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Welcome to Corel Painter 11

Corel® Painter™ 11 is the ultimate digital art studio. Its inventive drawing tools, realistic brushes, and customizable features let you expand your creative output in exciting new ways. When you use the pressure-sensitive brushes of Corel Painter, they become fluid extensions of your hand, so the resulting brushstrokes are unrivaled in texture and precision. What's more, features such as the ability to build your own Natural-Media® brushes and customize how brushes interact with the canvas give you countless ways to develop your artistic ideas. Corel Painter takes you far beyond what's possible in a traditional art environment.

This section contains the following topics:

• What’s New in Corel Painter?
• Learning to Use Corel Painter

What’s New in Corel Painter?

In this section, you will find information about the new and enhanced features of Corel Painter 11.
New Features

Color management includes individual color profiles per document and improved color recognition for imported files, which result in better color matches. Having fewer color corrections to make streamlines your workflow. In addition, the fresh, simplified interface for color-management operations makes it easier to control color profiles when you create or open files.

Hard Media variants include pencils, chalk, markers, and pens that mimic the behavior of their traditional counterparts more accurately than the tools of any other software!

- **Pencils and Chalks** — You can control shading by changing the angle of your pen on the drawing tablet. As with conventional pencils and chalk, you can use the tip for drawing and the side of the nib for shading.
- **Markers** — You can intensify color with each marker stroke. This feature lets you use one continuous shade or a buildup of color.
- **Pens** — You can create fine pen strokes, or thick strokes and ink deposits, by changing the stroke velocity. The faster you go, the thinner the line; the slower you go, the thicker the line.

Transformation capabilities are combined in a centralized tool, improving the ease and efficiency of transforming images. The new Transform tool offers convenient property bar buttons that let users quickly switch between the Move, Scale, Rotate, Skew, Distort, and Perspective Distortion modes.
Enhanced Features

Brushes perform as much as 30% faster than the previous version, creating a more true-to-life painting speed.

Brush controls let you change the width of your strokes by adjusting the angle of your pen when you work with a drawing tablet. Now, shading by hand feels more natural than ever.

Selection tools include a new Polygonal mode for the Lasso tool, plus overall improvements to marquee tools and the Magic Wand, which lets you make more nimble selections on your first try.

The Colors palette lets you adjust colors manually with sliders and enlarge the palette up to 800 pixels for a clearer view of colors. You can now also fine-tune the Hue Ring with the keyboard arrow keys, so it takes less time to find the perfect color.

The Mixer palette and swatches give you more color options. Extra mixer swatches appear when you enlarge the newly resizeable Mixer palette. You can enlarge the palette to make colors more accessible and provide a clearer view of your chosen color. When you no longer need to mix colors, you can reduce the size of the palette so that it uses less screen space.
Learning to Use Corel Painter

This guide provides general overviews about Corel Painter 11 features and presents the most commonly used procedures. For more comprehensive assistance, you can refer to the Help, which is available from within the Corel Painter workspace. The Help gives you access to a full range of topics in a searchable format. You can access the Help by choosing Help menu Corel Painter 11 Help (Mac OS®) or Help Topics (Windows®). You can also access a PDF version of the Help, which is included when you install the application.

You can learn about Corel Painter by accessing online resources for the Corel Painter community, including Tips and Tricks and tutorials.
Workspace Tour

The Corel Painter workspace has been designed to give you easy access to tools, effects, commands, and features. The workspace is organized across a series of menus, selectors, and interactive palettes. Some features are also available in the frame of the document window.

This section contains the following topics:

• The Menu Bar
• The Document Window
• The Toolbox
• The Property Bar
• The Brush Selector Bar
• The Palettes
• Customizing the Workspace

The Menu Bar

Using the commands on the Corel Painter menu bar, you can

• work with files and editing commands
• apply and adjust effects
• perform selection operations, work with shapes, and create animations
• control the document window or the Corel Painter workspace
The Document Window

The document window is the area outside the canvas that is bordered by scroll bars and application controls.

Please refer to the legend on the following page.
The document window lets you access the following features with the click of a button:

- **Tracing Paper** — Lets you trace a clone source. When Tracing Paper is in use, you see a faded-out version of the clone source, as if it were displayed under real tracing paper on top of a light box.

- **Grid** — Helps you position brushstrokes and shapes. You can set the types, size, line thickness, and color of the grid.

- **Color Correction** — Lets you apply the current color management style to an image. When the icon shows colors, the color management style is applied to the image; when the icon shows black, the color management style is not applied to the image.

- **Impasto Effect** — Lets you view the depth effect of the Impasto layer.
• Drawing Mode — Lets you choose where you can apply brushstrokes to your image when you have an active selection. Position the pointer over the icon, and hold down the stylus button to choose between drawing anywhere, drawing outside the selection only, or drawing inside the selection only.

• Navigation — Lets you view a pop-up window of the entire image and choose which area is displayed in the document window. For example, when you are working at a high zoom level or with a large image, you can find a different image area without having to adjust the zoom level.

The Toolbox

You can use the tools in the toolbox to paint, draw lines and shapes, fill shapes with color, view and navigate documents, and make selections. Under the toolbox is a color selector, plus six content selectors that let you choose papers, gradients, patterns, weaves, looks, and nozzles.
## Exploring the Toolbox

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>Navigation and Utility Tools</strong></td>
<td></td>
</tr>
<tr>
<td>Magnifier tool</td>
<td>The Magnifier tool lets you magnify areas of an image when you are performing detailed work, or reduce areas to get an overall view of an image.</td>
</tr>
<tr>
<td>Grabber tool</td>
<td>The Grabber tool gives you a quick way to scroll an image.</td>
</tr>
<tr>
<td>Rotate Page tool</td>
<td>The Rotate Page tool lets you rotate an image window to accommodate the way you naturally draw. For more information, see “Rotating and Flipping the Canvas” on page 34.</td>
</tr>
<tr>
<td>Crop tool</td>
<td>The Crop tool lets you remove unwanted edges from the image.</td>
</tr>
<tr>
<td>Tool</td>
<td>Description</td>
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<tr>
<td>-----------------------------</td>
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</tr>
<tr>
<td>Perspective Grid tool</td>
<td>The Perspective Grid tool lets you select and move the location of the perspective grid lines, the vanishing point, the horizon line, the ground line, and the picture plane. For more information, see “Using the Perspective Grid” in the Help.</td>
</tr>
<tr>
<td>Divine Proportion tool</td>
<td>The Divine Proportion tool lets you plan compositions by using guides based on a classical composition method.</td>
</tr>
<tr>
<td>Layout Grid tool</td>
<td>The Layout Grid tool lets you divide your canvas so that you can plan your composition. For example, you can divide your canvas into thirds vertically and horizontally to use the compositional rule of thirds.</td>
</tr>
<tr>
<td>Tool</td>
<td>Description</td>
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</tr>
<tr>
<td>Brush tool</td>
<td>The Brush tool lets you paint and draw on the canvas or a layer. Brush categories include pencils, pens, chalk, an airbrush, oil paints, watercolors, and more. When the Brush tool is selected, you can choose specific brushes from the Brush Selector bar.</td>
</tr>
<tr>
<td>Paint Bucket tool</td>
<td>The Paint Bucket tool lets you fill an area. The property bar shows choices for what area to fill and what to fill it with.</td>
</tr>
<tr>
<td>Dropper tool</td>
<td>The Dropper tool lets you pick up a color from an existing image. The property bar shows you values for the color. When you select a color with the Dropper tool, that color becomes the current color on the Colors palette.</td>
</tr>
<tr>
<td>Dodge tool</td>
<td>The Dodge tool lets you lighten the highlights, midtones, and shadows in an image.</td>
</tr>
<tr>
<td>Tool</td>
<td>Description</td>
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<td>-------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Burn tool</td>
<td>The Burn tool lets you darken the highlights, midtones, and shadows in an image.</td>
</tr>
<tr>
<td>Cloner tool</td>
<td>The Cloner tool gives you quick access to the last Cloner brush variant you used.</td>
</tr>
<tr>
<td>Rubber Stamp tool</td>
<td>The Rubber Stamp tool gives you quick access to the Straight Cloner brush variant, allowing you to clone point to point in an image or between images.</td>
</tr>
<tr>
<td>Eraser tool</td>
<td>The Eraser tool lets you remove unwanted areas from the image.</td>
</tr>
<tr>
<td>Selection Tools</td>
<td></td>
</tr>
<tr>
<td>Rectangular Selection</td>
<td>The Rectangular Selection tool lets you create rectangular selections.</td>
</tr>
<tr>
<td>Oval Selection tool</td>
<td>The Oval Selection tool lets you create oval selections.</td>
</tr>
<tr>
<td>Tool</td>
<td>Description</td>
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<td>-------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Lasso tool</td>
<td>The Lasso tool lets you draw a freehand selection.</td>
</tr>
<tr>
<td>Polygonal Selection tool</td>
<td>The Polygonal Selection tool lets you select an area by clicking at different points on the image to anchor straight line segments.</td>
</tr>
<tr>
<td>Magic Wand tool</td>
<td>The Magic Wand tool lets you click or drag in the image to select an area of similar color.</td>
</tr>
<tr>
<td>Adjuster Tools</td>
<td></td>
</tr>
<tr>
<td>Layer Adjuster tool</td>
<td>The Layer Adjuster tool is used to select, move, and manipulate layers.</td>
</tr>
<tr>
<td>Selection Adjuster tool</td>
<td>The Selection Adjuster tool lets you select, move, and manipulate selections created with the Rectangular, Oval, and Lasso selection tools and those converted from Shapes.</td>
</tr>
<tr>
<td>Tool</td>
<td>Description</td>
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<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Shape Tools</strong></td>
<td></td>
</tr>
<tr>
<td>Shape Selection tool</td>
<td>The Shape Selection tool is for editing Bézier curves (shape paths). You use the Shape Selection tool to select and move anchor points and to adjust their control handles.</td>
</tr>
<tr>
<td>Text tool</td>
<td>The Text tool creates text shapes. Use the Text palette to set the font, point size, and tracking.</td>
</tr>
<tr>
<td><strong>Shape Design Tools</strong></td>
<td></td>
</tr>
<tr>
<td>Pen tool</td>
<td>The Pen tool lets you create straight lines and curves in shape objects.</td>
</tr>
<tr>
<td>Quick Curve tool</td>
<td>The Quick Curve tool lets you create shape paths by drawing freehand curves.</td>
</tr>
<tr>
<td><strong>Shape Objects Tools</strong></td>
<td></td>
</tr>
<tr>
<td>Rectangular Shape tool</td>
<td>The Rectangular Shape tool lets you create rectangular shape objects.</td>
</tr>
</tbody>
</table>
### Tool Description

**Oval Shape tool**  
The Oval Shape tool lets you create oval shape objects.

**Shape Edit Tools**

**Scissors tool**  
The Scissors tool let you cut an open or closed segment. If the segment is closed, after you click on a line or point to cut the shape path, the shape path becomes open.

**Add Point tool**  
The Add Point tool lets you create a new anchor point on a shape path.

**Remove Point tool**  
The Remove Point tool lets you remove an anchor point from a shape path.

**Convert Point tool**  
The Convert Point tool is used to convert between smooth and corner anchor points.

**Color Selector**  
The Color Selector lets you choose main and additional colors. The front square displays the main color, and the back square displays the additional color.
The Property Bar

In Corel Painter, the property bar displays options for the tool that is currently selected in the toolbox. Here, you can access and change tool options and settings. Tool settings are retained when you switch from one tool to another. You can also use the property bar to restore the default settings of the selected tool.

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transformation Tool</td>
<td>The Transform tool lets modify selected areas of an images by using different transformation modes.</td>
</tr>
<tr>
<td>Transform tool</td>
<td></td>
</tr>
</tbody>
</table>

The property bar for the Rectangular Selection tool. You can restore the default settings for the current tool by clicking the Reset Tool button at the left end of the property bar.
The Brush Selector Bar

The Brush Selector bar lets you choose from a variety of brush categories and variants. Brush categories are groups of similar brushes and media. Brush variants are specific brushes and brush settings within a brush category. For example, in the Pastels category, there are pencil, chalk, soft, and hard pastel variants.

The name of the selected brush category appears at the top of the Brush Selector bar. The name of the selected brush variant appears under the brush category name.

You can preview brush categories and variants as thumbnails or in list format. Brush variants can also be previewed as brushstrokes. The Stroke view shows you both the dab type and brushstroke of the selected brush variant.
Brush categories can be displayed as thumbnails (left); brush variants can be displayed as strokes (right).

The Brush Selector bar menu commands, accessed by clicking the menu arrow on the right side of the Brush Selector bar, are used for creating and loading brushes, working with brush variants, and manipulating brushstrokes. For more information, see “Customizing Brushes” in the Help.
The Palettes

The interactive palettes in Corel Painter let you access commands, controls, and settings. By default, palettes are organized into task-related groups. For example, Brush Controls is the name given to the group of palettes that contain all the brush-related settings.

You can set up the palette layout in Corel Painter to best suit your working style. Palettes can be arranged in the application window to give you easy access to the tools and controls you use most often, and to maximize screen space.

Exploring the Palette Groups

As you work with Corel Painter, you’ll use the following groups of palettes.

<table>
<thead>
<tr>
<th>Palette</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brush Controls</td>
<td>The Brush Controls include the following palettes for adjusting brushes: General, Size, Spacing, Angle, Bristle, Well, Rake, Random, Mouse, Cloning, Impasto, Image Hose, Airbrush, Water, Liquid Ink, Digital Watercolor, Artists’ Oils, and RealBristle. The Brush Controls are a group of palettes that let you customize brush variants. The palettes match the categories on the Stroke Designer page of the Brush Creator. The Brush Controls are ideal for making small adjustments to a brush variant while you work. For more information about specific settings, see “Managing Settings and Controls” in the Help.</td>
</tr>
<tr>
<td>Palette</td>
<td>Description</td>
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</tr>
<tr>
<td>Color Variability</td>
<td>The Color Variability palette contains sliders to adjust color variability within brushstrokes. For more information, see “The Color Variability Palette” in the Help.</td>
</tr>
<tr>
<td>Color Expression</td>
<td>The Color Expression palette lets you determine how a stylus applies the Main Color and Additional Color in Corel Painter documents. For more information, refer to “The Color Expression Palette” in the Help.</td>
</tr>
<tr>
<td>Color Palettes</td>
<td></td>
</tr>
<tr>
<td>Colors</td>
<td>The Colors palette lets you choose main and additional colors for painting in Corel Painter documents. You can also use the Clone Color option on the Colors palette. For more information, see “Using the Colors Palette” in the Help.</td>
</tr>
<tr>
<td>Mixer</td>
<td>The Mixer palette lets you mix and blend colors as you would on an artist’s palette. It contains its own set of tools. For more information, see “Working with the Mixer Palette” in the Help.</td>
</tr>
</tbody>
</table>
### Palette Description

<table>
<thead>
<tr>
<th>Palette</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color Sets</td>
<td>The Color Sets palette displays the colors in the current color set. You can use color sets to organize groups of colors. Some color sets are organized by both name and color relationship. For more information, refer to “Working with Color Sets” in the Help.</td>
</tr>
<tr>
<td>Library Palettes</td>
<td></td>
</tr>
<tr>
<td>Papers, Gradients, Patterns, and Weaves</td>
<td>The Library palettes let you choose and edit resources. You can view resources as thumbnails or in a list, and preview the selected resource. For more information, see “Using Paper Texture,” “Using Gradients,” “Using Patterns,” and “Using Weaves” in the Help.</td>
</tr>
<tr>
<td>Palette</td>
<td>Description</td>
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<tr>
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<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Layers and Channels Palettes</td>
<td>The Layers palette contains thumbnail previews of all the layers in a Corel Painter document. You can use the buttons on the Layers palette to arrange layers, use Dynamic Plug-ins, add new layers (including Watercolor and Liquid Ink layers), create layer masks, and delete layers. You can also set the composite method and depth, adjust the opacity, and lock and unlock layers. For more information, see “Layers” in the Help.</td>
</tr>
<tr>
<td>Channels</td>
<td>The Channels palette contains thumbnail previews of all the channels in a Corel Painter document, including RGB composite channels, layer masks, and alpha channels. The buttons on the palette can be used to load, save, and invert existing channels, and to create new channels. For more information, see “Alpha Channels” in the Help.</td>
</tr>
</tbody>
</table>
### Text and Scripts Palettes

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<tr>
<th>Palette</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Text</strong></td>
<td>The Text palette lets you perform all tasks relating to text in a Corel Painter document, such as choosing fonts, adjusting opacity, and applying drop shadows. For more information, refer to “Working with Text” in the Help.</td>
</tr>
<tr>
<td><strong>Scripts</strong></td>
<td>The Scripts palette gives you access to all commands and settings related to scripts. For example, you can open, close, play, and record scripts from the Scripts palette. For more information, see “Scripting” in the Help.</td>
</tr>
</tbody>
</table>

### Info and Tracker Palettes

<table>
<thead>
<tr>
<th>Palette</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>Info</strong></td>
<td>The Info palette provides you with an image preview; document information, such as width and height; X and Y coordinates and the cursor position; context-sensitive information based on the selected tool; and unit information, such as pixels, inches, and resolution. The palette menu lets you choose the preview style and how RGB values are displayed.</td>
</tr>
<tr>
<td>Palette</td>
<td>Description</td>
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<tr>
<td>-------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Tracker</td>
<td>The Tracker palette temporarily stores brush categories, variants, and dab types when you apply brushstrokes to the canvas. Each time you use a new brush, the variant is saved on the Tracker palette.</td>
</tr>
<tr>
<td>Image Portfolio and Selection Portfolio Palettes</td>
<td>These palettes contain all of the images or selections in the current library. You can view the items as thumbnails or in a list, as well as preview the current item. For more information, see “Storing Images with the Image Portfolio” and “Using the Selection Portfolio” in the Help.</td>
</tr>
<tr>
<td>Underpainting</td>
<td>The Underpainting palette lets you adjust tone, color, and detail in a photo in preparation for auto-painting. This palette is used in the first step of the photo-painting process.</td>
</tr>
</tbody>
</table>
### Palette Description

<table>
<thead>
<tr>
<th>Palette</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto-Painting</td>
<td>The Auto-Painting palette lets you specify a range of settings that control how brushstrokes are applied. This palette is used in the second step of the photo-painting process.</td>
</tr>
<tr>
<td>Restoration</td>
<td>The Restoration palette lets you fine-tune a painting by providing brushes that help you restore detail. This palette is used in the third step of the photo-painting process.</td>
</tr>
</tbody>
</table>

### Composition Palettes

<table>
<thead>
<tr>
<th>Palette</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Divine Proportion</td>
<td>The Divine Proportion palette lets you customize the Divine Proportion guide — a tool that helps you plan a layout according to a classic composition method.</td>
</tr>
<tr>
<td>Layout Grid</td>
<td>The Layout Grid palette lets you customize the Layout Grid — a tool that helps you divide your canvas so that you can plan your composition.</td>
</tr>
</tbody>
</table>
Customizing the Workspace

Corel Painter lets you completely customize your workspace to suit your workflow needs. You can customize Brush Libraries, Paper Libraries, and Portfolios and save these changes to use again whenever you like. In addition, you can easily create multiple workspaces, each with different libraries and portfolios. You can even share these customized workspaces with others by importing or exporting them.

To create a new workspace
1. From the Window menu, choose Workspace ➤ New Workspace.
2. In the New Workspace dialog box, type the name of the new workspace.
3. From the Based On pop-up menu, choose the workspace on which you want to base the new workspace.
4. Click Save.
   The current workspace switches to the new workspace you just created.

To customize a workspace
1. From the Window menu, choose Workspace ➤ Customize Workspace.
2. From the Workspace pop-up menu, choose the workspace you want to customize.
3. In the Media list, expand the folders for any of the media categories you want to customize by clicking on the folder name or the + icon.
4. Click on the eye icon that appears next to the name of each media variant you want to show or hide.
A closed eye indicates that the media variant is not visible in the specified workspace. An open eye indicates that the media variant is visible in the specified workspace. Note that you cannot hide every media variant within a media category. At least one media variant appears for each media category.

- To rename a media variant, click on the variant, and type its new name in the Preview text box.
- To reorder media variants, drag each media variant to a new location in the list.

5 Click Done.

To switch to a different workspace

- From the Window menu, choose Workspace ➤ [Workspace Name].

To import a workspace

1 To import a workspace, do one of the following:
   - From the Window menu, choose Workspace ➤ Import Workspace.
   - From the Window menu, choose Workspace ➤ Customize Workspace and click Import Workspace.

2 Choose the workspace file you want to import, and click Open.

If you are working in the Customize Workspace dialog box, the name of the imported workspace appears in the Workspace pop-up menu. If you chose Import Workspace from the Window menu, the workspace you just imported becomes the current workspace.
To export a workspace

1. To export a workspace, do one of the following:
   • From the Window menu, choose Workspace ➤ Export Workspace.
   • From the Window menu, choose Workspace ➤ Customize Workspace and click Export Workspace.

2. Choose the workspace you want to export, and click Open.

3. Choose a destination for the workspace, and click Save.
Basics

The Corel Painter application provides a digital workspace in which you can create new images, or alter existing images, by using the Natural-Media tools and effects. Your working image is known as a document and is displayed in a document window. This document window includes navigation and productivity features to help you work efficiently.

Every artist works in a unique way, and every computer system has its own configuration of memory, disks, printers, and accessories. Corel Painter preferences let you customize the program for your own work style and for optimum performance on your particular system. You can also customize the features of your tablet and pens in Corel Painter.

This section contains the following topics:
• Understanding Resolution
• Setting Preferences

Understanding Resolution

When you work with images in a digital workspace, it is helpful to understand the concept and applications of resolution. Resolution refers to how Corel Painter measures, displays, saves, and prints images — either as small squares of color called “pixels” or as mathematical objects called “vectors.”
A document’s resolution affects both its appearance on your computer screen and its print quality. You can specify a document’s resolution when you create a new document, acquire an image, or save or export a file.

**Resolution and Screen Appearance**

Most monitors have a resolution of 72 pixels per inch (ppi). The Corel Painter display default is 72 ppi, which means that each pixel in the Corel Painter image occupies 1 pixel on your monitor. The display resolution does not affect the document’s actual number of pixels per inch — it affects only how the image is displayed on the monitor.

For example, a 300-ppi image is displayed on-screen at approximately four times its actual size. Because each pixel in the Corel Painter image occupies 1 pixel on your monitor, and the monitor’s pixels are approximately four times the size of the image’s pixels (72 ppi versus 330 ppi), the image must appear four times larger on-screen in order to display all of the pixels. In other words, your 330-ppi document will print at approximately one-quarter of its on-screen size. To view the image at its actual size, you can set the zoom level to 25%.

If you set the dimensions in pixels and then change the number of pixels per inch (resolution), this change will affect the size of the printed image. If you set your document size in inches, centimeters, points, or picas and then change the resolution, the dimensions of the printed image will not be affected.
Resolution and Print Quality

The resolution of output devices (printers) is measured in dots per inch, and in the case of halftones, lines per inch (lpi). Output device resolutions vary, depending on the type of press and paper used. In general, a photograph is output at a crisp 150 lpi if printed on glossy magazine stock, and at 85 lpi if printed on newspaper stock.

If you are using a personal laser or inkjet printer, set your document size in inches, centimeters, points, or picas at the dots-per-inch setting specific to your printer. Most printers produce excellent output from images set at 300 ppi. Increasing the file’s pixels-per-inch setting does not necessarily improve the output and may create a large, unwieldy file.

If you are using a commercial printer or a more sophisticated output device, the dimensions of the image should always be set to the actual size that you want the image to appear in the printed piece. A good rule of thumb is to set the number of pixels per inch to twice the desired lines per inch. So, at 150 lpi, the setting should be twice that, or 300 ppi; at 85 lpi, the setting should be 170 ppi. It’s a good idea to check with your service bureau if you have questions about output device resolution.
Rotating and Flipping the Canvas

Corel Painter lets you rotate and flip the Canvas layer. When you rotate or flip the Canvas layer, all other layers move along with it. You can rotate the Canvas layer by a predefined amount, or you can choose the amount of rotation. If your document has layers of different types, you are prompted to commit all of them to default, pixel-based layers. The Canvas layer increases in size when necessary, so rotating or flipping it does not cause the contents of the other layers to be cropped.

To rotate the Canvas layer

1. Choose Canvas menu > Rotate Canvas.
2. Perform a task from the following table.

<table>
<thead>
<tr>
<th>To</th>
<th>Do the following</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rotate the Canvas layer 180 degrees</td>
<td>Choose 180.</td>
</tr>
<tr>
<td>Rotate the Canvas layer 90 degrees clockwise</td>
<td>Choose 90 CW.</td>
</tr>
<tr>
<td>Rotate the Canvas layer 90 degrees counterclockwise</td>
<td>Choose 90 CCW.</td>
</tr>
<tr>
<td>Rotate the Canvas layer by a user-defined amount</td>
<td>Choose Arbitrary; in the Rotate Selection dialog box, type a number in the Angle box to specify degrees of rotation.</td>
</tr>
</tbody>
</table>
To flip the Canvas
1. Choose Canvas menu ➤ Rotate Canvas.
2. Choose one of the following:
   • Flip Canvas Horizontal
   • Flip Canvas Vertical

Setting Preferences
Corel Painter has several different pages of the Preferences dialog boxes: General, Brush Tracking, Customize Keys, Undo, Shapes, Operating System (Windows), Palettes and UI, and Memory and Scratch. For detailed information about preferences, refer to “Setting Preferences” in the Help.

Setting up the Drawing Cursor
You can choose a cursor icon and its orientation. You can also set the drawing cursor to show a brush ghost—a representation of the brush variant you choose from the Brush Selector bar.
The brush ghost (left) gives you information about the size of your brush variant. The Enhanced brush ghost (right) gives you information about the tilt, bearing, and rotation of your pen.

To choose a drawing cursor icon
1 On the General page of the Preferences dialog box, enable the Brush option in the Cursor Type area.
2 Choose one of the following icon options from the pop-up menu to the right of the Brush option:
   • Brush
   • Cross
   • Torus
   • Triangle
   • Hollow Triangle
   • Gray Triangle
   The selected cursor icon appears in the Orientation area.
3 Enable an Orientation option.
If you want the drawing cursor icon to be a single pixel, enable the Single Pixel option in the Cursor Type area.

To set brush ghost options
- On the General page of the Preferences dialog box, choose one of the following options:
  - Enable Brush Ghosting — gives you immediate visual feedback on the cursor, showing you the shape and size of the selected brush
  - Enhanced Brush Ghost — gives you visual feedback about the brush size as well as the tilt, bearing, and rotation of the pen. The outer ring indicates the brush size, and the line indicates the tilt and bearing of the pen. If you have a flat-tip pen that supports 360-degree rotation, a dot appears along the outer ring to indicate the pen rotation.

The Enhanced brush ghost gives you more visual feedback about your pen in relation to the tablet.
Brush Tracking Preferences

When you draw with traditional media, the amount of pressure you use with a tool determines the density and width of your strokes. Using a pressure-sensitive stylus with Corel Painter gives you this same kind of control. Each artist has a different strength or pressure level in a stroke. The Brush Tracking preference lets you adjust Corel Painter to match your stroke strength. This is particularly useful for artists with a light touch. If a light stroke leaves no color on the canvas, you should use Brush Tracking to increase sensitivity.

You might also change brush tracking between phases of a project. You could use a light touch when sketching with a pencil brush variant, then set tracking for more pressure when you switch to an oil paint variant. Corel Painter saves Brush Tracking between sessions, so whatever tracking sensitivity you set will be the default the next time you open the application.

To set brush tracking

1. Do one of the following:
   - (Mac OS) Choose Corel Painter 11 menu ➤ Preferences ➤ Brush Tracking.
   - (Windows) Choose Edit menu ➤ Preferences ➤ Brush Tracking.
2. Drag in the scratch pad in a “normal” stroke.
   Use the pressure and speed you prefer when drawing or painting. For specific adjustments, you can move the sliders.
Use the Brush Tracking dialog box to customize how Corel Painter responds to your stroke pressure and speed.
Painting

The Corel Painter application lets you draw and paint as you might with real artists’ tools and media. In your studio, you use brushes, pens, pencils, chalk, airbrushes, and palette knives to make marks on a canvas or piece of paper. With Corel Painter, an infinite variety of marks are possible. Like a fully stocked art store, Corel Painter supplies you with many different brushes and drawing tools, each with modifiable characteristics.

This section contains the following topics:

• Exploring Brushes
• Understanding Brush Categories
• Choosing Brush Settings
• Exploring Painting

Exploring Brushes

The Corel Painter Brush tool offers users a wide range of preset painting and drawing tools called brush variants. Brush variants are organized into categories, such as Airbrushes, Artists’ Oils, Calligraphy, Pencils, and Watercolor. They are designed with real media in mind, so you can select a tool with an expectation of how it will behave. For example, you’ll find a 2B Pencil brush variant in the Pencils category, and a Fine Camel brush variant in the Watercolor category. The Brush Selector bar lets you choose a category and brush variant quickly and easily.
The Brush Selector bar lets you choose a brush category (left) and a brush variant (right) quickly and easily.

You can use the Corel Painter brush variants as they are, or you can adjust them to suit your purposes. Many artists use Corel Painter brush variants with only minor adjustments — to size, opacity, or grain (how much color penetrates paper texture).

If you want to make more extensive modifications to a brush or create a totally new brush variant, you can do just that by using brush controls.

Most Corel Painter brushes apply media (a color, gradient, or pattern) to an image. Some brushes, however, do not apply media. Instead, they make changes to media already in the image. For example, the Just Add Water brush variant (in the Blenders brush category) smudges and dilutes existing colors in the image with smooth, anti-aliased strokes. Using one of these brushes on a blank area of the canvas has no effect.

Corel Painter includes a batch of Natural-Media brushes that use a media application method called “rendered dab types” to produce “computed” brushstrokes. These brushes create wonderfully realistic, continuous, smooth-edged strokes. They are fast and more consistent because the strokes are computed as you draw, not created by applying dabs of color. In fact, you can’t draw fast enough to leave dabs or dots of color in a stroke. These brushes allow for rich features that are not possible with the application of
dab-based media. You can take better advantage of tilt and angle, and you can paint with patterns or gradients. For information about using rendered dab types when customizing brushes, refer to “Dab Types” in the Help.

If you’re looking for a brush from a previous version of Corel Painter, you can reload the old version’s brush library.

### Selecting a Brush

On the Brush Selector bar, you can choose from brush variants that are arranged in recognizable categories. The categories are named according to traditional categories of art media, which lets you select a tool with a reasonable expectation of how it will behave. In an art store, if the tools in one aisle don’t produce the results you want, you can try a different aisle. Similarly, with Corel Painter, you can try different brush categories to find the tool you want.

#### To show the Brush Selector bar

- In the toolbox, click the Brush tool.

You can also show the Brush Selector bar by choosing Window menu > Brush Selector Bar.

#### To choose a brush

1. On the Brush Selector bar, choose a brush category from the Brush Category selector.
2. Choose a variant from the Brush Variant selector.
Understanding Brush Categories

In the following section, descriptions of the brush categories are presented in alphabetical order.

**Acrylics**

All Acrylic brush variants cover underlying brushstrokes. Many are capable of multicolored strokes, and others interact with underlying pixels to create realistic effects.

- Captured Bristle
- Thick Acrylic Flat
- Wet Acrylic

**Airbrushes**

Airbrushes apply fine sprays of color. Computed airbrushes carefully mirror the feel of a real airbrush in action. The Wacom® airbrush styluses are fully compatible with the variants in the Airbrushes category.

- Coarse Spray
- Fine Spray
- Digital Airbrush
Art Pens

Art Pens are based on brush variants from other brush categories, but they are optimized to work with flat-tipped pens that support 360-degree barrel rotation.

Artists’ Oils

Brush variants from the Artists’ Oils category let you mix media as though you were working with traditional oil paints. You can use colors mixed on the Mixer palette and apply them directly to the canvas. The colors can then be blended with the oils already on the canvas. Multiple colors from the Mixer palette can be loaded on an Artists’ Oils brush variant at the same time. Each stroke created with an Artists’ Oils brush variant loads the brush with a finite amount of oil, which is then transferred to the image. As you apply a stroke to the canvas, the Artists’ Oil brush loses oil, and the brushstroke becomes fainter. Because layers don’t have the oily properties of the canvas, brushstrokes applied to a layer don’t fade as rapidly. Some Artists’ Oil brush variants are palette knives, allowing you to mix paint directly on the canvas. There are six brush tip profiles designed specifically for Artists’ Oil brushes. For more information, see “Artists’ Oils Brush Tip Profiles” in the Help.

Bristle Brush  Soft Grainy Brush  Thick Wet Impasto
**Artists**

Artist brush variants help you paint in the styles of master artists. For example, you can paint in the style of Vincent Van Gogh, where brushstrokes are multishaded, or in the style of Georges Seurat, where multiple dots combine to form an image.

When you use any of the Artist brush variants, dragging quickly produces wider strokes. You can use the Color Variability settings to adjust how the Artist brushstrokes are colored.

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**Blenders**

Blenders affect underlying pixels by moving and mixing them. The variants can reproduce the effects of blending paint by applying water or oil. You can also smooth drawing lines and create shading just as you would on a pencil sketch or charcoal drawing.
Calligraphy

Whether you want to reproduce the look of calligraphy pen strokes on a grainy texture, or the smooth strokes of a calligraphy brush, the Calligraphy brush variants offer you a range of creative options.

Chalk

Chalk brush variants produce the thick, rich texture of natural chalk sticks, and have strokes that interact with the paper grain. The opacity is linked to stylus pressure.
Charcoal

Charcoal brush variants range from pencils to hard or soft charcoal sticks. As with other dry media brush variants, the opacity is linked to stylus pressure. Blender brush variants can be used to soften and blend the charcoal strokes. For a smooth workflow, keep your favorite Charcoal and Blender brush variants together in a custom palette.

Cloners

The Cloner brush variants behave like other brush variants, except that they take color from a cloned source. These variants recreate the source imagery while effectively filtering it, reproducing the image in an artistic style, such as pastel chalk or watercolor.
**Colored Pencils**

Colored Pencils interact with the canvas texture and unlike other dry media brush variants, apply strokes with even opacity, regardless of pressure. However, these brush variants do react to speed. For example, dragging quickly produces a thinner line; dragging slowly produces a thicker line. As with all pencil-style brush variants, Colored Pencil brush variants build to black as you draw over the same area of the image.

![Color Pencils](Image)

**Conte**

Similar to Chalk, Conte brush variants produce textured strokes that interact with the paper grain. As with other dry media brush variants, the opacity is linked to stylus pressure.

![Conte Brushes](Image)
Crayons

Crayons offer a range of styles. From soft and dull, to waxy and grainy, they produce textured strokes that interact with the paper grain. As with other dry media brush variants, the opacity is linked to stylus pressure.

Digital Watercolor

Digital Watercolor brush variants produce watercolor effects that react with the canvas texture. Unlike Watercolor brush variants, which work with the Watercolor Layer, Digital Watercolor strokes can be applied directly to any standard pixel-based layers, including the canvas. For example, if you’re applying watercolor effects to a photo, Digital Watercolor brushstrokes can be applied directly to the image. If you’re creating a realistic watercolor from scratch, the Watercolor brush variants allow colors to flow, mix, and absorb more realistically.

Digital Watercolor brushstrokes affect each other as you apply one brushstroke on another, and they react dynamically to the Wet Fringe setting. When you achieve the results you want, you can keep the brushstrokes from changing by choosing Layers menu Dry Digital Watercolor.
The width of Digital Watercolor brushstrokes is affected by stylus pressure, with the exception of the Wet Eraser brush variant.

**Distortion**

Distortion brush variants apply special effects that distort an image. Some variants, such as Grainy Distorto, or Grainy Mover, produce blending effects. Other variants, such as Hurricane, Turbulence, and Water Bubble, produce more dramatic effects.
Erasers

There are three types of Eraser brush variants: Eraser, Bleach, and Darkener. Eraser brush variants erase down to the paper color. Bleach brush variants erase to white, gradually lightening by removing color. Darkener brush variants are the inverse of Bleach variants. Darkener brush variants gradually increase color density, building colors toward black. With all Eraser brush variants, pressure determines how much you erase.

F/X

F/X brush variants give you wildly creative results. Some add color; others affect underlying pixels. The best way to appreciate the F/X brush variants is to experiment with them on an image and a blank canvas.
Felt Pens
Felt pen variants let you create marker-style drawings. The brush variants range from fine point to blunt and have a variety of nib shapes and opacity levels. Felt Pen brush variants build to black as you draw over the same area of the image.

Gouache
Gouache brush variants let you paint with the fluidity of watercolors and the opacity of acrylics. These variants range from fine, detail brushes, to flat or thick brushes. Brushstrokes created with Gouache brush variants cover underlying brushstrokes.
Image Hose

The Image Hose is a special brush that applies images instead of color. The images it “paints” with come from special image files called nozzles. Each nozzle file contains multiple images that are organized by characteristics such as size, color, and angle. Each characteristic (parameter) can be linked to a stylus attribute (animator), such as Velocity, Pressure, and Direction.

The name of each Image Hose variant tells you which parameter and animator are in effect. For example, the Linear-Size-P Angle-R brush variant links size to stylus pressure (P) and sets the angle randomly (R).

Impasto

Impasto brush variants let you create the classic technique of applying thick paint on a canvas to create depth. The depth information for the brushstroke is stored on the Impasto Layer.
Some variants apply depth effects to underlying pixels, such as Acid Etch, Clear Varnish, Depth Rake, and Texturizer-Clear. Other variants apply three-dimensional brushstrokes with the current paint color.

**Liquid Ink**

Liquid Ink brush variants combine ink and paint to create a thick, liquid paint effect. There are three main types of Liquid Ink brush variants: ones that apply ink, ones that remove ink to create a resist effect, and ones that soften edges. Like Watercolor brush variants, a new layer is created automatically when you first apply a brushstroke. You can also create 3D effects by double-clicking a Liquid Ink layer and adjusting the Threshold and Amount sliders.
Markers

The brush variants in the Marker category replicate conventional, real-world markers.

The strokes that you make with the Marker variants closely reflect those of traditional, high-quality markers, mainly because of the way the Marker variants interact with the canvas. For example, the Flat Rendering Marker in Corel Painter allow color buildup and pooling.

Oil Pastels

Oil Pastel brush variants produce the thick, rich texture of natural pastel sticks. Most Oil Pastel brush variants cover existing brushstrokes with the current paint color. However, the Variable Oil Pastel brush variants blend the underlying color into the brushstroke. As with other dry media brush variants, opacity is linked to stylus pressure.
**Oils**

Oil brush variants let you create effects you’d expect from oil paints. Some variants are semitransparent and can be used to produce a glazed effect. Other variants are opaque and cover underlying brushstrokes. For realistic interaction with the Mixer palette, and to apply multiple colors in a single brushstroke, try using Artists’ Oil brush variants.

**Palette Knives**

You can use Palette Knife brush variants to scrape, push, or pick up and drag colors in your image. Only one Palette Knife brush variant, the Loaded Palette Knife, applies the current paint color. Palette Knife dabs are always parallel to the shaft of the stylus.
Pastels
Pastels range from hard pastel styles that reveal the paper grain to extra soft pastels that glide on to completely cover existing brushstrokes. Opacity is linked to stylus pressure.

Pattern Pens
Pattern Pen brush variants let you use a brush to apply a pattern to an image. You can vary features such as the size of the pattern and the transparency. For example, Pattern Pen Micro decreases the size of the pattern, and Pattern Pen Transparent applies a semitransparent version of the pattern.
Pencils

Pencil brush variants are great for any artwork that would traditionally require pencils; from rough sketches to fine line drawings. Like their natural counterparts, Pencil brush variants interact with canvas texture. All of the variants build to black and link opacity to stylus pressure. The width of Pencil strokes varies according to the speed of the stroke, so dragging quickly produces a thinner line and dragging slowly leaves a thicker line.

Pens

Pen brush variants, like the Scratchboard Rake and Bamboo Pen, create realistic effects without the drawbacks of traditional pens, which can clog, spatter, or run dry.
**Photo**

Photo brush variants let you modify digital images or existing artwork. For example, you can clean up photos by adjusting color or removing scratches, add a blur effect, or sharpen an image.

**RealBristle**

RealBristle brush variants bring a new level of realism to the digital painting experience by simulating the natural movement of an artist’s brush. The RealBristle brushes are based on individual brushes from other categories, but their Natural-Media capabilities are enhanced so you can better control how the bristles interact with the canvas and the paint.
**Smart Stroke**

Smart Stroke brush variants are based on popular brush variants from other brush categories, but they are optimized to work with the Photo Painting System.

**Sponges**

Sponges let you create a variety of textures by applying the current paint color to cover or blend existing colors. Some Sponge brush variants apply dabs of paint at random angles with each click of a stylus. Wet sponge brush variants, such as Grainy Wet Sponge, apply sponge dabs as you drag across the canvas. Smeary Wet Sponge variants let you blend the current paint color with existing colors as you drag across the canvas.
Sumi-e

Sumi-e brush variants let you create flowing sumi-e-style brushstrokes. There are a variety of brush sizes and shapes to help you recreate traditional sumi-e brushstrokes.

Tinting

Tinting brush variants let you apply effects to photos or existing artwork. For example, you can apply translucent color to areas of a black and white photo by using the Basic Round brush variant. Applying each color to a separate Gel or Colorize layer lets you adjust the opacity of each color layer independently for a more subtle or dramatic effect.
**Watercolor**

Watercolor brush variants paint onto a watercolor layer, which enables the colors to flow, mix, and absorb into the paper. The watercolor layer is created automatically when you first apply a brushstroke with a Watercolor brush variant. The layer lets you control the wetness and evaporation rate of the paper to effectively simulate conventional watercolor media. Most Watercolor brush variants interact with the canvas texture. You can use Watercolor brush variants to apply a watercolor effect to a photo by lifting the canvas to the watercolor layer. To paint directly on the canvas, use a Digital Watercolor brush variant.

![Diffuse Flat](image1)
![Splatter Water](image2)
![Wet Camel](image3)
Choosing Brush Settings

Basic brush controls for size, opacity, and grain are located on the property bar. The property bar may also contain additional controls for the selected brush category, such as resaturation, bleed, and jitter.

When a brush is selected and positioned over the canvas, the cursor changes, by default, into a “ghost” of the brush — mirroring size and shape — so you can see the area that you’re about to paint. This ghost brush provides a handy way to see if a change in size is required.

The Brush Creator contains additional controls depending on the variant you have selected. For example, the Brush Creator offers more sophisticated controls for resizing and shaping brushes, including a minimum (Min) size setting. When a brush takes advantage of the Min size setting, you’ll see strokes taper and widen as stylus pressure or direction is varied. For complete information about using the Brush Creator, refer to “Customizing Brushes” in the Help. For more information on saving customized brushes as custom variants, refer to “Saving Brush Variants” in the Help.
Painting 65

Setting Brush Size

The Size slider on the property bar determines the size of a single brush dab. The text field next to this slider lets you enter a specific size (in pixels).

To set brush size
1. Choose the Brush tool from the toolbox.
2. Choose a brush from the Brush Selector bar.
3. On the property bar, type a value in the Size box, or adjust the pop-up slider.

Corel Painter may need to rebuild the brush after you resize it. Automatic rebuilding of modified brushes is the default in Corel Painter. Expect a short delay while Corel Painter is rebuilding the brush.

Exploring Painting

Many Corel Painter brush variants are digital equivalents of real-life brushes you might already use. Others let you create images that aren’t possible with real-life tools.

Corel Painter features “computed” brushes that create smooth, continuous strokes. You can use these brushes to apply color, brush on gradients, or paint with patterns.

Corel Painter brushes can be changed in many ways to create the look you desire. For example, you can start with a pencil and then change the settings until the tool works like an airbrush. You can also modify an oil pastel to create a pastel brush, or make a leaky
pen act like a camel hair brush. Suddenly, the art store has unlimited aisles and floors, giving you the freedom to create whatever you imagine. For more information about using controls to customize brushes, refer to “Customizing Brushes” in the Help.

The result of any single mark or stroke you make with a Corel Painter drawing tool depends on the following:

• The brush category (or drawing tool) you choose. Refer to “Understanding Brush Categories” on page 44 for more information.

• The brush variant you select within the brush category. Refer to “Selecting a Brush” on page 43 for more information about selecting a specific brush variant.

• Controls such as brush size, opacity, and the amount of color penetrating paper texture. Refer to “Choosing Brush Settings” on page 64 for more information.

• The current paper texture. Refer to “Choosing Paper Textures” on page 74 for more information about selecting paper.

• The color, gradient, or pattern you use as media. Refer to “Painting with Color” on page 67 and “Painting with Gradients and Patterns” in the Help for more information about choosing media.

• The brush method. For more information, see “Methods and Subcategories” in the Help.
Painting with Color

Before actually painting, you must choose which media to apply. Most often, you may choose to apply a color, but selecting a color is just the beginning. Corel Painter offers a powerful range of color features, including random color variability and color sets.

To paint with color
1 Select a brush that applies media to a document.
2 On the Colors palette, click the palette menu arrow, and choose Standard Colors.
3 Drag or click in the Hue Ring to select a hue.
4 Drag or click in the Saturation/Value Triangle to pick the saturation. The color you select becomes the main color and is displayed in the front square below the Hue Ring. The back square shows the additional color. The additional color is not the canvas color; it is used to create two-color brushstrokes and two-point gradients.

5 Paint in the document window.

To paint with a color already in the image
1 Select a brush that applies media to a document.
2 Hold down Option (Mac OS) or Alt (Windows), and click a color in the image. The Brush tool switches to the Dropper tool. The color is “picked up” by the Dropper tool and becomes the main color.
3 Paint in the document window.

Creating Two-Color Brushstrokes

Usually, you work only with the main color — the front square of the two overlapping squares on the Colors palette. Using one color produces a solid, one-color brushstroke. By selecting an additional color, you can create a two-color brushstroke.

To set up a two-color brushstroke
1 On the Brush Selector bar, choose a brush category.
   Not all brushes can create two-color brushstrokes. Among those that can are Acrylics, Calligraphy, and Chalk.
2 From the Brush Variant selector, choose a variant with a noncomputed dab type — for example, the Circular dab type. A noncomputed dab type is dab-based, as opposed to rendered. For more information, see “Dab Types” in the Help.

3 On the Colors palette, click the palette menu arrow, and choose Standard Colors. If the Colors palette is not displayed, choose Window menu ▸ Color Palettes ▸ Colors.

4 Click the Main Color (front) square.

5 Choose a color on the Colors palette or the Color Sets palette. The front square changes according to your selection.

6 Click the Additional Color (back) square.

7 Choose a color on the Colors palette or the Color Sets palette. The back square changes according to your selection.

8 Click the Main Color (front) square. This step reactivates the main color for the next time you pick a color.

9 Choose Window menu ▸ Brush Controls ▸ Color Expression to display the Color Expression palette. If the palette is not expanded, click the palette arrow.

10 On the Color Expression palette, choose Direction from the Controller pop-up menu.

11 Paint a “T” in your document. Draw some loops and circles to see how the transition between colors depends on brushstroke direction.

For information about using the Color Sets palette to choose a color, refer to “Working with Color Sets” in the Help.
For different results, try different Controller settings. For example, choose Pressure to create color transitions based on the pressure you apply with your stylus.

### Loading Multiple Colors

Imagine the ability to load color at a bristle level, picking up different colors with each “hair” of a brush — as though filling tiny ink wells. Imagine also the ability to move multiple colors along with a palette knife, dragging them across your canvas or paper. The Brush Loading feature affects how paint comes off a brush and what happens to the pixels underneath.

When Brush Loading is not active, brushes interact with previously applied colors by sampling underlying pixels and then loading the brush with one new color — the average of those that were sampled. With Brush Loading active, brushes can literally “pick up” existing colors, hair by hair. This capability offers truer color interaction, astounding color variations, and better cloning results.

### To paint with multiple colors

1. Choose a brush.
3. Choose Static Bristle from the Dab Type pop-up menu.
4. Choose Multi from the Stroke Type pop-up menu.
5. On the Stroke Designer page, click Well, and enable the Brush Loading check box.
This step activates the brush’s ability to pick up underlying colors.

6 Adjust the Resaturation and Bleed sliders.

The Bleed setting determines how much underlying paint is affected by the brushstroke. A higher Bleed setting, combined with a low Resaturation setting, can enhance the Brush Loading feature. A resaturation value of 0, combined with different levels of bleed, will cause your brush to smear image color, rather than deposit it. In this case, the lower the bleed, the longer the smear.

7 On the Stroke Designer page, click Spacing, and adjust the Spacing and Min Spacing sliders to create fewer “echo” artifacts in your smeared stroke.

8 Drag a brushstroke through existing paint to see how the paint is “picked up” from the underlying pixels and moved across the canvas.

It is easier to see the Brush Loading feature if the canvas is not white. To fill the canvas with another color, see “Filling an Area with Media” in the Help.

You can tie brush controls like Bleed to the Controller setting on the Color Expression palette. For example, if you choose Pressure, each stroke bleeds more or less, depending on how hard you press the stylus. For more information, refer to “Expression Settings” in the Help.
Textures

With Corel Painter, you can apply paper textures to your image.

Using Paper Texture

With traditional art media, the results from using a marking tool depend on the texture of the surface to which it is applied. Corel Painter allows you to control the texture of the canvas to achieve the results you’d expect from using traditional media on a given surface — pencil on watercolor paper, felt pens on cotton paper, chalk on the sidewalk, and so on.

Some brushes, like those in the Airbrushes category, don’t reveal paper texture in their strokes. This behavior corresponds with that of a traditional airbrush.

Most brushes interact with the current paper texture.
You can use paper textures in many ways. Brushes interact with paper “grain,” just as traditional tools react with the texture of the surfaces beneath them. Working with paper grains is useful when you use the Apply Surface Texture command or other effects, such as Glass Distortion. You can select different paper textures, modify them, organize them in libraries, and even create your own custom textures.

In Corel Painter, brushes that react with paper texture have a “grainy” method.

⚠️ The terms “paper grain” and “paper texture” are used synonymously.

**Choosing Paper Textures**

The Papers palette is where all paper textures are stored. In addition to using it to select papers, you can use this palette to invert, resize, or randomize paper grain; control brightness and contrast; or open other paper libraries.

![The Paper Selector on the Papers palette.](image)

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Corel Painter 11 Getting Started Guide
To choose a paper texture

   - The Papers palette appears. If the palette is not expanded, click the palette arrow.
2. On the Papers palette, click the Paper Selector to display the available paper textures.
3. Choose a paper texture from the Paper Selector.
   - The Papers palette shows the dimensions, in pixels, of the selected paper. Corel Painter tiles the paper to cover as much canvas as needed.
   - You can also choose a paper texture from the Paper Selector in the toolbox.
     - Corel Painter uses the currently selected texture. You can make a few strokes, and then change the paper and make a few more strokes to get different results.

Creating Paper Textures

The Make Paper command lets you make your own paper textures. The Capture Paper command lets you turn a section of an image into a paper texture. When you save textures, they become available on the Papers palette.

To create a paper texture

2. On the Papers palette, click the palette menu arrow, and choose Make Paper.
3. In the Make Paper dialog box, choose a pattern from the Pattern pop-up menu to use as the basis of your paper texture.
4 Adjust the Spacing slider.
Moving the Spacing slider to the right opens up space between rows and columns in
the selected pattern.

5 Adjust the Angle slider.
Moving the Angle slider changes the direction in which the pattern’s rows are lined
up.

6 When you like the look of the texture, enter a name, and click OK.
Your new texture appears as the last item in the Paper Selector.

💡 You can also use the Paper Selector in the toolbox to create paper. Click the Paper
Selector, click the selector menu arrow, and choose Make Paper.

The Make Paper dialog box allows you to create your own textures based on patterns
in the Pattern pop-up menu.
To capture paper texture

1. Open or create an image.
2. Select all or a piece of your source image.
3. On the Papers palette, click the palette menu arrow, and choose Capture Paper.
   If you want to blend the distinction between tile borders, move the Crossfade slider in
   the Save Paper dialog box to the right.
4. Type the name of your new texture, and click OK.
   Your texture now appears in the Paper Selector and is added to the current library.

You can also use the Paper Selector in the toolbox to capture paper texture. Click
the Paper Selector, click the selector menu arrow, and choose Capture Paper.

The Make Fractal Pattern feature creates excellent textures. Some weaves also
produce good textures. For more information, see “Creating Fractal Patterns” in
the Help.
Artwork by Cliff Cramp
A Short Tour of Corel Painter for Users of Adobe Photoshop

by Cher Threinen-Pendarvis

Getting Started

Corel Painter is known for its responsive, realistic brushes, multitude of rich textures, and fabulous special effects, which cannot be found in any other program. The biggest difference that you will notice between Adobe® Photoshop® and Corel Painter is the warmth and texture of the Natural-Media brushes and paper textures of Corel Painter. You’ll find brushes with realistic bristles that lay down oily paint, and dry-media brushes, such as variants in the Chalk and Pastels categories, that are sensitive to textures on the canvas. Now, let’s get started!

Before we begin the tour, you need to make sure that you are displaying the Default palettes. To display the Default palettes, choose the Window menu, and choose Arrange Palettes > Default.

Property Bar

At the very top of the screen, you’ll see the property bar, which is similar to the Options bar in Photoshop. The property bar changes contextually, depending on the tool that you choose from the toolbox.
The property bar with the Brush tool selected from the toolbox.

**Brush Selector Bar**

On the far right of the property bar is the Brush Selector bar, which contains the amazing brush categories and brush variants of Corel Painter, such as the RealBristle Brushes category and its variants.

![Brush Selector Bar](image)

The Brush Selector bar lets you choose a brush category (1) and a brush variant (2).

**Colors palette**

Directly below the Brush Selector bar you’ll see the large, beautiful Colors palette, which lets you choose colors. You can choose colors by using the Hue Ring and the Saturation/Value Triangle. However, if you prefer to mix color by using numbers, you can
adjust the three sliders that are located under the Hue Ring. By clicking the palette menu arrow on the right side of the Colors palette, you can set the sliders to display either Red, Green, and Blue, or Hue, Saturation, and Value.

Also located on the Colors palette is the Clone Color button, a useful control that lets you paint with color from a source image. On the left of the Colors palette are the Main Color square or Additional Color squares. The color squares in Corel Painter operate differently than the Foreground and Background Color squares in Photoshop. To change the color, you can double-click either the Main Color square or the Additional Color square and then choose a new color on the Hue Ring. Or you can click in the Saturation/Value Triangle to choose a new tint or shade. You can use the additional color to create gradients or to use brushes that paint more than one color. Unlike the Background Color in Photoshop, the additional color does not affect the canvas.

Before moving on with the tour, click the Main Color square to select it.
In Corel Painter 11, you can resize the Colors palette, which lets you select colors more accurately. First, undock the Colors palette from the other palettes (if applicable), and then drag the handle in the lower-right corner of the palette to resize it.

**Textures**

A basic paper texture is automatically loaded when you start Corel Painter. You can access additional rich paper textures from the Paper Selector near the bottom of the toolbox, or from the Papers palette (Window menu > Papers).
Layers and Mask Channels

In Corel Painter, you can open Photoshop files that contain pixel-based layers and layer masks. You can access and edit the layers and layer masks by using the Layers palette, much like in Photoshop. The files you open in Corel Painter have multiple channels intact.

Photoshop Layer Styles

If you are using native Photoshop layer styles, such as the Drop Shadow layer style, make sure that you preserve the original Photoshop file in your archive before you convert the layer style information. That is, save the file with the live layer styles in the Photoshop (PSD) file format, and then save a new copy of this file. In the new file, convert the layer style information into pixel-based layers before importing the file into Corel Painter.
To convert a layer that has a Drop Shadow layer style, select the layer, and then choose Layers > Layers Style > Convert to Layer. A word of caution: Some aspects of the effects cannot be reproduced with standard layers.

File Formats

Corel Painter gives you the flexibility of opening Photoshop (PSD) files that are saved in RGB, CMYK, and grayscale modes while preserving pixel-based layers and mask channels (also referred to as alpha channels). You can also open TIFF files in Corel Painter, but only one mask channel is preserved. Layered TIFF (TIF) files that you create in Photoshop are flattened when you open them in Corel Painter. When you work exclusively with RIFF (RIF), which is the native file format for Corel Painter, you retain Corel Painter specific elements when saving files. For instance, special paint media layers, such as Watercolor layers, require the RIFF format to retain the live “wet” capabilities. However, if you open a Photoshop file in Corel Painter but plan on reopening the file in Photoshop, you should continue to save the file to the Photoshop format.

Now roll up your sleeves, grab your stylus, and continue to explore Corel Painter.
About the Author

An award-winning artist and author, Cher Threinen-Pendarvis is a pioneer in digital art. She has been widely recognized for her mastery of Corel Painter, Adobe Photoshop, and the Wacom pressure-sensitive tablet and has used these electronic tools since they were first released. Her artwork has been exhibited worldwide, her articles and art have been published in many books and periodicals, and she is a member of the San Diego Museum of Art Artist Guild. She has taught Corel Painter and Adobe Photoshop workshops around the world and is the principal of the consulting firm Cher Threinen Design. Cher is the author of The Photoshop and Painter Artist Tablet Book, Creative Techniques in Digital Painting, and all eight editions of The Painter Wow! Book.
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