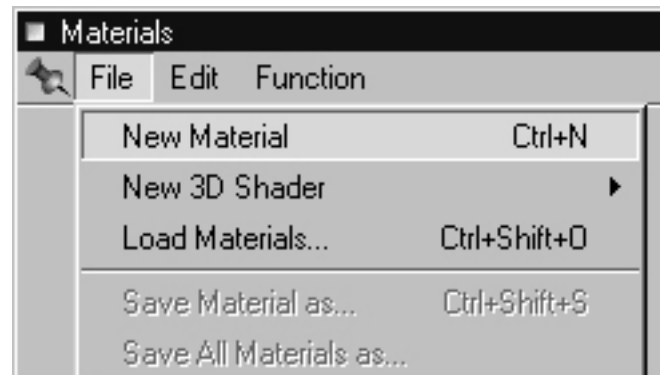# MAXON
c o m p u t e r

BodyPaint 3D QuickStart

Introduction:
In order to really get a feel for BodyPaint 3D's capabilities, we highly recommend utilizing the PDF Tutorial and Reference (also available online). However, here is a step-by-step instruction sheet to quickly begin painting an object. Added below is a brief troubleshooting list - there are many options to keep track of in BodyPaint 3D.
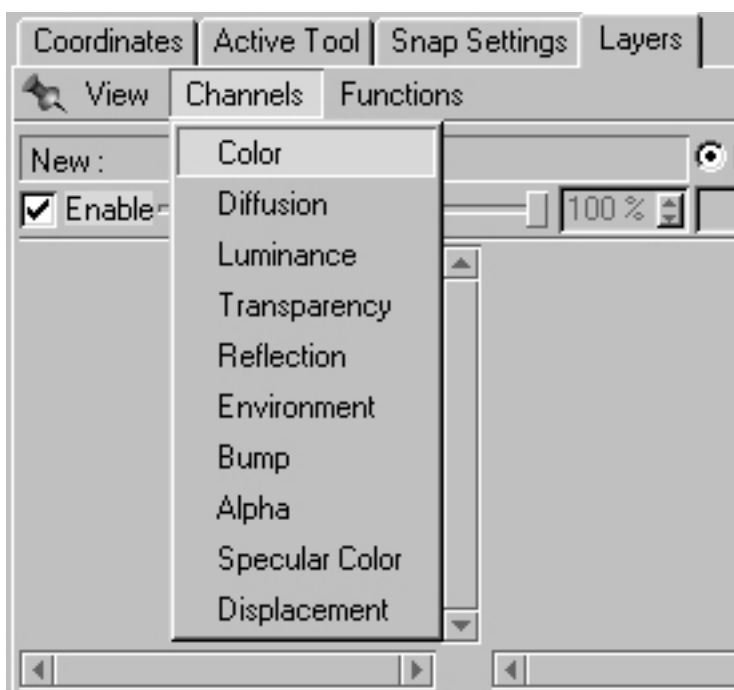

To Begin Painting:

Step 1: Create an Object (ex: Objects>Primitive>Sphere) or open an existing project/sample scene (ex. File>Open).

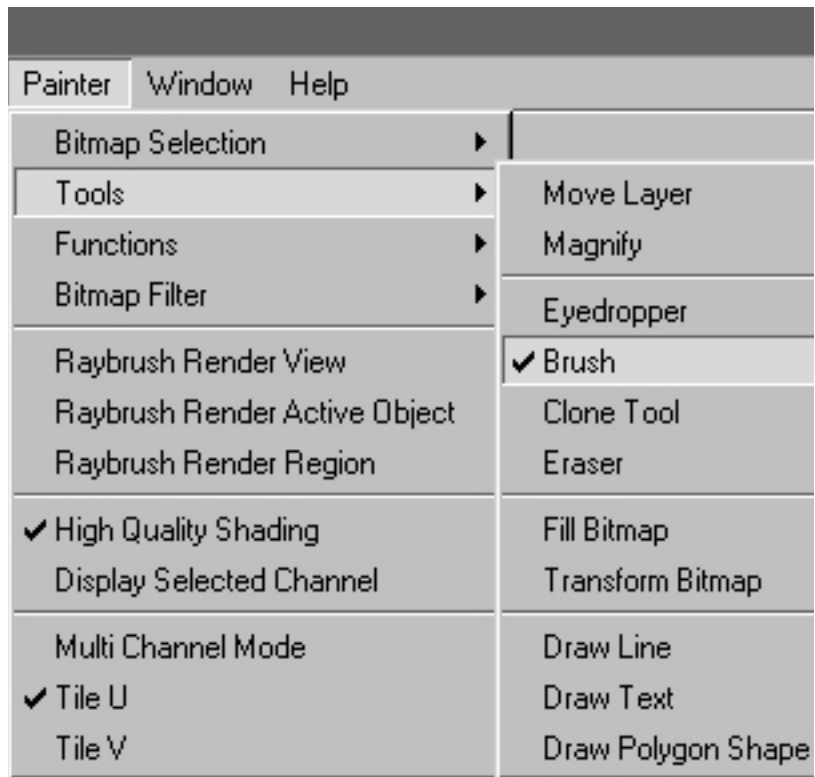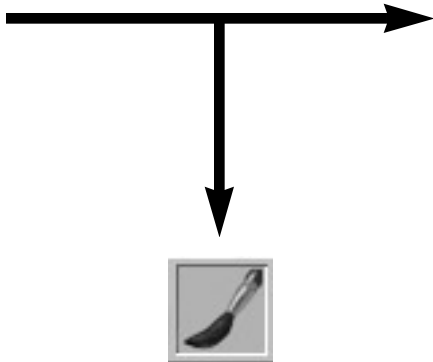**Step 2:** Create a new Material (Material Manager>File>New Material - Cntrl+N)

Step 3: Apply the material to your object. To do this, drag the material from the Material Manager onto the object in the Object Manager. You may use any projection in the ensuing dialog.
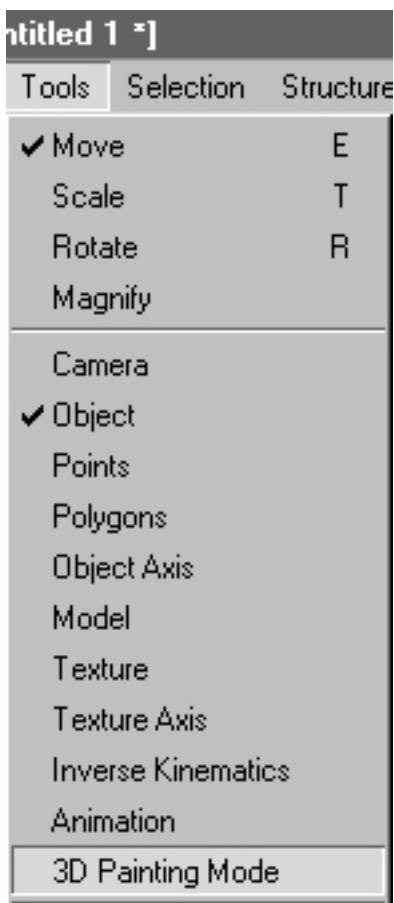

Step 4: In the Layers Manager, add a texture map to the color or other material channel (Channels>Color or other channel).

Step 5: Set your texture map settings (resolution, etc.) and click OK in the resulting dialog.
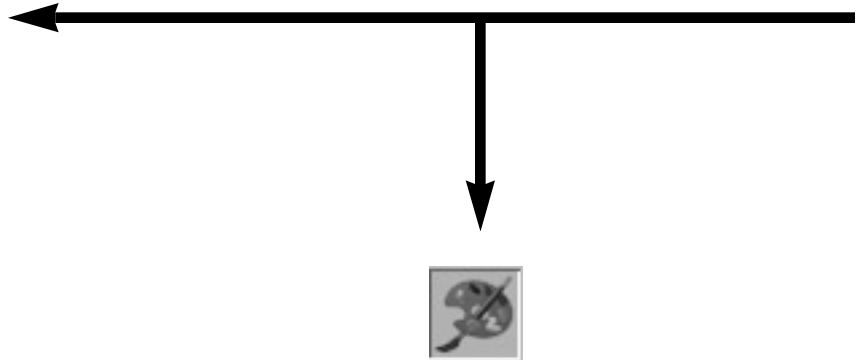
Step 6: Select the Paint Brush tool from the Painter Palette (Painter>Tools>Brush)

Painter	Window	Help

Bitmap Selection	▶	
Tools	▶	Move Layer
Functions	▶	Magnify
Bitmap Filter	▶	Eyedropper
Raybrush Render View		✔ Brush
Raybrush Render Active Object		Clone Tool
Raybrush Render Region		Eraser
✔ High Quality Shading		Fill Bitmap
Display Selected Channel		Transform Bitmap
Multi Channel Mode		Draw Line
✔ Tile U		Draw Text
Tile V		Draw Polygon Shape

Step 7a: To Paint in the 2D view, double click on the layer you wish to paint on in the Layers Manager, or drag the layer from the Layers Manager to the Texture View.

ntitled 1 *]

Tools	Selection	Structure

✔ Move	E
Scale	T
Rotate	R
Magnify	
Camera	
✔ Object	
Points	
Polygons	
Object Axis	
Model	
Texture	
Texture Axis	
Inverse Kinematics	
Animation	
3D Painting Mode	

Step 7b: To Paint in 3D, activate the Paint Mode. (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 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 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 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 the brush spacing too large?
- Is the 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 Manager?
- Is your opacity high enough?
- Is the blend mode in the Color Settings manager 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?
- Have you been abducted by aliens? If yes, are you now wearing your tin-foil helmet? (just checking to see if you are paying attention)
- 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 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? (ie, 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).

When All Else Fails, Call or Email Tech Support