

Blender Market – Procedural Dynamic Paint v1.1

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Blender Market – Procedural Dynamic Paint v1.1: Introducing a cutting-edge procedural dynamic paint tool built on Geometry Nodes that offers unparalleled control over Brush and Canvas paint parameters. Dive into creativity with three distinctive flow modes: Paint Flow, UV Flow, and Mesh Flow.

How to use masks to produce shadows?

You can create shadows using "Blender Market - Procedural Dynamic Paint".

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Blender Market – Procedural Dynamic Paint

The product is in the **category from Blender Market**, for more information about this post you can click on the home page link in the sidebar.

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Painting becomes a seamless experience as you apply strokes on any object (canvas) using diverse brushes such as Objects, Meshes, or Curves. The dynamic paint features a spectrum of possibilities, from still to dynamic, with effects like drip, damp, spread, dissolve, dry, and wet paint thickness.

Customization is at your fingertips as you define Brush Color based on Images or Color Maps. Take charge of the paint dynamics by setting custom force directions tailored to your artistic vision.

This tool goes beyond mere painting—it generates three masks (Wet Mask, Dry Mask, and Color) to enhance shading. Transfer paint effortlessly between objects in contact, unlocking new dimensions of creativity.

What sets this apart is the integration with animation—object animations dynamically influence the behavior of the paint, adding an extra layer of realism to your creations.

And that's not all—Blender 3.6x introduces a baking feature for the Simulation Nodes of the Geometry Nodes. Select the object with simulation nodes, navigate to the Physics Tab, find Simulation Nodes at the bottom, and hit Bake. Watch as the tool bakes and stores the cache next to your project file, ensuring a smooth and efficient workflow.

This node setup, crafted with simulation nodes of the geometry nodes, is tailored for Blender 3.6x, promising a revolutionary painting and simulation experience for your 3D projects.

Brush Group Node

- **Object / Geometry:** Choose an object or Geometry as the brush.
- **Object:** Input an object (curve or mesh) as the brush.
- **Geometry:** Geometry as the brush.
- **Mode:** 0 (Object); 1 (Face Proximity), 2 (Curve): Object: It creates brush selection based on the location of the object; Face Proximity: It creates brush selection based on the distance from the faces of the object/geometry; Curve: It creates brush selection based on the distance from the curve.
- **Mesh Surface Proximity:** Brush selection based on the surface of the object/geometry.
- **Mesh Volume Proximity:** Brush selection based on the volume of the object/geometry.
- **Length Step (Curve):** Step length to sample the curve.
- **Brush Radius:** Radius of the Brush i.e. the distance from the object/geometry based on the mode.



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Dynamic Paint Group Node

- 1. Simulation Time
- 2. Paint / UV-Mesh Flow
- 3. Brush Setting
- 4. Force Setting
- 5. Normal Drag Force
- 6. Paint Setting
- 7. Paint Masks

What is Procedural Dynamic Paint?

Procedural dynamic paint typically refers to a technique used in computer graphics and 3D animation to simulate the realistic interaction of surfaces with dynamic elements, such as fluids, particles, or other moving objects. This can be achieved through procedural methods, meaning that the properties of the paint or surface are determined algorithmically rather than being explicitly painted or animated.

In the context of Blender, a popular 3D modeling and animation software, there is a feature called "Dynamic Paint" that allows you to simulate the interaction between objects and paint dynamically based on various factors. This can include attributes like surface proximity, speed, or collision.



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