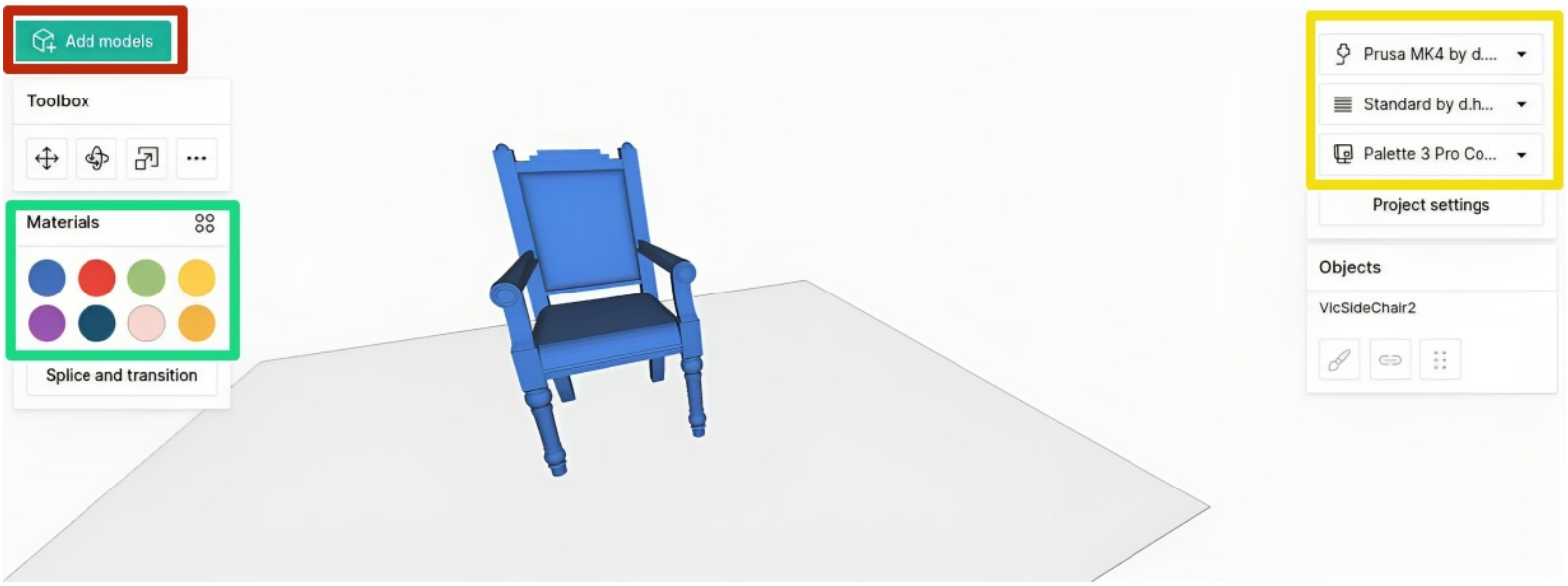
Painting in Canvas

Covering the basics of using the various painting tools in Canvas to colour your models

Written By: Guy Elston



INTRODUCTION

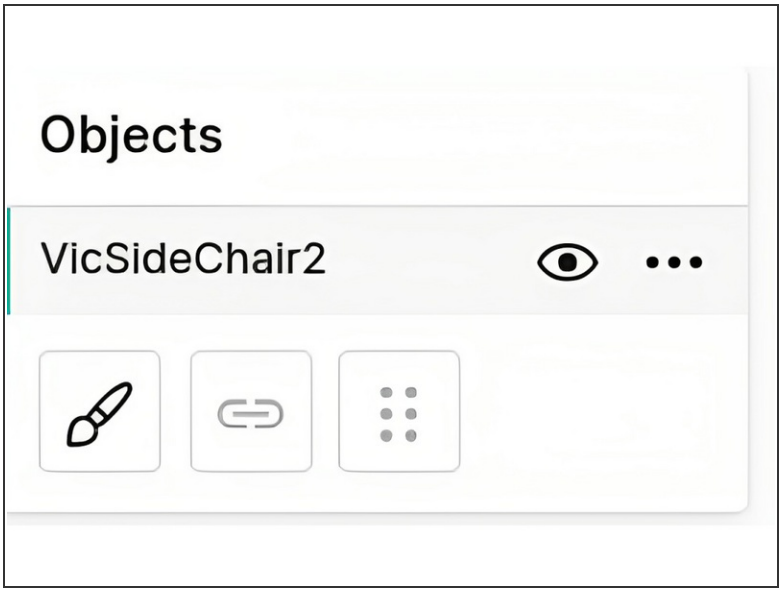
This is a guide to the basics of painting in Canvas. For more information on related topics, see our homepage for Canvas resources.

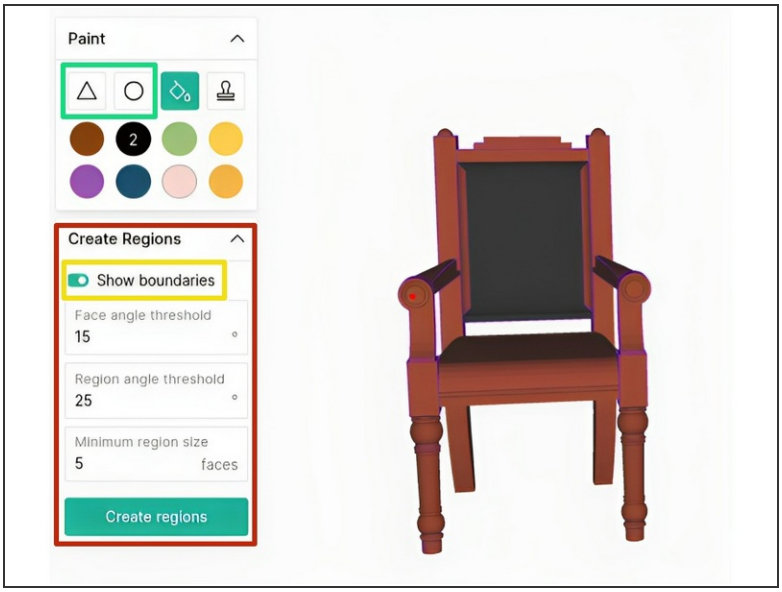
Step 1 — Setting Up



- Upload your model using the single material or multi-material options. Make sure that the model is watertight and properly repaired before uploading
- Make sure you have the correct Element or Palette model selected in the top right
- Set up your chosen colours in the Material toolbox

Step 2 — Create Regions





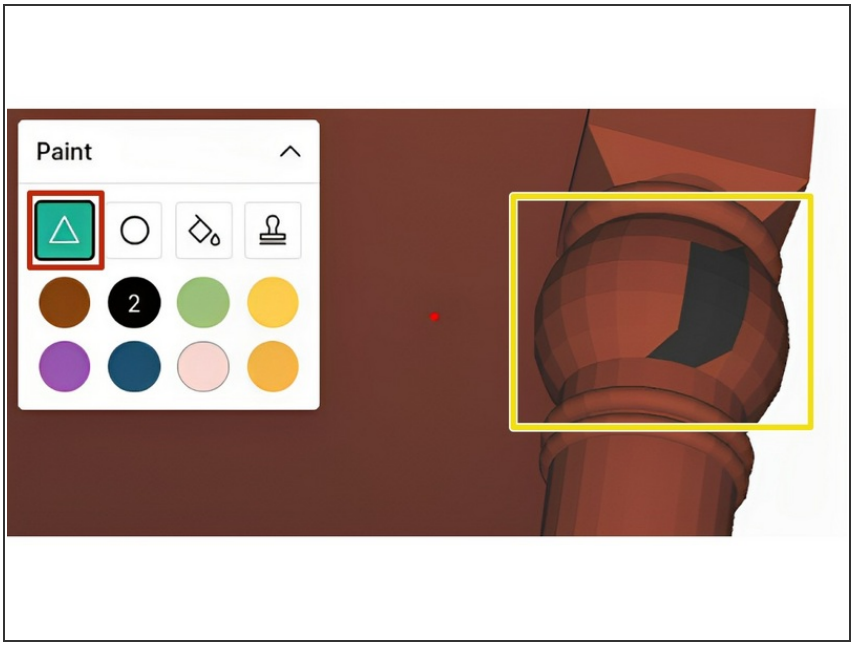
- To paint, select the model in the objects toolbox and click on the paintbrush icon
- You can use the Create Regions tool to fill in distinct areas of the model. This can be found under the Fill icon
- Toggle 'Show boundaries' on or off to keep or remove hard boundaries to the regions
- Use the Sphere and Facet tools to touch up regions, if needed

Step 3 — Sphere Tool



- Use the Sphere tool to paint freehand on the model. The size of the brush can be adjusted using the slider
- You can also create areas of your model using the Sphere tool, and then fill them in with the Fill tool

Step 4 — Facet Tool



- Use the Facet tool to paint single facets (or triangles) that make up the surface of the model
- Higher resolution models are made up of more facets, allowing for finer details when painting

© 2024

Step 5 — Other Tips



- Make sure to check and paint the bottom surfaces of your model
- You can hold 'alt' or 'option' and drag to orbit the model when painting