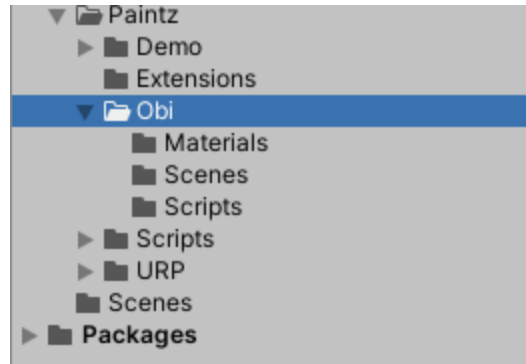


OBI Fluid Extension

IMPORTANT - Import Obi Fluid into your project FIRST

Import the Assets\Paintz\Extensions\Obi Fluid.unitypackage into your project

You should now have the following in your project:



Step 1 - Add "PaintManager" to your Main Camera

Paintz can not handle 1000's of splats from the tiny Obi particules.
This class will limit "re-painting" an area for a certain amount of time.

Static Time - How long until an area can be repainted

Distance Static - Size of areas to limit painting

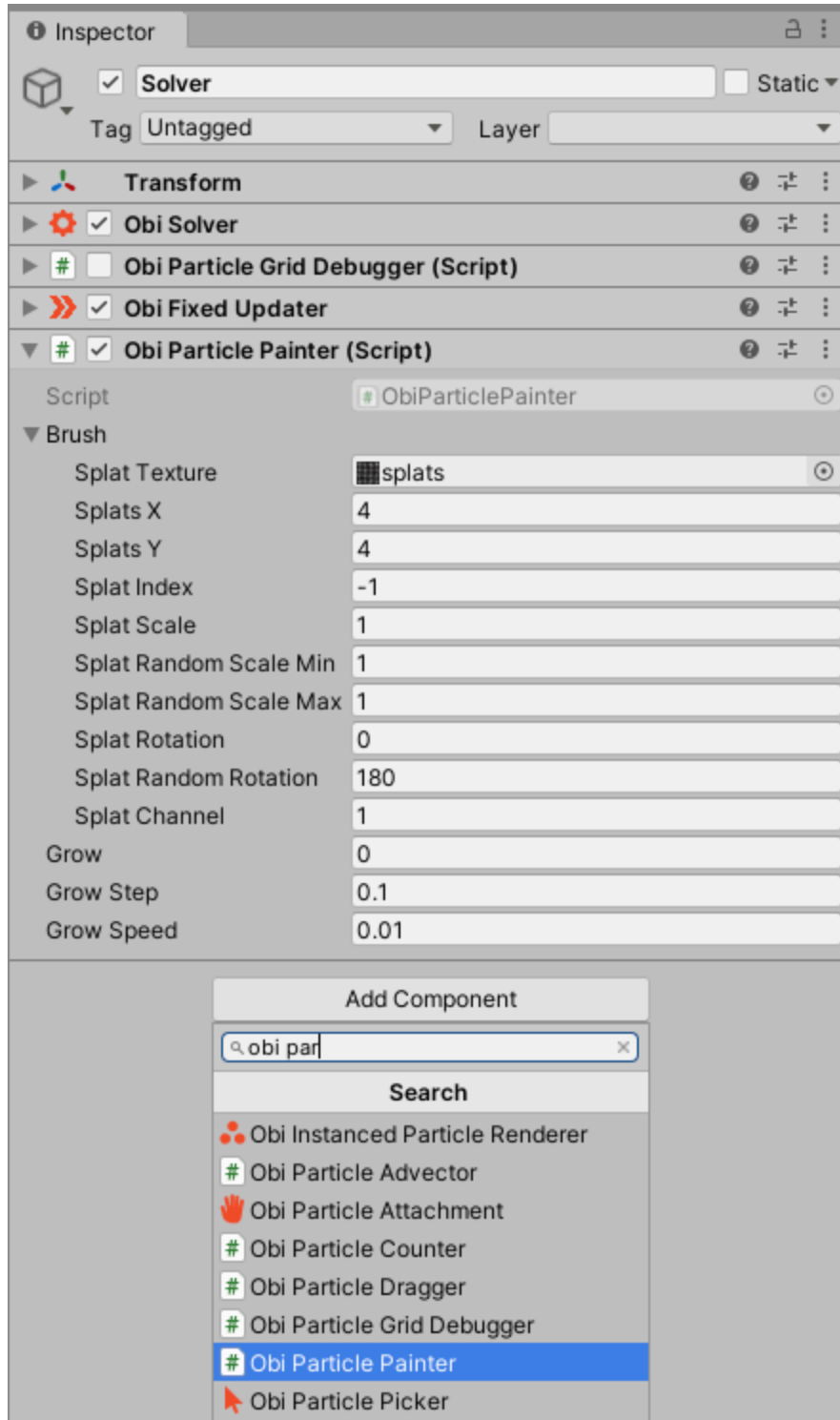
Distance Dynamic - Not used

Debug - Visually see area in editor viewport



Step 2 - Add "Obi Particle Painter" to your Solver object

***IMPORTANT** - Setup your Brush params, Note the Texture and Splats X/Y settings



That's it, the Obi fluid should paint any valid paint surface.

