Welcome to the Painter 5.0 Demo!
Painter is the world's most creative design tool. Painter's astounding Natural-Media features simulate the tools and textures of traditional artists' materials. Version 5.0 adds amazing plug-in brushes to extend your creativity, dynamic plug-in floaters to create one-of-a-kind looks and powerful Internet publishing tools to put you on the web.

ABOUT THE DEMO
This demo version contains all the great Natural-Media features of the full product. However, when using the demo version you will not be able to save or print your artwork. Also, some features that require advanced system services are also disabled - for example, Net Painter for collaborative painting across a network, the Kodak color management system and frame-by-frame animation.

Two versions of the Painter 5.0 Demo are available:
* The **CD-ROM** demo contains a full complement of art materials (paper textures, patterns, Image Hose Nozzles, etc.) and requires 40Mb of free disk space for installation.
* The **online** demo is designed for download from the Web. It holds a small collection of art materials to make the installer much more compact and only requires 20Mb of free disk space for installation.

TO ORDER
...or for more information...
Call 800-846-0111 or visit http://**www.metacreations.com**

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** IMPORTANT **
LEARNING PAINTER
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Painter is a big program. To assist you with its many features, we have included an electronic version (Acrobat PDF) of the step-by-step **Tutorial Guide**. We strongly suggest you print this guide and work through the step by step lessons. This will provide a good overview of the program.

Please note that when working through the Tutorial, you will not be able to Save your artwork.

For additional help, you may also refer to online help, select Painter Help from the Help menu.

SYSTEM REQUIREMENTS

Power Macintosh (68K not supported)
System 7.5 or higher
12Mb of application RAM (20+Mb recommended)
Color display (24-bit recommended)

486DX or Pentium compatible PC
Windows 95 or Windows NT 4.0 (Windows 3.x not supported)
16Mb of System RAM (32 Mb for NT)
SVGA Video (24-bit true color recommended)

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NEW FEATURES
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PAINTER'S BRUSHES
It is the incredible Natural-Media brush engine that separates Painter from all other
graphics programs. If you spend a little time investigating how the brush engine
works, Painter will open up as the most incredible art program you have ever used.
This is even truer with the new expandable plug-in brush capabilities of version 5.0.

The first step is to explore all the great brush libraries included with Painter. By
default, the Brushes Palette opens the library "Painter Brushes." This includes the basic
set of Natural Media painting tools, like chalks, airbrushes, pencils and pens. This
default library is only the beginning. We have created a bunch of new brushes for
version 5.0. These new brush libraries are installed in the folder New Brushes which is
in your Painter folder. To make it easy to access the new brushes a Custom Palette
called "Shortcut to New Brushes" allows you to quickly load the 7 additional brush
libraries. If the Custom Palette is not on-screen, select Window/Custom
Palette/Shortcut to New Brushes to activate it. Simply click an icon in the Custom
Palette to load the new library.

DYNAMIC PLUG-IN FLOATERS
New in version 5.0 are Dynamic Plug-in Floaters which perform all kinds of exciting
image effects. You will find the Dynamic Plug-in Floaters by clicking the P.Float icon
on the Objects Palette. Some plug-in floaters create new layers -- like the
Kaleidoscope and Liquid Metal. Some should be applied to a selection or existing
floating object -- like Bevel World and Burn. If the Apply button (or menu command) is
grayed out, it means you need to create a selection or select a floater before applying
the plug-in floater.

Dynamic plug-in floaters can be CPU and memory intensive. Be careful when applying
Dynamic Plug-in Floaters to large images/floaters.

TRANSPARENT LAYERS
New to Painter 5 is the ability to paint on a transparent layer. Use the Objects Palette menu command Floater/Transparent Layer to create a transparent layer.

Use the new brush library "Layer" to paint into transparent layers. You can also make any brush paint into a transparent layer:
   1. From the brushes palette, select the brush you want to paint with.
   2. Click the Expand box at the top-right corner of the Brushes Palette.
   3. From the Method Popup select "Plug-in"
   4. From the Subcategory Popup select "Transparent Layer Brush"

TEAR-OFF TOOLS
Don't overlook the new Tear-off Tools. Grab any brush (like the Pencil) and drag it off the palette. Presto. You've created a custom palette. You can drag Brushes, Papers, Gradations, Patterns, Weaves, Plug-in Floaters, Scripts and Menu items to custom palettes. To add a menu command to a custom palette, select Window/Custom Palette/Add Command.

Quick Tip:
Hold the keys Control+Shift to rearrange items on a custom palette. Hold Control+Option+Shift to delete an item from a custom palette.

Quick Tip:
Hold down Control+Shift before selecting a menu item to add a menu item to a Custom Palette.

MAGIC WAND
When using the Magic Wand, holding the Shift key and clicking does not add to the selection. Instead it adds to the color set that Painter uses to build the Magic Wand selection. To add a range of colors, click and drag across the range of colors.

To select all areas of the image that fall within the tolerance setting of the Magic Wand, use Control+Shift+click. You can define a bounding rectangle by holding Control+Shift+drag and the Magic Wand will select all colors within the bounding rectangle.

KODAK COLOR MANAGEMENT
The Output Preview feature has been disabled in the demo version of Painter 5.

ANIMATION
Animation capabilities have been disabled in the demo version of Painter 5.

COMMON PROBLEMS & SOLUTIONS
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* The Painter 5 demo does not overwrite an existing installation of Painter. The Installer will place the demo in c:\Program Files\Painter 5.0 Demo\ by default.

* QuickTimeLibError: Cannot find Quicktime Lib. Your Macintosh will generate this error message if there is not enough free system memory to initialize QuickTime. It happens when applications are using almost all available memory. The solution is to lower Painter's preferred memory, or quit other applications. Refer to the User Guide for information on setting the amount of memory allocated to Painter.

* Painter 5 only supports the Photoshop 3.0 plug-in API (not 4.0). Plug-ins, like Alien Skin Eye Candy, which require the Photoshop 4.0 filter API will not work with Painter.

* Many Adobe Photoshop 4.0 plug-ins are designed to work only with Photoshop. They will appear in the Painter menus, but will not run.

* When using plug-in filters with Painter, especially Kai's Power Tools and Convolver, increase the amount of memory allocated to Painter. When using KPT 3.0 Painter should be set for a minimum memory size of 24Mb. Refer to the User Guide for information on increasing the amount of memory allocated to Painter.

* In a dual monitor setup, Painter 5.0 and KPT Texture Explorer are not compatible.

* Plug-in Floaters can not be recorded in a script or used during a Net Painter session.

* Brush libraries are limited to 15Mb in size. You should not use the brush mover to merge any of the default libraries that come with Painter or are on the Painter CD.

* If your Custom Palettes are moved completely off-screen (usually by switching resolution), get them back by using the Custom Palette Organizer (Window/Custom Palette/Organizer) to Export, Delete then Import the Palette.