Viewport Canvas is a tool set inside 3D Max that allows the artist to paint textures directly onto a model. The first step is to assign UV coordinates to your model. You'll learn using a simple box. This is very simple tutorial just to get you started.
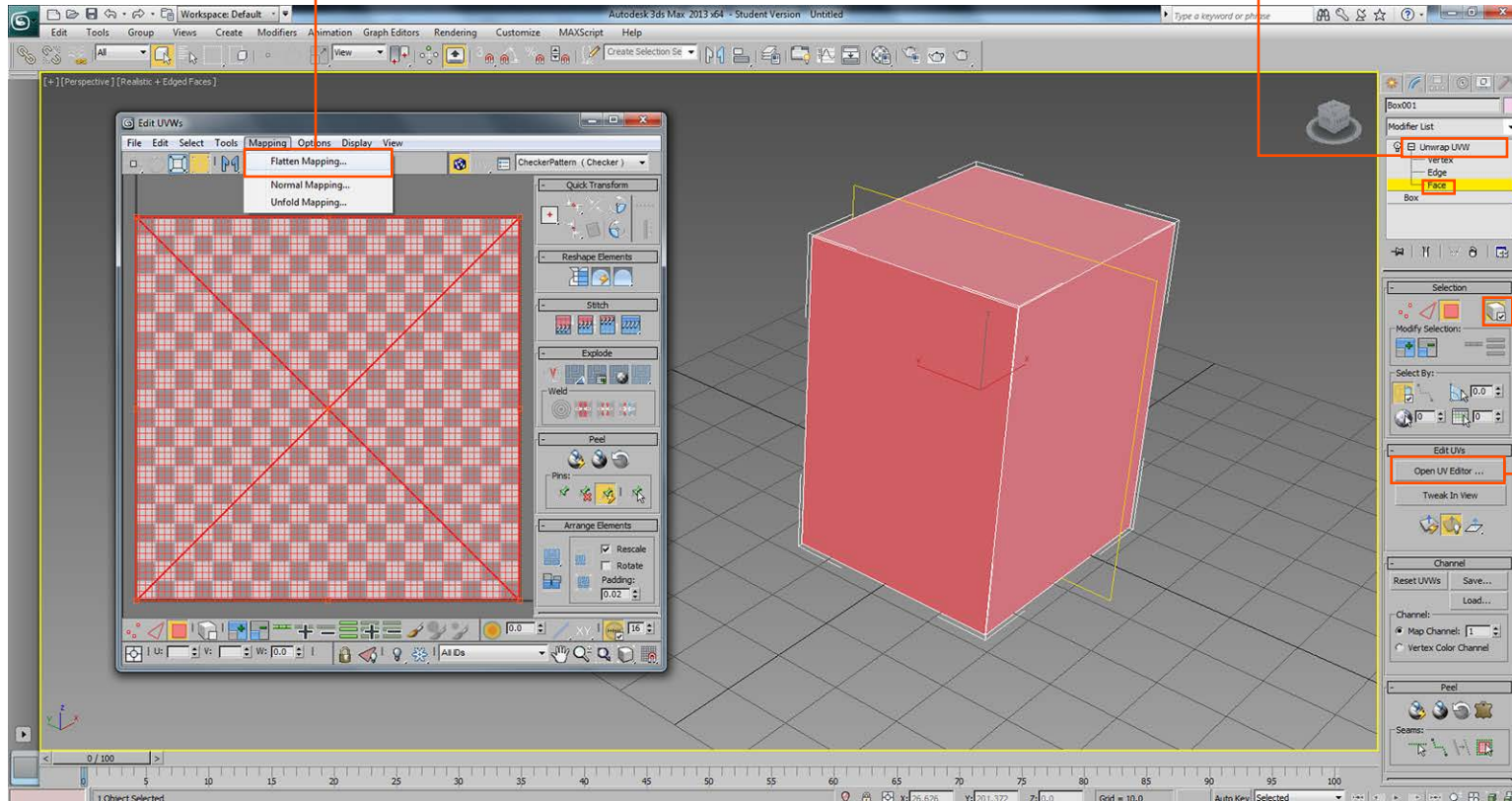
1. Start with a box.

2. Place a UVWUnWrap modifier on the box.

3. Select Face and click the "Element' button

6. In the "UV Editor" panel select "Flatten Mapping"

4. Select the box, it should turn red.

5. Click the "Open UV Editor" button.

7. Close the UV Editor panel.

Viewport Canvas

Now you can begin to set up the Viewport Canvas

1. The Viewport Canvas box is located on the "Tools" menu.

3. In the "Layer" panel choose "Add Layer".

2. Select the "Brush" & then select "Diffuse".

Next, click 1024 x 1024, type in a name and save it to your folder as a JPEG.

Close the dialog box.
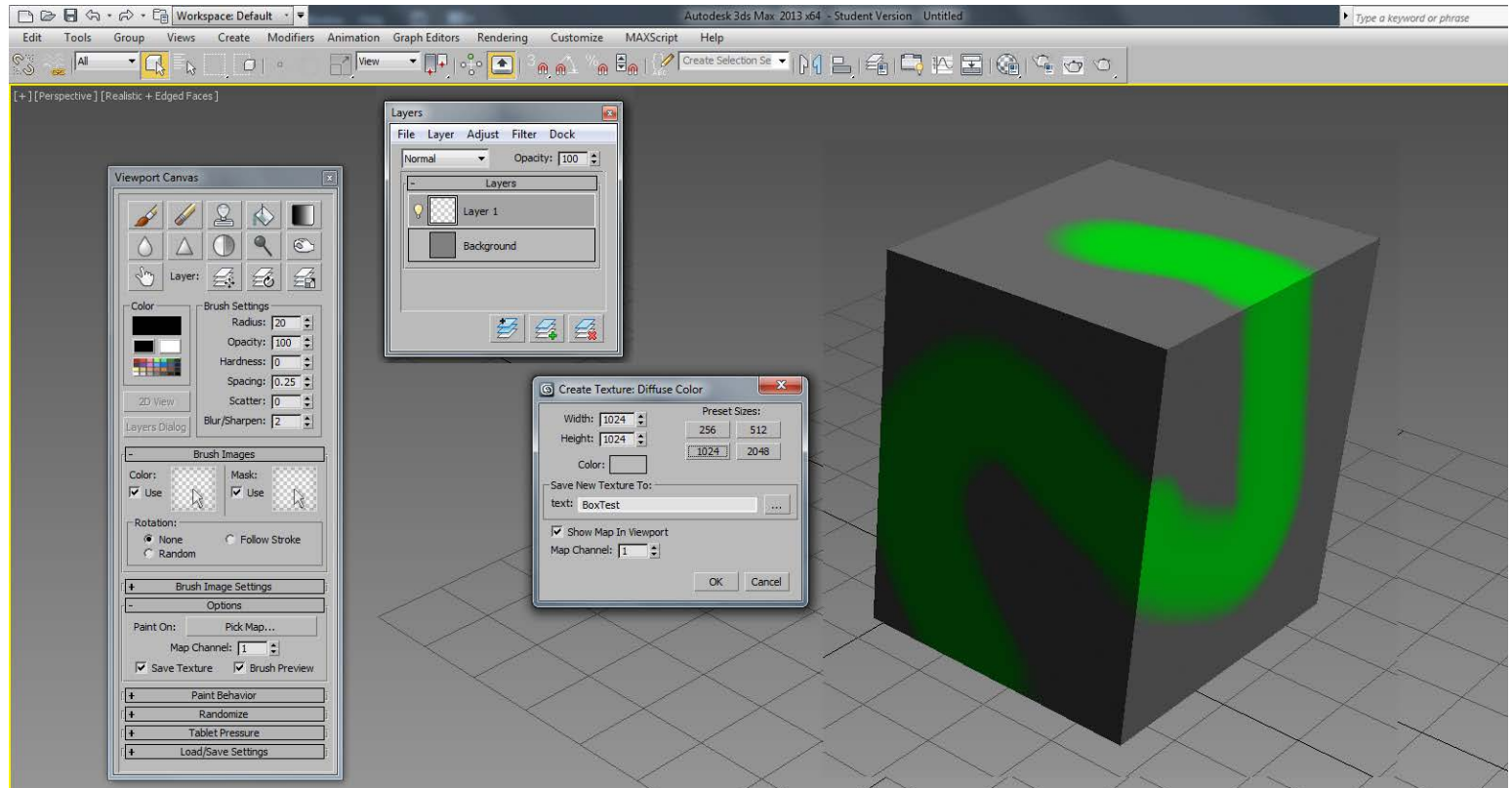
4. Return to the Brush. Select a color and paint.

The Viewport Canvas paint set is similar to the one in PhotoShop. You can control brush size, set layers and and layer efffects. Spend some time experimenting.