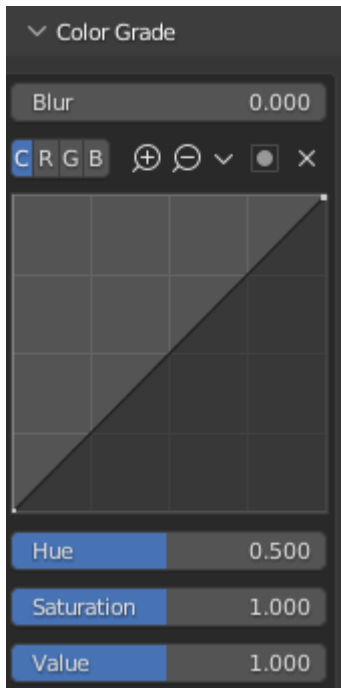
**Cycles Layers** controls the number of Transparency Passes that Cycles will calculate. This is useful if you're using numerous Transparent or Semi-Transparent images or meshes and are experiencing black sections in your render.

**Color** changes the Color Transform mode for the Render Engine. This can be left on Filmic if you don't plan on using Blender's Color Picker, if you do, set it to Standard.

**Import to Camera** moves the 3D Cursor directly in front of the active Camera. If you plan on making use of Parallax or Depth of Field, we recommend keeping this turned **off**.

**Auto X-Ray** imports the image at 65% Opacity, which is useful for aligning it in the scene.

## 04 - Color Grade



Here is where we control the actual composite by modifying the values of the image.

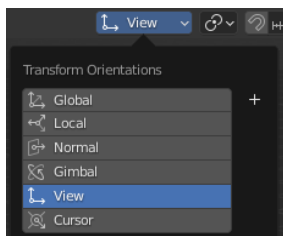
**Blur** is a quick and dirty Blur node setup for simulating Depth of Field.

**Curves** is a front-end control for the Curves Node.

**HSV** is a common Color Grade tool for adjusting the color values of an image.

## GENERAL TIPS

- Block your scene out first! Because the images live in the 3D space they cast light and reflections so you want to ensure your scene is blocked in properly before you start painting in extra details.
- Work from Camera view and set your View Transform mode to View.



- Paint in Eevee and switch to Cycles after for ultimate realtime feedback on your composite. Make sure you set your Cycles Layers to a high enough value to avoid black sections in your Render!
- Follow the workflow in order of the buttons. Trying to Set Nodes or Matte Paint without first importing an image properly may cause issues.

- Avoid renaming or adjusting Shader Nodes or Objects until you're happy with your painting. Renaming things may cause certain features to stop working, instability issues or complete crashes.
- Importing hundreds of images and painting alpha channels for them may result in large Blend files. Use the Clean Unused button to remove any unused data blocks including images and materials to help reduce file size and loading times.
- The generated Transparency Layers have a default resolution of 2048x2048, which should be enough for most general purpose painting, but if you need more please let us know and we can implement an option to control the size.