

Blending Colors with Materials

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The information in this article applies to:



QUESTION



I want to be able to apply a solid color to a surface displaying a pattern, or texture, and blend the two. How do I do that?



ANSWER

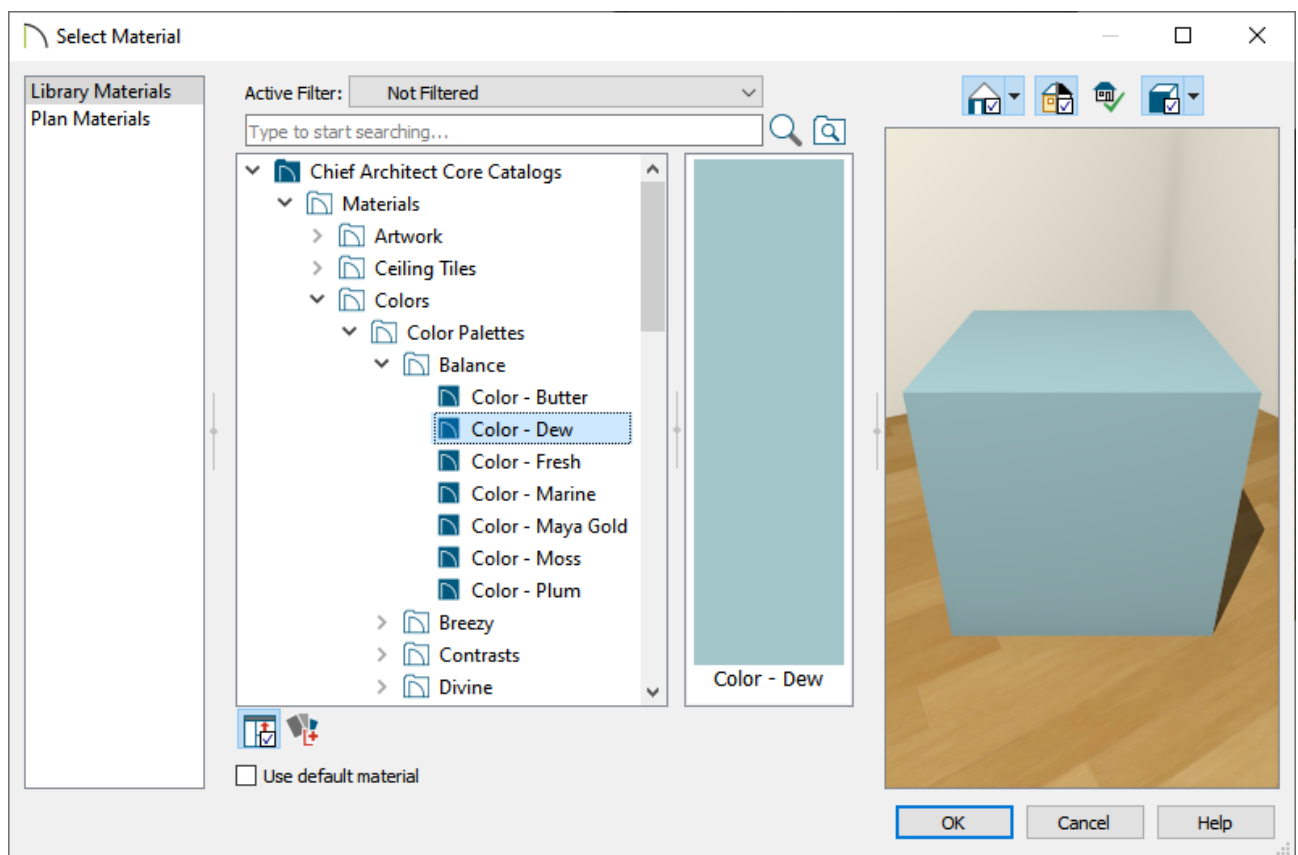
Instead of using the Material Painter to replace a material with a new one, we can use it with the Blend Colors With Materials tool to blend a color with a textured material.

To blend colors with materials

1. Create a **Camera**  view looking at the material that you'd like to blend with a color.
2. From the menu, select **3D> Material Painter> Material Painter** .
3. In the **Select Material** dialog that displays, search for and locate an appropriate color material, then click **OK**.

In this example, Color - Dew is used.

Note: The material chosen must be a solid color to use the Blend Colors with Materials tool.



4. Select a **Material Painter Mode** from the Edit toolbar, which displays at the bottom of the program window when the Material Painter is enabled.


You can also navigate to **3D> Material Painter** from the menu to choose a mode.





For more information on the various modes, please access the "Using the Different Material Painter Modes" resource in the [Related Articles](#) section below.




5. Select the **Blend Colors With Materials**  edit tool. The paint roller  icon will follow your cursor when this setting is enabled.

You can also navigate to **3D> Material Painter> Blend Colors With Materials**  from the menu.

When the Material Painter is active, but the Blend Colors With Materials tool is not, the cursor displays a spray can  icon instead.

6. Click on the object to blend the selected color with the current texture. The result is a new material, with the textured appearance of the initial material, and the color that you have selected.
7. If either the **Component**  or **Object Mode**  is active, you can continue to click on surfaces to apply the selected material. When you are finished, press the Spacebar on the keyboard.

Related Articles

-  [Changing the Direction of a Material's Pattern and Texture \(/support/article/KB-00194/changing-the-direction-of-a-material-s-pattern-and-texture.html\)](/support/article/KB-00194/changing-the-direction-of-a-material-s-pattern-and-texture.html)
-  [Changing the Transparency of a Material \(/support/article/KB-00097/changing-the-transparency-of-a-material.html\)](/support/article/KB-00097/changing-the-transparency-of-a-material.html)
-  [Creating a New Material \(/support/article/KB-00767/creating-a-new-material.html\)](/support/article/KB-00767/creating-a-new-material.html)
-  [Using the Different Material Painter Modes \(/support/article/KB-00793/using-the-different-material-painter-modes.html\)](/support/article/KB-00793/using-the-different-material-painter-modes.html)



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208-292-3400 (tel:+1-208-292-3400)

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