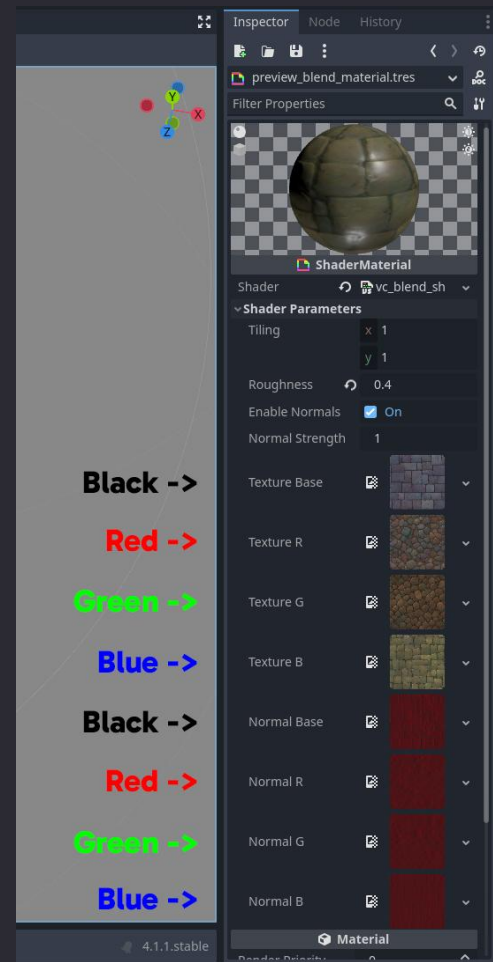# USING THE TEXTURE BLEND MATERIAL

FOR GODOT 4.x

The texture blend relies on a mesh having applied vertex colors. You can do this either by applying vertex colors in a 3D package, or by using a third-party tool to create the blends in-engine. For best results, use this with a mesh that has vertices evenly distributed across surfaces to paint at the level of detail needed. Have a look at the texture blend demo map to see how this technique is applied on a custom mesh.

We've already set up materials for each family of texture so it's ready to use out of the box, but if you want to make your own custom texture blend it's just a matter of creating a new material that uses the custom shader "vc_blend_shader.tres".The material also allows you to adjust tiling scale, normal map strength and material roughness.

The texture slot's label tells you which vertex color the texture will be related to. Remember when applying the vertex color to use the pure RGB values to get the corresponding texture applied at full strength. Also bear in mind that you don't actually need to fill all texture slots, but **if you aren't using normal maps you need to make sure "Enable Normals" is disabled.**

By using this texture blend material with our texture sets you can easily break up tiling repetition, the result is subtle but effective:
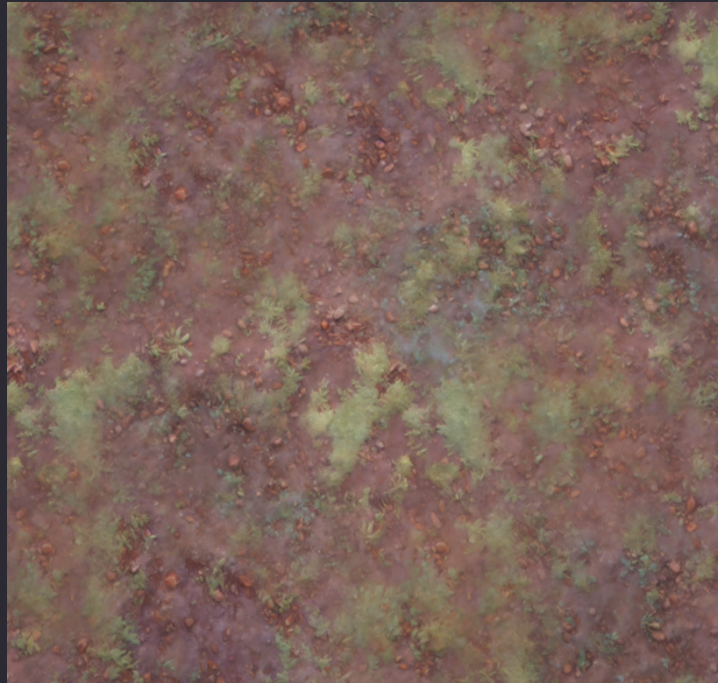
SUPPORT CONTACT:

yarvis.mail@gmail.com