Using the Blend Colors With Materials Tool
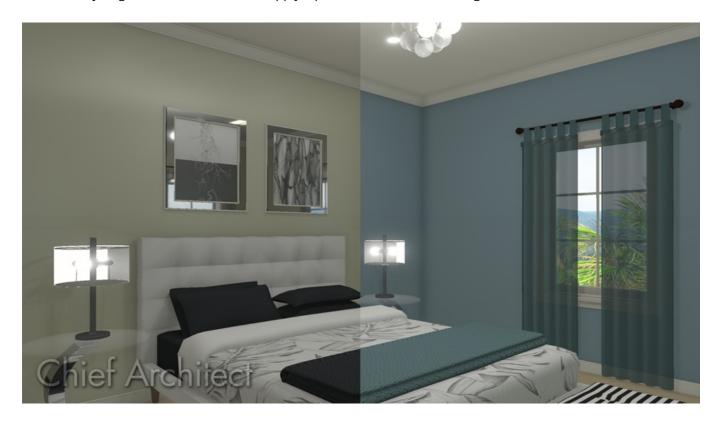
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The information in this article applies to:

PRO   ARCH   SUITE

QUESTION

When I use the Material Painter to apply a paint color, the object becomes a single, solid color that no longer looks like my original material. How can I apply a paint color over the existing material?
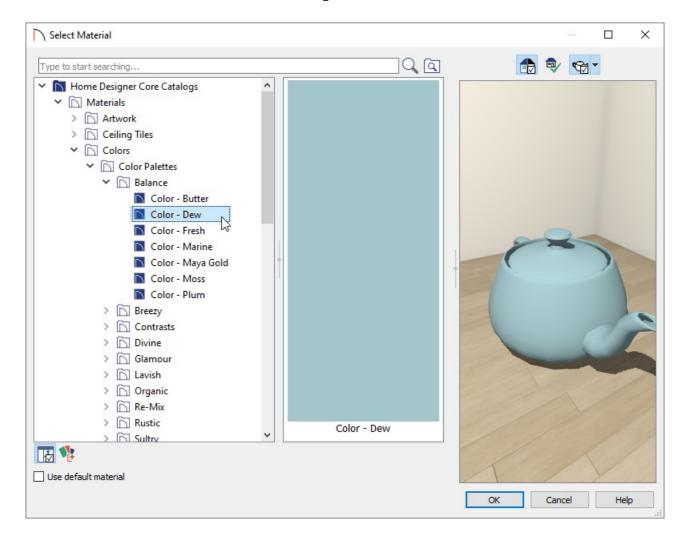

ANSWER

In addition to the Material Painter Modes, the Blend Colors With Materials option allows you to apply a solid color to a surface displaying a texture and blend the two, as shown in the image above.

To blend colors with materials

1. Create a **Camera** 📷 view of your your plan.

2. Select **3D> Material Painter> Material Painter** 🎨 from the menu.

3. Select a solid color from the **Select Material** dialog, then click **OK**.

4. Select your desired material painter mode from the Edit toolbar.

> **Note:** Please see the "Using the Material Painter Modes" resource in the Related Articles section below to learn more about the various modes associated with the Material Painter tool.

5. Click the **Blend Colors With Materials** 🖌 edit button to toggle this feature on.

   You can also access this option by navigating to **3D> Material Painter> Blend Colors With Materials** 🖌 from the menu.

6. Click on an object in the camera view to blend the chosen color with the applied material.

Related Articles

■ Using the Material Painter Modes (/support/article/KB-00851/using-the-material-painter-modes.html)