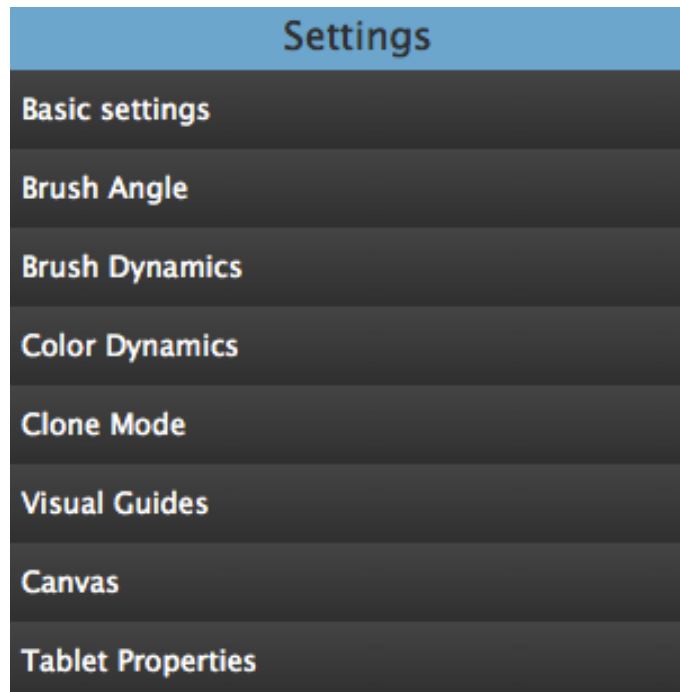




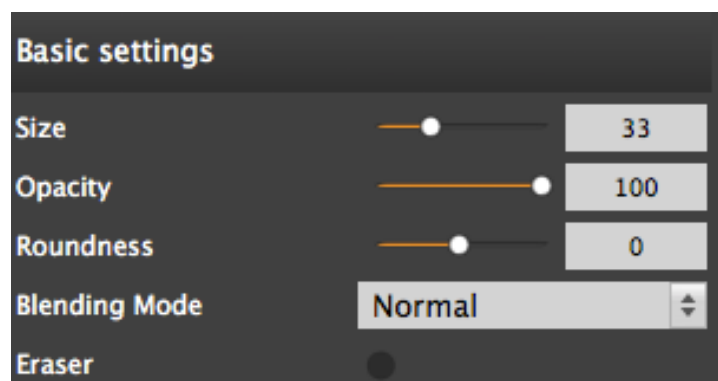
PhotoDonut

The Freehand Painting Module

SETTINGS



1. BASIC SETTINGS



Size: set the brush size by moving the slider. Press CTRL while moving the sliders to change the values slowly. You can also enlarge the brushes by pressing the F key, and reduce the brushes by pressing the D key on the keyboard.

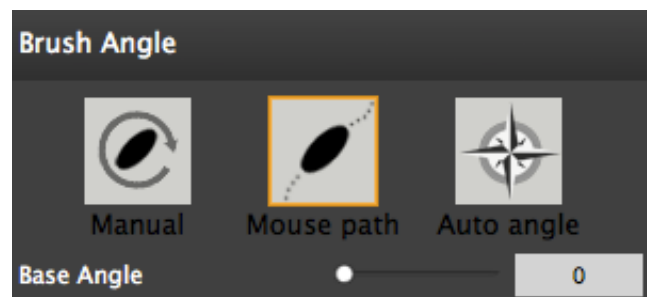
Opacity: lower the opacity value if you want the brush to be more transparent. 100 is the opaque brush, 1 is the transparent brush. Press the A key to reduce, and press the S key to decrease the opacity's percentage.

Roundness: is a property which transforms vertical brushes into squared bounding box ones. It simply increases or decreases the difference between the brushes' two sizes (width-height). Positive values will decrease the difference while negative values will make the brush longer than large. Change this parameter to make your brushes more natural and diversified.

Blending Mode: Use as Normal or Darken/ Lighten your brush

Eraser: you can also chose to transform the selected brush into an eraser by checking the small Eraser button. Press the E key to turn it On/Off. Choosing a scanned brush gives you the option to select the Brush Angle so customize the direction the strokes will take.

2. BRUSH ANGLE

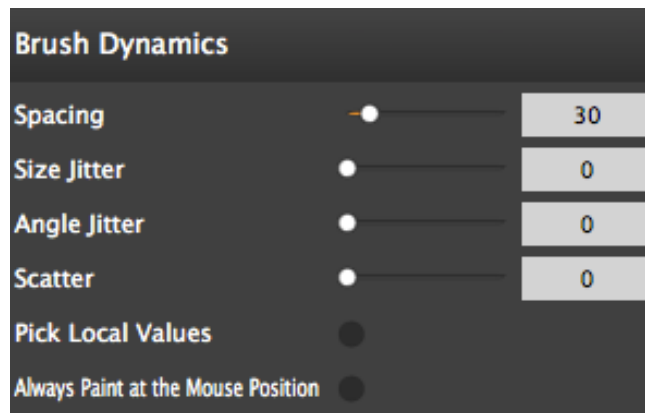


Manual: you decide which direction the strokes go. By default the strokes are vertical, but you can give them a rotation angle with a right-click to rotate the brush clockwise or ctrl+right-click to rotate the brush counter-clockwise.

Mouse path: brush direction follows the mouse path.

Auto-angle: strokes are painted with a random angle rotation.

3. BRUSH DYNAMICS



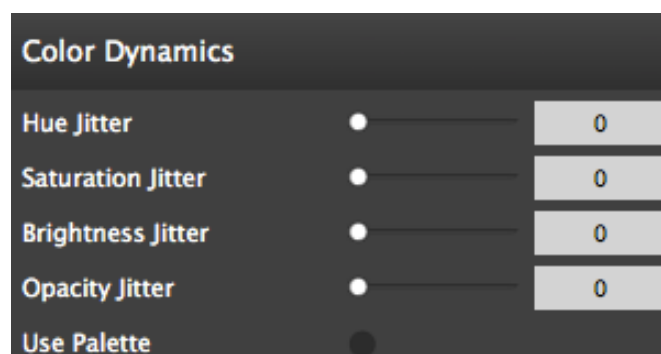
Spacing: this property defines how close each brush stroke will be in relation to the one(s) next to it, the more you increase this value, the further apart the brush strokes will be.

Size Jitter: this property specifies the randomness of the brush's size. At 0%, a brush's size does not change over the course of a stroke; at 100%, the brush's size has the maximum amount of variation and randomness.

Angle Jitter: this property defines the randomness of the brush's angle. The higher the value, the more random the brush angle will be.

Scatter: this property relates to distance vs randomness. Scattering is the amount of dispersion of the same object, in this case, the brush stroke, along a path. The higher the value, the more the distance between the brush strokes will be dispersed along the path.

4. COLOR DYNAMICS



Hue Jitter: by increasing this value, the brush's hue will change along the path. The higher the value, the greater the hue randomness will be between the brush strokes.

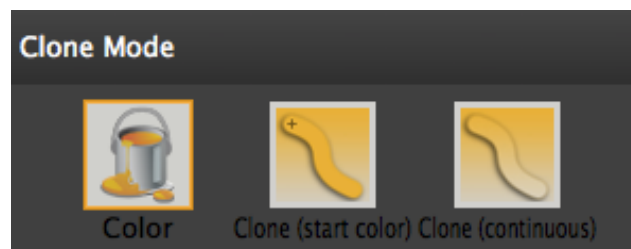
Saturation Jitter: by increasing this value, the brush's saturation will change along the path (from desaturated to over-saturated). The higher the value, the greater the saturation randomness will be between the brush strokes.

Brightness Jitter: by increasing this value, the brush's brightness will change along the path (from bright to dark). The higher the value, the greater the brightness randomness will be between the brush strokes.

Opacity Jitter: by increasing this value, the brush's opacity will change along the path (from transparent to opaque). The higher the value, the greater the opacity randomness will be between the brush strokes.

Use Palette: decide whether you want to use a palette or not, in case check the small button and the lower Palette properties will appear.

5. CLONE MODE



Three painting modes are available:

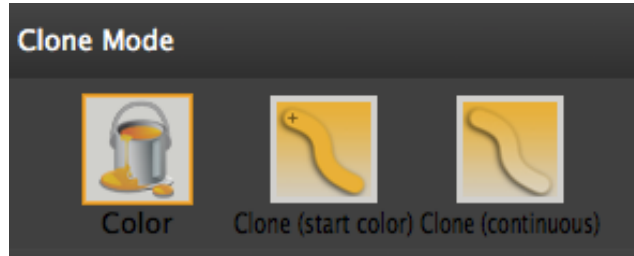
Color: paint directly with the chosen brushes and colors.

Clone (start color): stroke is the color of the pixel where you clicked the mouse and started moving the cursor.

The color will not change along the path.

Clone (continuous): strokes' color change whenever the image's color changes along the path.

6. VISUAL GUIDES



You can add visual guides to help with drawing/painting:

Off: visual guides are off.

Cloning source: by default (if not changed in the Style Editor manually), the Cloning Source is the filter/style right before the Paint module. If you did not apply a style to your image, it's the default image that is connected as the cloning source.

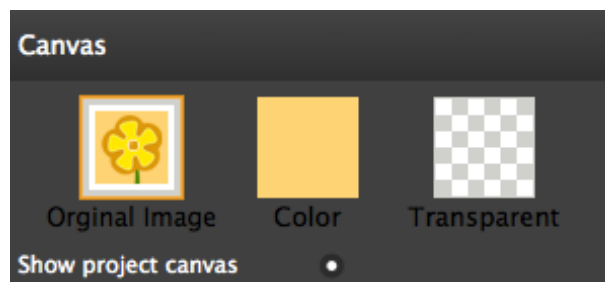
Reference image: by default, it's the original image. Whether you have selected to use a Cloning source or a Reference Image, you can choose the guide's opacity and color: to adjust the opacity, move the slider.

Color: guide image is colored.

Greyscale: guide image is visible as a greyscale image.

Outlines: only the outlines of the guide image are visible.

7. CANVAS



You can choose to visualize a canvas too:

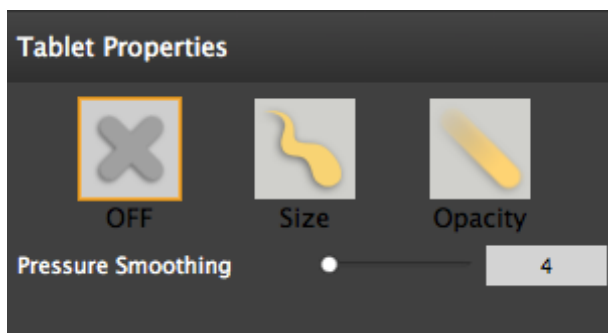
Original image: shows the original image as a canvas.

Color: the canvas will be the color you select.

Transparent: the canvas will be left transparent.

Show project canvas can be switched on/off.

8. TABLET PROPERTIES



You can easily use your tablet with PhotoDonut to paint, draw and create great pieces of art. Simply connect the device to your computer and PhotoDonut will recognize it. Set the properties of your tablet for a good result.