

BODYPAINT 3D

PAINTING • TEXTURING • MAPPING

QuickStart

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Program	Tilo Kühn, Richard Kurz, Christian Losch, Philip Losch
Filters	Sven Behne, Wilfried Behne
Layout	David Link, Jeff Walker, Harald Egel, Michael Giebel
Cover/box design	Onur Pekdemir

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MAXON Computer GmbH, Max-Planck-Str, 20, 61381 Friedrichsdorf, Germany

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QuickStart

Introduction

In order to get a feel for BodyPaint 3D's capabilities, we highly recommend reading the Tutorial and Reference manuals (which are available on the release CD and also available online).

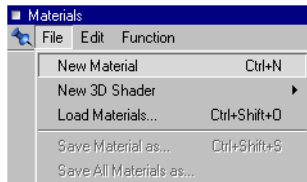
However, for the impatient of you (and who isn't?), here is a step-by-step guide to painting an object, quickly and easily.

Following this guide is a brief troubleshooting list - after all, there are many options to keep track of in BodyPaint 3D.

To Begin Painting

Step 1: If you have BodyPaint 3D integrated with CINEMA 4D, create an object (**Objects > Primitive > Sphere**, say) or, if not, open an existing project/sample scene (**File > Open**).

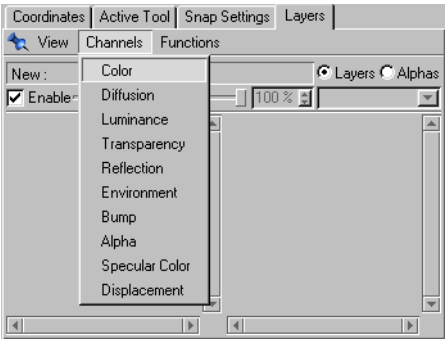
Step 2: In the Material manager (the **Materials** tab) create a new material (Material manager: **File > New Material**, shortcut: Ctrl+N).



Step 3: Apply the material to your object.

To do this, drag the material from the Material manager onto the object's name in the Object manager (the **Objects** tab). You may choose any projection type in the ensuing dialog.

Step 4: In the Layer manager (the **Layers** tab), add a texture map to the color, or other, material channel (**Channels > Color** or other channel).

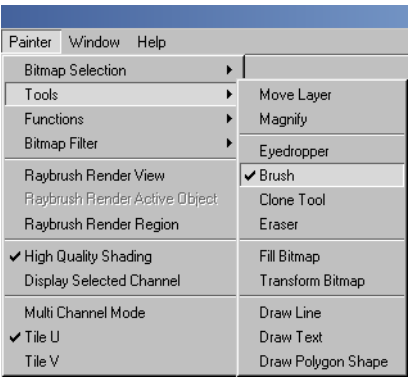


Step 5: Set your texture map settings (resolution, etc.) and click **OK** in the resulting dialog.

Step 6: Select the Paint Brush tool by clicking on the icon in the Paint icon bar:



or using the Painter menu (**Painter > Tools > Brush**).

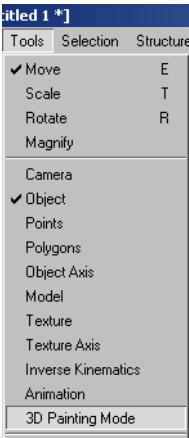


Step 7a: To paint in the 2D/Texture view, double-click on the layer you wish to paint on in the Layer manager, or drag the layer from the Layer manager to the Texture View.

Step 7b: To paint in the 3D/Perspective view, activate the Paint mode, either by selecting the Palette icon:



or by selecting this mode from the Tools menu:
(Tools > 3D Painting Mode).



Start Painting!

Step 8a: Click and drag on the layer in the Texture View to paint.

Step 8b: Click and drag on the object in the 3D View to paint.

BodyPaint 3D Troubleshooting

- Is there a 3D object to paint in your scene?
- Is there a material applied to the object?
- Is there a texture map applied to the channel you are painting?
- Is the texture loaded in the Texture View, if painting in the 2D/Texture view?
- Do you have the brush channel active for the channel you wish to paint?
- Do you have the 3D Painting mode selected, if painting in the 3D/Perspective view?
- Do you have the brush tool selected?
- Do you have an active selection on the object or in the Texture View? If yes, are you painting inside of it?
- Is the color of your brush different from the background of the image? (i.e. painting black on black)?
- Does the texture in the Texture View correspond to the channel you are painting?
- Is your brush large enough to see (including effector settings)?
- Does your brush have enough pressure (including effector settings)?
- Is the brush spacing too large?
- Is the **Jitter** setting too high (including effector settings)?
- Is **Smudge** on? If yes, are you painting on a transparent layer? Or are you painting on a solid color layer with color mix at 0%?
- Are you using a user defined or bitmap brush? If yes, does it appear in the Brush Settings?
- Is your opacity high enough?
- Is the blend mode in the Color Settings appropriate for the color being painted and the background it is being painted on? For example, painting red on white in additive mode, will not have any visible effect.
- Are you using Texture Paint? If yes, is the texture transparent? Is tiling off? If yes, is the texture scaled or moved too much to be visible?

- Is the texture projection set to UVW? If yes, does the object have a UVW tag, or internal UVW coordinates (i.e. a generator)?
- Is there an alpha channel in the bitmap?
- Is there a layer mask on the bitmap?
- Is your layer opacity high enough to be seen?
- If you turn on **Show UV Mesh**, does the UV Mesh appear superimposed on your texture in the Texture View? If no, is the object a generator?
- Is the texture applied with the **Mix** checkbox active? If yes, is your texture tag selected in the Object manager?
- Is the texture applied to the side of the object you are painting? (i.e. appropriate **Front** and **Back** setting).
- Is the texture applied using a restriction tag?
- Is your texture applied to the object in such a way that it will appear on the object?
- Are you painting on the Displacement or Alpha channel and expecting to see a real time result? (This is not supported at this time.)

If all else fails, please call or email Tech Support.