Multi Channel Texture Painting – UI Mockup (rev 0.3 kwk)

UV / Image Editor:

Texture Paint Area

Color Picker

Other Brush Settings

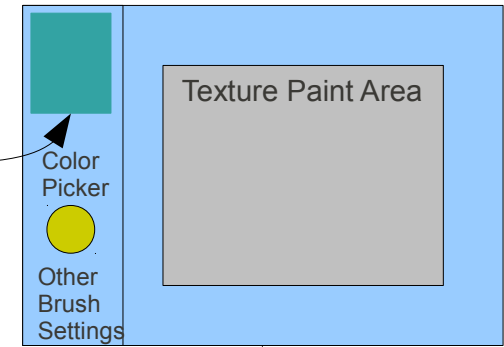Space for Multi-Channel Painting (see below)

Open questions:
- Layout too complex / too ambitious?
- How to actually paint onto multiple images?
- What about images with different sizes?
  * Restrict to one size or adjust size, or repeat?
- Where to save data „around" texture slot?
  * paint/brush/image? In python/C only?
- How to deal with channels restriction (18 ATM)?
- More ideas for masking? (posponed until painting onto multiple images works)
- What about influencing the specularity color?

Please ignore current texture selection method at the bottom for now! There maybe a way to blend multiple channels.

Hide/Show texture slot
(Same as in texture buttons?)

Enable for painting (only available to image textures.)

Opactiy Setting (for blending Images in UV/Image Editor using OpenGL) Not only for RGBA images!

Go to the texture to adjust other settings manually

Use as mask
(Available only to 8 bit textures)

Name of texture slot

Move layer up/down
(Whether this moves The actual texture slots needs some investigation)

This channel list is built from the active material's texture slots. Therefore the number of channels will be determined by the number of texture slots per material (18 ATM).

◉	☑	▣	DiffuseMap	Opacity: 0.5	▷
◉	☐	▣	DiffuseMap.001	Opacity: 1.0	▷
●	☑	☑	BumpMap	Opacity: 0.5	▷
◉	▣	☐	Procedural	Opacity: 0.5	▷
◉	☑	☐	SpecMap	Opacity: 0.5	▷

Add: | Diffuse | Bump | Specular |

Add a new image texture to active the material's next free texture slot and adjust default settings for image and texture (e.g. influence color or normal only, set depth to 8 bit for bump maps etc.)