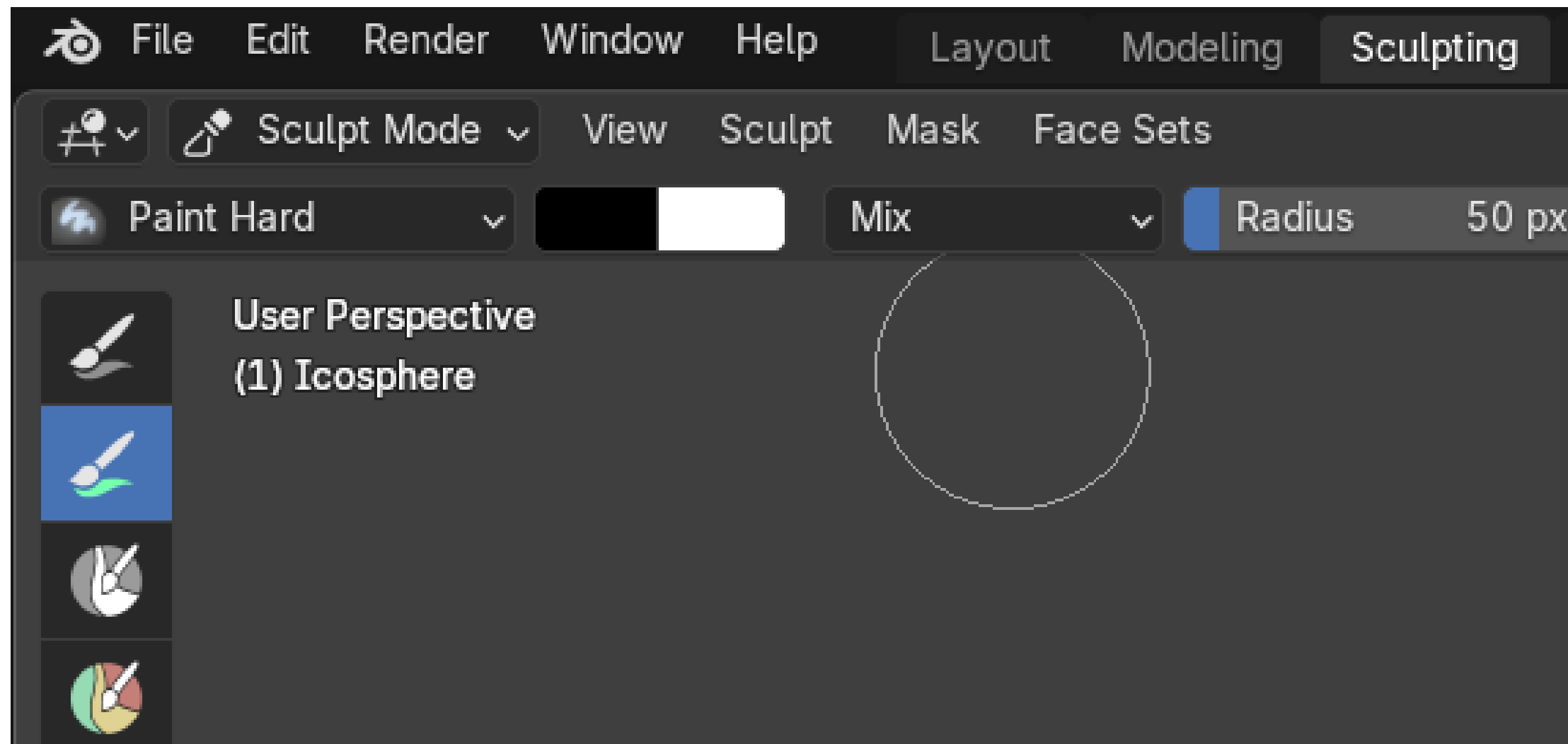
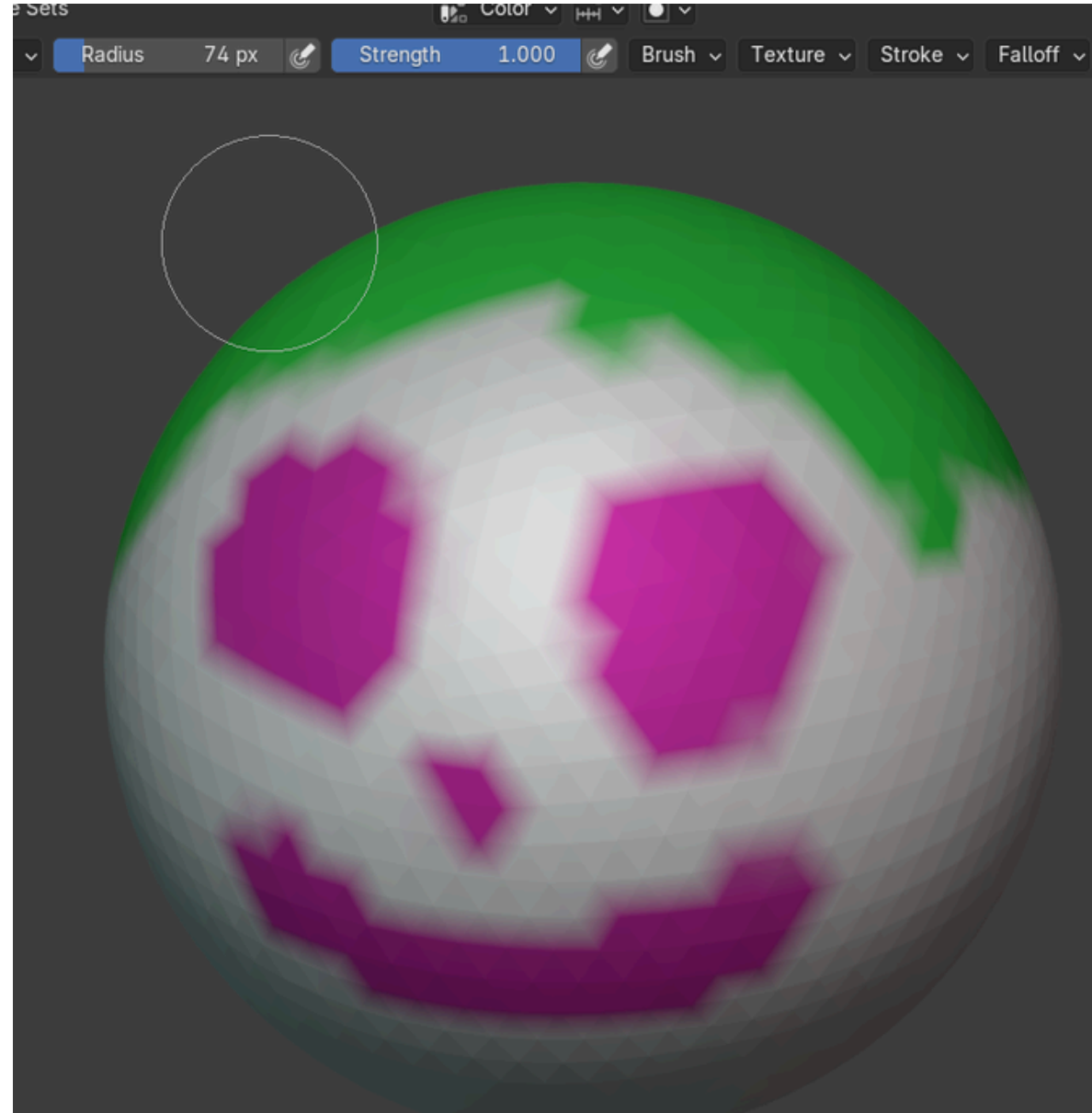
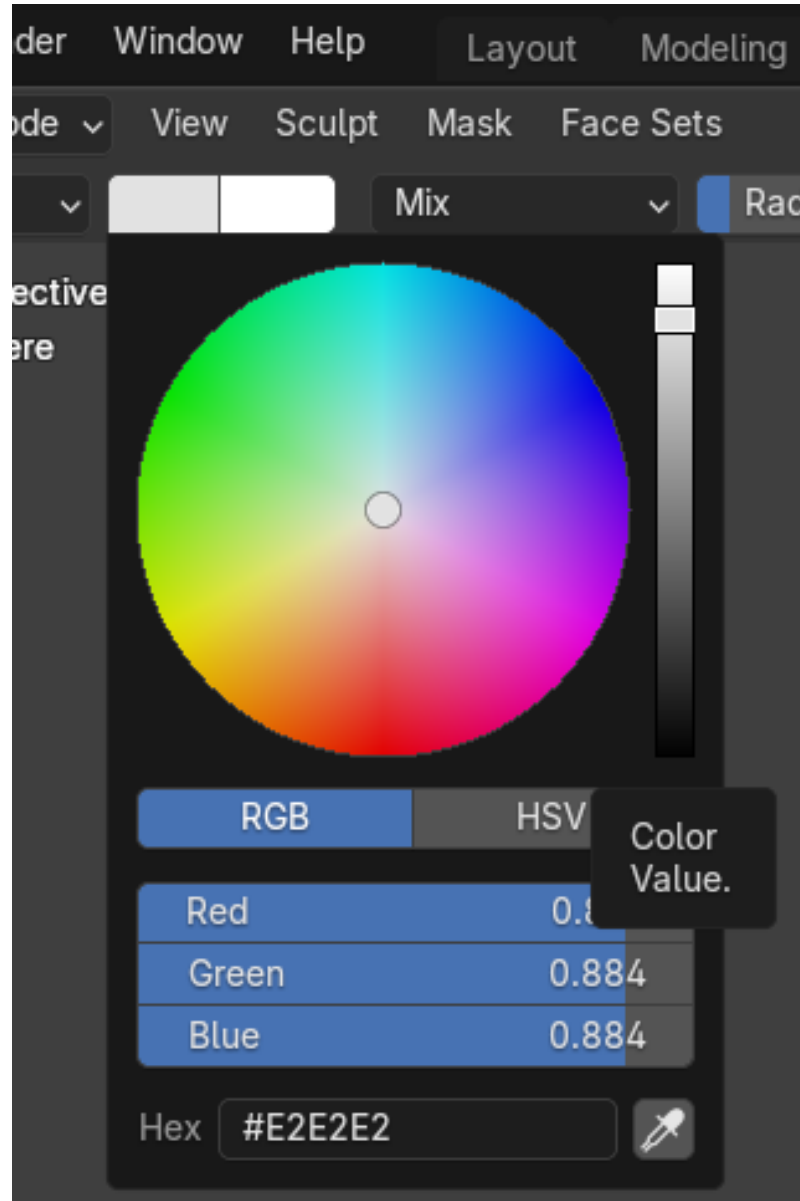


Use Paintbrush to paint in Blender



In Sculpting mode you can choose the Paintbrush. It is the brush with the green mark underneath

Use Paintbrush to paint in Blender



Double click the color picker and choose RGB and move the slider up to access the colors.

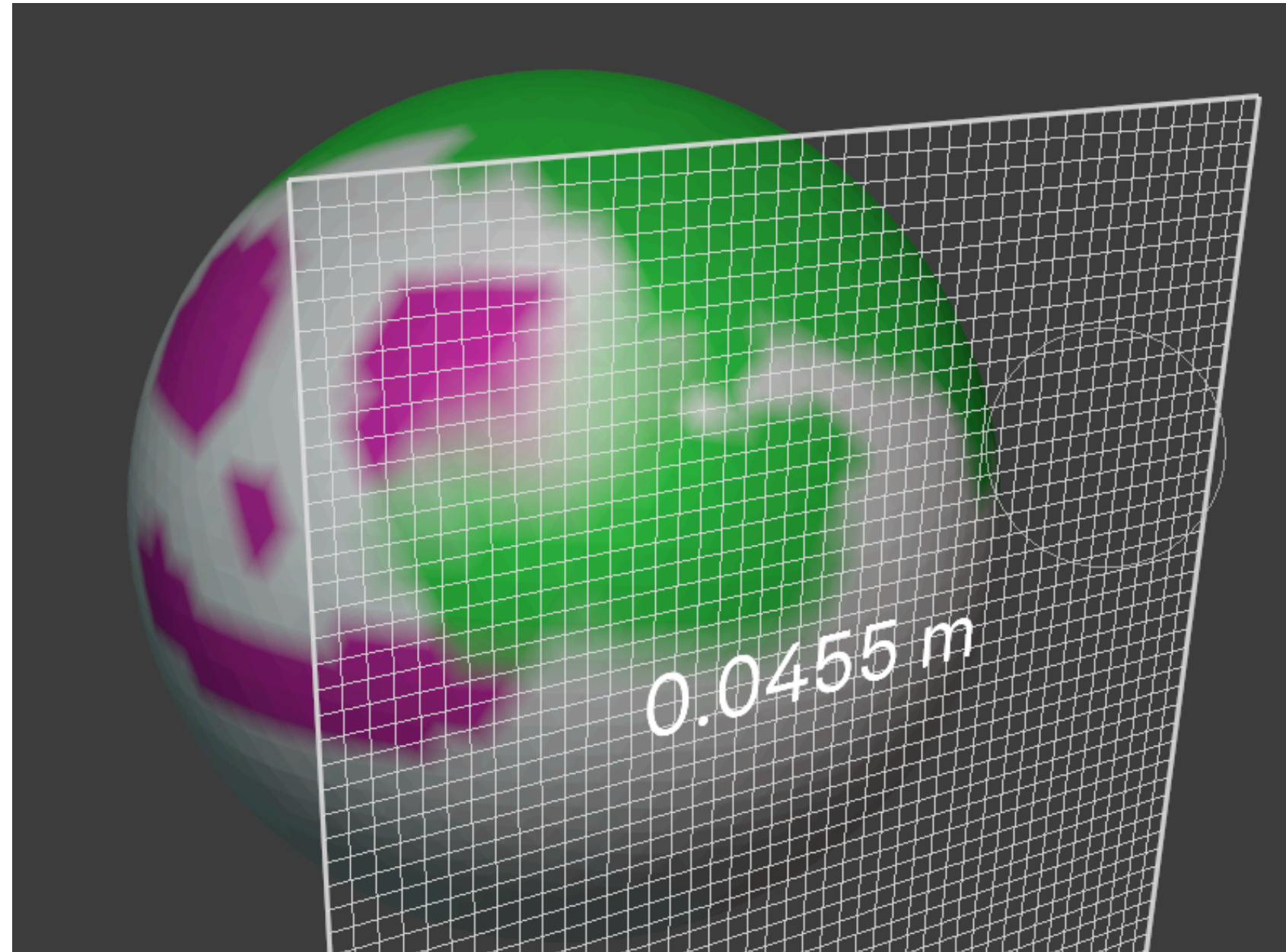
The Radius controls the size, you can use the [] on your keyboard to change the size as well.

Use Paintbrush to paint in Blender



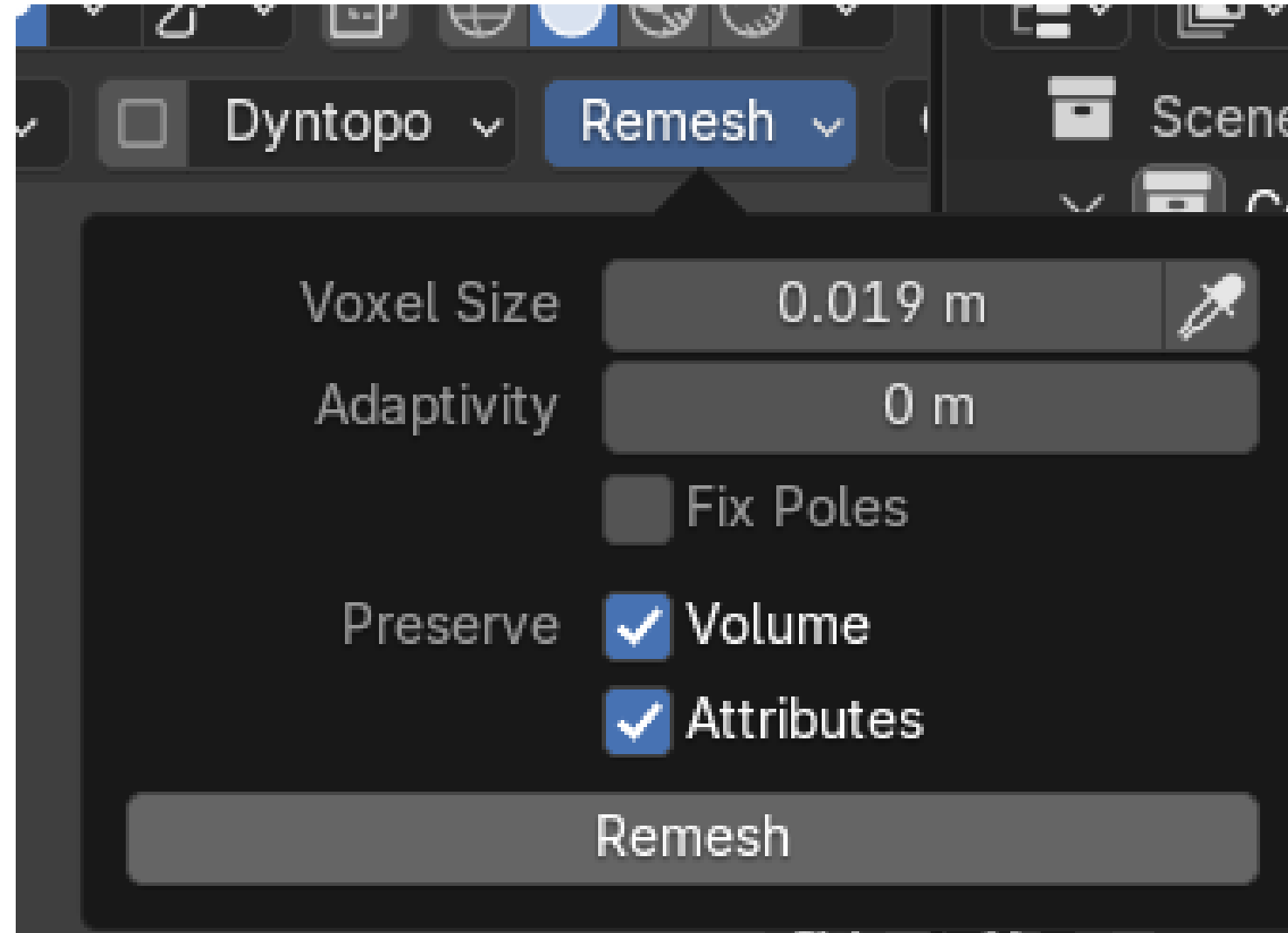
**The paint tools will change the way the brush works.
Experiment!**

Use Paintbrush to paint in Blender



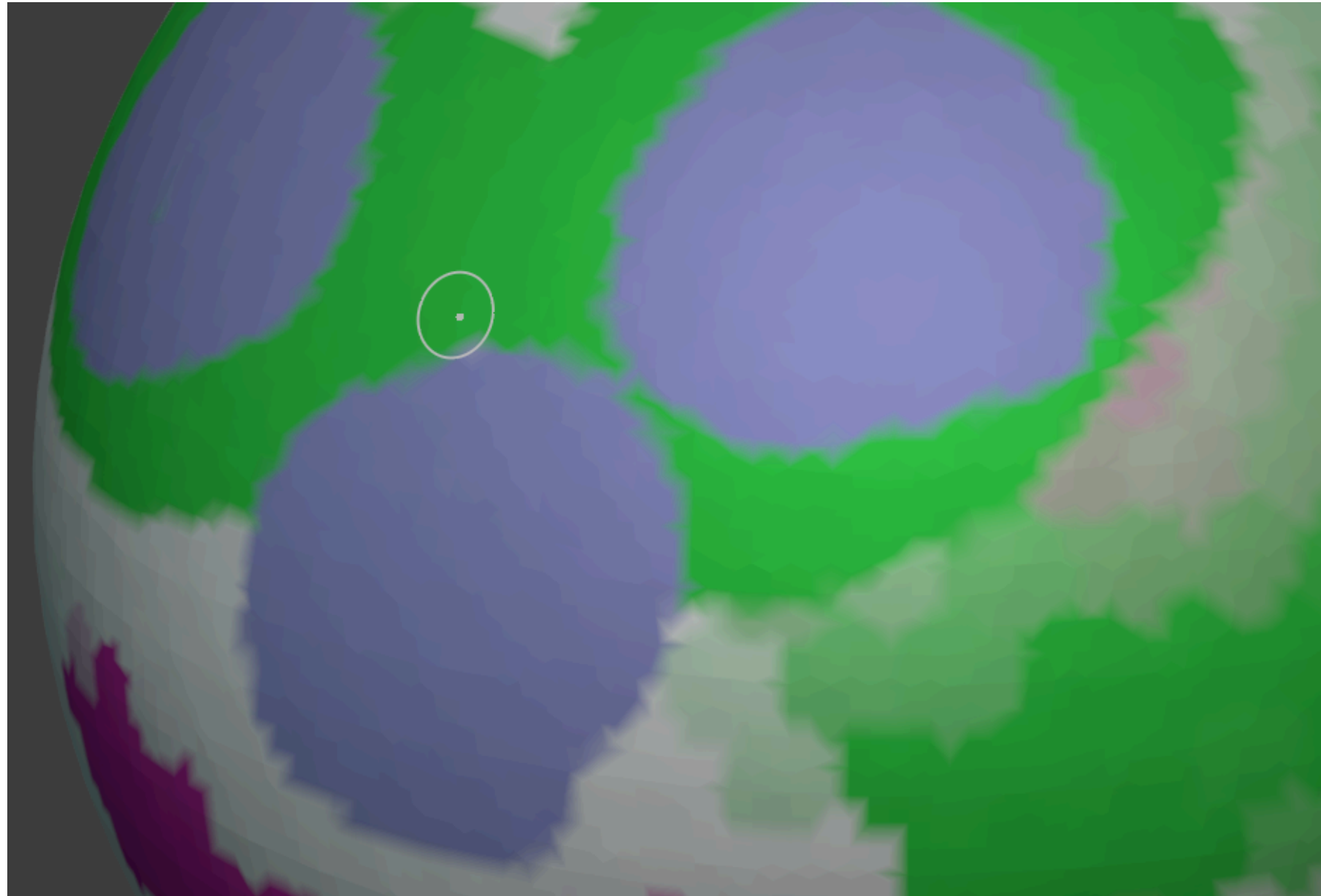
If you need more geometry in your shape for more smooth detail you can REMESH your model. Press R. Now drag your mouse Left or Right to see the grid grow, you will want smaller mesh to add more detail.

Use Paintbrush to paint in Blender



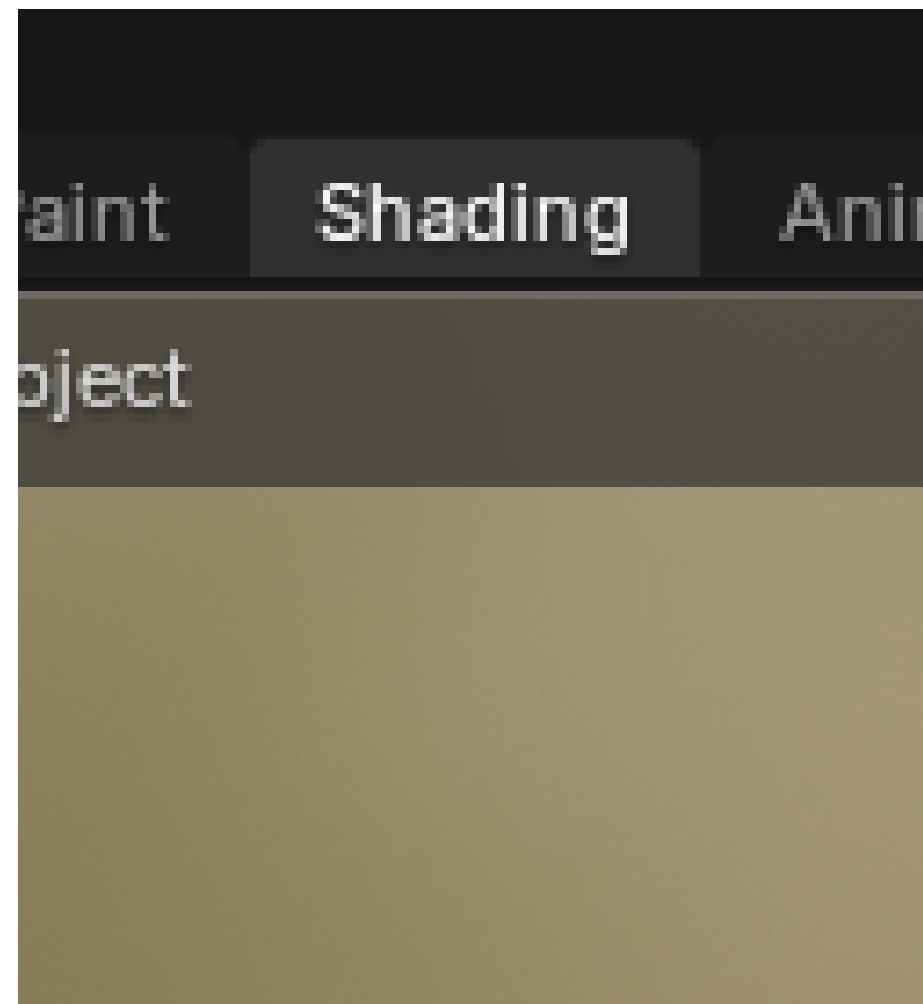
Now you can click on the REMESH button and choose the REMESH button at the bottom of this window.

Use Paintbrush to paint in Blender

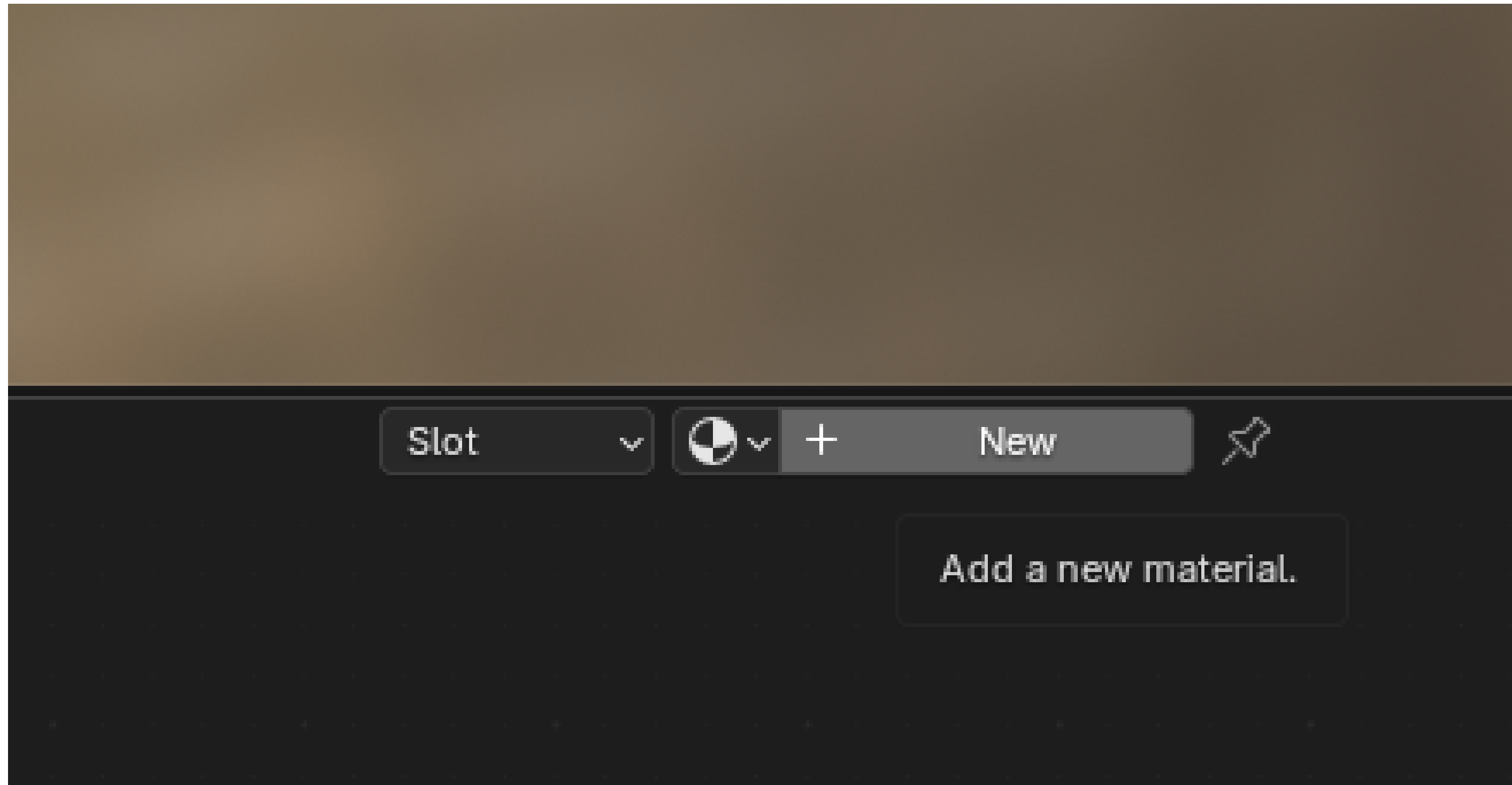


This will give you much more detail (or less if you want).

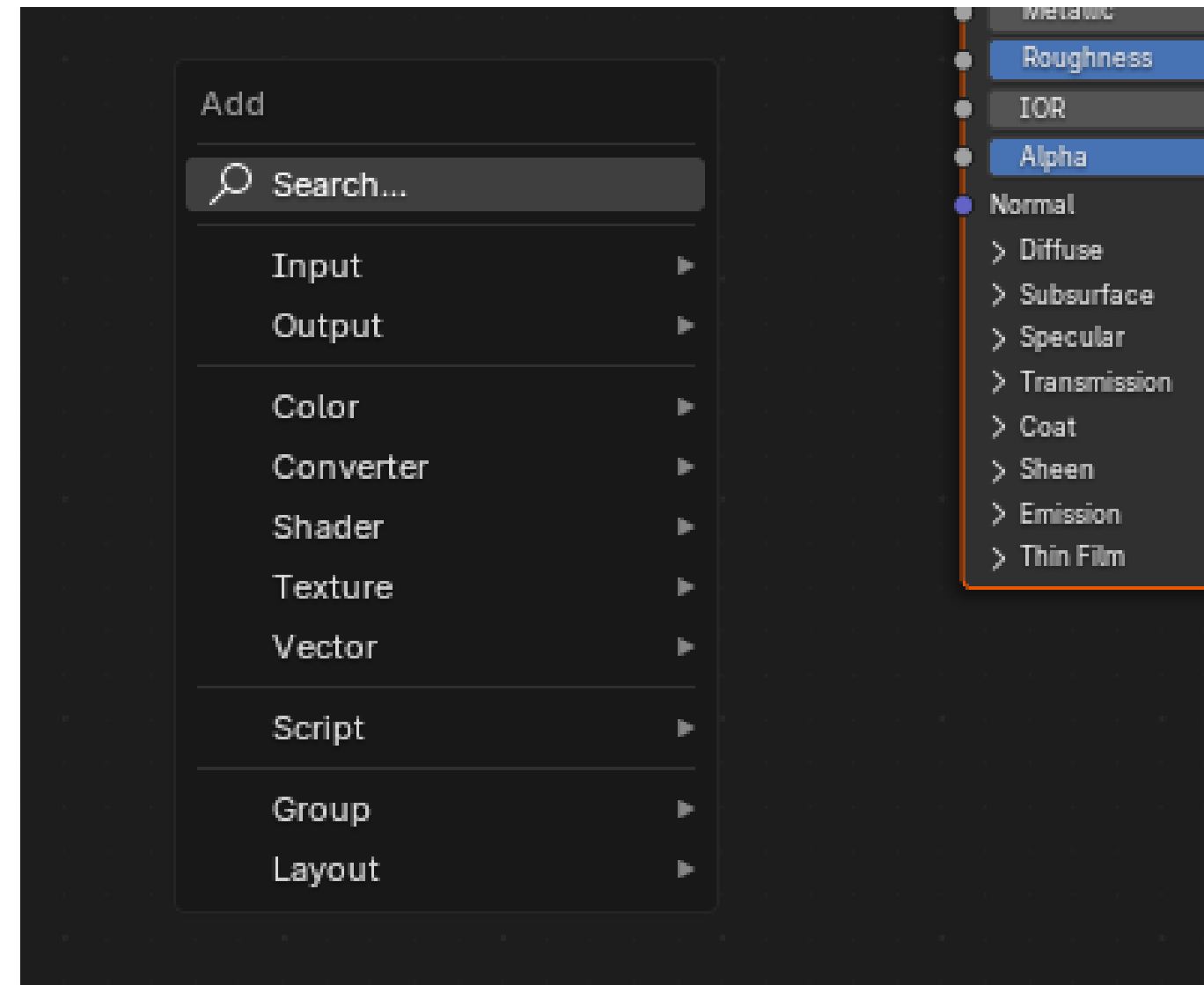
**The color you painted will not appear in your Render.
You have to assign the color first.
Click on the shading tab.**

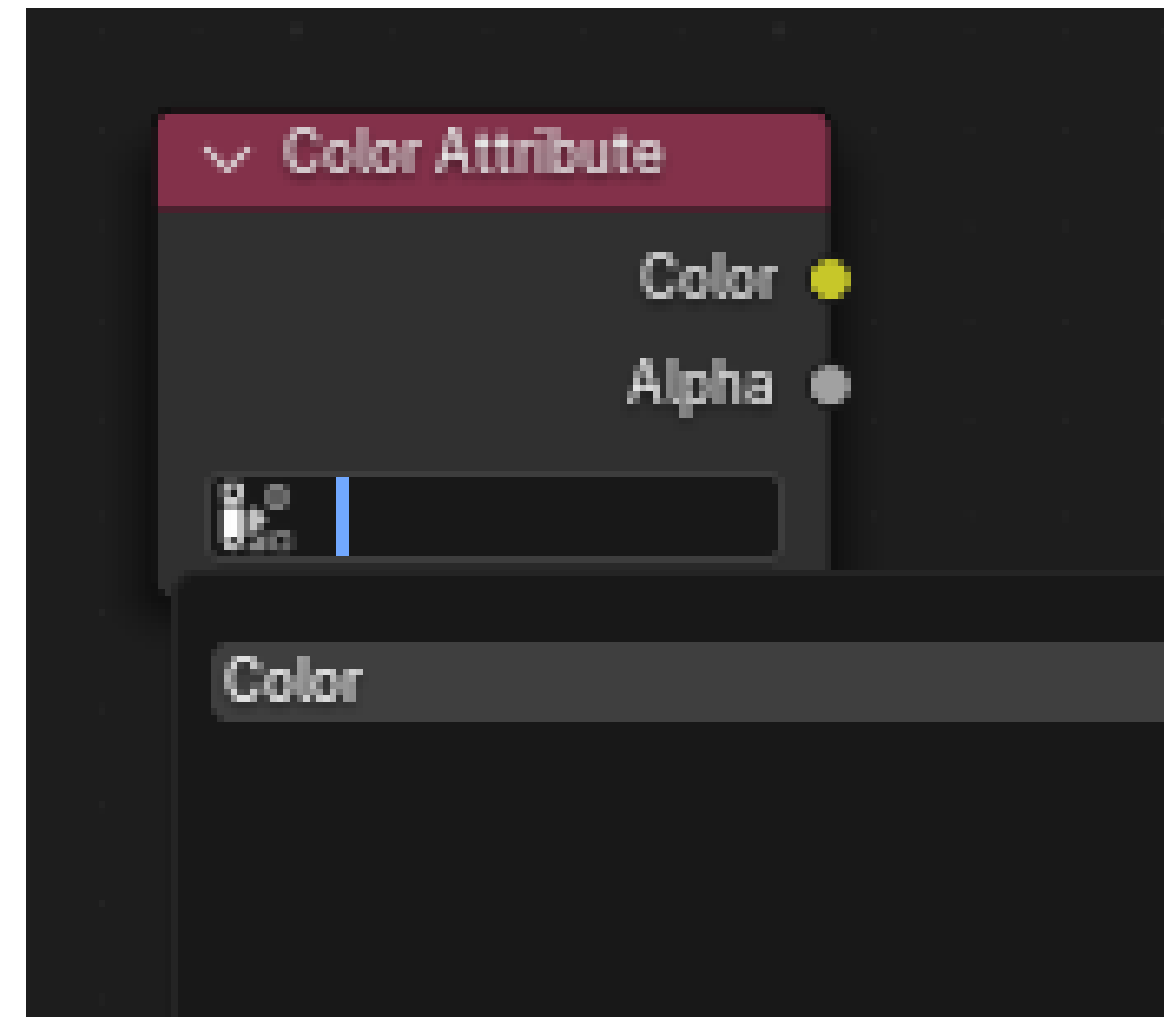
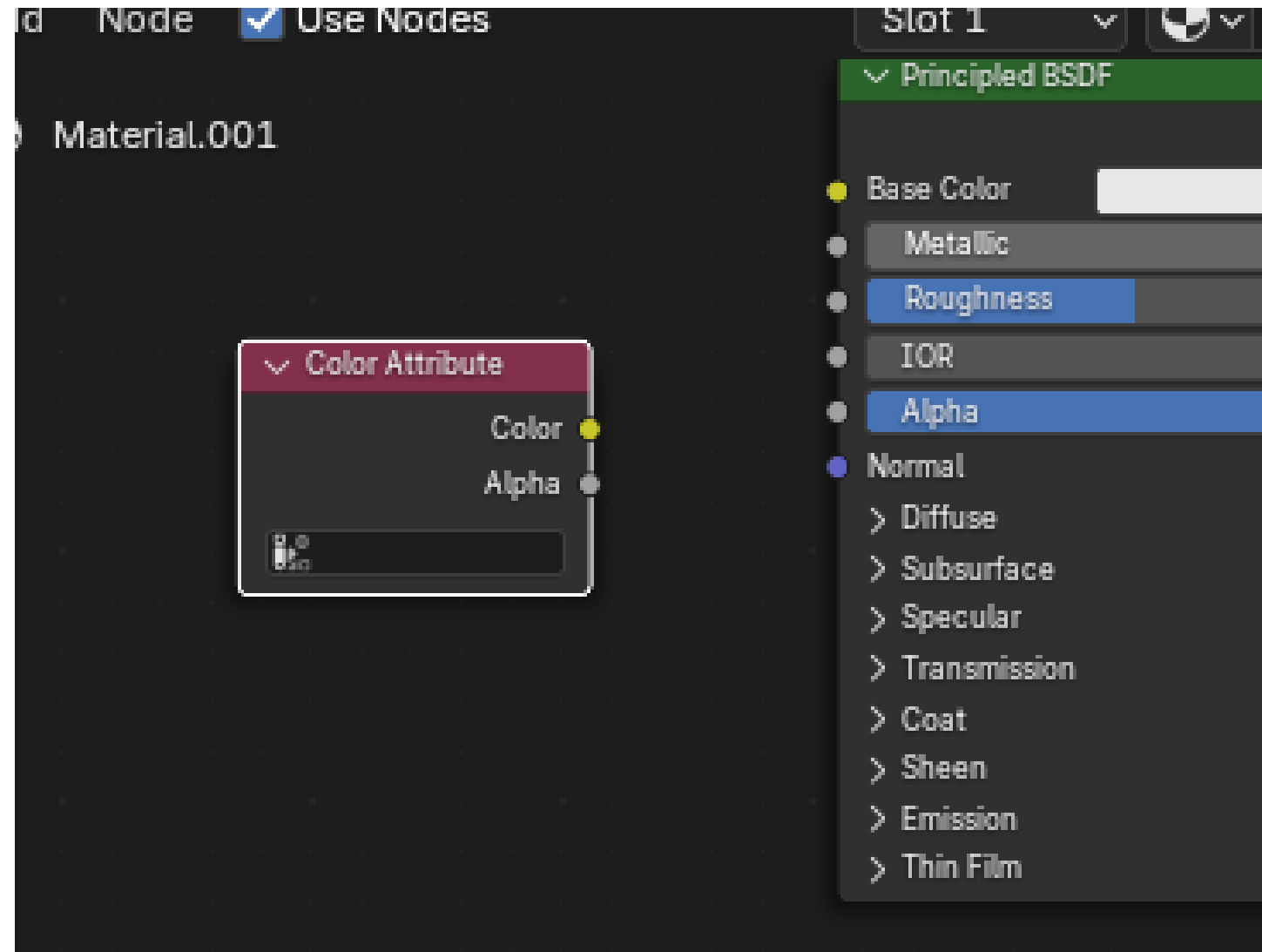


Click on the NEW button

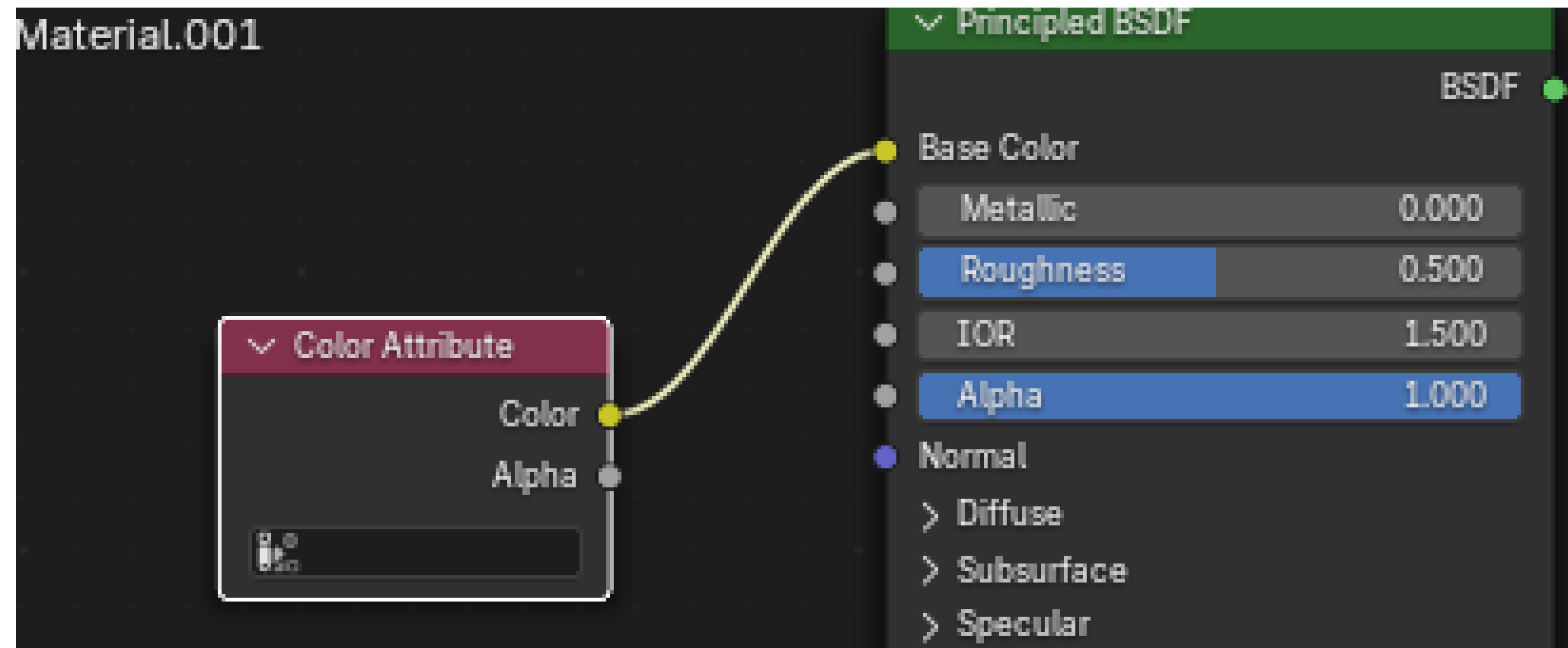


**In the empty space next to the
NODE, press SHIFT + A
search for COLOR ATTRIBUTE**





**click on the empty menu at the bottom of Color
Attribute and find COLOR
this is where the colors you painted with have
been stored**

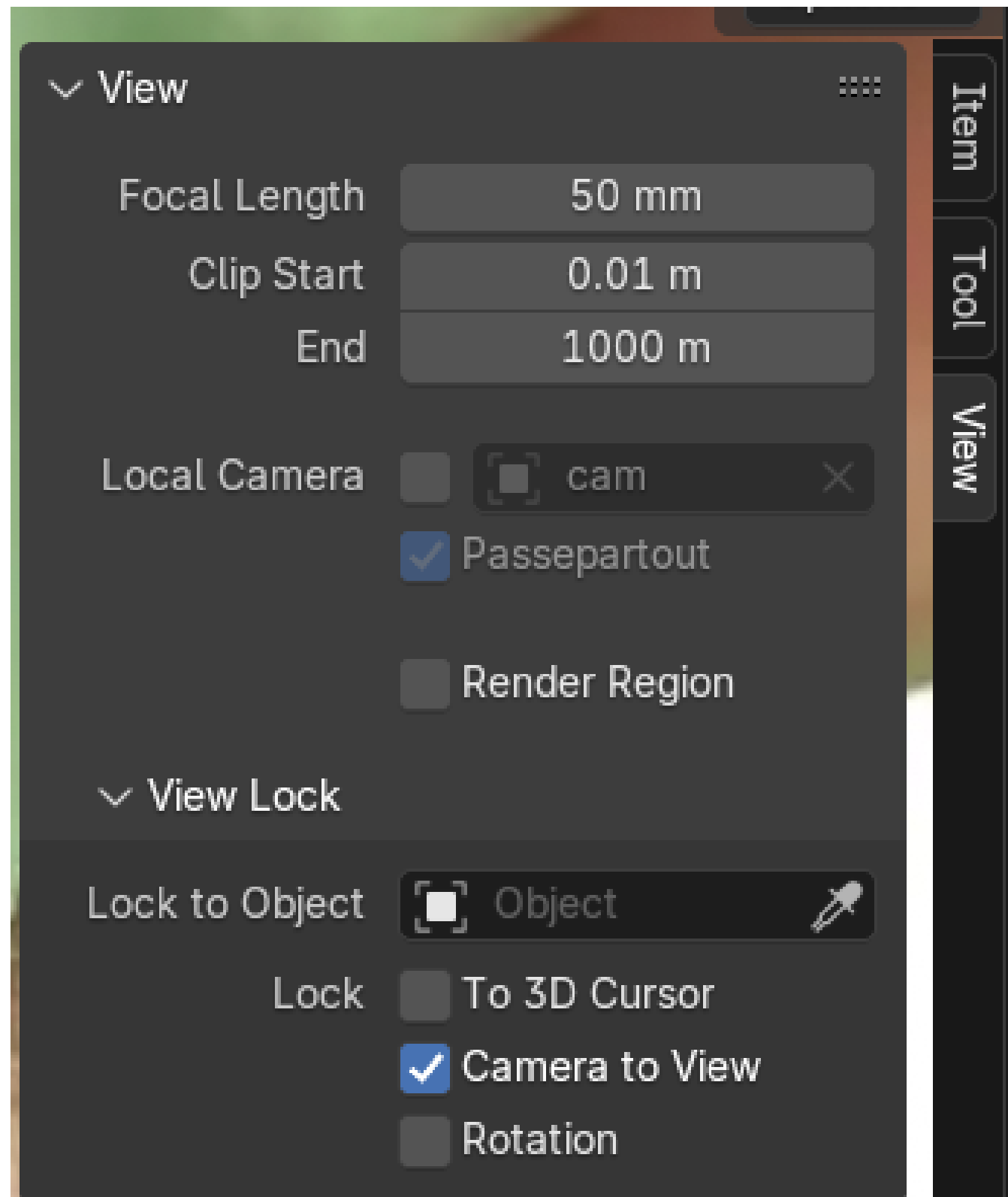


**Attach the COLOR node to BASE
COLOR**



**you should now see your painted
colors in the preview**

Lock the Camera to your view



**Use View > Lock > Camera to
View to make the view**



**Press 0 (zero)
on your
keyboard to see
the camera
view**