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Subject: getting rid of vertex paint

Posted by [Anonymous](#) on Fri, 10 Jan 2003 14:38:00 GMT

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how do you "erase" vertex paint from an editable mesh?

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Subject: getting rid of vertex paint

Posted by [Anonymous](#) on Fri, 10 Jan 2003 14:45:00 GMT

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If you mean getting rid of spots you've painted black, I paint them white. That 'erases' them.

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Subject: getting rid of vertex paint

Posted by [Anonymous](#) on Fri, 10 Jan 2003 15:08:00 GMT

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I wouldn't even use vertex paint, if I were you... Low polygon meshes are worthless for it. You're able to do things much more precisely by editing the vertex colors. Select the vertexes you want to be blended, scroll down in the toolbar to the bottom, then open the surface properties rollout... Edit the vertex colors to black and it will color them black. If you don't see black on your mesh, right click and select properties. Then hit the "Vertex Color" checkbox. You'll see the black vertex painting appear. To totally erase the black\grey\light grey colors, just zoom out, select the mesh, then select all the vertices by making a large selection box around the mesh. Make their vertex colors turn white.

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Subject: getting rid of vertex paint

Posted by [Anonymous](#) on Sat, 11 Jan 2003 14:48:00 GMT

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COuld you explain a little more in detail? I want to know how to do this. (I use vertex paint, but if your idea is better, please explain)

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Subject: getting rid of vertex paint

Posted by [Anonymous](#) on Sat, 11 Jan 2003 15:43:00 GMT

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If you want to get rid of all of the vertex paint, just right click the modifier in the right pane in gmax and hit 'delete'. But if you want to remove vertex paint from certain areas, change the vertex color to white.

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