



Unreal Engine - Runtime Vertex Painter

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Unreal Engine - Runtime Vertex Painter: Introducing a versatile Function Library designed to dynamically paint vertex color on StaticMeshComponents and SkeletalMeshComponents during runtime. Vertex color, containing color information for each mesh vertex, unlocks the potential for creating captivating effects by blending material layers seamlessly.

- **Dynamic Vertex Color Painting:** Effortlessly paint vertex color in real-time, allowing for dynamic visual enhancements.
- **Compatibility:** Support for both StaticMeshComponents and SkeletalMeshComponents, providing flexibility for various mesh types.
- **Comprehensive Blueprint Nodes:** Access 16 intuitive Blueprint nodes (8 for Static Mesh and 8 for Skeletal Mesh) to streamline the vertex painting process.
- **LOD Control:** Paint on a single Level of Detail (LOD) or apply changes across all LODs, giving developers fine-grained control over optimization.
- **Color Channels Selection:** Choose from R/G/B/A/RGBA channels for precision in color customization.
- **Paint Range Options:** Paint within a defined box or sphere range, offering spatial control over the painting area.
- **Falloff Curve:** Utilize a falloff curve for seamless transitions and nuanced color blending effects.
- **Paint Opacity:** Adjust the opacity of the painting operation to achieve subtle or bold visual effects.
- **Non-Destructive Vertex Color Modification:** The plugin ensures that mesh vertex color is not permanently altered, making it suitable for runtime adjustments without affecting exportable data.
- **Save Game Compatibility:** Save and retrieve vertex color information within a save game for persistent and customizable experiences.

Explore the full spectrum of functions and features by referring to the documentation. This Function Library empowers developers to bring dynamic and visually stunning effects to their meshes, opening up a world of creative possibilities for runtime vertex color manipulation.



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