














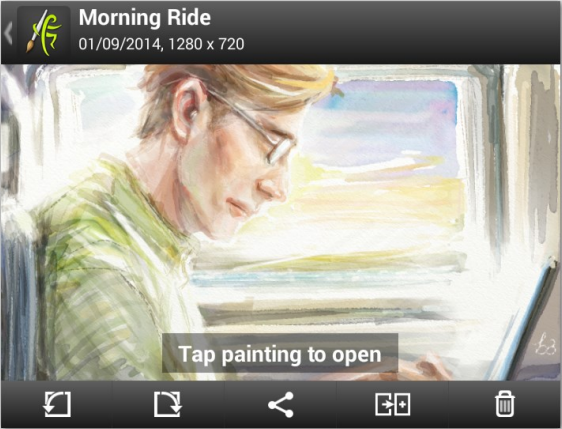




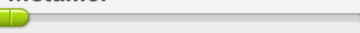
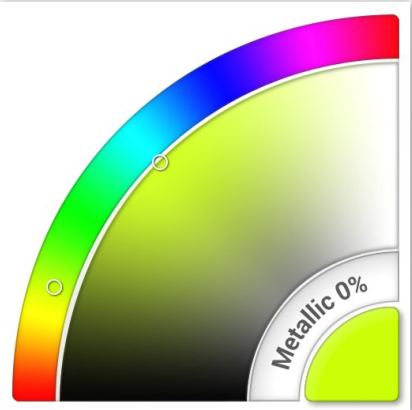
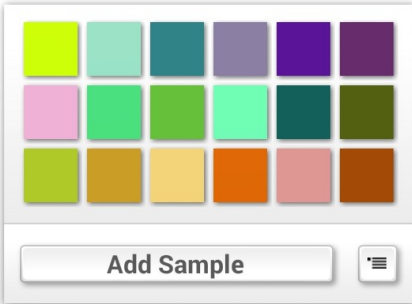
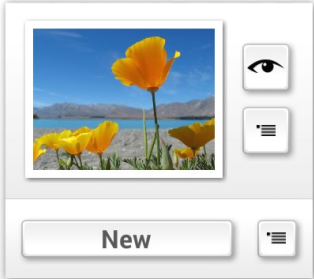
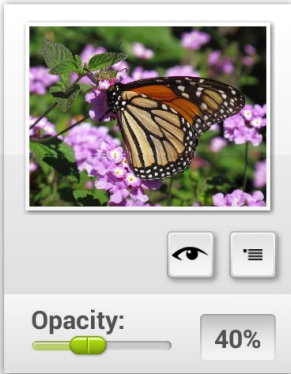
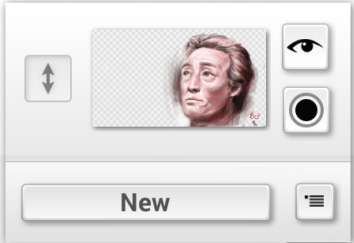















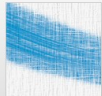


General	Tools	Color	Files	ArtRage Online	Close
<p>How to Paint in ArtRage:</p> <p>Use One Finger:</p>  <p>Tap and drag with one finger to paint a stroke on the canvas. Lift your finger to end the stroke.</p> <p>If your brush runs out of paint while you make a stroke, just lift your finger and start a new one, or change the Loading setting of the current tool.</p>			<p>Pods:</p> <p>On the left and right of the Canvas are 'Pods' that contain important controls you will use frequently in ArtRage.</p> <p>On the left is the Tool Pod. Tap it to open the Tool Picker.</p> <p>On the right is the Color Pod. It shows you what color you have selected. Tap it to open the Color Picker.</p> <div> <div data-bbox="1666 233 1771 341">  <p>Tool Pod: Shows the selected tool. Tap for tool picker.</p> </div> <div data-bbox="1921 237 2018 341">  <p>Color Pod: Shows the selected color. Tap for color picker.</p> </div> </div>		
<p>Use Two Fingers to Move and Zoom:</p>  <p>Tap and drag to move. Pinch to zoom. Tap with two fingers to reset the canvas to fill the screen.</p>			<p>Toolbar Buttons:</p> <div> <div data-bbox="1079 577 1144 644">  <p>Tool Settings: Tap for a panel containing settings for the current tool. Settings allow you to change the look of the paint you are applying on the canvas. For more information see the Tools section.</p> </div> <div data-bbox="1079 769 1144 836">  <p>Presets: Tap for a list of presets for the current tool. You can add and delete presets from this panel. For more information see the Tools section.</p> </div> <div data-bbox="1079 928 1144 995">  <p>Tool Size Percent: 100% Tap and drag left and right on the tool size percent to change the size of the current Tool. Tap to enter the value manually.</p> </div> <div data-bbox="1079 1088 1144 1155">  <p>Undo: Tap to Undo the last thing you did. This button only lights up if there is something to Undo.</p> </div> <div data-bbox="1079 1232 1144 1299">  <p>Redo: Tap to Redo the last thing you Undid. This button only lights up if there is something to Redo.</p> </div> </div> <div> <div data-bbox="1603 577 1668 644">  <p>System Menu: Tap for a menu of system options including options to save, create new paintings, and gallery access. The System Menu also contains pen and toolbar options, and help options.</p> </div> <div data-bbox="1603 769 1668 836">  <p>Layers: Tap for a list of available Layers. For more information see the Tools section.</p> </div> <div data-bbox="1603 880 1668 948">  <p>References: Tap to load a Reference Image or a list of available References. For more information see the Color section.</p> </div> <div data-bbox="1603 1008 1668 1075">  <p>Tracing: Tap to load a Tracing Image or edit an existing one. For more information see the Color section.</p> </div> <div data-bbox="1603 1152 1668 1219">  <p>Color Samples: Tap to open the Color Samples panel which contains a list of stored colors.</p> </div> </div>		
<p>Use Three Fingers for Shortcuts:</p>  <p>Drag up and down with three fingers to change the brush size.</p> <p>Swipe left with three fingers to Undo, swipe right to Redo.</p> <p>Tap with three fingers to hide the toolbars - tap again with three fingers and the toolbar will reappear.</p>					

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<p>The Gallery:</p> <p>All of your Paintings are stored in the Gallery. When you return here from the canvas your current Painting is saved. The Gallery lets you view, adjust, and load your paintings for additional work.</p> <p>There are three buttons in the Gallery Toolbar: Tap New Painting to add a new painting to your gallery. Tap Import to load an image from another application or from the camera to use as a painting. Tap the System button (three dots) for gallery options.</p> <div data-bbox="120 421 680 852">  </div> <p>When you tap a painting, its information panel appears. Tap the preview to open the painting to continue work on it.</p> <p>The buttons underneath are:</p> <p>Rotate Left, Rotate Right - Tap to rotate the canvas 90 degrees in the indicated direction.</p> <p>Share - Tap to share a copy of your painting.</p> <p>Duplicate - Tap to create a new copy of the painting in the gallery.</p> <p>Delete - Tap to delete the painting.</p>			<p>Creating New Paintings:</p> <p>When you tap New Painting you are presented with a set of options that allow you to define how the canvas will look and what kind of texture it has.</p> <div data-bbox="1128 319 1621 478"> <p>New Painting: <input type="text" value="Untitled"/></p> <p>Size: 720 x 1280</p>  </div> <p>Enter the Name of your painting by tapping the Name entry box.</p> <p>Tap the Size indicator to set its size. The icon to the right is used to rotate the canvas 90 degrees if you want to adjust its orientation.</p> <div data-bbox="1128 529 1621 932"> <p>Presets</p> <p> Grains</p> <p> Color</p> <p>Roughness:  50%</p> <p>Metallic:  0%</p> </div> <p>This section controls the look of the canvas. Tap the Presets button for a list of predefined canvas types.</p> <p>Tap the Grains button to choose a canvas grain from a list.</p> <p>Tap the Color button to set the basic color of the canvas (the default is slightly off-white).</p> <p>The Roughness slider controls how rough the Grain is.</p> <p>The Metallic slider controls how shiny the canvas is.</p> <div data-bbox="1128 976 1621 1139"> <p>Reset</p> <p>Cancel OK</p> </div> <p>The Reset button resets all canvas properties to default in case you need to clear everything.</p> <p>Click OK to create your new Painting, or Cancel to return to the Gallery.</p> <p>On the right hand side of the New Painting screen is a preview of your canvas, showing how a paint stroke will look when applied to it.</p> <p>Use the preview to check how the Grain and Roughness values affect the look of paint - Some tools such as Pastel and dry Oil react to the texture of the canvas in different ways.</p>		
<p>Import and Export:</p> <p>ArtRage Paintings are not just image files like photos, they contain lots of extra information about the paint such as how wet it is and how thick it is. This means that your Painting files won't be understood by normal Image readers such as Photo galleries.</p> <p>Share allows you to share a copy of a Painting in a format that can be understood by another application, such as a PNG or JPEG image file.</p> <p>Import allows you to bring an existing non-ArtRage image in to a canvas for painting. This prepares a copy of the original and adds the information ArtRage needs to allow the paint to work. This copy can be used like a standard Painting.</p> <p>Important: Do not use 'Share' to export an image then 'Import' to bring it back in for more work - Always use the Saved Painting when you want to continue working on an image.</p>					

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<p>Color Selection:</p> <p>The Color Picker allows you to select the current Paint Color and store Color Samples for quick access later.</p>  <p>The thin arc shows the basic color you are picking.</p> <p>The thick arc lets you pick how dark or light, and how bright or grey that color is.</p> <p>This selects how shiny the paint is.</p> <p>This shows the current color.</p>		<p>Color Samples:</p> <p>Color Samples are stored colors you can access later. Tap Add Sample to store the current color as a sample, tap a sample to make it the current color.</p>  <p>Tap and hold on any sample and you will get options for deleting samples you no longer need.</p>		<p>Reference Images:</p> <p>Reference Images are photos loaded from your Photo gallery and pinned to the canvas while you work as a guide.</p>  <p>Tap 'New' to load a new Reference from your Photo gallery.</p> <p>The Eye button is used to show or hide the Reference and the Menu button provides options for that Reference.</p> <p>Loaded references are 'pinned' to the canvas.</p> <p>A Reference that is pinned to the canvas can be moved and scaled using two fingers, just like the canvas. Two fingers can also be used to rotate the image.</p> <p>Tapping and dragging with one finger in a reference chooses a color from it for your current paint.</p>	
<p>Using the Color Picker:</p> <p>Color selection works in two stages: First you pick a basic color (the 'Hue') such as Red or Blue using the thin color arc on the outside of the picker.</p> <p>Once you have picked a Hue, you set how light or dark, and how vibrant or grey the final color should be by dragging in the larger arc of the picker.</p> <p>Think of it as if you are mixing colors - Picking a basic hue and blending in white and black to get the final result.</p> <p>The color Pod at the bottom right shows the actual color you will be painting with. Tap it to show or hide the picker.</p> <p>If you have a tracing image loaded, color will be selected automatically and the pod will show a trace icon.</p>		<p>Tracing Images:</p> <p>Load a Tracing Image as a guide while you paint. ArtRage can be set to pick colors from it automatically with each stroke.</p> <p>Tracing Images can be loaded from your Photo gallery.</p>  <p>The preview at the top shows you the image you have loaded.</p> <p>The Eye button indicates if the image is visible. If it is, you will see it overlaid on the canvas. Tap it to show or hide the image.</p> <p>The menu button gives you options for loading and scaling the image, and for automatic color sampling.</p> <p>The Opacity slider controls how strongly the image is overlaid on your canvas.</p>		<p>Layers:</p> <p>Layers are transparent sheets that sit in a stack on your canvas. Painting on a layer means that you can paint without damaging the work you have done on other layers.</p>  <p>Each layer has a preview showing its contents, and an Eye button to show or hide it on the canvas.</p> <p>The Circular button indicates how opaque the Layer is, tap and drag up and down to change this value.</p> <p>Add a new Layer with the New button. You can then tap that Layer to select it, and any paint you apply to the canvas is applied to that Layer. Tap and drag on the arrow box on the left of the preview to move the layer up and down in the list.</p> <p>Because each Layer is its own 'sheet', the paint that you apply will not blend with paint from any other Layer, so you can use Layers to simulate paint drying.</p>	

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<div>Tool Selection:</div> <div><div> Oil Brush: A paint brush that places thick or thin oil paint and allows smearing and blending.</div><div> Watercolor: Paint with a variety of watercolor strokes using a soft bristled brush on wet or dry paper.</div><div> Airbrush: Sprays a thin mist of color on to the canvas.</div><div> Knife: Smears thick paint around or muddges thin, dry paint with its flat blade or edge.</div><div> Ink Pen: Creates bold, solid ink strokes with optional smoothing and tapering.</div><div> Pencil: Creates fine lines that react to canvas grain.</div><div> Pen: Creates translucent felt pen strokes.</div><div> Gloop Pen: A special effect pen that produces expanding blobs of ink on the canvas.</div><div> Pastel: Creates waxy strokes that react to canvas grain.</div><div> Glitter: Sprinkle colored particles of glitter of various shapes on to the canvas.</div><div> Roller: Makes broad strokes of evenly applied paint.</div><div> Tube: Lays down thick bands of paint for smearing.</div><div> Eraser: Erases paint from the canvas.</div><div> Fill Tool: Pour large areas of paint on to the canvas.</div><div> Sampler: Samples color from the canvas.</div></div>		<div>Tool Settings:</div> <div>The Tool Settings panel lets you adjust various properties of each tool. By changing settings you can create a wide range of different effects. For example, a dry oil brush with thinned paint looks very different to a heavily loaded oil brush using thick paint.</div> <div>Tool Preview: This shows you what the tool stroke will look like.<div></div></div> <div>Slider: Tap and drag to change the value, or tap the number to enter it manually.<div><div>Pressure:</div><div><div></div></div><div>41%</div></div></div> <div>Type Picker: Tap one of the types indicated to select it, the name of the type is shown at the top right.<div><div>Type:</div><div><div></div><div></div><div></div><div></div><div></div></div><div>Flat</div></div></div> <div>Toggle: Tap to turn the feature on or off. If the button shows a tick, the feature is turned on.<div><div>Square Head:</div><div>X</div></div></div> <div>Reset: Tap this button to reset the current tool to default settings if you ever need to.<div><div>Reset</div></div></div>		<div>Tool Presets:</div> <div>Tool presets are a quick way to store settings for a particular tool. When a preset is activated, all of the settings that were stored with it are restored.</div> <div>Presets can be used to store different types of tool. For example, an Oil Drybrush, or a Thick Glossy Oil paint.</div> <div><div><div> Dry Clumps</div><div> Dry Varnished</div><div> Thick Gloss</div><div><div>New Preset</div><div></div></div></div></div> <div>Adding a new Preset:</div> <div>To store the current tool settings in a new Preset tap the New Preset button. A panel will appear that allows you to enter a name and pick an area of the canvas to use as a preview.</div> <div><div><div>New Preset</div><div><div></div><div></div><div>Name</div><div>Oil Brush</div></div><div><div>Cancel</div><div>OK</div></div></div></div> <div>Tap the preview image to choose an area of the canvas to use, and tap the name area to enter the name for your new Preset.</div>	