

Choose Brushes by clicking on the icons in the Brushes Palette. Click on the Pushbar to access the Brush Library.

Build and Capture Brushes

The Brush Look Designer together with the basic Brush Looks Library provides an environment for developing Brush variants quickly.

Choose Brushes and load new Libraries. Choose Brush variants.

Brush Controls palettes can be accessed under the Controls menu.

Record and Playback strokes.

Brush strokes interact with existing color depending on their Method. Change Methods by choosing from either or both of these pop-up menus. Transform regular brushes into amazing brushes by choosing a Plug-in Brush Method and Method Subcategory.

Access controls for building custom brushes from the Brushes menu.

Shows current Brush Size. Click for alternate preview.

Control the size with these sliders.

Build a new variant using the current size.

Cross-sections of available Brush tips.

Part of the Natural-Media® Brush responsiveness comes from greater or lesser amounts of randomness.

Vary randomness of Dab placement.

Vary randomness of the clone source location and frequency.

The adjustments on the Well Palette affect the way a medium (ink, paint etc.) flows from a brush.

Make color last longer through a stroke.

Control how much colors will mix together.

Determine how quickly a brush runs out of its medium.

The Water Palette works with Painter's wet layer.

Adjust how much the edge of a brush stroke interacts with the grain of the paper texture.

Increase or decrease the amount of pigment that builds up on the outer edges of a watercolor stroke.

Adjust Brushes to react to a variety of parameters using the Sliders Palette.

Adjust how much of the Brush touches the painting surface.

Control spacing between individual bristles in a Brush.

Control the degree to which bristles displace while painting a curve.

Dynamically adjust Brush scale with pressure.

Make the outermost bristle of a Brush transparent.

In this example the pressure applied to a stylus will determine how much the grain of the paper shows.

Access the Nozzles Palette from the Nozzle menu.

Move and organize Nozzles.

Add Nozzle to or check out from Library.

Open other Nozzles or create your own Nozzle files.

Click on the grow box to display the Nozzle Controls.

Choose a particular Nozzle by clicking its icon.

Change the size of Nozzle images.

Set input factors for controlling which images are selected from the Nozzle.

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Palettes

Toolbox	⌘-1	Ctrl-1
Brushes	⌘-2	Ctrl-2
Art Materials	⌘-3	Ctrl-3
Objects	⌘-4	Ctrl-4
Controls	⌘-5	Ctrl-5
Color Sets	⌘-6	Ctrl-6
Floater	⌘-7	Ctrl-7
Selections	⌘-8	Ctrl-8
Nozzles	⌘-9	Ctrl-9

Menu Keyboard Commands

File		
New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Get Info	⌘-I	Ctrl-I
Print	⌘-P	Ctrl-P
Quit	⌘-Q	Ctrl-Q
Edit		
Undo	⌘-Z	Ctrl-Z
Redo	⌘-Y	Ctrl-Y
Cut	⌘-X	Ctrl-X
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
Effects		
Last Effect	⌘-/	Ctrl-/
2nd-to-Last Effect	⌘-;	Ctrl-;
Fill	⌘-F	Ctrl-F
Equalize	⌘-E	Ctrl-E
Adjust Colors	Shift-⌘-A	Shift-Ctrl-A
Apply Surface Texture	Shift-⌘-S	Shift-Ctrl-S
Canvas		
Tracing Paper	⌘-T	Ctrl-T
Resize Image	Shift-⌘-R	Shift-Ctrl-R
Select		
Select All	⌘-A	Ctrl-A
Deselect	⌘-D	Ctrl-D
Reselect	⌘-R	Ctrl-R

Shapes

Group	⌘-G	Ctrl-G
Ungroup	⌘-U	Ctrl-U
Join Endpoints	⌘-J	Ctrl-J
Duplicate	⌘-]	Ctrl-]
Set Shape Attributes	⌘-[Ctrl-[

Windows

Hide/Display Palettes	⌘-H	Ctrl-H
Zoom in	⌘-+	Ctrl-+
Zoom out	⌘--	Ctrl--
Full Screen Window	⌘-M	Ctrl-M

Screen Navigation

Scroll image with Grabber	Space	Space
Center Image	Space-Click	Space-Click
Zoom in	Space-⌘	Space-Ctrl
Zoom out	Space-⌘-Opt	Space-Ctrl-Alt
Rotate Image	Space-Opt	Space-Alt
Constrain rotate to 90°	Shift-Opt-Space	Shift-Alt-Space
Un-rotate image	Space-Opt-Click	Space-Alt-Click
Define magnification Area		
	Space-Ctrl-Drag	Space-⌘-Drag

Brush Tools

Brush Controls		
Dropper	⌘	Ctrl
Resize Brush	⌘-Opt	Ctrl-Alt
Constrain to 45°	Shift	
Adjust opacity in 10% increments	1-0 keys	
Unconstrained Draw	Shift-1	
Draw outside	Shift-2	
Draw inside	Shift-3	
Post diffuse (wet layer)	Shift-d	
Load Nozzle	⌘-L	Ctrl-L

Cloning

Set Clone Source	⌘-Click	Shift-Click
Set Clone Destination	Ctrl-Shift-Click	
Re-link Clone Source	Opt-Clone Cmd	Alt-Clone Cmd

Colors

Add current color to color set	⌘-Shift-K	Ctrl-Shift-K
Correct colors	⌘-Shift-K	Ctrl-Shift-K

Gradients

Edit Gradation	⌘-Shift-G	Ctrl-Shift-G
Adjust spirality for spiral gradients	⌘-Angle Adjuster	Ctrl-Angle Adjuster

Paint Bucket Tool

Limit fill extent	Drag	
Dropper	⌘	Ctrl

Selection Tools

Constrain to square	Shift (after mouse down)	
Add to selection	Shift	
Subtract from selection	⌘	Ctrl
Selection adjuster	Ctrl	Ctrl-Shift
Float	Click	
Float a copy	Opt-Click	Ctrl-Shift-Click

Magic Wand

Add color to set	Shift-Click	
Add range of colors to color set	⌘-Click	Ctrl-Click
Remove color from set	⌘-Click	Ctrl-Click

Free Transform

Remove range of colors from set	⌘-Drag	
Toggle contiguous & noncontiguous	Ctrl-Shift-Click	
Define noncontiguous region	Ctrl-Shift-Drag	

Adjuster Tools

Floater Adjuster		
Floater Adjuster	⌘-Opt-Shift	Ctrl-Alt-Shift
Duplicate	Opt-Click	Alt-Click
Move floater by one screen pixel	Arrow Keys	
Hide/Display marquee	⌘-Shift-H	Ctrl-Shift-H
Delete selected floaters	Delete	Backspace
Attribute dialog box for current floater	Enter	
Adjust opacity in 10% increments	0-1 Keys	
Select all floaters	⌘-Opt-A	Ctrl-Shift-1
Deselect floaters	⌘-Opt-D	Ctrl-Shift-2

Shape Tools

Shape Selection Tool toggle	⌘	Ctrl
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Shape Design Tools

Pen		
Make corner point	Click on Last Point	
QuickCurve		
Add to current endpoint	Click and Draw from Endpoint	

Shape Objects Tools

Rectangle		
Constrain to square	Shift	
Circle		
Constrain to circle	Shift	

Shape Selection Tools

Direct Selection		
Select start point of shape	Home	
Select end point of shape	End	
Select previous point in shape	Page Up	
Select next point in shape	Page Down	
Whole Shape Selection		
Move path by one screen pixel	Arrow Keys	
Delete selected shape	Delete	Backspace

Animation

Play Movie	⌘-Shift-P	Ctrl-Shift-P
First Frame of Stack	Home	
Last Frame of Stack	End	
Next Frame	Page-Up	
Previous Frame	Page-Down	
Stop at Current Frame	Option-Slop Button	
Stop and Return to Current Starting Frame	⌘-	Ctrl-

Lighting

Lighting Mover	Shift-⌘-L	Shift-Ctrl-L
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Mosaics

Get tile color	⌘-Click tile	Ctrl-Click tile
Get tile shape	Opt-Click	Alt-Click
Delete tile	⌘-Click	Ctrl-Alt
Select all tiles	a	
Deselect all tiles	d	
Change to current color	c	
Tint with current color	t	
Vary tile color	v	

Fractal Design
Painter 5

QUICK REFERENCE CARD

Selection Tools:

- Rectangular Selection:** r
Creates rectangular or square selections.
- Oval Selection:** o
Creates elliptical or circular selections.
- Lasso:** l
Selects freehand areas.
- Magic Wand:** w
Selects based on pixels.
- Grabber:** g
Scrolls or "pans" an image.
- Rotate Page:** e
Rotates the canvas to accommodate your natural drawing style.
- Crop:** c
Drag to specify crop area.
- Brush:**
Freehand strokes. b
Straight line strokes. v
- Paint Bucket:** k
Fills an area.
- Dropper:** Samples color from an image. d

Adjuster Tools:

- Floater Adjuster:** f
Select and manipulate floaters and shapes.
- Selection Adjuster:** s
Select and manipulate selections.
- Shape Selection:** h
Select and manipulate shape points/segments.

Shape Objects Tools:

- Rectangular Shape:** i
Creates rectangular or square shapes.
- Oval Shape:** j
Creates elliptical or circular shapes.
- Scissors:** z
Cuts path segments.
- Pen:** p
Draws straight-line and Bézier curve shapes.
- QuickCurve:** q
Draws freehand shapes.
- Text:** t
Defines text shapes.

Shape Design Tools:

- Draw Anywhere:**
Draw anywhere in the image.
- Draw Outside:**
Draw only outside selections.
- Draw Inside:**
Draw only inside selections.

Image Window

- Tracing Paper:**
Lets you see through to the clone source image so you can trace it.
- View Grid:**
Overlays transparent grid for use as a reference.
- Output Preview:**
When Output Preview is turned on, lets you preview how your image will print.

Image Information



Art Materials Color Palette

Note the border of the control marker—the hue control is solid, the value and saturation control marker is open.

Click and drag the marker around the circle to change hue.

Click and drag the marker inside the triangle to change saturation and value – simultaneously.

Specify that the Brush paints with colors from a clone source.

Primary Color

Secondary Color

Hue, Saturation, and Value components of the selected color.

Color variability sliders control the variation in color. Some Variants like Van Gogh, take advantage of color variability.

Standard Colors shows the circle -and-triangle color picker shown above.

Compact Colors – same, but with a color bar.

RGB Colors shows a color color picker which allows choices for colors based on amounts of red, green and blue.

Adjust Color Set enables editing of the Color Sets.

Art Materials Paper Palette

Click the grow box to extend the palettes.

Access other paper libraries

Choose paper textures from the pop-up menu or by clicking the icon.

Move papers between libraries

Create and save your own papers.

Import & export papers from/to other libraries.

Preview shows results of your settings.

Choose repeating pattern type.

Invert current paper.

Change paper scale.

Preview of current paper.

Change size and angle.

Name the paper. It will be added to the current library.

Brushes that react to paper grain include:

- Chalk
- Charcoal
- Pencil

Access tools for capturing or creating textures as well as for moving textures between libraries from the Paper menu.

Art Materials Grad Palette

Choose Grads from the pop-up menu or by clicking the icon.

Click the pushbar to view the current Grad Library.

Grad name.

Access more Grad tools by pulling down the Grad menu.

Capture Grads by first selecting a series of colored pixels.

Move Grads in and out of libraries with the Grad Mover.

Express a Grad in an image to map the colors of a Gradation to the image based on luminance values.

Click to add color control point

Drag the point where you want it

Press Delete to remove control point

Click the square, then choose a blending method.

Use the Orders buttons to change the order of the colors in the Grad.

Grad Types

Change the angle of Grads by clicking and dragging the red ball around the ring.

Move papers between libraries

Create and save your own papers.

Import & export papers from/to other libraries.

Preview shows results of your settings.

Choose repeating pattern type.

Invert current paper.

Change paper scale.

Preview of current paper.

Art Materials Pattern Palette

Choose Patterns from the pop-up menu or by clicking the icon.

Access other weave libraries.

Weaves pop-up menu.

Move weaves between libraries.

Choose the Type.

Vary the Offset—how pattern tiles align with one another.

Change the Scale of the Pattern tiles.

Preview Pattern choices.

Access tools for creating, editing, capturing, and organizing Patterns.

Save weaves.

Edit weaves.

Change Color Sets.

Toggle between 2D and 3D fibers.

Vary the horizontal scale and horizontal thickness.

Vary the vertical scale and vertical thickness of the threads.

Express a Grad in an image to map the colors of a Gradation to the image based on luminance values.

Click to add color control point

Drag the point where you want it

Press Delete to remove control point

Click the square, then choose a blending method.

Art Materials Weave Palette

Access other weave libraries.

Weaves pop-up menu.

Move weaves between libraries.

Choose the Type.

Vary the Offset—how pattern tiles align with one another.

Change the Scale of the Pattern tiles.

Preview Pattern choices.

Access tools for creating, editing, capturing, and organizing Patterns.

Save weaves.

Edit weaves.

Change Color Sets.

Toggle between 2D and 3D fibers.

Vary the horizontal scale and horizontal thickness.

Vary the vertical scale and vertical thickness of the threads.

Express a Grad in an image to map the colors of a Gradation to the image based on luminance values.

Click to add color control point

Drag the point where you want it

Press Delete to remove control point

Click the square, then choose a blending method.

A brightness/contrast Plug-in Floater and its options dialog.

Objects P. Float Palette

Floaters may be moved higher or lower in the image stack by clicking and dragging the listing up or down.

Floater type (Reference, Plug-in, Image or Shapes Floater).

Click the eye to show/hide a Floater.

Click to lock/unlock a floater.

Floater Names.

Click the pushbar to view more Plug-in Floaters

Choose a Plug-in Floater icon and then click Apply to open the options dialog.

Choose from the Library pop-up menu or click an icon.

Commit the Plug-in to an image floater and freeze current state, removing dynamic options.

Return to the original image floater, removing dynamic changes.

Trim excess area around floater.

Group or ungroup Floaters.

To Drop a Floater is to merge the Floater with the canvas.

To Collapse a group is to merge all of the items in the group into one floater.

Use the Adjuster tool to make transformations.

Move a floater.

Press the ⌘/Ctrl key and drag a corner point to rotate a floater.

Press the ⌘/Ctrl key and drag a mid-point to skew a floater.

Press the Shift key and drag a corner point to resize a floater while maintaining aspect ratio.

Objects Mask List Palette

View/Hide Masks

Select Mask to use it.

Create a New Mask, or select an existing Mask and pull down the Mask menu for more options.

Invert to select the inverse area, for example the window box or the stucco wall.

Make a new mask to work on.

Load highlighted mask as a selection.

Save current selection as a mask.

Choose **Select menu> Selections Portfolio** to open this palette.

Choose a selection by clicking its icon. Then drag the selection into your document.

Perform Boolean operations (Add to, Subtract from, intersect) when you load a mask as a selection.

Objects Scripts Palette

Scripts are stored in and played from the Scripts Palette.

View and edit the individual steps involved in executing a Script by using the Scripts Palette.

Scripts are stored in Script Libraries. Access the Library by clicking on the pushbar.

Click the grow box to extend the palette.

Scripts are displayed in step-by-step fashion. Most steps are editable.

Click on the triangle to display secondary elements of steps in an outline form.

By editing the Brush used in the resulting image is altered (see below)

Record painting and image manipulations using the Scripts Palette, then edit to explore how changing individual parameters effects the resulting image.

Double-click a step to bring up the set dialog

The Script menu holds additional options.

Objects Network Palette

Painting traffic control—

- Click the green light if you want to paint.
- The light turns yellow while you wait your turn.
- The light shows green when you become the current artist.
- Click the red light when you're done painting. This turns control over to the artist who's been waiting to paint.

Pull down for network command options.

Click here and type chat messages. Press Enter to send.

Chat messages appear here.

List of users connected to this project. Colored dot shows each user's status:

- Green—the current artist,
- Yellow—waiting to paint,
- Red—just watching.