

Coloring Book - Paint in 2D

Documentation

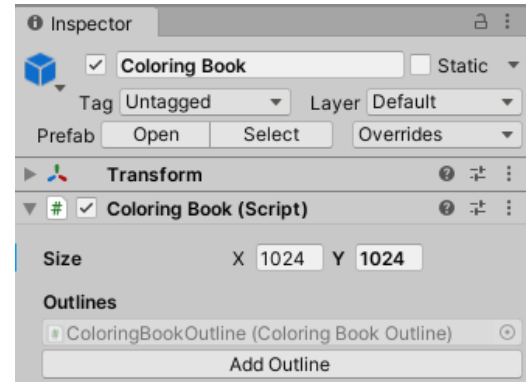
Paint Size / Aspect

In each demo scene is the “**Coloring Book**” GameObject, which has the **Size** setting. You can adjust this to change how many pixels are in your paint canvas.

Paint Outlines

In each demo scene is the “**Coloring Book**” GameObject, which has the **Add Outline** button. If you click this, it will add a child GameObject with the SpriteRenderer + ColorBookOutline component. These will automatically mask out the paint to keep it within the lines.

You can have as many of these outlines as you like, and you can move + scale them as you wish.

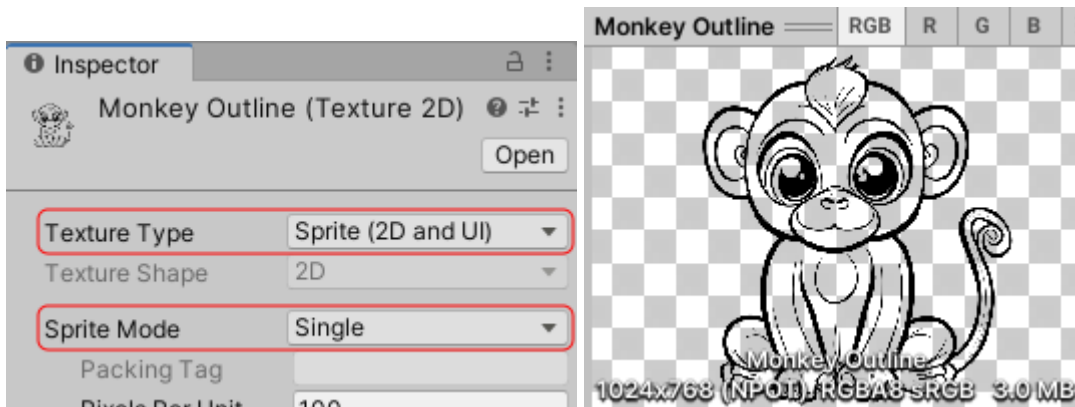


Custom Outlines

All the example outlines that come with this asset can be found in the “**Plugins/CW/ColoringBook/Textures/Outlines**” folder.

To make your own:

1. Add your transparent outline texture to your project.
2. Change the **Texture Type** setting to **Sprite (2D and UI)**.
3. Change the **Sprite Mode** to **Single**.

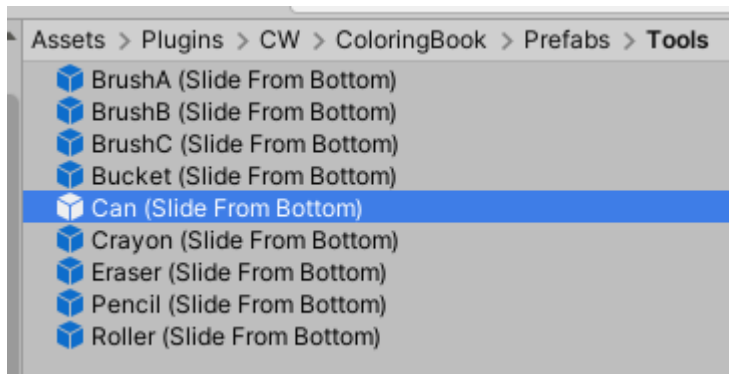


NOTE: Your outline texture should be black with a transparent background. If done correctly, it should look something like this.

Painting Tools

The Coloring Book asset comes with a selection of painting tools in the “**Plugins/CW/ColoringBook/Prefabs/Tools**” folder, which can be added to your UI. For example, the “**Can (Slide From Bottom)**” prefab allows you to paint in the style of a spray can. This prefab uses the **SlidingToolButton** component, which allows you to select it with a click/tap. If you have multiple tools in your UI, then the currently selected tool will slide out, and the inactive tools will recede. You can change the tool’s **Transform.Rotation.Z** setting to make it slide in/out of a different side.

If you open the painting tool prefab, you can see it has a child GameObject called “**Tool**”, which contains the **P3dPaintTexture** responsible for the actual painting. You can adjust this component’s settings to change how it paints in the scene. For example, you can adjust the **Shape** texture to change the texture shape it paints, or you can adjust the **Radius** setting to change the paint size.



Color Buttons

The Coloring Book asset comes with a selection of color picking prefabs in the “**Plugins/CW/ColoringBook/Prefabs**” folder. For example, the “**ColorButtonA**” prefab can be added to your UI, and you can choose which color it should be. If you click/tap on this button, then all painting tools with the **ToolButton** component’s **UseColorButtonColor** setting enabled will have their color changed to this.



Color Palettes

The Coloring Book asset comes with color palette prefabs, like the “**PaletteA**” prefab, which is an artist’s painting palette with a selection of color buttons. This prefab can be added to your UI, and you can change the color of each child button prefab. This is shown in the “**ColoringBook2**” demo scene.

NOTE: You should enable the **SelectByDefault** setting on one of the palette colors.

Undo / Redo Buttons

The Coloring Book asset comes with the “**UndoButton**” and “**RedoButton**” prefabs, which can be added to your UI to add undo/redo support.

Tool Builder

Instead of using color buttons, you can also make multiple copies of the same painting tool, each with different colors. This can be done by adding the **ToolButtonBuilder** component to your UI, along with a **LayoutGroup** component. This is shown in the “**ColoringBook3**” demo scene.



Color Builder

Similar to the Tool Builder, you can use the **ColorButtonBuilder** component to spawn a selection of color buttons that can be placed in the UI with a **LayoutGroup** component. This is shown in the “**ColoringBook1**” demo scene.

