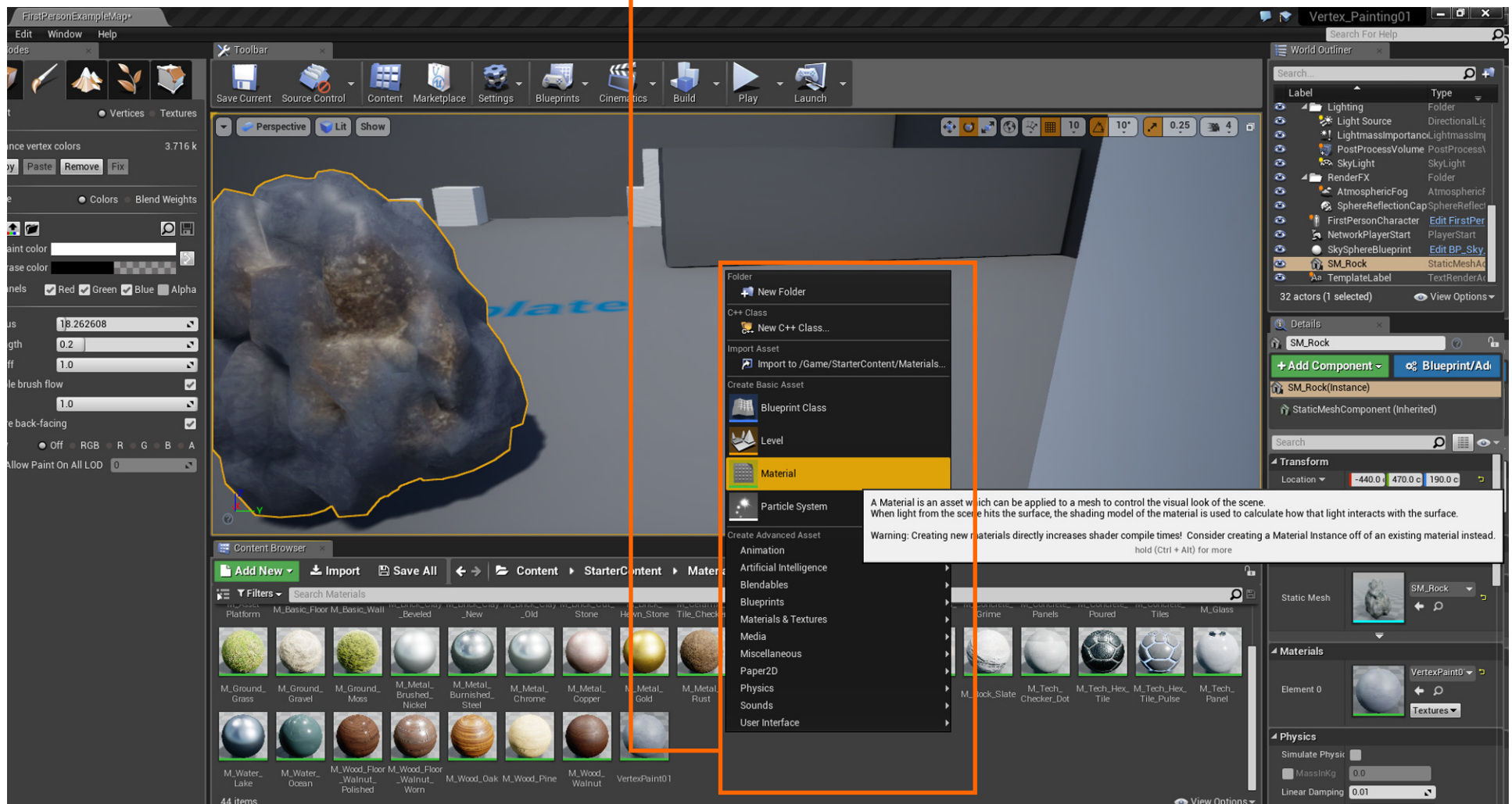Career Technical Education
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Adding surface details to your static meshes (rocks, chairs etc.) is done with Vertex Painting. You can paint multiple textures onto one object like moss onto a rock or blending two colors.

1. Right click in the gray are and create anew material. Name it and double click to open it n the Material Editor panel.
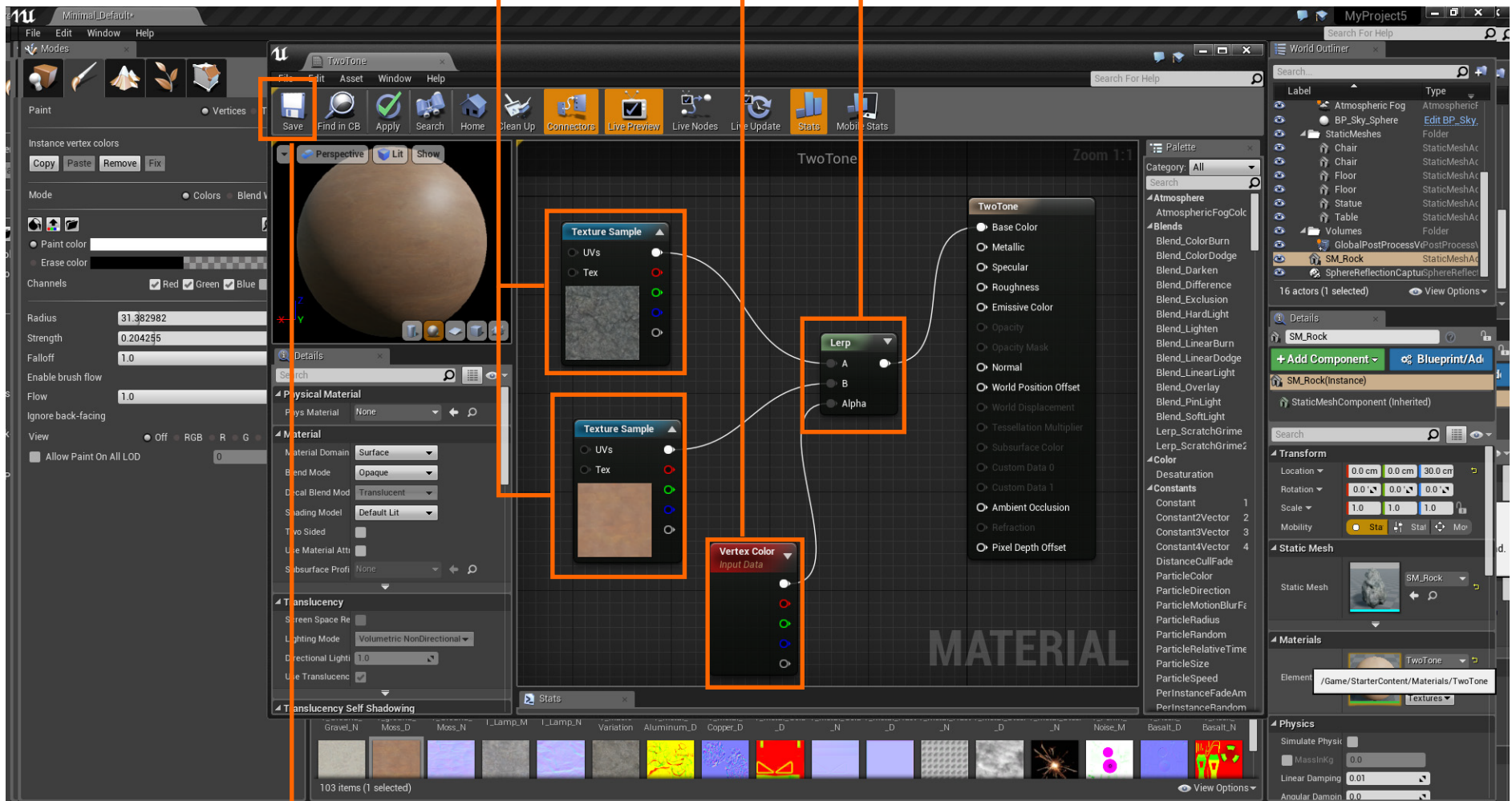
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3. Right click in Material Editor and type "Vertex Color".

4. Right click and type "LERP" and select a"LinerInterpolator".

2. From the Starter Content, drag two textures into the Material Editor

5. Connect as shown, and save.

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6. Place the new material onto a static mesh

7. Select "Paint Mode". Hold down the "Shift Key" and paint onto the static mesh (rock).