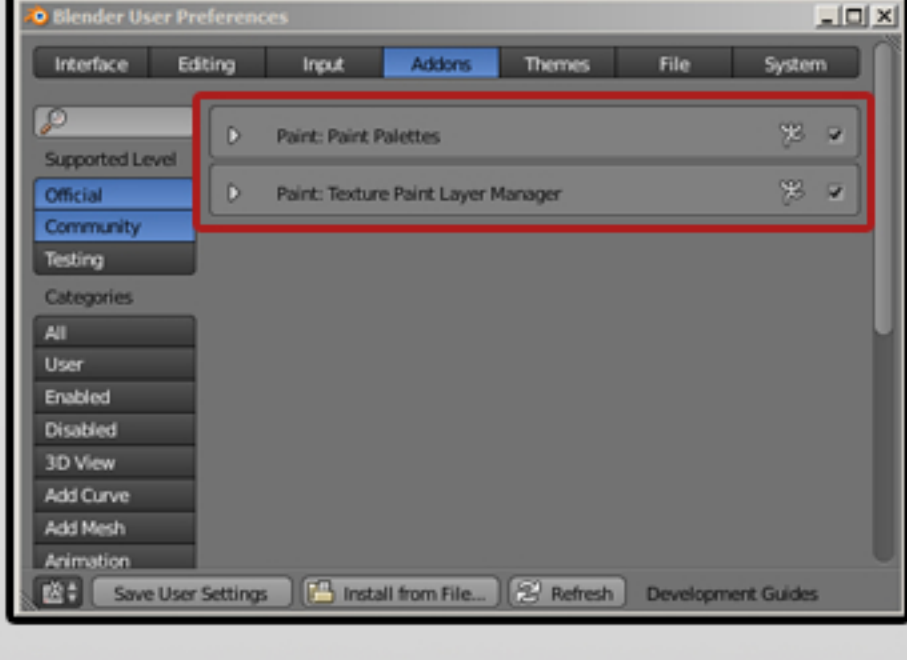
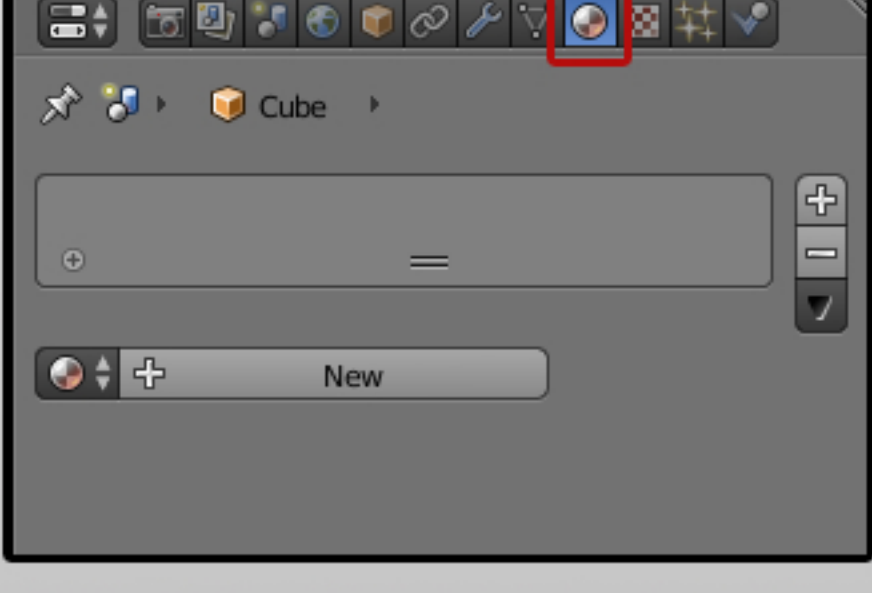


# Material Setup for Texture Painting

- Turn on the Addons:  
*Paint: Paint Palettes*  
*Paint: Texture Paint Layer Manager*



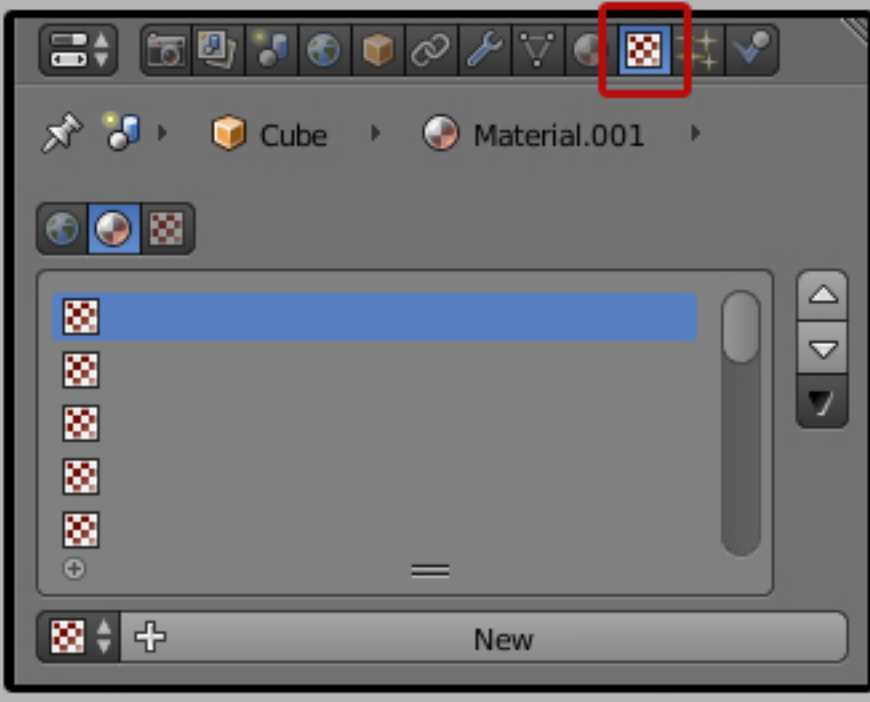
- Open Material Tab On Your Mesh  
 Click 'New' to create a new material



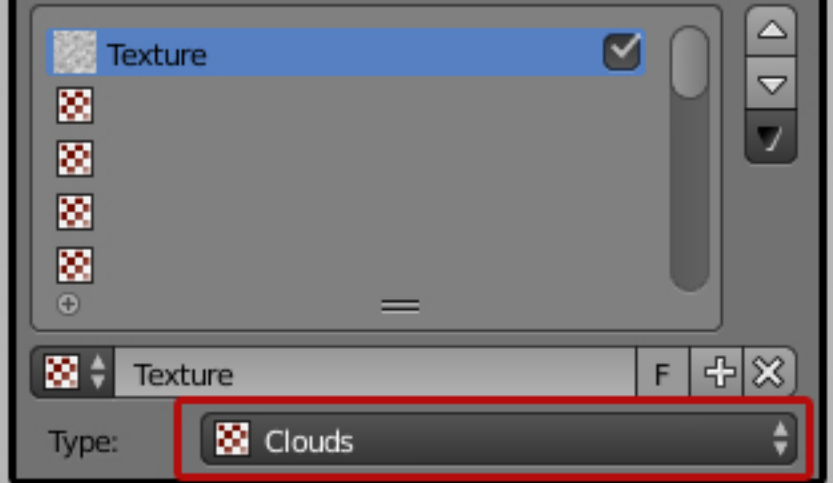
- Check 'Shadeless' box



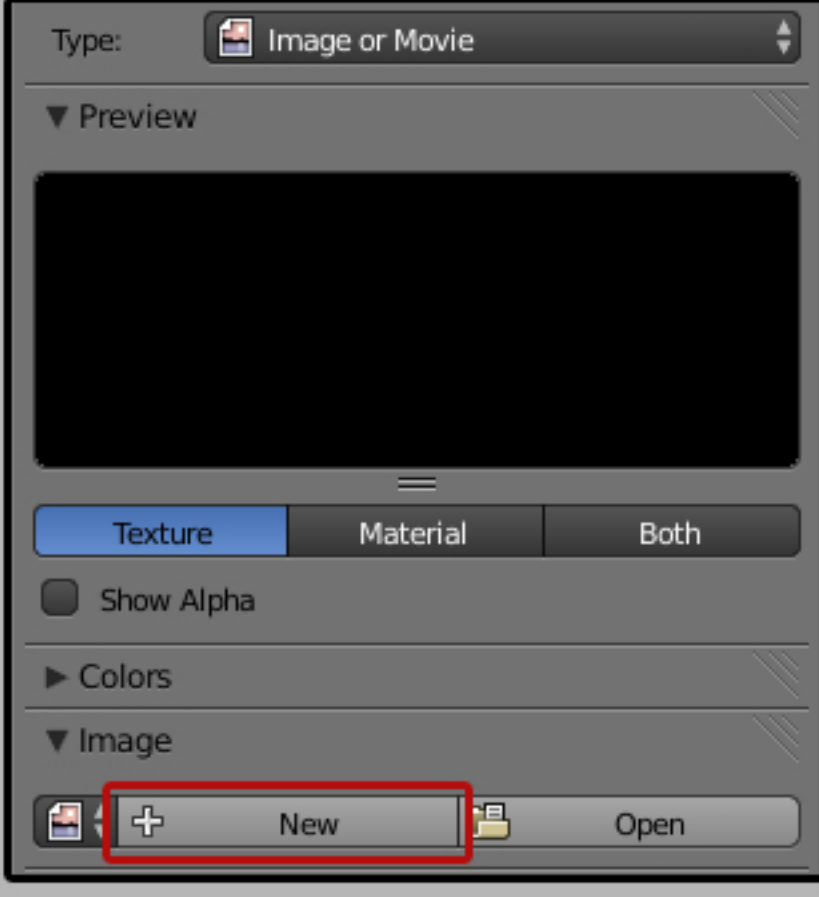
- Open Texture Tab  
 Click 'New' to create a new texture



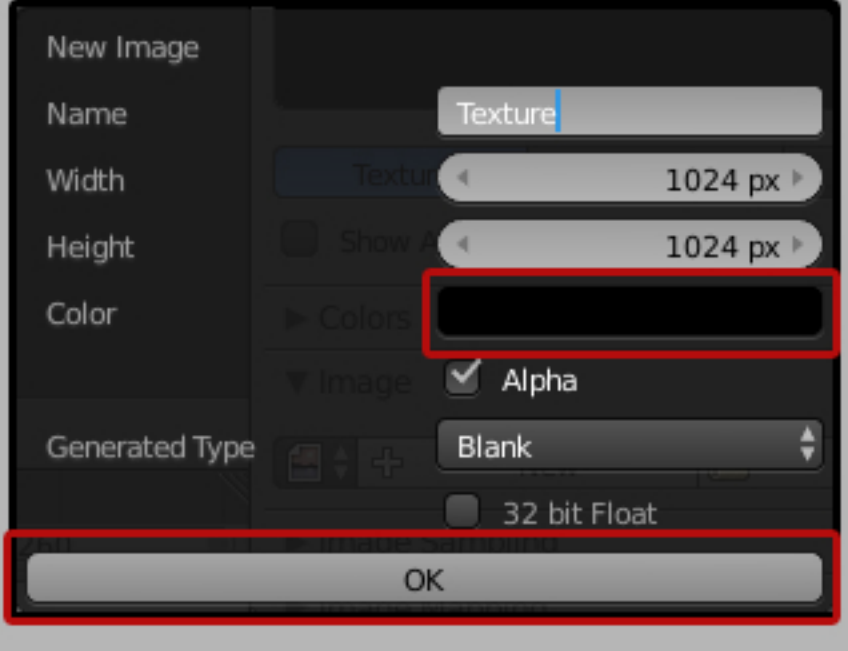
- Change 'Type: Clouds' to 'Image or Movie'



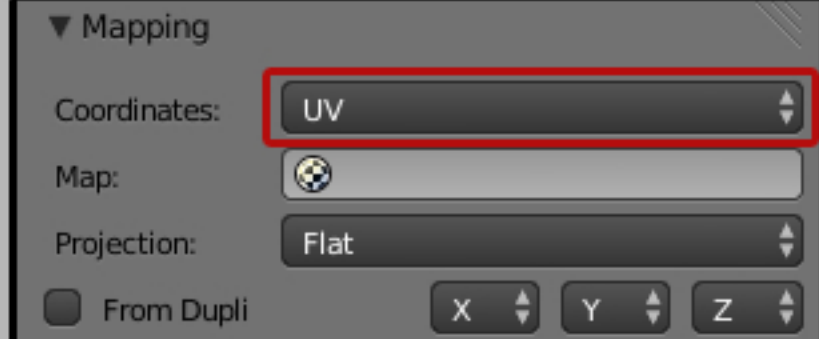
- Click 'New'



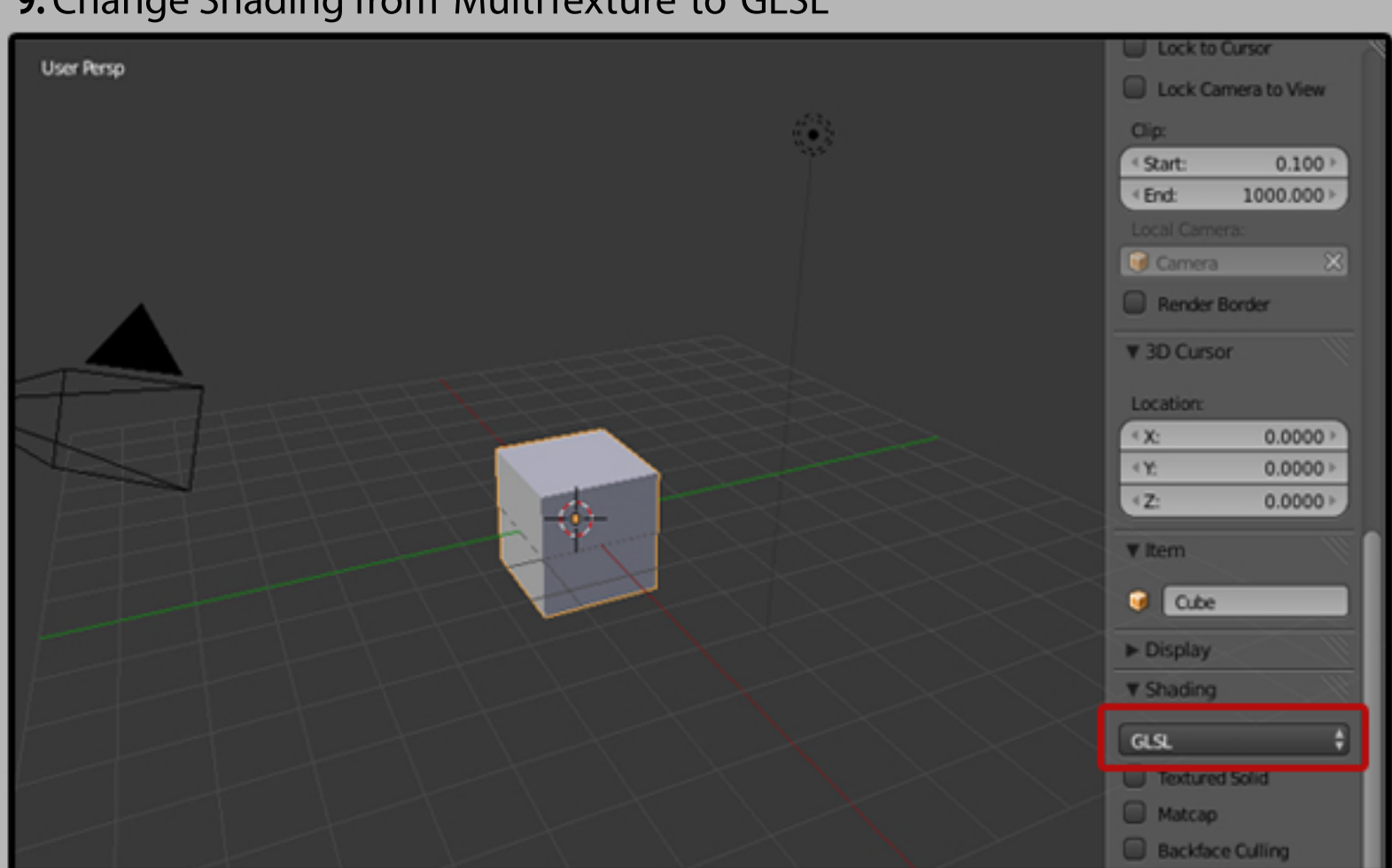
- Choose base color  
 Click 'OK'



- Change mapping coordinates from 'Generate' to 'UV'



- Change Shading from 'MultiTexture' to 'GLSL'



- A) Go into 'Texture Paint' mode.  
 B) Click on layer icon  
 C) Choose Color  
 Paint away and have fun!

