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How to make blue paint in ark

Here you will find the possible dyes that can be made in ARK: Survival Evolved. Dyes are created in a kitchen pot, like most recipes, and will result in 5 dyes for each batch of ingredients. For each of the colouring matters, the following table sets out the individual elements required. However all dyes also require water, so you need to put a water skin, a jar of water or a canteen in the cooking pot in addition to the ingredients. Also be aware that you do not use spark powder as fuel when creating a dye of which spark powder is not an ingredient: it could provoke the wrong color if you do. Recipes Dye Color Black 15 2 Blue 15 2 Brick 12 6 1 Brown 6 3 9 2 Cantaloupe 7 7 4 1 Cyano 6 12 1 Forest 7 7 4 1 Green 9 9 2 Magenta 9 9 1 Mud 4 1 7 6 1 Marina 12 6 1 Olive 12 6 1 Orange 9 9 9 2 Parchment 12 6 1 Rose 12 6 1 Viola 9 9 2 Red 15 2 Royalty 7 7 4 1 Silver 6 12 1 Sky 12 6 1 Slate 12 6 1 Tan 4 1 7 6 1 Tangerine 7 7 4 1 White 15 2 Yellow 15 2 Dyes of use can be applied in numerous ways, depending on the elements to be colored. For example, if it's an armor, weapon, or saddle, you can simply drag the dye into your inventory on the item and select the part you want to have colored. In case of walls or other structures, you need to use a spray brush or painter. The brush can be used by dragging a dye on it, equipping the brush and swinging it on the structure. You can use the dye in the brush more than once. The spray painter can be used by dragging the dye on it, equipping the brush and pointing to the structure you want to have painting. Then left-click to open the paint menu, or use the right mouse button (alternate attachment button) along with 1-6 pressed to paint the corresponding region of the Share structure This substance can be used to color certain coloring or coloring elements and structures is created using the Cooking Pot or Industrial Cooker similar to creating food , which means that the fire must be lit and does not need engrams. Thatch is the preferred fuel for the production of dyes, since it does not produce charcoal as wood does and is not required in some dyes such as Sparkpowder is. The dye is applied to the elements by dragging it on to the item in the player's inventory or in the structures with the spray brush or painter. The dye can be removed with soap, which is also created using the cooking pot or industrial cooker. Processing materials: different berries produce different colors. Dye Catalyst Berries 15 2 Charcoal 5 Blue Coloring 15 Tintoberry 2 Charcoal 5 Red Coloring 15 Narcoberry 2 Charcoal 5 Black Coloring 15 Amarberr 2 Charcoal 5 Yellow Coloring 15 Stimberr 2 Charcoal 5 White Coloring Combinations of 18 berries and a catalyst capable of producing other colors. Catalyst Dye Berries 9 Azulberry and 9 Tintoberry 2 Charcoal 5 Purple Coloring 9 Tintoberry and 9 Amarberr 2 Charcoal 5 Orange Coloring 9 Amarberr and 9 Azulberry 2 Charcoal 5 Green Coloring 6 Amarberr and 9 Tintoberry and 3 Azulberry 2 Charcoal 5 Brown Coloring 12 Tintoberry and 6 Stimberr 1 Gunpowder 5 Pink Coloring 7 Amarberr and 7 Tintoberry and 4 Narcoberry 1 Gunpowder 5 Tangerine Coloring 4 Amarberr and 1 Azulberry and 7 Tintoberry and 6 Stimberr 1 Gunpowder 5 Tan Coloring 12 Amarberr and 6 Stimberr 1 Gunpowder 5 Parchment Coloring 7 Amarberr and 7 Azulberry and 4 Narcoberry 1 Gunpowder 5 Forest Coloring 7 Azulberry and 7 Tintoberry and 4 Narcoberry 1 Gunpowder 5 Royalty Coloring 6 Narcoberry and 12 Stimberr 1 Gunpowder 5 Silver Coloring 12 Azulberry and 6 Stimberr 1 Gunpowder 5 Sky Coloring 12 Tintoberry and 6 Narcoberry 1 Sparkpowder 5 Brick Coloring 7 Amarberr and 7 Tintoberry and 4 Stimberr 1 Sparkpowder 5 Cantaloupe Coloring 6 Amarberr and 12 Azulberry 1 Sparkpowder 5 Cyan Coloring 9 Azulberry and 9 Tintoberry 1 Sparkpowder 5 Magenta Coloring 4 Amarberr and 1 Azulberry and 7 Tintoberry and 6 Narco Sparkpowder 5 Mud Coloring 12 Azulberry and 6 Narcoberry 1 Sparkpowder 5 Navy Coloring 12 Amarberr and 6 Narcoberry 1 Sparkpowder 5 Olive Coloring 12 Narcoberry and 6 Stimberr 1 Sparkpowder 5 Slate Coloring Note : When producing dyes that require mixed berries, using more than 15 of each berry or more than one water container can make separate color dyes instead of combined color dyes. Video Tutorial Dino Byte- Full Guide for Colors and Their Application Community Content is available in CC-BY-SA unless otherwise specified. From ARK: Survival Evolved Wiki Blue Coloring is a coloring in ARK: Survival Evolved. Overview [edit - edit source] Blue coloring can be made in the cooking pot or industrial cook with berries and other ingredients. Blue Coloring can be applied to Armor, Weapons, Saddles to color their regions. It can also be applied to a brush and a spray painter to paint structures and creatures. Note[edit - edit source] Coloring in ARK: Survival Evolved is used to make the world more colorful and to customize structures and objects, including building parts, flags, armor, saddles, weapons and even living creatures (including yourself and other players) and robotic creatures on their parts such as Mek and Enforcer. There are 25 different colors. Recipes [edit - source change] Coloring is made in an industrial cooking or cooking pot. All recipes use: After the ingredients have been placed in the cooking pot or industrial stove, it must be turned on Cook. Each batch of ingredients cooks 5 dyes. Tips[edit and edit source] If you are making a specific dye using the minimum or more quantities of berries required, and you just want a specific dye, do not put a combination of charcoal, gunpowder and sparkle powder, or more than 1 unit of water in the pot. You can often get the specific dye you want, with any other dye you can from the mix, but not always. On the other hand, using different types of ingredients can actually be preferred by players who want a certain range of colors and do not want to make dyes separately. A quick way to make small batches of each color assortment is to start by filling an industrial cook with 6 piles each of berries. Make sure water (watering is preferred) and gasoline is available, then add 1 stack each of Coal, Gunpowder, and Shale Powder, then activate the Cooker. Wait for 24 sparkpowder units to be consumed (3 full preparations), and then remove the Spark Powder. Wait for 30 units of gunpowder to be consumed (3 complete preparations), then remove the gunpowder. The remaining coal will create the colors that are still needed (to create the following quantities listed, stop once 70 units of coal have been consumed). Cooking a large batch of dyes in this way produces 15 units of: Blue, Brick, Brown, Cantaloupe, Cian, Forest, Green, Magenta, Mud, Marina, Olive, Orange, Parchment, Pink, Purple, Red, Royalty, Silver, Sky, Slate and Yellow. And the other colors: 30 units of black, tan and mandarin; and 40 units of White. Color Table[edit - edit source] PDF downloadable[edit and edit source] All coloring recipes on a page as PDF files (good for printing). Use[edit and edit source] To color objects such as armor, weapons, and saddles, drag the coloring coloring to the element you want to color. Items that can be colored highlighted blue in your inventory as you drag the dye. After this a menu will open where you can select the area of the item you want to color, each region requires a dye. Coloring structures require a spray brush or painter. To use the brush, place the desired color on it. Then, you can click on the structure you want to color and again select which part of the structure you want to dye (color region). The brush contains 10 charges of the selected color, so you can paint more than one part of the structure with it. The brush is also used to apply war paint to domesticated creatures and players or to access Save/Upload Images feature. For more information, see Painting. To use The spray painter, place the desired color in it as you do with a brush. To color a structure, stand in front of it and press Left Click (PC), Right Trigger (Xbox One). If you hold down the alt-fire Right Mouse Click (PC) button, and then hold the numeric keys 1-6, you can select which color region you want to color. On Xbox/PS4, you can do this Trigger/L2 on PS4 and pressing D Pad Up, D Pad Right, D Pad Down, D Pad Left for color regions 1 - 4. Holding down Left Trigger/L2, Left Bumper/L1, and pressing X or Y/Triangle or Square on PS4 will activate and disable color regions 5 or 6, respectively. If you want to paint your creature in ARK: Mobile, you can use Powerful Powder. Take the powder and apply a dye, then put it in the inventory of your tame and click on remote use item. There will be some applications to get the entire creature covered, as it seems to cover 1 Region at a time. Notes[edit and edit source] You'll need a full selection of dyes to play a photograph from the game camera on a canvas. To remove the dye use Soap. For items in the inventory drag soap on to it. For structures, use the Use soap option to remove radial menu drawing (E,). To remove the dye from a creature, use the Clear Paint button in the paint menu. Painting work on a dino will be lost at the time of cryopodding. Gallery[edit - edit source] Thatch Wood Stone Metal

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