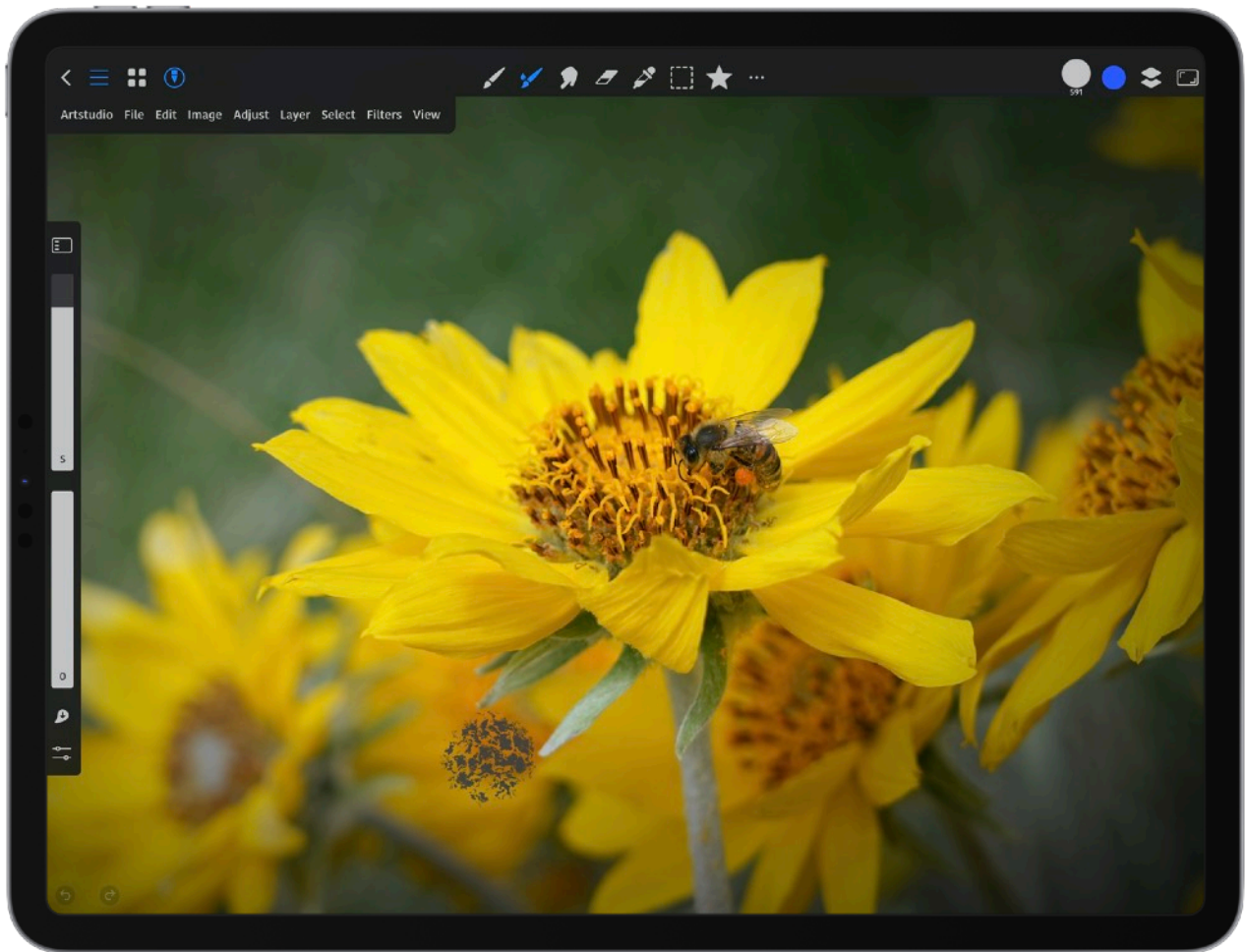


Artstudio Pro

User Manual for iPad 



PAINT, DRAW, ANIMATE AND EDIT PHOTOS



Artstudio Pro for iPad

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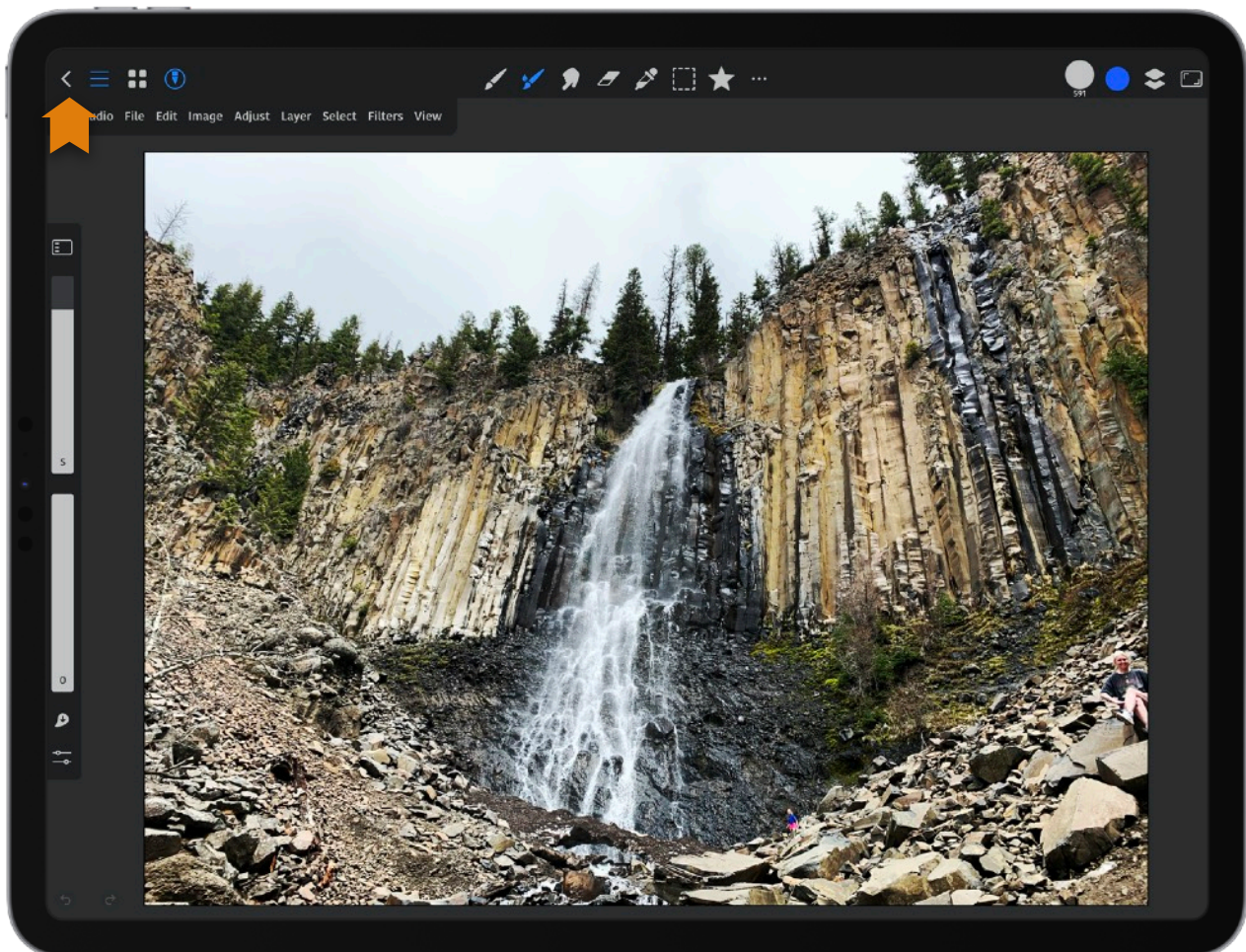
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Welcome

Welcome to the **Artstudio Pro** User Guide. If you are viewing this manual with [Apple Preview](#), you can view the table of contents by choosing *View > Table of Contents*. Also, you can use the search box at the top right of this manual to find a topic or page number. Created by [Lucky Clan](#) in Poland, the app enables you to paint and draw and edit your photos. Find Lucky Clan on [YouTube](#). Create art using the Apple Pencil, a secondary stylus- or even your fingers! You can easily find what you want by just tapping on it. There are also gestures that you can do with your fingers to accomplish a task. Settings for those are found in *Artstudio > Preferences*.

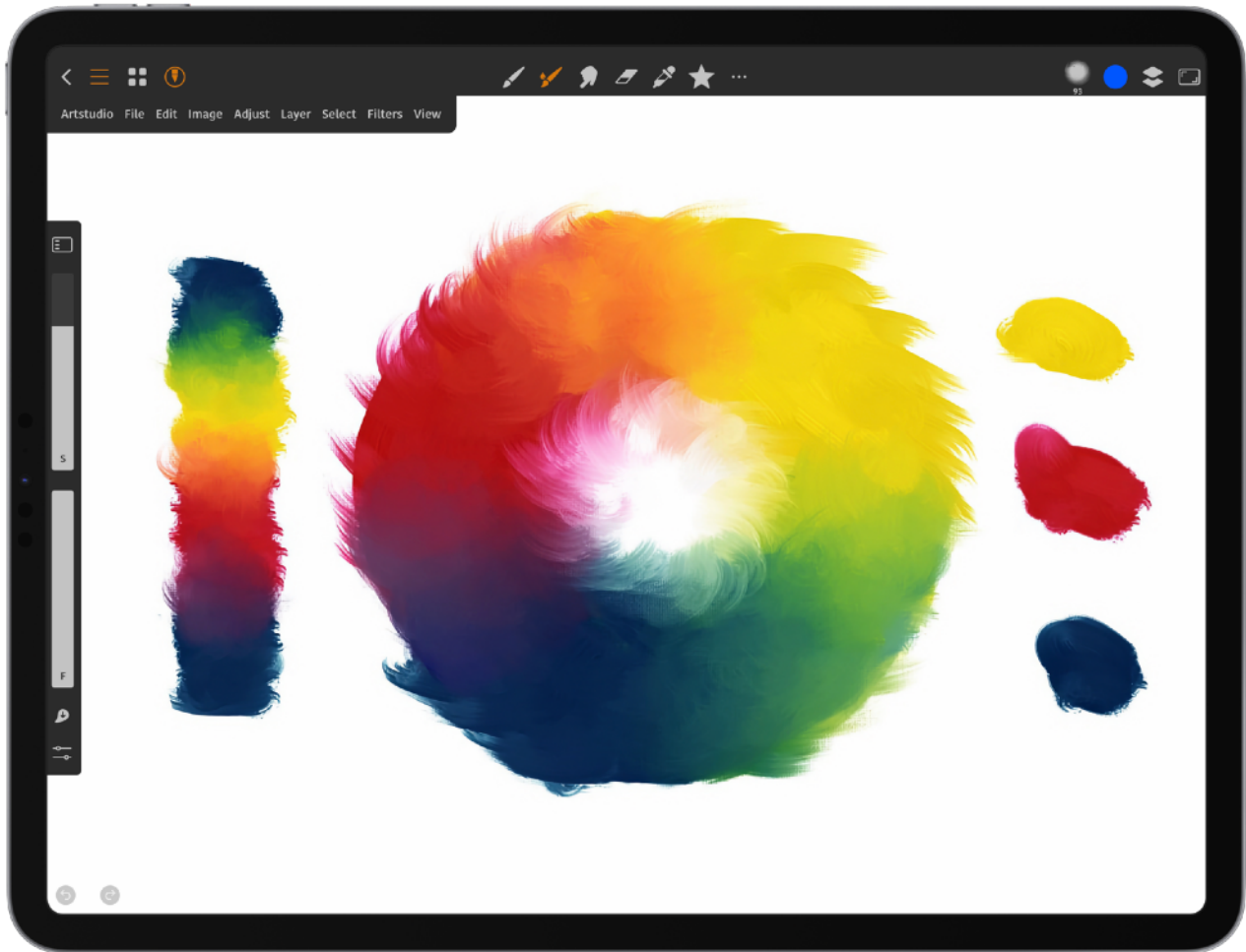
Main Interface

The image below shows the main interface. To open the Document Browser from the *main interface*, tap on the back icon in the upper left.



Realistic Paint Engine

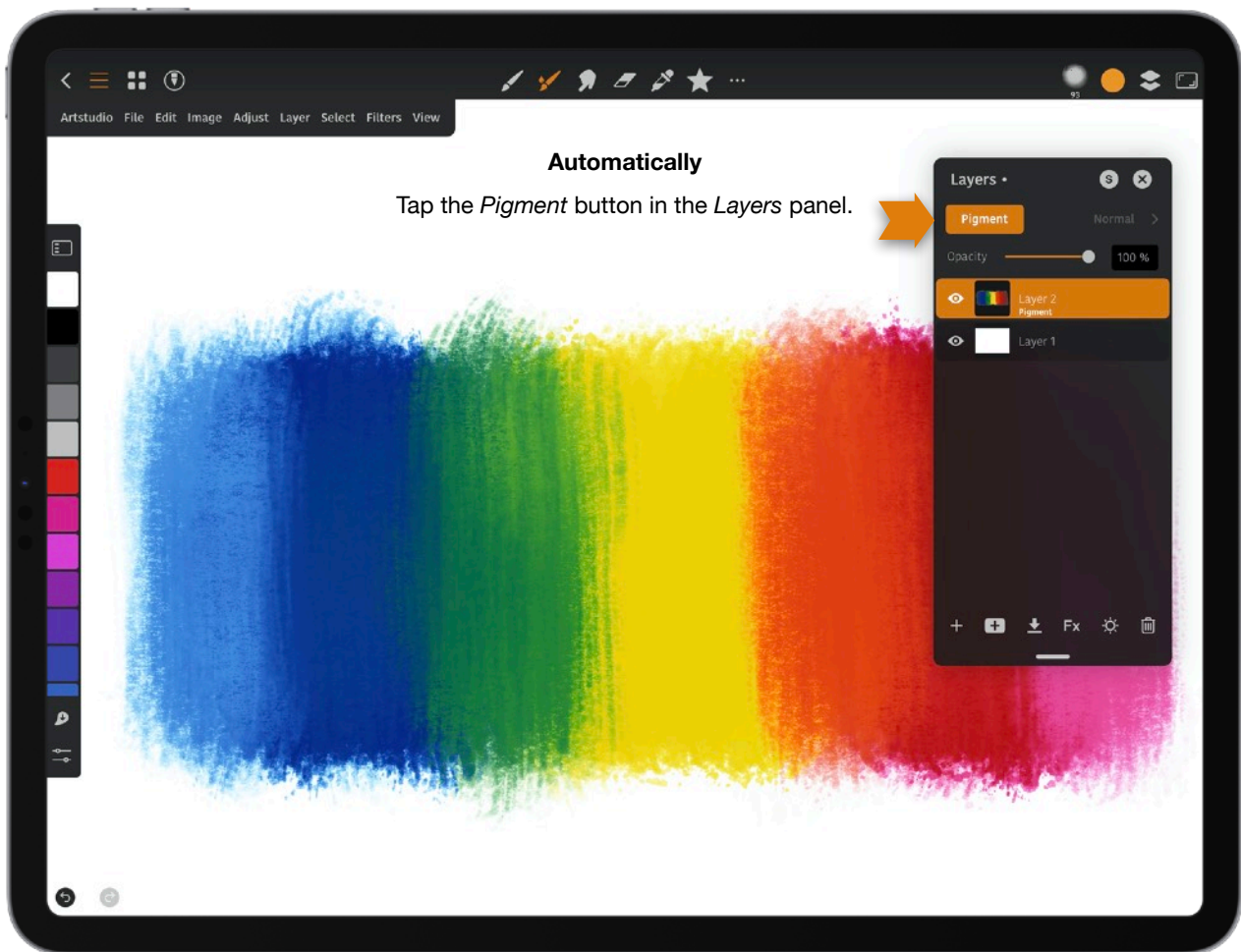
Say goodbye to flat digital colors and hello to seamless paint mixing and blending just like traditional media with Pigment mode.

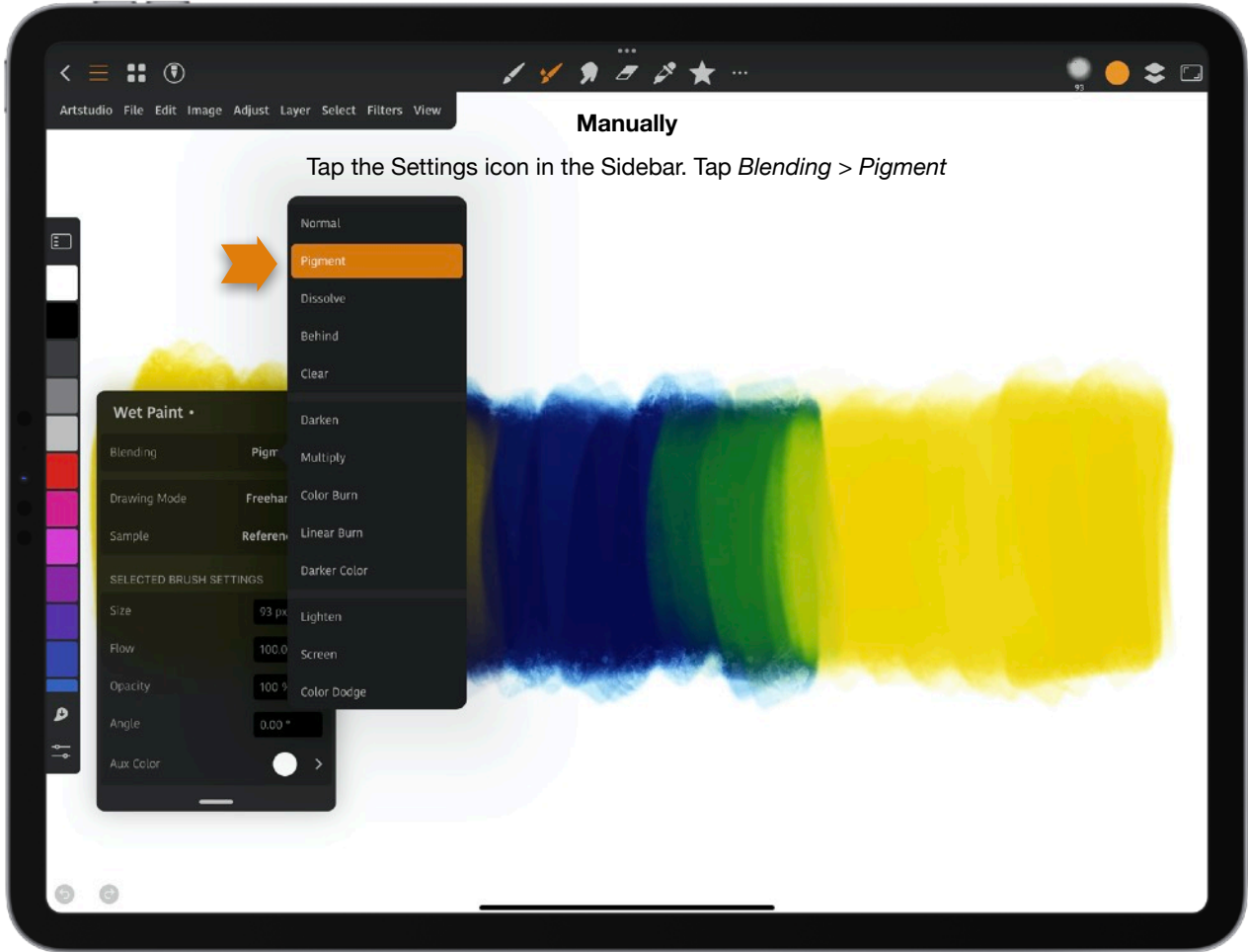


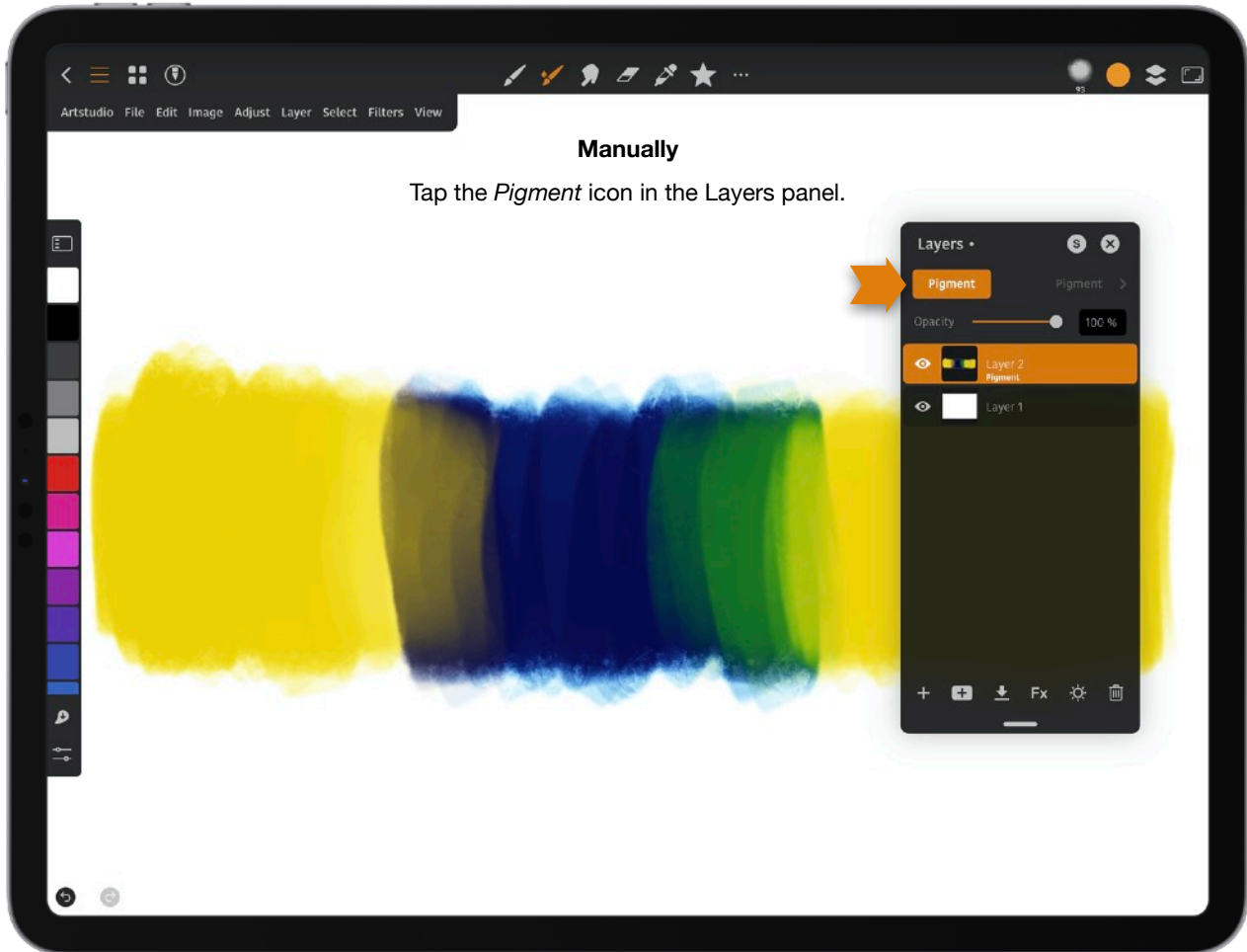
How to turn on Pigment mode

1. **Automatically:** Tap the *Pigment* button in the *Layers* panel.
2. **Manually:** Set the *Pigment Blending* mode in the *Tools Options* panel and/ or *Pigment Blending* mode in the *Layers* panel.

Tip: After turning on *Pigment* mode, try using brushes from the *Pigments* group and swatches from the *Pigment* group. There is pigment color mixing available with gradients. Activate the *Gradient Fill* tool and turn on *Pigment Mixing*.

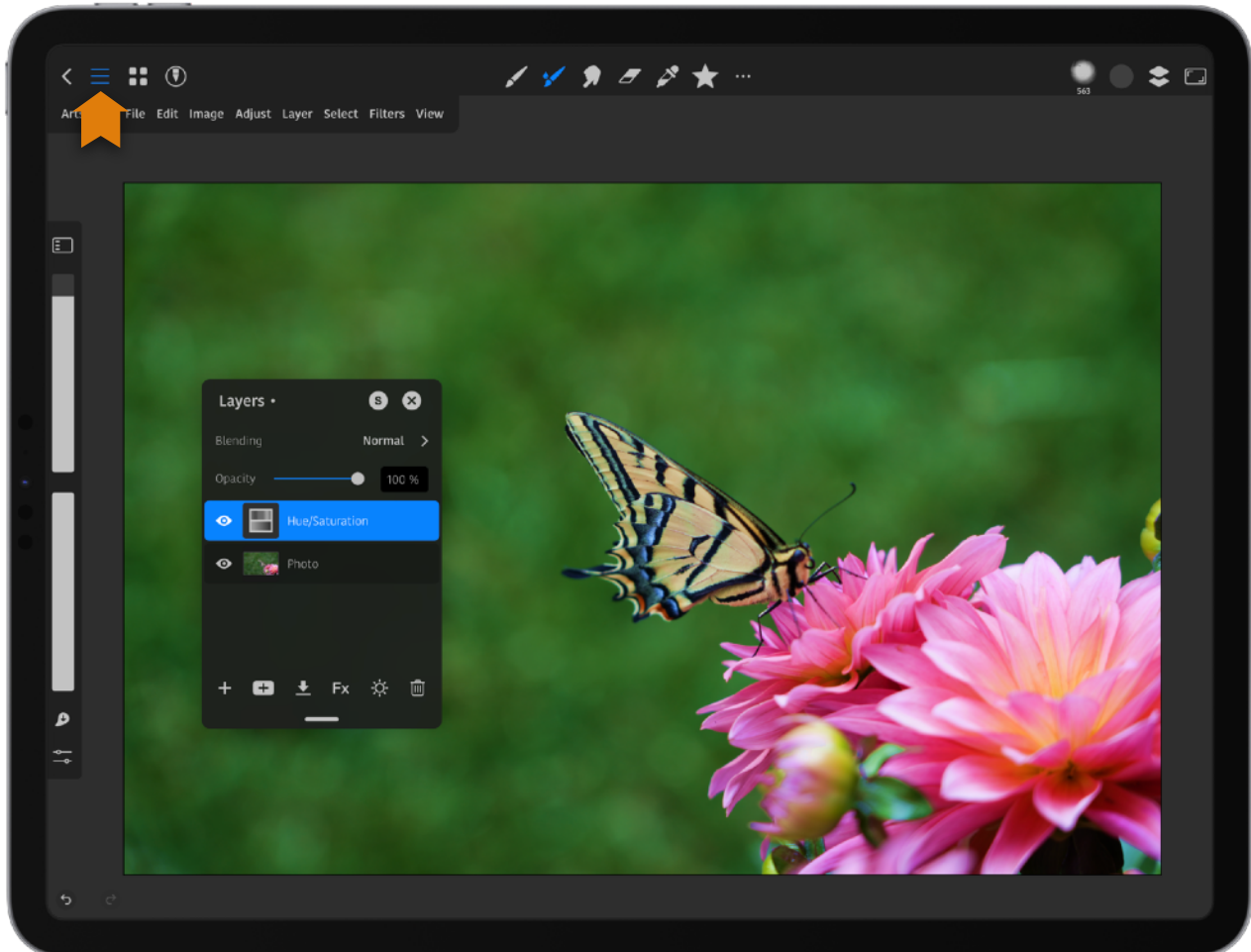






Getting Started

Tip: The *Menu bar* is hidden by default. Tap the 3 line icon in the upper left of the *Toolbar* to open the *Menu bar*.



Apple Pencil

If you don't see the finger/pencil icon in the upper left, pair your pencil or stylus. Once paired, tap the icon again if you want be in pencil only mode. *Note:* If you want to enable *Undo/Redo* in pencil only mode go to *Artstudio > Preferences > Apple Pencil/ Third-Party Stylus > Allow Finger Undo Gesture*.

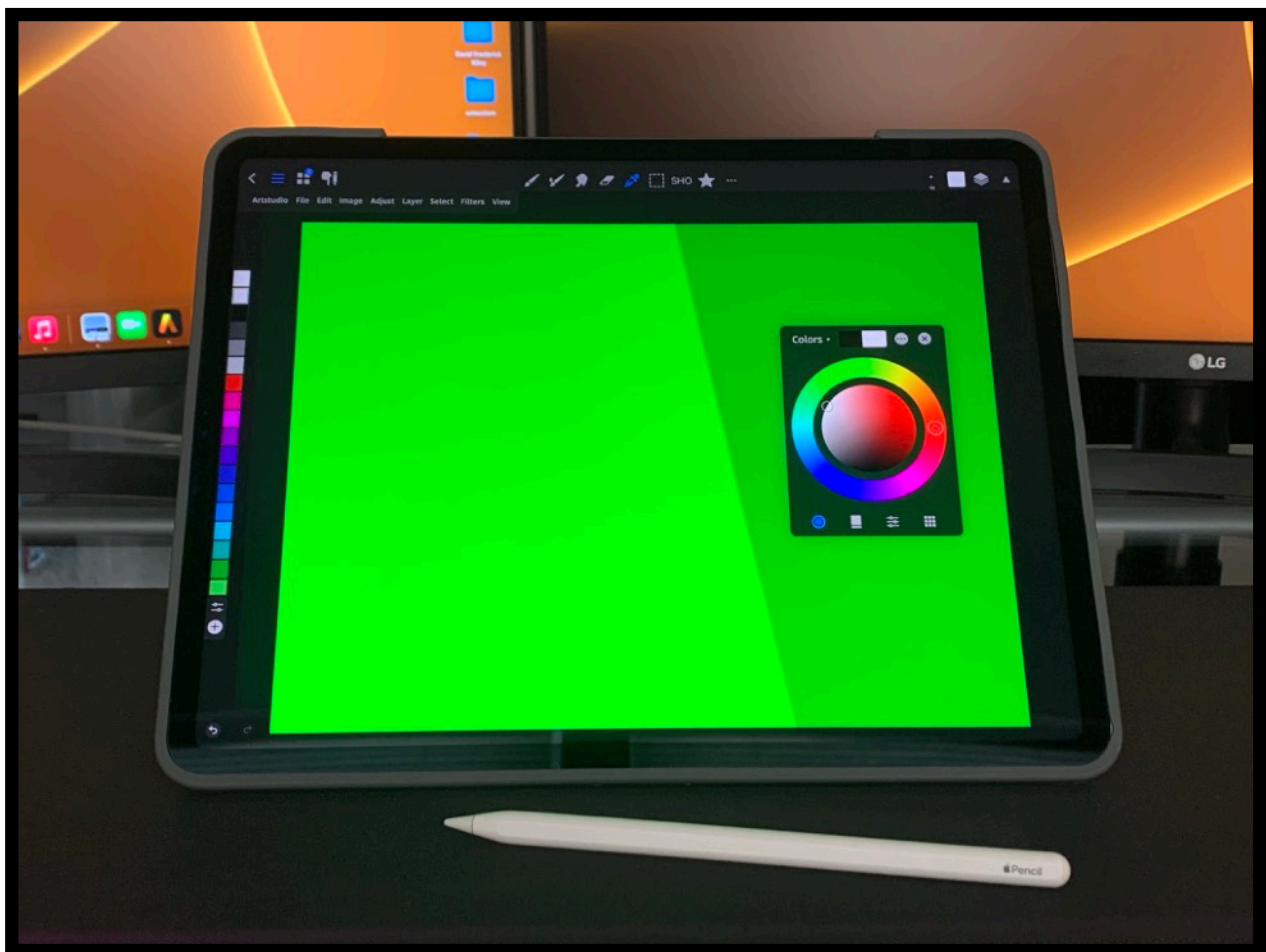
Tip: Tap on the brush *Size* or *Flow* in the *Toolbar* and while holding your finger on either of them, slide up or down to make changes when painting, smudging or erasing. For example, this allows you to paint and change the size of the brush while painting.

Using a Stylus

You can use your fingers or a stylus with the app. You can use the Apple Pencil or try a third-party stylus.

Settings for your Apple Pencil or Stylus can be found at *Artstudio > Pencil settings*. You can choose the following:

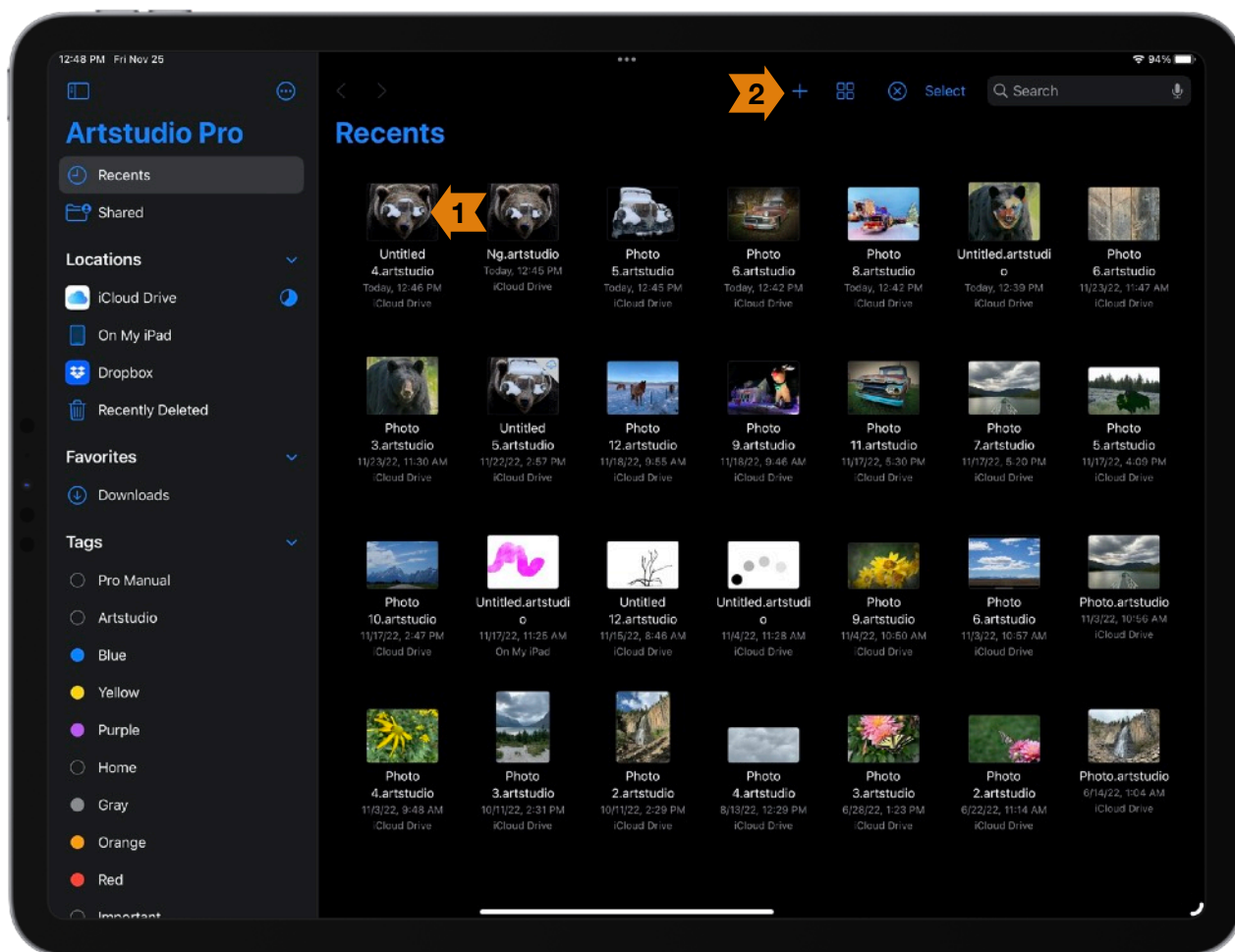
1. **Pencil Only Mode:** Paint with the Apple Pencil or a stylus. If your third-party stylus doesn't work, try pencil & Touch. Using your fingers on the canvas is disabled. You can enable Undo/Redo at *Artstudio > Preferences > Apple Pencil/ Third-Party Stylus > Allow Finger Undo Gesture*.
2. **Tilt:** Unchecking *Tilt* means the stylus will not have a broader stroke when tilted.
3. **Pressure:** Unchecking *Pressure* means the stylus stroke will not change with pressure.



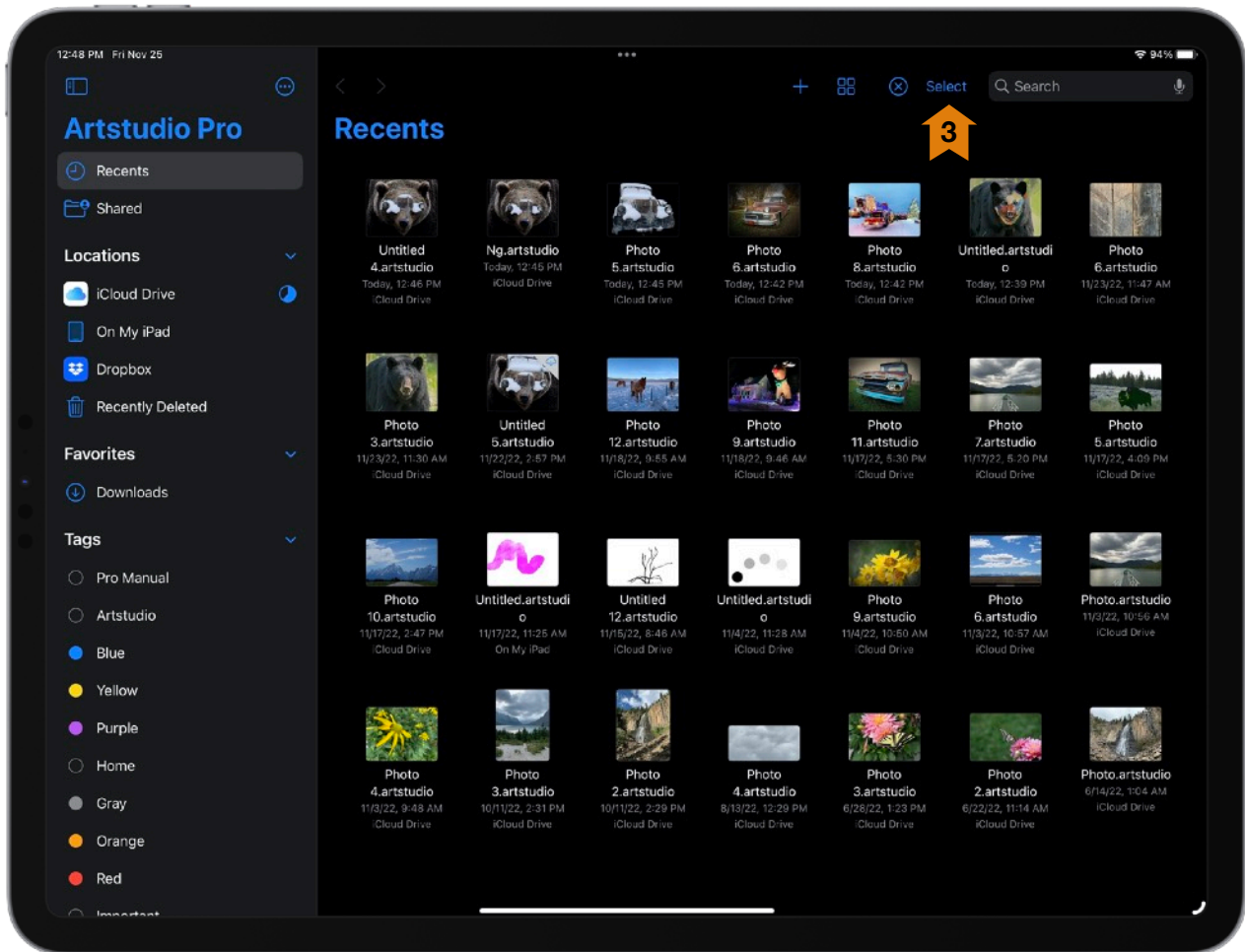
Document Browser

From the *main interface*, tap on the back icon in the upper left to bring up the Document Browser where you can access your files, folders, create a new document and more.

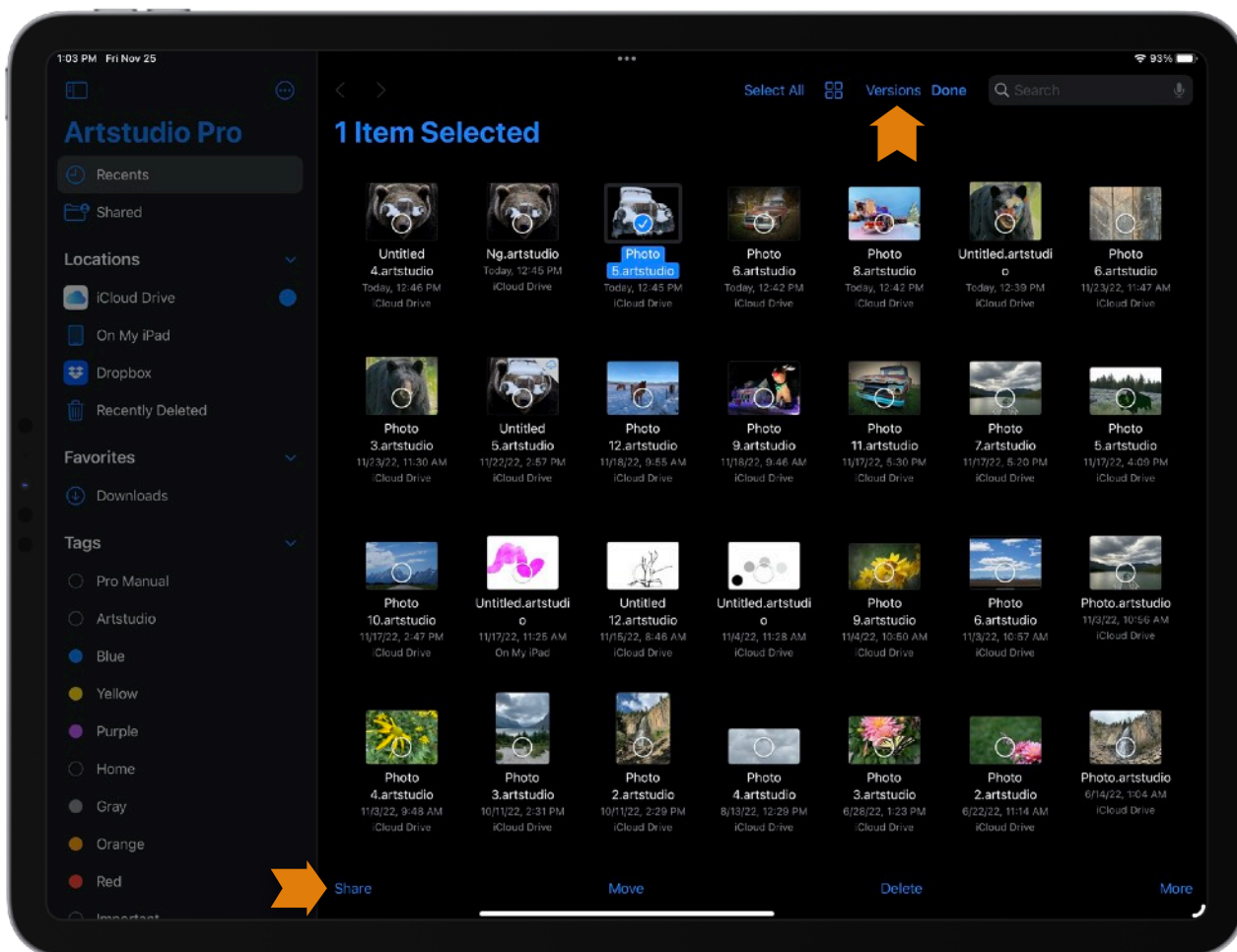
1. Within the Document Browser you will see folders and documents. Tap on a folder or document to open it.
2. To create a new document, tap + in the upper right. The + will not be useable if you are in *Recently Deleted*.



3. **Select:** Tap *Select* to select a document.

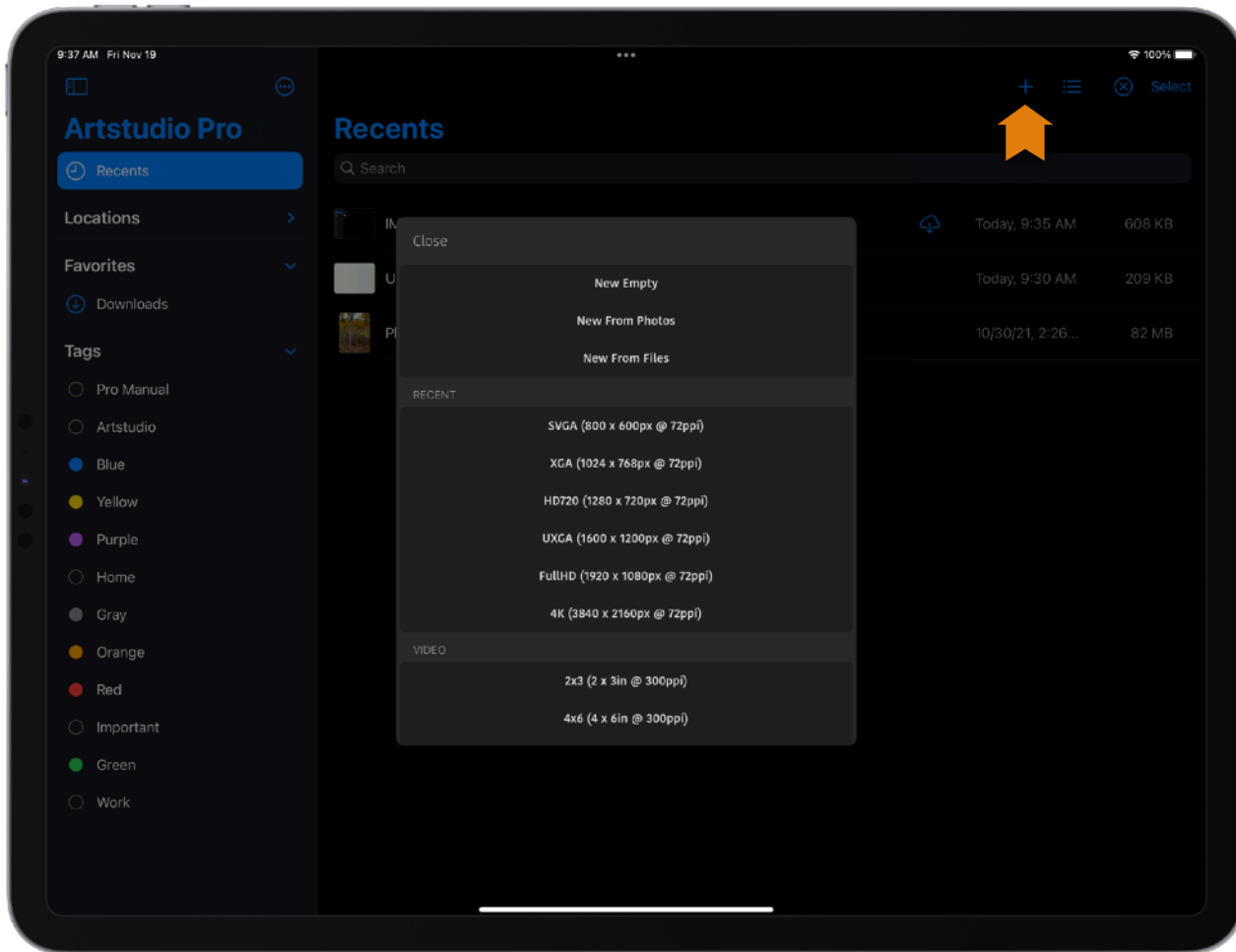


Tip: Once you select a document you will see Version History appear. Tap on it to select a previous version of your document if there is one. Also, once you select a document you will also see options at the bottom to *Share*, *Move*, or *Delete* your document. Tap *More* for more options.



Creating a New Document

To create a new document, tap + in the upper right of the Document Browser, or create a new document from the *File* menu if you already have an open document. From the *iCloud Drive*, *On My iPad* or *Downloads* you can also tap *Create Document*.



New Empty: Tapping on this brings up the *New Image* panel.

1. New Image:

Settings:

Preset:

Custom: You choose the settings for width & Height.

This Device Size: The document size is your device screen size in pixels.

Current Document Size: This will create a document with the same settings as your last opened document.

Clipboard Size: Choose this to use the settings from a document you copied. Copy an open document by tapping with 4 fingers on the canvas and tapping on *Copy*.

RECENT

Choose from a list of your recently created documents.

VIDEO

Choose from a list of video presets.

PHOTO

Choose from a list of photo presets.

ICON

Choose from a list of icon presets.

PRINT

Choose from a list of print presets.

Name: Enter a name for your document.

Width: Tap in the numerical box to bring up the *Unit* pop-up where you tap on *Unit* to choose between *px* (pixels), *in* (inches), *cm* (centimeters), *mm* (millimeters), or *pt* (points).

Height: Tap in the numerical box to bring up the *Unit* pop-up where you tap on *Unit* to choose between *px* (pixels), *in* (inches), *cm* (centimeters), *mm* (millimeters), or *pt* (points).

Swap: Once you have entered numbers for width & height, tap this if you want to swap them.

Size in Pixels: What your image size is in pixels.

Resolution (Pixels Per Inch): This sets the resolution.

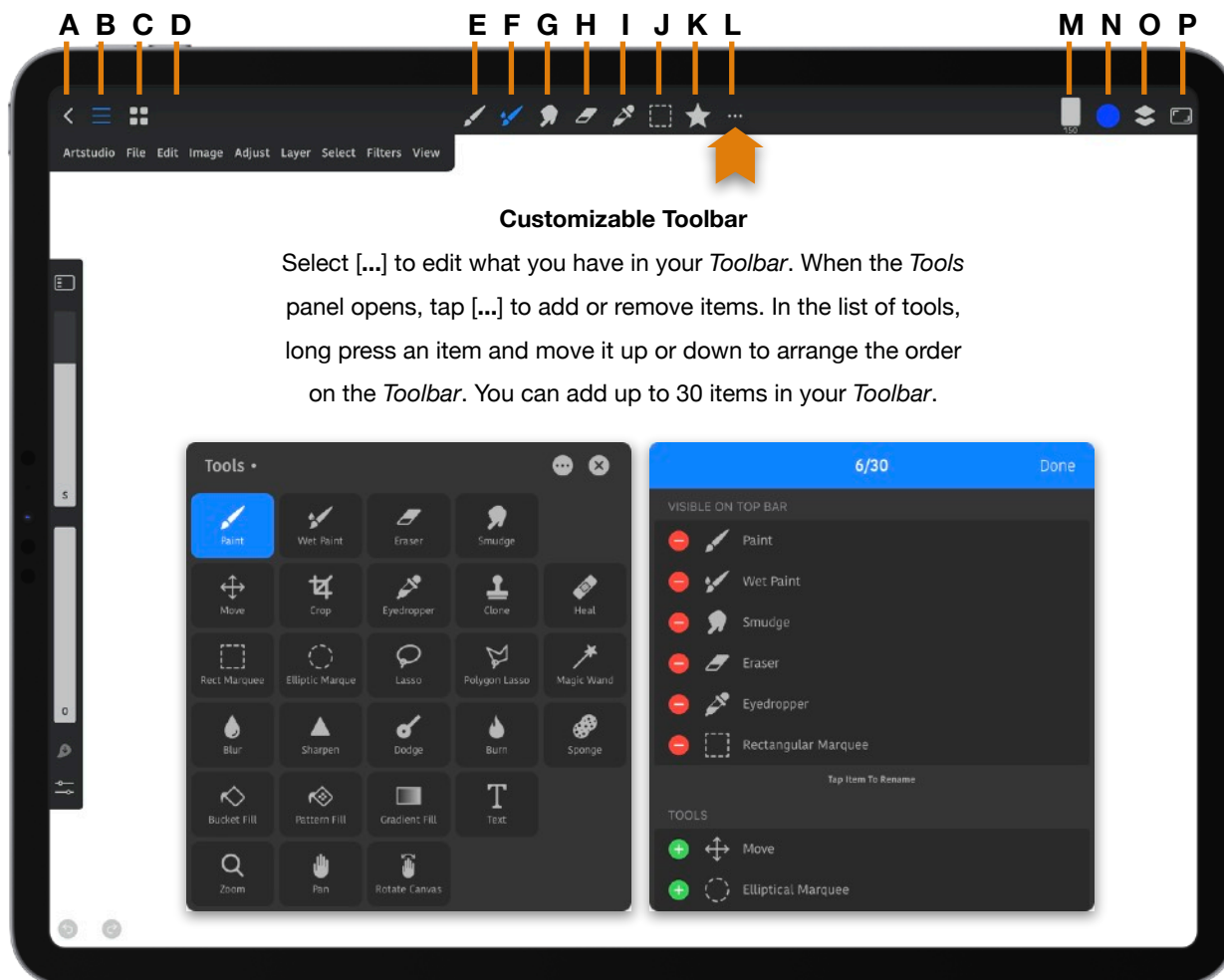
Color Profile: Chose from *Display P3*, *Adobe RGB (1998)*, *sRGB IEC61966-2.1*, *Generic CMYK* and other color profiles. *Adobe RGB* is best for screen usage.

Background: Set your background to *White*, *Black*, *50% Gray*, *Transparent*, *White + Transparent* or *Custom + Transparent*. *White + Transparent* is the default and creates a white background with a transparent layer above it.

Reset: Tap this to reset the *New Image* panel to the default settings.

2. **New from Photos:** Allows you to select a photo from your *Photos* or *Albums*.
3. **New from Files:** Tapping on this shows files on your iPad you can bring into your document.
4. **This Device:** This creates a document that is the default for the device you are using.
5. **Current Document:** This creates a document the same size as your current document.
6. **Clipboard:** This opens a document with what you have copied to your clipboard.

Toolbar

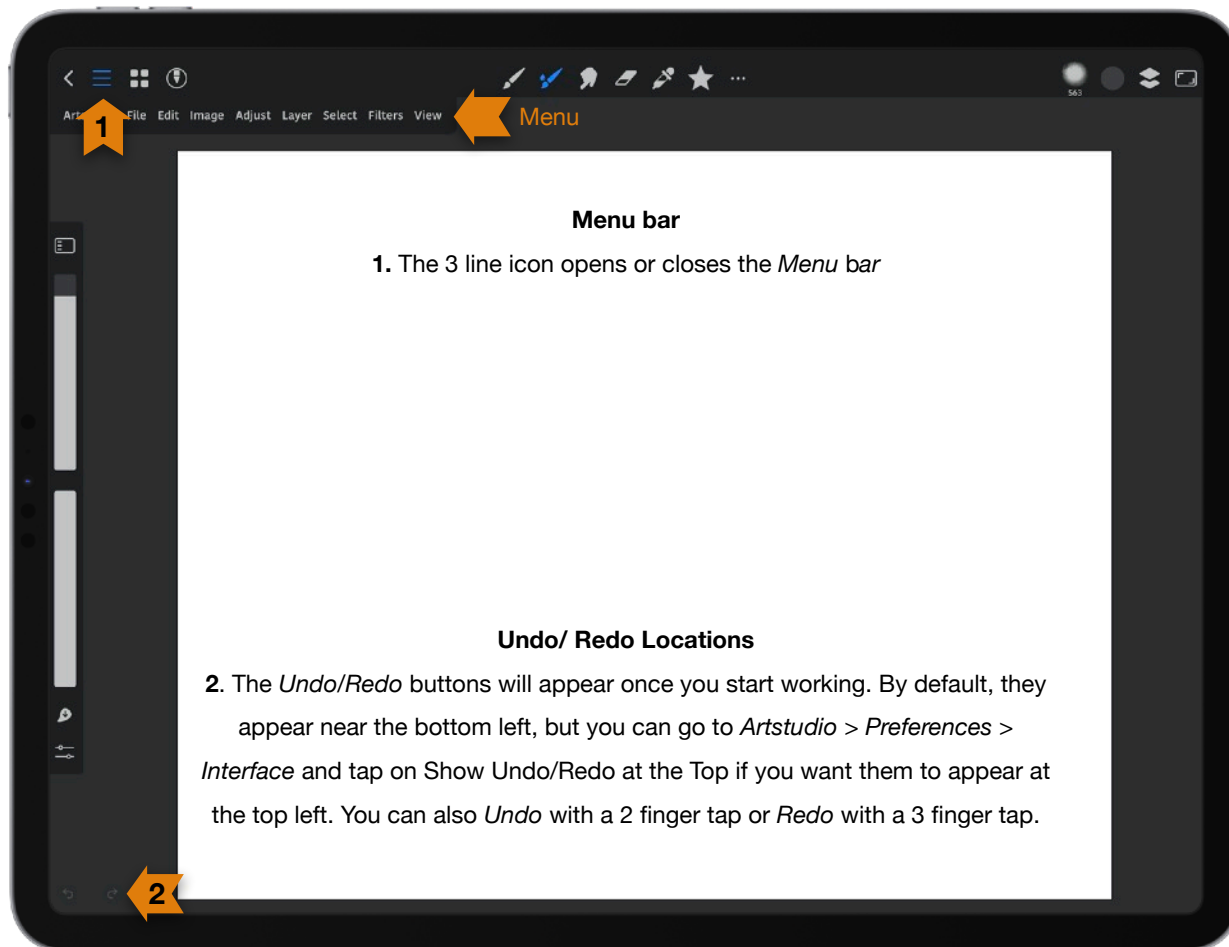


Toolbar Icons from left to right:

- | | |
|----------------------------------|------------------------|
| A. Open Document Browser | I. Eyedropper |
| B. Open Menu bar | J. Selection |
| C. Show Open Documents | K. Favorites |
| D. Pencil & Touch or Pencil Only | L. Tools panel |
| E. Paint tool | M. Brushes |
| F. Wet Paint tool | N. Colors |
| G. Smudge tool | O. Layers |
| H. Eraser | P. Hide/Show Interface |

Menu bar

The *Menu bar* is hidden by default. Tap the 3 line icon in the *Toolbar* to open it.



Artstudio

1. **Preferences:** This brings up the *Preferences* panel.
2. **Pencil Settings:**
 - Pencil Only Mode:** You can only paint using a Pencil (not a finger) in this mode. You can also tap the pencil icon in the upper left of the screen to switch to and from *Pencil Only Mode*.
 - Tilt:** A check means tilt sensitivity is on.
 - Pressure:** A check means pressure sensitivity is on.
3. **Review on the App Store:** You can leave a review for the app.

4. **Send Feedback:** You can send feedback for the app.
5. **Users Manual:** This is a link to this manual.
6. **FAQ:** Frequently Asked Questions
7. **Social:** Social sites for app
8. **Artstudio Pro for the Mac:** This link will take you to where you can purchase the desktop version of the app.
9. **About:** App information

File

1. **New:**
 - New Empty:** This brings up the *New Image* panel with choices to create a new document.
 - New Empty in Current Size:** This will create a new document the same size as your current document.
 - New from Photos:** This will take you to your *Photos* where you can select an image for your document.
 - New from Clipboard:** This will create a new document from your *Clipboard*.
 - New from File:** This brings up files on your iPad where you can choose a file from to create a new document.
2. **Close:** This will close your current document.
3. **Save:** This will save your current document.
4. **Save and Duplicate:** This will save and duplicate your current document.
5. **Export:** This will export your current document.
6. **Quick Export:**
 - to Photos (PNG):** This will export your current document as a PNG to your Photos.
 - to Photos (JPEG):** This will export your current document as a JPG to your Photos.
 - to Clipboard:** This will export your current document to your *Clipboard*.
7. **Export Layers:** This will export the layers in your current document as JPEG files, PNG files, a PDF or Animated Gif.
8. **Add Preset:** This adds a preset to the relevant active group it is associated with. *Note:* To make a brush or stamp preset, paint a black shape on a white background.
 - Add Pattern:** This adds the current image as a pattern to the active pattern group.

Add Grayscale Pattern: This adds the current image as a grayscale pattern to the active pattern group.

Add Brush Stamp: This adds the current image as a brush stamp to the active stamp group.

Add Brush: A brush will be made of you current canvas and added to the current brush category.

9. **Information:** This is information about your project.

10. **Canvas Recording:** Record your canvas. See *Artstudio > Preferences > General > Video Recording* for recording settings.

Recording: Tap this to record your canvas. Tap it again to uncheck and stop recording and choose *Don't Purge* to keep your recording or *Purge* to delete it. *Don't Purge* will keep your recordings as one video.

Play Video: If you enable *Canvas Recording (File > Canvas Recording > Recording)*, you can play the current video.

Export Video: If you enable canvas recording (*File > Canvas Recording > Recording*), you can export it. You can choose speed (1x-8x), duration (15 seconds-120 seconds), whether to *Add End Credits*, as well as where your video will be exported.

11. **Print:** This will take you to the *Print Options* panel.

Edit

1. **Undo:** This will undo your last operation.

2. **Redo:** This will redo your last operation.

3. **Cut:** This will remove what you have selected.

4. **Copy:** This will copy the selected area on the active layer.

5. **Copy Merged:** This will make a merged copy of all the visible layers in the selected area.

6. **Copy Special:**

Copy without Trim: This will make a copy without trimming the transparent pixels around the layer or selection.

Copy Merged without Trim: This will make a merged copy without trimming the transparent pixels around the layer or selection.

7. **Paste:** This will paste the contents of your clipboard.

8. **Paste in Place:** This will paste the contents of your clipboard in the same location as where you copied.

9. **Clear:** This will clear the active layer or a selection.

10. **Color Fill:** This will fill the active layer or a selection with the active color.

11. **Pattern Fill:** This will fill the active layer or a selection with the active pattern.

12. **Fill Special:**

Fill with White: This will fill the active layer or a selection with white.

Fill with Black: This will fill the active layer or a selection with black.

Fill with 50% Gray: This will fill the active layer or a selection with 50% grey.

Fill with Current Color: This will fill the layer or a selection with the active color.

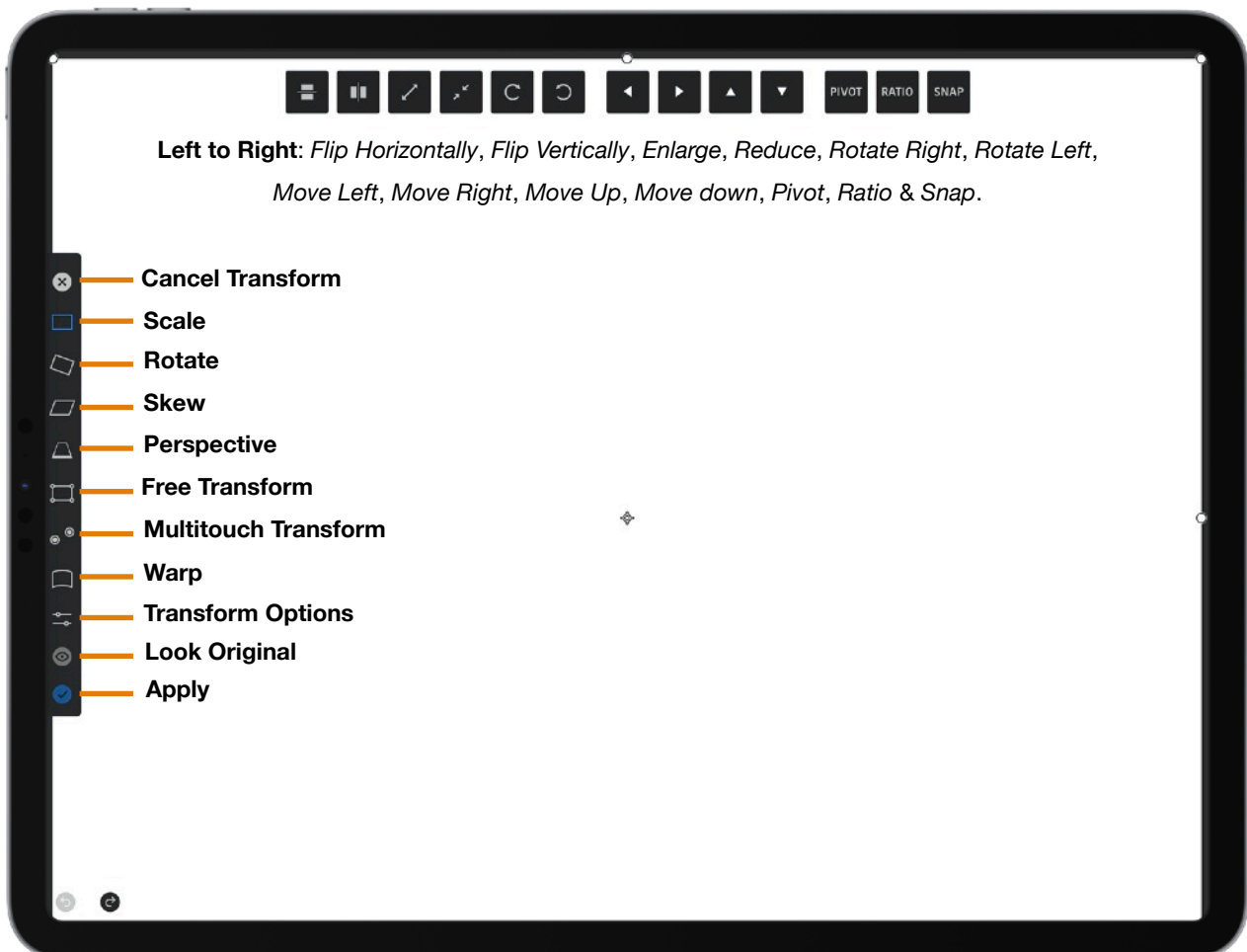
13. **Inpaint:** This will fill selected portions of an image with content sampled from other parts of an image.

14. **Transform:** You can apply different transformations to your image.

Pivot: The transform is around the pivot point.

Ratio: This will keep the aspect ratio.

Snap: Snap to Static/Dynamic Guides.



15. Flip/Rotate:

Rotate 90° Right: This rotates the active layer or selection 90° right.

Rotate 90° Left: This rotates the active layer or selection 90° left.

Rotate 180°: This rotates the active layer or selection 180°.

Flip Horizontal: This flips the active layer or selection horizontally.

Flip Vertical: This flips the active layer or selection vertically.

Image

1. **Resize Image:** This brings up the *Resize Image* panel. You can change the *Width & Height*.

Nearest: This replicates the pixels in an image.

Linear: This method adds pixels by averaging the color values of surrounding pixels.

Cubic Smooth: This is a good method for enlarging images based on cubic interpolation but designed to produce smoother results.

Cubic Sharp: This is a method based on an examination of the values of surrounding pixels.

Cubic Sharper: This is a good method for reducing the size of an image based on cubic interpolation with enhanced sharpening. This maintains the detail in a resampled image. You can change the *Resolution*. Choose *Keep Ratio* to keep the current image ratio. *Size in Pixels* is the current image size in pixels.

2. **Resize Canvas:** This brings up the *Resize Canvas* panel. You can change the *Width & Height*.

Anchor: This is where to place the existing image on the new canvas.

Delete Cropped Pixels: This will delete pixels outside of the image boundary.

Use Extension Color: This is used to fill the background layer when the new canvas size is larger.

Extension Color: You can choose the extension color here.

Size in Pixels is the current image size in pixels.

3. **Trim:**

Transparent Pixels: This trims away transparency at the edges of an image, leaving the smallest image containing nontransparent pixels.

Top Left Pixel Color: This removes an area of color of the upper-left pixel from the image.

Bottom Right Pixel Color: This removes an area of color of the lower right pixel from an image.

4. **Reveal All:** This makes your canvas large enough to see every pixel on every layer.
5. **Crop to Selection:** This makes a crop of your selection. It can be used also to enlarge the canvas size.
6. **Flip/Rotate Image:**

Rotate 90° Right: This rotates the image 90° right.

Rotate 90° Left: This rotates the image 90° left.

Rotate 180°: This rotates the image 180°.

Flip Horizontal: This flips the image horizontally.

Flip Vertical: This flips the image vertically.

7. **Color Profile:**

Assign Profile: Assign a color profile.

Match to Profile: This will convert pixels to match another profile.

Adjust

1. **Adjustment Layer/ Edit Adjustment Layer:** An adjustment layer (this section) gives allows you to make nondestructive adjustments to the colors and tones in your image, and keep editing the adjustment layers without permanently changing the pixels in the image. If you want to discard changes, hide the adjustment layer or delete it.

Add Brightness/Contrast: This lets you make simple adjustments to the tonal range of an image.

Add Levels: This adjustment corrects the tonal range and color balance of the image by stretching the intensity levels of the *r*, *g*, *b* and *a* components.

Add Curves: Use this to adjust points throughout an image's tonal range. It can modify *r*, *g*, *b* and *a* components. Master mode modified red, green and blue at the same time.

Add Exposure/Gamma: *Exposure* adjusts the highlight end of the tonal scale with minimal effect in the extreme shadows. *Gamma* adjusts the image gamma, using a simple power function. Negative values are mirrored around zero.

Add Shadows/Highlights: Correct photos with silhouetted images due to strong backlighting or correcting subjects that have been slightly washed out because they were too close to the camera flash. This can also be used for brightening areas of shadow in an otherwise well-lit image.

Add Vibrance: This adjusts the saturation so that clipping is minimized as colors approach full saturation.

Add Hue Saturation: This lets you adjust the hue, saturation, and lightness of a specific range of colors in an image or simultaneously adjust all the colors in an image.

Add Color Balance: This can be used to correct color imperfections in an image.

Add Temperature/Tint: Use this to introduce warmth or coldness to your image.

Add Black & White: Use this to convert a color image to black and white.

Add Invert: This will invert the colors in an image.

Add Posterize: This lets you specify the number of tonal levels (or brightness values) for each channel in an image and then maps pixels to the closest matching level.

Add Threshold: This converts grayscale or color images into high-contrast, black and white images. All pixels lighter than the threshold are converted to white. All pixels darker are converted to black.

Add Gradient Map: These gradients are overlays that include just a few colors that pretty much hide the existing colors in an image and turn the image into a blend of whatever colors you choose.

Add Selective Color: This allows you to change the colors in your image.

2. **Auto Contrast:** This adjusts image *Contrast* automatically.
3. **Auto Levels:** This adjusts *Levels* automatically.
4. **Auto Lightness:** This makes an image lighter or darker automatically.
5. **Auto Saturation:** This adjusts image *Saturation* automatically.
6. **Brightness/Contrast:** This allows you to adjust *Brightness* or *Contrast*.
7. **Levels:** This adjusts image *Levels*.
8. **Curves:** Adjust points throughout an image's tonal range. When first open, the image's tonality is represented as a straight diagonal line on a graph. When you adjust an RGB image, the upper-right area represents the highlights and the lower-left area represents the shadows. The horizontal axis represents input levels (original input values) and the vertical axis represents the output levels (new adjusted values). Tapping on the line adds control points you can move. Drag a point off the graph to remove it. Steeper sections of the curve represent areas of higher contrast and flatter sections represent areas of lower contrast.
9. **Exposure/Gamma:** This allows you to adjust the *Exposure* and *Gamma* of an image. *Exposure* adjusts the highlight end of the tonal scale with minimal effect in the extreme shadows. *Gamma* adjusts the image gamma, using a simple power function. Negative values are mirrored around zero.

10. **Shadows/Highlights:** Correct photos with silhouetted images due to strong backlighting or correcting subjects that have been slightly washed out because they were too close to the camera flash. This can also be used for brightening areas of shadow in an otherwise well-lit image.
11. **Vibrance:** This adjusts the saturation so that clipping is minimized as colors approach full saturation.
12. **Hue/Saturation:** This lets you adjust the hue, saturation, and lightness of a specific range of colors in an image or simultaneously adjust all the colors in an image.
13. **Color Balance:** This can be used to correct color imperfections in an image.
14. **Temperature/Tint:** You can use this to introduce warmth or coldness to your image.
15. **Black & White:** Use this to convert a color image to black and white and make other adjustments.
16. **Invert:** This will invert the colors in an image.
17. **Posterize:** This creates a flat, poster-like finish by reducing the number of colors available in your image.
18. **Threshold:** This converts grayscale or color images into high-contrast, black and white images. All pixels lighter than the threshold are converted to white. All pixels darker are converted to black.
19. **Gradient Map:** This lets you map different colors to different tones in your image.
20. **Selective Color:** This allows you to modify specific amounts of a primary color without modifying the other primary colors in your image.
21. **Color to Transparency:** This converts pixels in a specified color to transparent.

Layer

1. Add:

Add Empty Layer: This adds an empty layer to your project.

Add Layer From Photos: This brings up your photos so you can add one.

Add Layer From Clipboard: This adds a new layer from your clipboard.

Add Layer From File: This brings up your files so you can add one.

Add Layer Via Copy: This duplicates your active layer or a selection.

Add Layer Via Cut: This adds a new layer with what you cut from the active layer or a selection.

Add Layer Via Merge: This creates a new layer by merging all the layers.

Add Group: This creates a group of the layers in your document.

2. **Add Mask:**

Reveal All: This creates a mask that reveals the entire layer.

Hide All: This creates a mask that hides the entire layer.

Reveal Selection: This creates a mask that reveals the current selection.

Hide Selection: This creates a mask that hides the current selection.

3. **Duplicate:** This creates a duplicate of your active layer.

4. **Duplicate as New Document:** This creates a new document of your active layer.

5. **Copy/Paste:**

Copy Layers: This copies your active layer to the clipboard with all its settings (blending, opacity, effects, etc.).

Paste Layers. This pastes your clipboard into a new layer with all its settings (blending, opacity, effects, etc.).

6. **Delete:** This deletes the active layer.

7. **Crop Layer:**

Crop to Image Bounds: This crops the active layer to the image bounds.

Crop to Selection: This crops the image to the current selection.

8. **Rasterize:** This converts a text layer to normal pixel layer.

9. **Reset Transform:** If you transformed a text layer, this resets all transformations you've previously applied.

10. **Show/Group:**

Group: This creates a layer group from the selected layer.

Ungroup: This ungroups the active layer group.

Show: Tap this when on a hidden layer to show the content.

Hide: Tap this when on a visible layer to hide the content.

11. **Arrange:**

Bring Forward: This moves the active layer up in the layer stack.

Send Backward: This moves the active layer down in the layer stack.

Select Next: This selects the layer above the active layer.

Select Previous: This selects the layer below the active layer.

12. **Align:** You can use the *Align* options to easily line up and properly space your image layers. Align multiple layers by selecting the layers in the *Layers* panel. If you want to align the content of one or more layers to a selection border, make a selection in the image, and then select the layers in the *Layers* panel. Use this method to align to any specified point in the image.

Align Left: This aligns the left pixel on the selected layers to the left pixel on the leftmost layer, or to the left edge of the selection border.

Align Center: This aligns the center pixel on each selected layers to the horizontal center pixel of all the selected layers, or to the center of the selection border.

Align Right: This aligns the right pixel on the linked layers to the rightmost pixel on all selected layers, or to the right edge of the selection border.

Align Top: This aligns the top pixel on the selected layers to the topmost pixel on all selected layers, or to the top edge of the selection border.

Align Middle: This aligns the middle pixel on each selected layers to the middle pixel of all the selected layers, or to the middle of the selection border.

Align Bottom: This aligns the bottom pixel on the selected layers to the bottommost pixel on selected layers, or to the bottom edge of the selection border.

Distribute Horizontally: This distributes horizontal spacing between the layers evenly.

Distribute Vertically: This distributes vertical spacing between the layers evenly.

13. Lock/Reference:

Lock Transparency (Alpha Lock): This will lock the transparency of a layer. When on, anything you paint or draw will only affect the existing artwork on that layer. Transparent layers will not be affected.

Lock Pixels: This locks the active layer so it cannot be modified.

Lock Position: This prevents the layer's pixels from being moved or transformed.

Reference: This marks a layer as a reference. It can be used in tools like the *Eyedropper*, *Wet Paint* tool or *Bucket Fill* as a sample source layer.

14. Mask/Clipping Mask:

Enable Mask: Use the layer as a mask. White areas of the mask are showing the content of the layer below, black areas are hiding it.

Enable Clipping Mask: Use the layer as a Clipping Mask - which lets you use the content of a layer to mask the layers above it.

Disable Mask/Clipping Mask: This disables *Mask/Clipping* mask.

15. Effects:

Enable Effects: This enable effects in selected layers.

Disable Effects: This disables effects in selected layers.

Copy Effects: This copies effects from the active layer.

Paste Effects: This pastes effects to the active layer.

Clear Effects: This removes effects from the selected layers.

Rasterize Effects: This will convert layer effects into pixels.

16. **Merge:** If you have finalized the content of layers, you can merge them to reduce the size of your image files.

Merge Down: This combines the layer below the currently selected layer and the selected layer into one layer. If you select a group of layers this will merge the group into one layer. If you select multiple layers, all selected layers will be merged into one layer.

Merge Visible: This will merge all visible layers into one layer. It will ignore any layer that has its visibility off.

Merge All: This will merge all visible layers into one layer.

Flatten Image: This will combine all of the layers into one “flattened” image or layer.

Select

1. **All:** This selects all of the content on the active layer.

2. **Deselect:** This deselects all of the content on the active layer.

3. **Reselect:** This restores the last selection.

4. **Invert:** This inverts your current selection.

5. **Alpha to Selection:** This selects pixels from the active layer.

New: This creates a new selection (Alpha pixels) from the active layer.

Add: This adds the layer content (Alpha pixels) to the current selection.

Subtract: This subtracts the layer content (Alpha pixels) from the current selection.

Intersect: This intersects the layer content (Alpha pixels) with the current selection.

6. **Merged Alpha to Selection:** This selects pixels from all the layers.

New: This creates a new selection

Add: This adds to the current selection.

Subtract: This subtracts from the current selection.

Intersect: This intersects the new content with the current selection.

7. **Transform Selection:** This creates a bounding box around the current selection that allows you to click-and-drag on the corner handles to scale and rotate it.

8. **Flip/Rotate Selection:**

Rotate 90° Right: This rotates your selection 90° right keeping layer content unchanged.

Rotate 90° Left: This rotates your selection 90° left keeping layer content unchanged.

Rotate 180°: This rotates your selection 180° keeping layer content unchanged.

Flip Horizontal: This flips the selection horizontally keeping layer content unchanged.

Flip Vertical: This flips the active layer or selection vertically. This flips the selection vertically keeping layer content unchanged.

9. **Contract:** Decrease the selection area by a chosen amount of pixels. Turn on *Keep Softness* to keep the selection edge softness.
10. **Expand:** This allows you to enlarge the selection by a chosen amount of pixels, as well as the choice to keep the selection softness.
11. **Smooth:** This smooths the rough edges of the selection. Turn on *Keep Softness* to keep the selection edge softness.
12. **Border:** This creates an antialiased border around the current selection.
13. **Feather:** This blurs the selection edges.
14. **Hard Edges:** This makes the selection area edges hard.

Filters

1. **Apply Last Filter:** This applies the last filter used.
2. **Elastify:** This warps the pixels of a layer in multiple ways.
3. **Blur:**
 - Blur:** This slightly blurs the image.
 - Gaussian Blur:** This smooths your active layer for a soft, out-of-focus appearance. This creates a more blurry result than *Box Blur*.
 - Box Blur:** This blurs an image based on the average color of neighboring pixels.
 - Zoom Blur:** This gives the illusion of rapid motion.
 - Radial Blur:** This simulates the blur of a zooming or rotating camera to make a soft blur.
 - Motion Blur:** This blurs in a specified direction.
 - Pixelize:** This creates a pixelated image.
 - Surface Blur:** This blurs an image while preserving edges.
 - Median:** This reduces noise in a layer by blurring plain areas.
 - Depth of Field:** This allows you to focus on selected areas of the image by blurring out the rest of the image.
4. **Sharpen:**
 - Sharpen:** This is a quick sharpen to slightly adjust your image.
 - Sharpen...:** This is an adjustable *Sharpen* for your image.

Unsharp Mask: This adjusts the contrast of edge detail and produces a lighter and darker line on each side of the edge.

High Pass: This retains edge details in the specified radius where sharp color transitions occur and suppresses the rest of the image.

5. **Edge:**

Edge Detect: This finds the edges in the image.

Edge Detect...: This allows you to apply the edge detect effect with the option to customize multiple parameters of that process.

6. **Distort:**

Twirl: This rotates the image more sharply in the center than at the edges.

Pinch: This squeezes the image.

Circle Waves: This creates an undulating pattern, like ripples on the surface of a pond.

Polar Coordinates: This takes a rectangular image and warps it into a circular image. You can also take a circular image and warp it into a rectangular image.

Offset: This moves an image a specified horizontal or vertical amount.

7. **Noise:**

Add Noise: This applies random pixels to an image, simulating the result of shooting pictures on high-speed film.

Perlin Noise: This adds a gradient noise that increases the appearance of realism.

Denoise: This reduces luminous noise and color noise, such as the noise introduced by photographing with insufficient light.

8. **Stylize:**

Emboss: This makes a selection appear raised or stamped by converting its fill color to gray and tracing the edges with the original fill color.

Bumpmap: This can be used to simulate height variations on the surface of an image.

Diffuse: This shuffles pixels in random directions to make the image look less focused.

Wind: This creates tiny lines in the image to simulate a wind effect. You can set the wind strength and direction.

Chromatic Aberration: This addresses the problem of color distortion that creates an outline of unwanted color along the edges of objects in a photograph.

Halftone: This is a 20th-century printing technique in which patterns of dots create images.

Bloom: This makes an image look brighter with a hazy look to it.

9. Render:

Stripes: This adds stripes to the active layer.

Checkerboard: This adds a checkerboard to the active layer.

Vignette: This creates a darkening of the image towards the corner.

Pattern: This duplicates an element in the current layer to fill the entire canvas.

Clouds: This creates a cloud pattern.

Lighting: This allows you to create lighting effects.

Seamless Pattern: This fixes the edges of an image to make it seamless. You can then use this image as a seamless pattern in *Pattern Fill* tool.

View

1. **Fullscreen:** This hides the interface.

2. **Mirror:** This flips the canvas horizontally, but doesn't modify canvas content.

3. **Zoom:**

Zoom In: This zooms in on your canvas.

Zoom Out: This zooms out on your canvas.

Zoom to Fit: This shows the entire canvas on the screen.

Zoom to Fill: This expands the canvas to fill the entire screen.

100%: Each image pixel is displayed by one monitor pixel.

Print Size: This expands the canvas to the printable size of the document.

Lock Zoom: This locks the zoom at the current value, so using a two finger gesture will only rotate or pan the canvas.

4. **Rotation:**

Rotate Left: This rotates the canvas left by 15°.

Rotate Right: This rotates the canvas right by 15°.

Reset Rotation: This resets the canvas to its upright position.

Rotation Threshold: When on, a two finger gesture will start rotating the canvas after you rotate finger by 20 degrees.

Lock Rotation: This locks the angle at the current value, so using a two finger gesture will only zoom or pan the canvas.

5. **Tool:**

Reset Tool: This resets the active tool.

Switch Old/New Color: This will switch between your active and previous color. You can do it also by tapping the color preview in *Colors* panel.

6. **Reference Panel:** This allows you to show a reference image or to show your canvas in a smaller view so you can see your overall composition. (See image p. 21)

Image:

Load From Photos: Load an image from your photos.

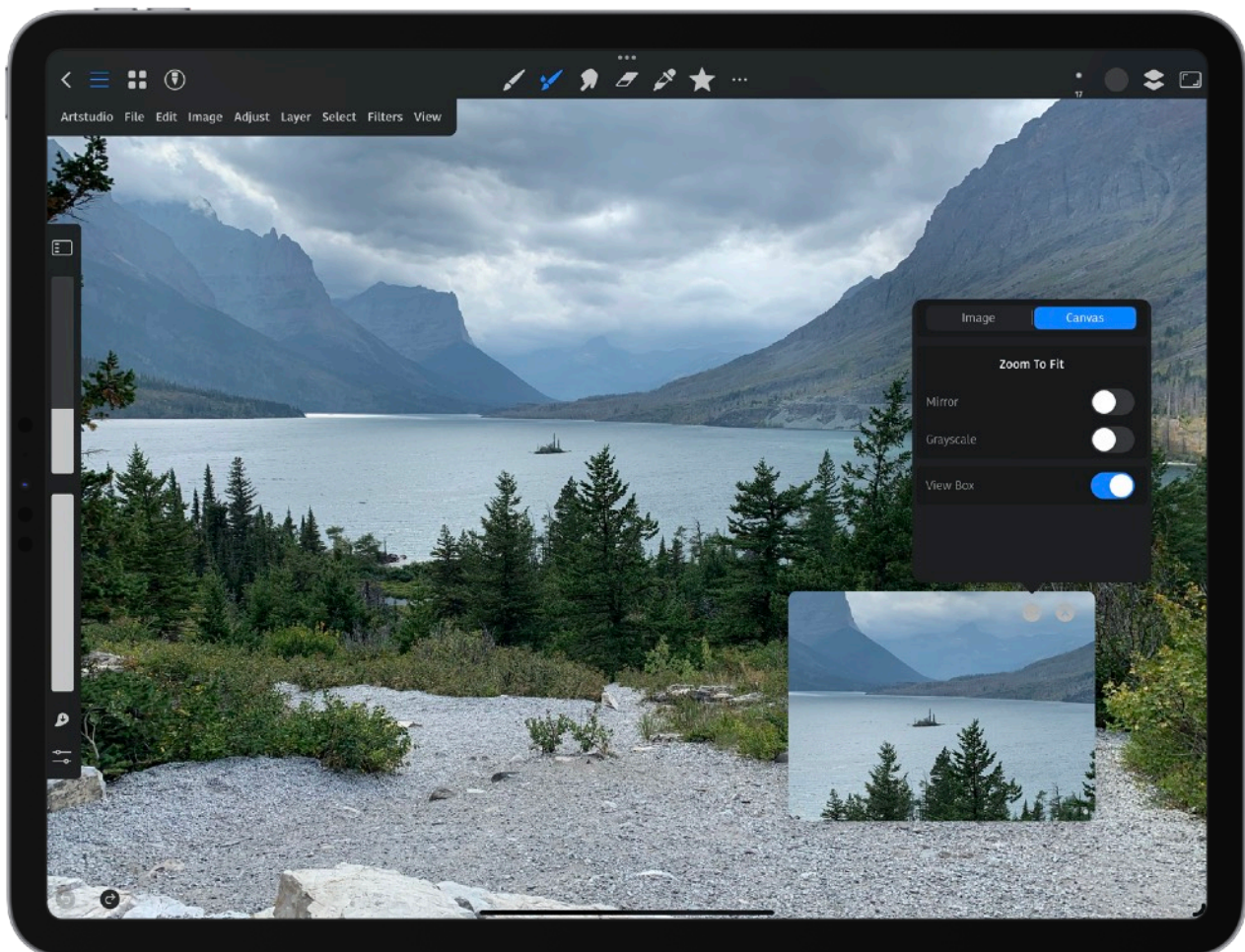
Load From Files: Load an image from your files.

Clear: This removes your loaded reference image.

Zoom to Fit: This will resize the reference image to fit entirely *Reference* panel.

Mirror: This flips the reference image horizontally.

Grayscale: This displays the reference image in grayscale.



Canvas:

Zoom to Fit: This will resize the canvas to fit entirely *Reference* panel.

Mirror: This flips the canvas.

Grayscale: This changes the canvas to grayscale.

View Box: Show a frame that show where the canvas is in the *Reference* panel.

7. **Colors Sidebar:** *Note:* Make sure the *Sidebar* is showing colors and not sliders for these following four options to appear. Tap the top of the *Sidebar* to switch from sliders to colors.

Swatches: This will show the *Swatches* in the *Sidebar*.

HSB Sliders: This will show the *HSB Sliders* in the *Sidebar*.

RGB Sliders: This will show the *RGB Sliders* in the *Sidebar*.

Lab Sliders: This will show the *Lab Sliders* in the *Sidebar*.

8. **Show Rulers:** This turns the rulers on or off.
9. **Guides Settings:** This brings up the *Guides Settings* panel where you can set the *Color*, choose a *New Guide Layout*, *Remove All Guides* or *Reset* the panel. If you select *New Guide Layout*, you can set the number of *Columns*, *Rows*, *Margins*, & *Gutter*. You can also *Clear Existing Guides*, *Remove All Guides* or *Reset* the panel.
10. **Grid Settings:** This brings up the *Grid Settings* panel where you can set the *Spacing*, *Subdivisions* and *Colors* for the *Grid*.
11. **Perspective Grid Settings:** This brings up the *Perspective Grid Settings* where you can choose between a 1, 2 or 3 point perspective. You can choose the *Density* and *Color* of the lines. *Show Horizon* on shows the *Horizon Line*. *Horizon Assist* adds an additional constrain that snaps the *Stroke* angle to the *Horizon* angle. *Reset Horizon Angle* resets the *Horizon Line* to the horizontal orientation. *Note:* Choose *View > Snap To > Perspective Grid Assist* to make your lines snap to the *Grid*.
12. **Show Helpers:** This is a quick way to turn off the displaying *Guides*, *Grid* and *Pixel Grid*.
13. **Show:**
 - Show Guides:** This turns the guides on or off.
 - Show Grid:** This turns on the *Grid*.
 - Show Pixel Grid:** The *Pixel Grid* is visible when you zoom in so the individual pixels are visible.
 - Show Perspective Grid:** This turns on the *Perspective Grid*.
14. **Snap:** This disables all snapping.
15. **Snap to:** *Snap to* options help with precise placement of selection edges, cropping marquees, and shapes.
 - Snap to Guidelines:** This snaps a moved object, painted stroke, created selection or cropping rectangle to the *Guidelines*.

Snap to Image Bounds: This snaps to the edge of your image.

Snap to Image Center: This snaps to the center of your image.

Snap to Layer Bounds: This snaps to the boundary of your active layer.

Snap to Layer Center: This snaps to the center of your active layer.

Snap to Grid: This snaps to the Grid if the Grid is shown.

Perspective Grid Assist: This turns on the Perspective Grid.

16. Selection:

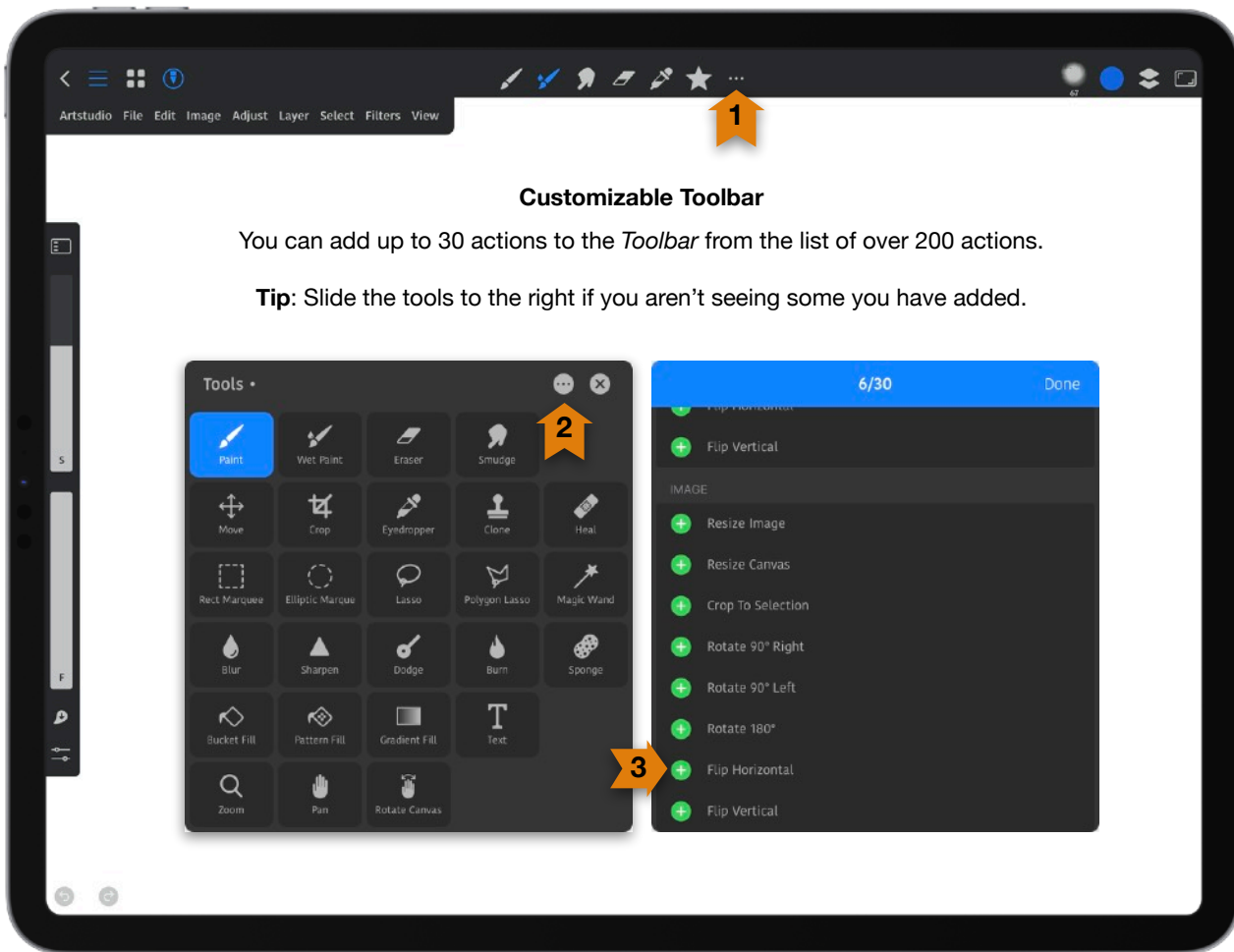
Marching Ants: This displays the edges of the selection area as animated “marching ants”.

Quick Mask: This shows the unselected areas as a red, semi-transparent overlay.

None: This hides the selection borders, but the selection is still active.

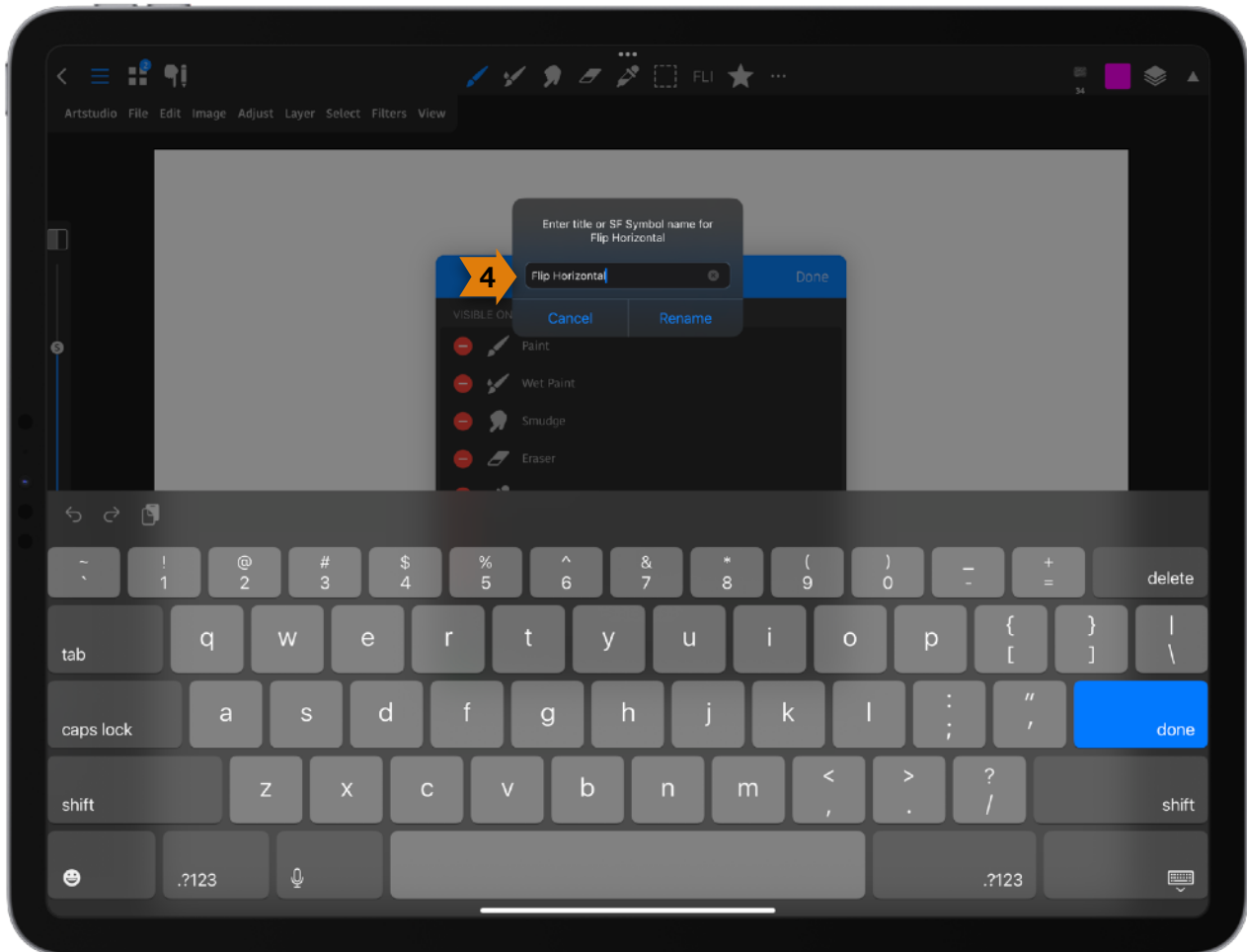
Tools

The *Toolbar* in the app is customizable by adding tools and actions. You can rename items in the *Toolbar* by using an emoticon or SF Symbol and arrange their order on the *Toolbar*. There are over 200 options to choose from.

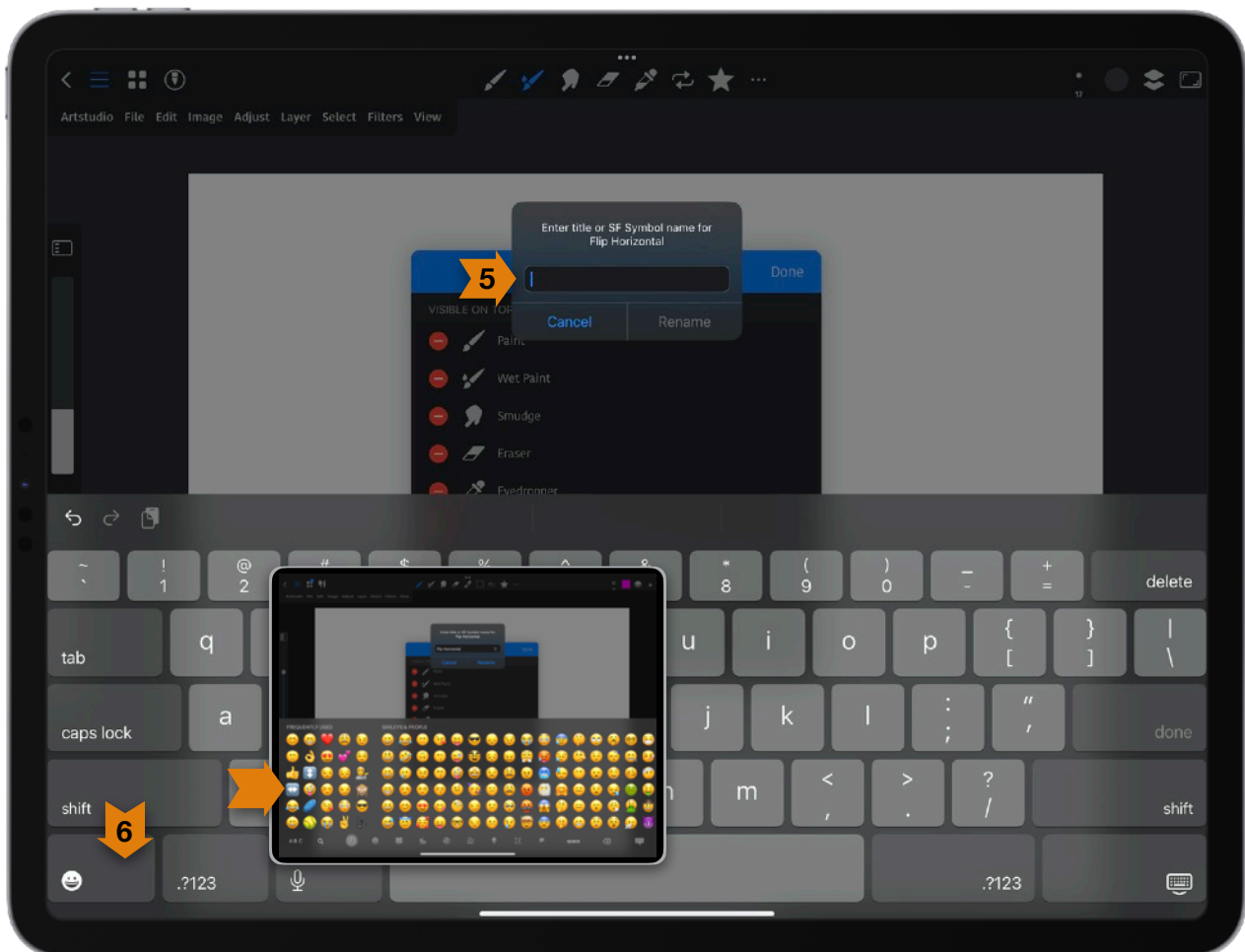


1. Tap [...] in your *Toolbar* to bring up the *Tools* panel.
2. Tap [...] in the *Tools* panel to show a list of tools and actions you can add to your *Toolbar*.
3. Tap the green + to add the item. Tap the red - to remove it.

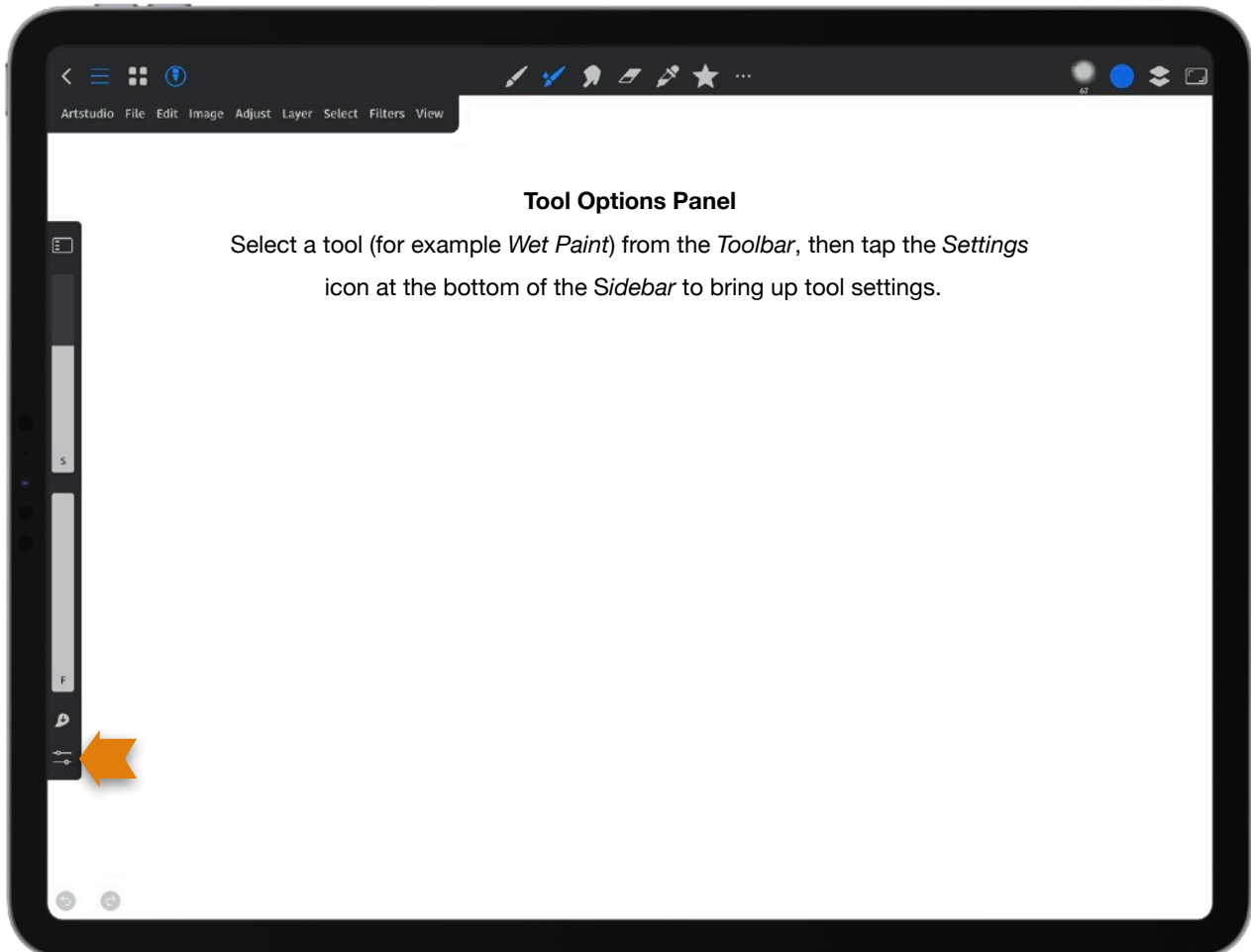
4. You can change the name of tools that don't have icons assigned to them by tapping on the name of the tool after you add it to the *VISIBLE ON TOP BAR* section at the top of your tools list. Also, you can rearrange the order of the icons in your customizable *Toolbar* by long pressing and dragging on the tool in this section.



5. You can enter a new name in the box that pops up. Names of the main tools can't be changed. You will get a notification if that is the case.
6. If you want to add an icon instead of a name, you can use one of the emoticons on the iPad keyboard, or type in the SF Symbol name. *Note:* Apple has a library of icons called SF Symbols. You can read more about SF Symbols 4 [here](#). You can download DetailsPro from the App Store to become more familiar with SF Symbols. Once in the app, select SF Symbols on the left and you can long press on a symbol and select Copy Name. Now you can paste that name to rename some of the items in the *Toolbar*.



Below is the list of the tools (starting with *Paint*) that can be added to the *Toolbar* and the settings for tools. **Important:** Select a tool from the *Toolbar*, then tap the *Settings* icon at the bottom of the *Sidebar* to bring up tool settings. If you move the *Tools* Options panel, a dot will appear beside its name indicating that it will stay visible until you close it.



Tip: Long press with your finger on the canvas to bring up the *Eyedropper* tool to sample a new color from your canvas. When the eyedropper appears, drag it anywhere that has color on your canvas and release to select your color. If there is more than one layer, the new color will be on the top half of the circle, and the current color on the bottom half. Only crosshairs appear if there is no color to select when moving the *Eyedropper* tool around on the canvas.

Paint: Paint brush that has no blending abilities.

Settings:

Drawing Mode:

Note: When using Rectangle & Ellipse *From Center* appears the Tool Settings panel.

Freehand: Normal painting. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Autoshape: *Autoshape* enables you to create forms with straight lines, as well as some perfect shapes. Draw a shape and keep your finger or stylus on the canvas until you see the shape change. If you keep your stylus or finger on the canvas, you can move the shape around with your other finger. For example, draw an ellipse, and while keeping your finger or stylus on the canvas place a finger on the canvas to get a perfect circle. If you try this with a shape and it is not perfect, you will still get straightened lines. The app recognizes lines, ellipses, rectangles, triangles, arcs, and polygons. Draw a shape and by keeping your finger or stylus still on the canvas, you can resize or rotate the shape. To rotate the shape 15 degrees incrementally, place a finger on the canvas *after* creating the autoshape and rotate it. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Line: This enables you to create a straight line. Keeping your finger or stylus still on the canvas enables you to resize or rotate the shape. To rotate the shape 15 degrees incrementally, place a finger on the canvas *after* creating the autoshape and rotate it. If you select *Transform* from the *Menu bar* you can make changes to the line. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Rectangle: This enables you to draw a rectangle. Keeping your finger or stylus still on the canvas enables you to resize or move around the shape. Without lifting your finger or stylus, you can place a finger on the canvas to create a perfect square. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Ellipse: This enables you to draw an ellipse. Keeping your finger or stylus still on the canvas enables you to resize or move around the shape. Without lifting your finger or stylus, you can place a finger on the canvas to create a perfect circle. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Polygon: This enables you to draw a polygon. A polygon is a figure, especially a closed plane figure that has three or more, usually straight sides. Hold down at the end of a line to resize or move it. You will have to connect your line with the first dot where you started making a line to complete a shape. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.

Hard Edges: This creates hard edge strokes.

SELECTED BRUSH SETTINGS

Size: Adjust the size of brush in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

Flow: Control how fast the paint flows from the brush.

Opacity: Control how thick the paint is added to the document.

Angle: Sets the angle how an elliptical or sampled brush's long axis is rotated from horizontal.

Blending:

In regards to blending:

- The *base* color is the original color in the image.
- The *blend* color is the color being applied with the editing or painting tool.
- The *result* color is the color that results from the blend.

Normal: This is the default mode. This mode edits or paints each pixel to make it the result color. Full opacity means solid objects on your layer totally block objects on the layer below.

Dissolve: This mode edits or paints each pixel, to make it the result color, but the result color is a random replacement of the pixels with the base or blend color, depending on the opacity at any pixel location.

Behind: This mode edits or paints only the transparent part of a layer. This mode only works in layers with lock transparency deselected and is like painting on the back of transparent areas on a sheet of acetate.

Clear: This mode edits or paints each pixel and makes it transparent. *Lock Transparency* has to be deselected in the layer to use this mode.

Darken: This does not blend pixels, but looks at the color information in each channel and selects the base or blend color (whichever is darker) as the result color. Pixels that are lighter than the blend color are replaced. Pixels darker than the blend color don't change.

Multiply: This looks at the color information in each channel and multiplies the base color by the blend color. The result color becomes a darker color and more intense effect. If you multiply any color with black you get black. If you multiply any color by white the color is unchanged. If you paint with a color other than black or white, successive strokes with a paint tool produce progressively darker colors. It's like drawing on an image with multiple drawing pens. Use this to darken images or create shadows.

Color Burn: This is similar in traditional photography to the burn too used to darken images. This looks at the color information in each channel and darkens the base color to reflect the blend color. It does this by increasing the contrast between the two. If you blend with white there is no change.

Linear Burn: This mode looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing brightness. If you blend with white there is no change. The result color is darker than *Multiply*, but less saturated than *Color Burn*. It creates more contrast in darker colors than other blend modes.

Darker Color: This compares the total of all channel values for the blend and base color and displays the lower value color. This mode does not produce a third color because it chooses the lowest channel values from the base and blend color to create the result color.

Lighten: This mode does not blend pixels, but looks at the color information in each channel and selects the base or blend color (whichever is lighter) as the result color. Pixels darker than the blend color are replaced, and pixels lighter than the blend color don't change.

Screen: This looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is a lighter color. If you screen with black, this leaves the color unchanged. If you screen with white, you will get white. This is similar

to projecting multiple photographic slides on top of each other. This mode is ideal for brightening images or creating highlights.

Color Dodge: This mode is based on the *Dodge* tool used to brighten images in traditional photography. This looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing the contrast between the two. If you blend with black, you have no change.

Linear Dodge (Add): This looks at the color information in each channel and brightens the base color to reflect the blend color by increasing the brightness. If you blend with black, you have no change.

Lighter Color: This mode compares the total of all channel values for the blend and base color and displays the higher value color. This mode does not produce a third color because it chooses the highest channel values from both the base and blend color to create the result color.

Overlay: This multiplies or screens the colors depending on the base color. Patterns or colors overlay existing pixels while preserving the highlights and shadows of the base color. The base color isn't replaced. It is instead mixed with the blend color to reflect the lightness or darkness of the original color.

Soft Light: This darkens or lightens the colors, depending on the blend color. This is like if you shine a diffused spotlight on the image. If the blend color (light source) is lighter than 50% gray, the image is lightened as if it was dodged. If the blend color is darker than 50% gray, the image is darkened like it was burned in. Painting with pure black or white ends having a distinctly darker or lighter area, but does not result in pure black or white.

Hard Light: This mode multiplies or screens the colors, depending on the blend color. It's like shining a harsh spotlight on the image. If the blend color (light source) is lighter than 50% gray, it ends up lightening the image like it was screened. This works for adding highlights to an image. If the blend color is darker than 50% gray, the image is darkened like it was multiplied. This can be used for adding shadows to an image. If you paint with pure black or white the result is pure black or white.

Vivid Light: This burns or dodges the colors by increasing or decreasing the contrast, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image becomes lightened by decreasing the contrast. If the blend color is darker than 50% gray, the image will be darkened by increasing the contrast.

Linear Light: This burns or dodges the colors by decreasing or increasing the brightness, depending on the blend color. If the blend color (light source) is lighter than

50% gray, the image will be lightened by increasing the brightness. If the blend color is darker than 50% gray, the image will be darkened by decreasing the brightness.

Pin Light: This replaces the colors, depending on the blend color. If the blend color (light source) is lighter than 50% gray, pixels darker than the blend color are replaced, and pixels lighter than the blend color don't change. If the blend color is darker than 50% gray, pixels lighter than the blend colors are replaced, and pixels darker than the blend color don't change. This can be used for adding special effects to an image.

Hard Mix: This adds the red, green and blue channels of the blend color to the RGB values of the base color. If the resulting sum for a channel is 255 or greater, it gets a value of 255. If it's less than 255 it gets a value of 0. Therefore, all blended pixels have red, green and blue channel values of 0 or 255. This changes all pixels to the primary additive colors (red, green, or blue), white or black.

Difference: This mode looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color depending on which has the greater brightness value. Blending with white will invert the base color values, and blending with black makes no change.

Exclusion: This is like similar to the *Difference* mode, but is lower in contrast. Blending with white will invert the base color values, and blending with black doesn't produce a change.

Subtract: This looks at the color information in each channel and subtracts the blend color from the base color. With 8 and 16 bit images, and resulting negative values will be clipped to zero.

Divide: This mode looks at the color information in each channel and divides the blend color from the base color.

Hue: This creates a result color with the luminance and saturation of the base color and the hue of the blend color.

Saturation: This creates a result color with the luminance and hue of the base color and the saturation of the blend color. If you paint with this mode in an area with no (0) saturation (gray), there will be no change.

Color: This creates a result color with the luminance of the base color and the hue and saturation of the blend color. This will preserve the gray levels in the image and is useful for coloring monochrome images and tinting color images.

Luminosity: This mode creates a color with the hue and saturation of the base color and the luminance of the blend color- creating the inverse effect of the *Color* mode.

Aux Color: Alternate between two colors of your choosing. (They change their color with pressure change tilt and stroke. This is used by brushes that use the *Aux Color* in the *Jitter* and *Dynamics* settings in the brush editor. If you select *Jitter*, turn *Enabled* on to see *Aux Color* under *Stroke Color*. If you select *Dynamics*, make sure *Enabled* is turned on to see *Aux Color* under *Color Dynamics*.

SMOOTHING

Using smoothing produces smoother curves in brush strokes.

Note: If you use *Smoothing*, make sure to enter a value in the *Global Value* box at the bottom of the *Smoothing* settings for the smoothing to take effect.

Off: Smoothing is not enabled.

Brush: Smoothing will be based on the current brush. You can set smoothing in the brush editor. To do this, tap on the brush icon in the *Toolbar*. Tap on the brush and then *General* > *Smoothing* and enter a number.

Global: Smoothing will be based on a global value you enter in the *Global Value* in this same *Smoothing* section.

Live Spring: Smoothing is rendered in real-time.

Spring: Smoothing is rendered in real time with no preview.

Rope: This creates a smooth line similar to pulling with a rope.

Global Value: Enter a value here for your smoothing if you chose *Global* for smoothing.

SYMMETRY

Enabled: Turn on or off *Symmetry*.

Horizontal: This places a horizontal line across the middle of your canvas.

Vertical: This places a vertical line down the middle of your canvas.

Visible: Turn on if you want to see the symmetry line.

Editable: Turn on if you want to be able to move the symmetry line on the canvas.

Wet Paint: Watercolor and oil paint. Paint blends together.

Settings:

Drawing Mode:

See Drawing Mode under Paint.

Sample:

Current Layer: Adjacent layers are sampled from the current layer.

All Layers: The sample is from all visible layers.

Reference: The sample is from layers marked as *Reference*. To make a layer a reference layer, tap the layers icon in the upper right of the *Toolbar* to bring up the *Layers* panel. Tap on a layer to bring up the *Layer Options* panel and turn on “*Reference*”.

Current and Below: Pixels are sampled from the currently selected layer and the layers below it. Any layers above the currently selected layer will not be sampled.

SELECTED BRUSH SETTINGS

See *Selected Brush Settings*.

SMOOTHING

See *Smoothing under Paint*.

SYMMETRY

See *Symmetry under Paint*.

Smudge: Blends your art, mixes colors and smoothes out strokes.

Settings:

Drawing Mode:

See *Drawing Mode under Paint*.

SELECTED BRUSH SETTINGS

See *Selected Brush Settings*.

SMOOTHING

See *Smoothing under Paint*.

SYMMETRY

See *Symmetry under Paint*.

Eraser: Paints away mistakes, carves out areas of transparency, removes pigment, and softens your artwork. You can adjust the opacity in the Tool Properties panel. With the eraser selected, tap on the settings icon at the bottom of the *Sidebar*. *Opacity* is under the *Selected Brush Settings*.

Settings:

Drawing Mode:

See *Drawing Mode under Paint*.

SELECTED BRUSH SETTINGS

Size: Adjust the size of eraser in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

Flow: Sets the rate at which pixels are erased.

Opacity: Control the amount pixels are erased. At 100% the pixels are erased completely. Lowering the opacity erases pixels partially.

Angle: Sets the angle how an elliptical or sampled eraser's long axis is rotated from horizontal.

SMOOTHING

Using smoothing produces smoother curves in eraser strokes.

Note: If you use eraser *Smoothing*, make sure to enter a value in the *Global Value* box at the bottom of the eraser *Smoothing* settings for the smoothing to take effect.

See *Smoothing under Paint*.

SYMMETRY

See *Symmetry under Paint*.

Eyedropper: Samples a new color from your canvas. Choosing the *Eyedropper* tool changes the *Sidebar* to a colors *Sidebar*. Tapping the + at the bottom adds the current color to your swatches in the *Colors* panel under swatches.

Settings:

Add Swatch: Tapping the + at the bottom of it adds the current color to be added to your swatches in the *Colors* panel under swatches.

SAMPLE

Sample:

See *Sample under Wet Paint*.

Size:

1x1 (Point): A point sample reads the precise value of each pixel you select.

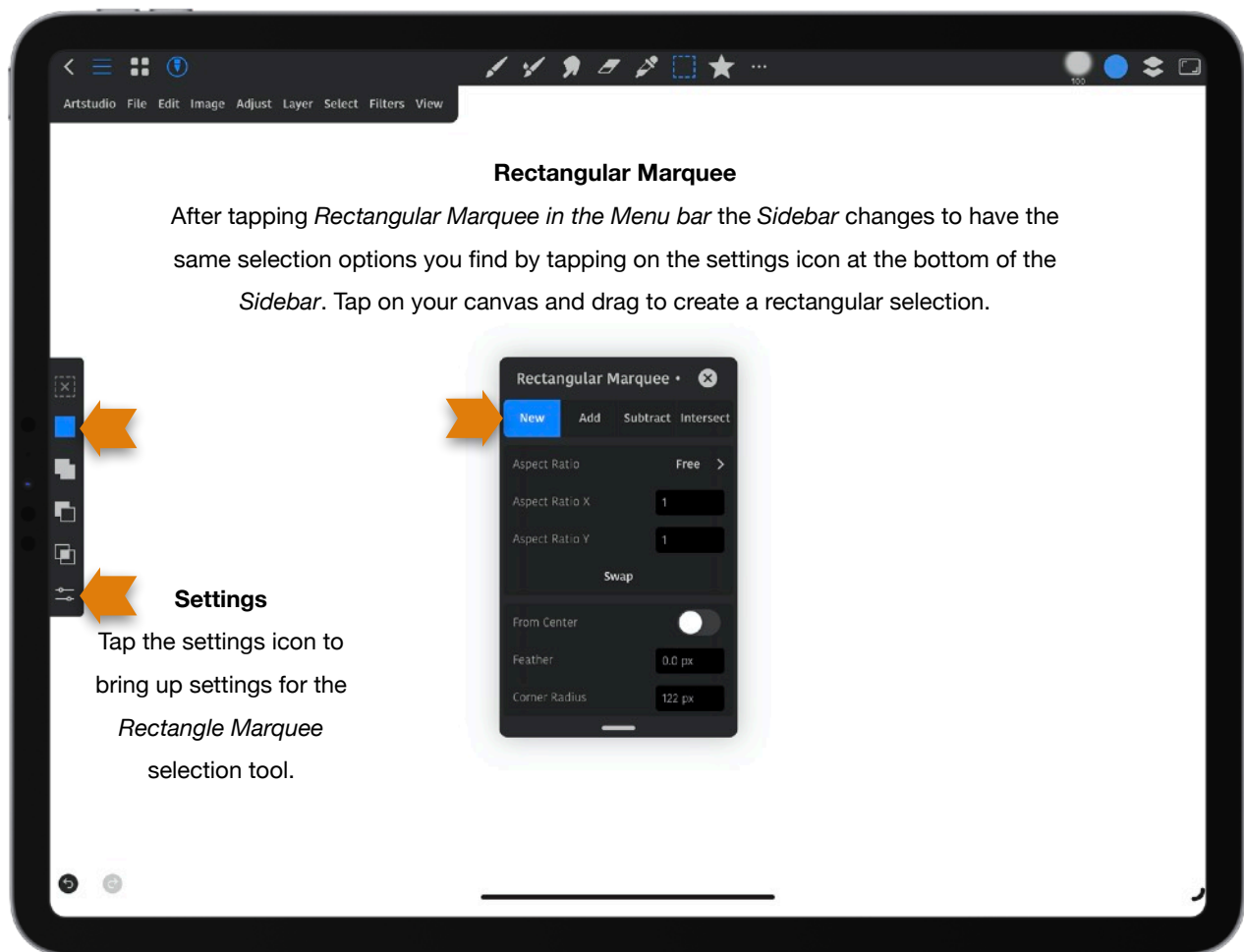
3x3 (Average): This reads the average value of a 3x3 area of pixels within the area you select.

11x11 (Average): This reads the average value of a 11x11 area of pixels within the area you select.

31x31 (Average): This reads the average value of a 31x31 area of pixels within the area you select.

Rectangular Marquee:

You can use selections to isolate parts of your art for repainting, editing, transforming and more. After tapping *Rectangular Marquee* in the *Menu bar* the *Sidebar* changes to have the same selection options you find by tapping on the settings icon at the bottom of the *Sidebar*. From top to bottom they are *New*, *Add*, *Subtract* and *Intersect*. Tap on your canvas and drag to create a rectangular or selection. To create a perfect square, make your selection and while keeping your finger or stylus on the canvas, place a finger on the canvas.

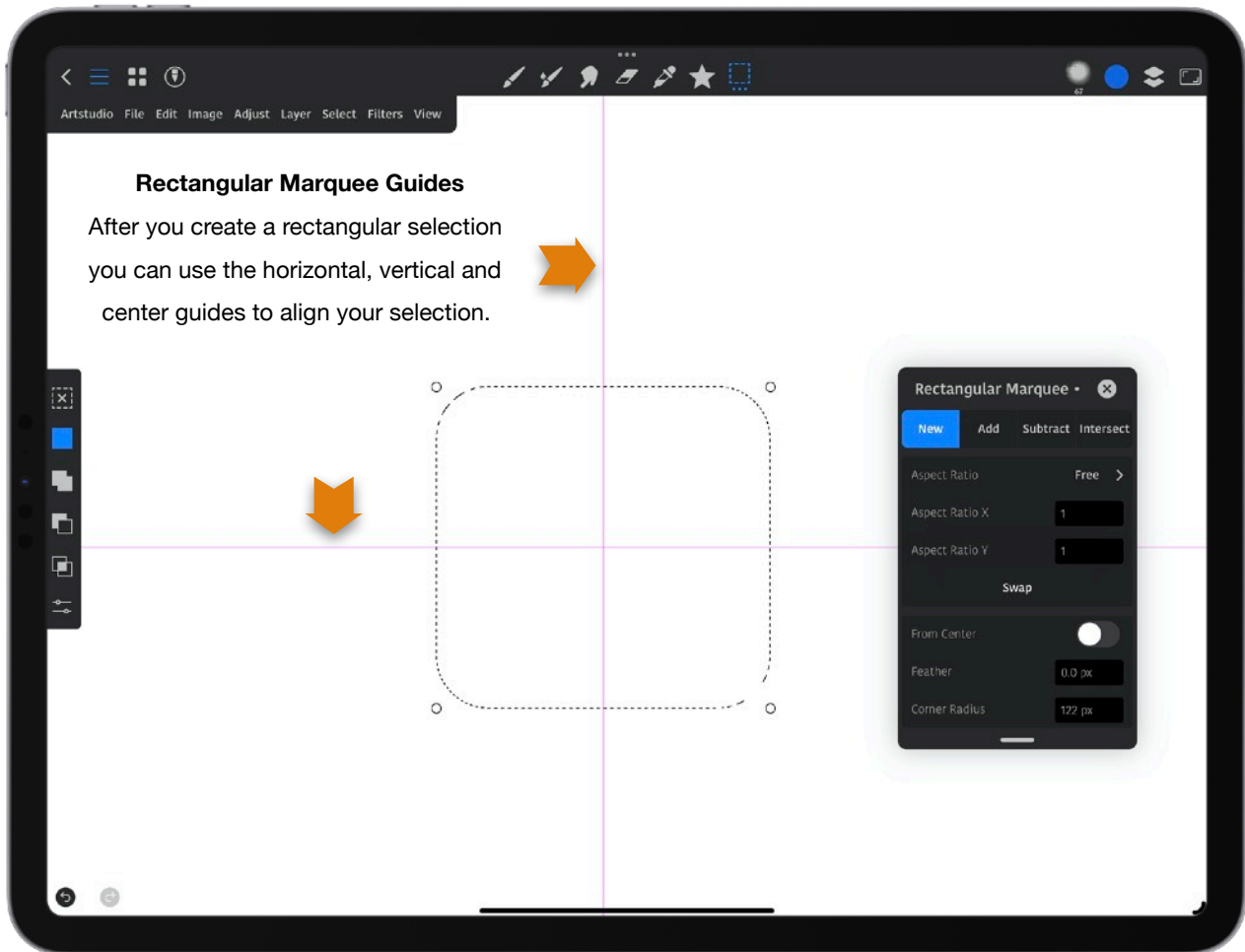


Settings:

New: This is the default option if nothing is selected. Drag your finger or stylus to create a new selection.

Add: Choose this to add to a selection.

Subtract: Choose this to remove from a selection.



Intersect: Choose this to create an intersecting selection.

Aspect Ratio: The aspect ratio of a selection is the ratio of its width to its height expressed with two numbers separated by a colon, such as a 1:1 ratio.

Free: Use this to make a selection without an aspect ratio.

Original: Use this to make a perfect rectangular selection. To create a perfect square, make your selection and while keeping your finger or stylus on the canvas, place a finger on the canvas.

Custom: Tap and enter numbers in the *Aspect Ratio X* and *Aspect Ratio Y* boxes to create a selection the size you want.

1:1: Choose this if you want to create a one to one ratio selection.

3:2: Choose this if you want to create a three to two ratio selection.

5:4: Choose this if you want to create a five to four ratio selection.

7:5: Choose this if you want to create a seven to five ratio selection.

16:9: Choose this if you want to create a sixteen to 9 ratio selection.

Aspect Ratio X: Tap this box to enter a number for a horizontal value of a selection you draw.

Aspect Ratio Y: Tap this box to enter a number for a vertical value of a selection you draw.

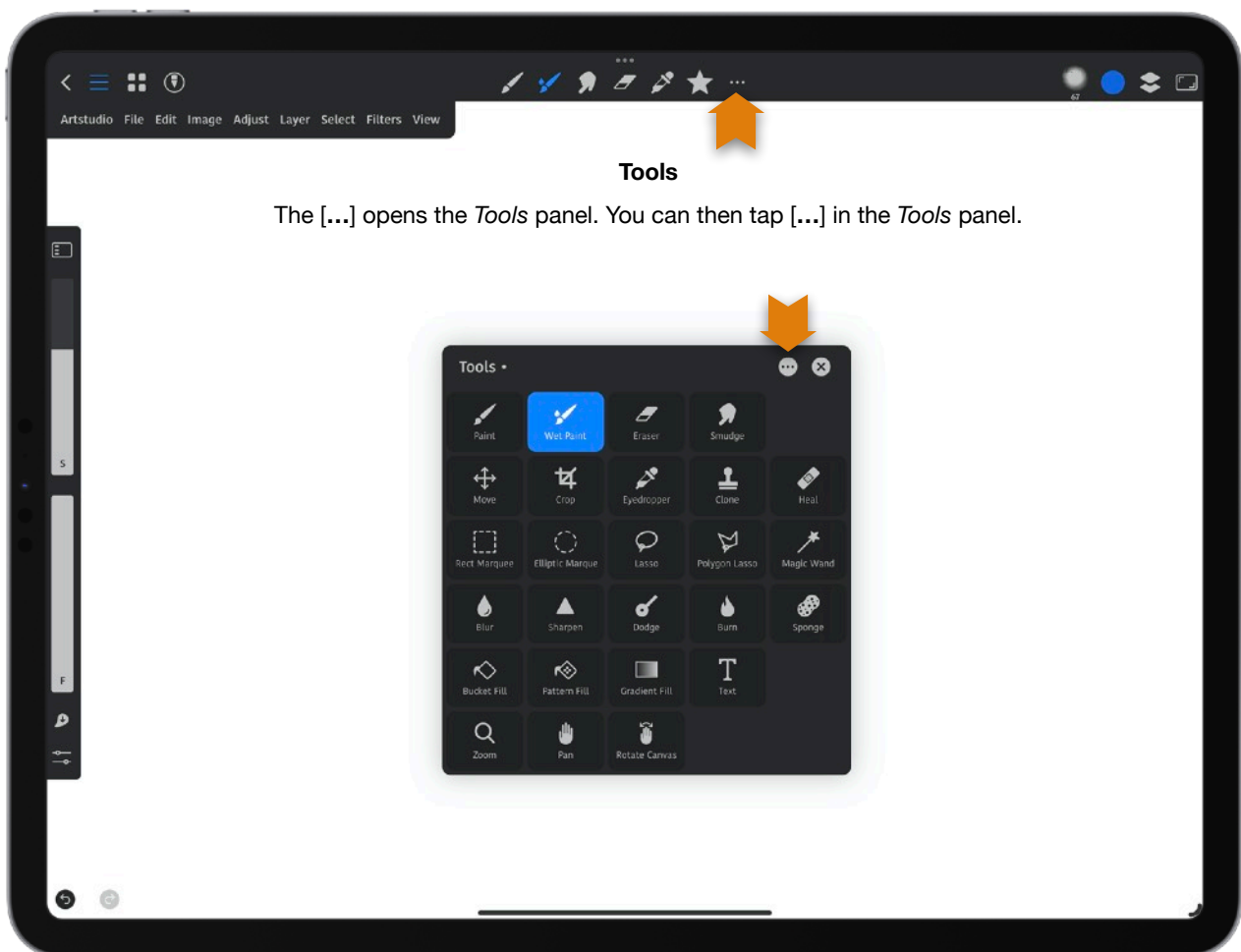
Swap: Tap this to swap *Aspect Ratio X* with *Aspect Ratio Y*.

From Center: Turning this on means the selection starts from the center and moves outward.

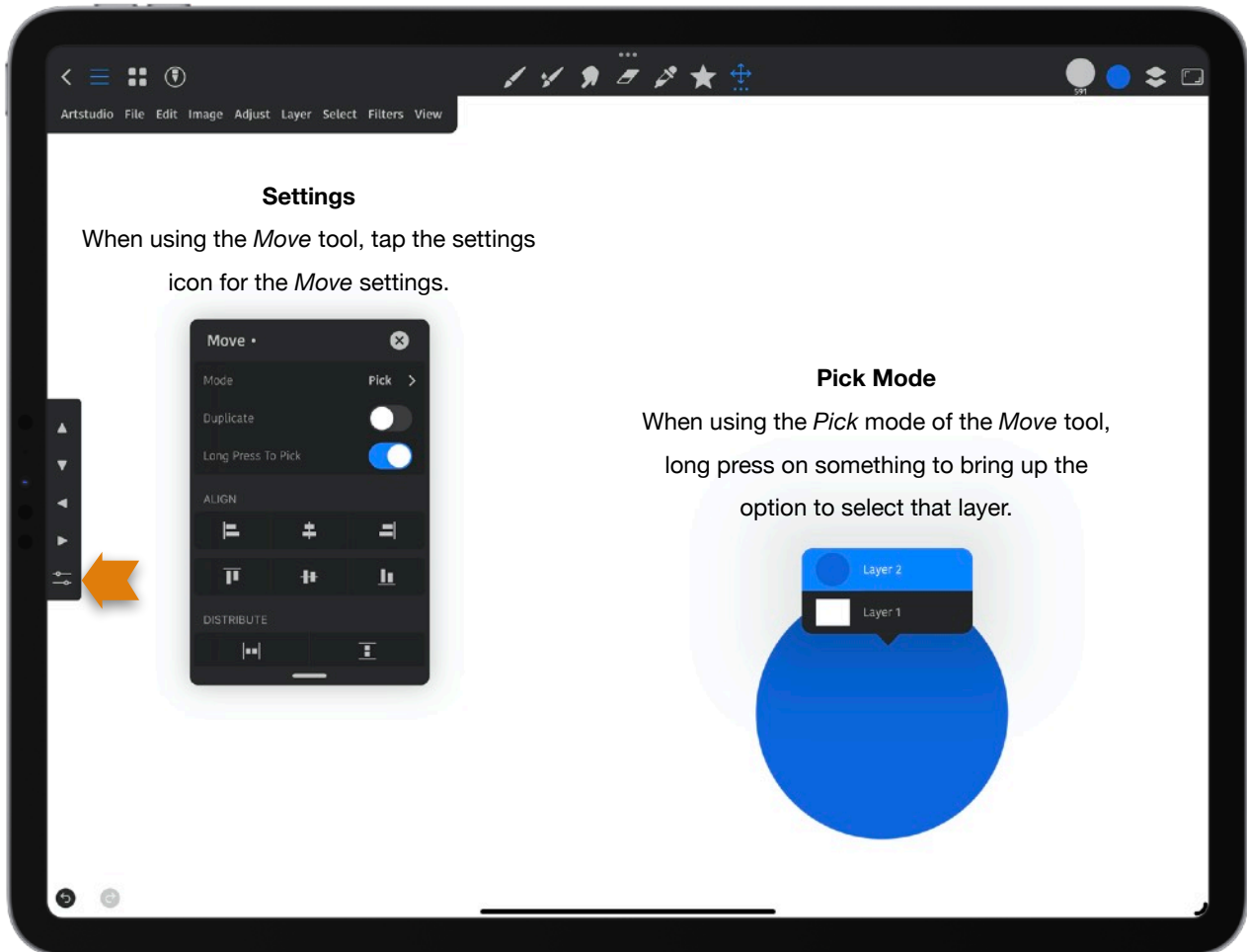
Feather: Adjust how much your selection will be feathered (softened). This blurs edges by building a transition boundary between the selection and its surrounding pixels.

Corner Radius: Adjust how much the corners of your selection will be rounded.

Tools: The [...] opens the *Tools* panel.



Move: Allows you to move an object on the layer you are on. When using the *Move* tool, long press on the canvas to show the layers list. *Note:* The left *Sidebar* arrows move the active layer(s) by 1 pixel. If there is an active selection, only the selection is moved.



Settings:

Mode:

Pick: This allows you to long press on the canvas to see a pop-up showing the group or layer you selected and groups or layers with content below that group or layer. You can tap on any of the available groups or layers or in the pop-up to go to them.

Move: This allows you to tap on something on the layer you are on to move it. Align guides will come up when you move it.

Pick Layer and Move: When you select something, the layer that item is on will become selected as well.

Pick Main Group and Move: This allows you to move the main groups- not the groups that are inside a group.

Duplicate: Turning this to make a duplicate of what you select on your canvas.

Long Press to Pick: Leaving this on allows you to long press on the canvas to see a pop-up showing the group or layer you selected and groups or layers with content below that group or layer. You can tap on any of the available groups or layers or in the pop-up to go to them.

ALIGN: Tap *S* to select multiple layers before using *Align*. From top to bottom and left to right:

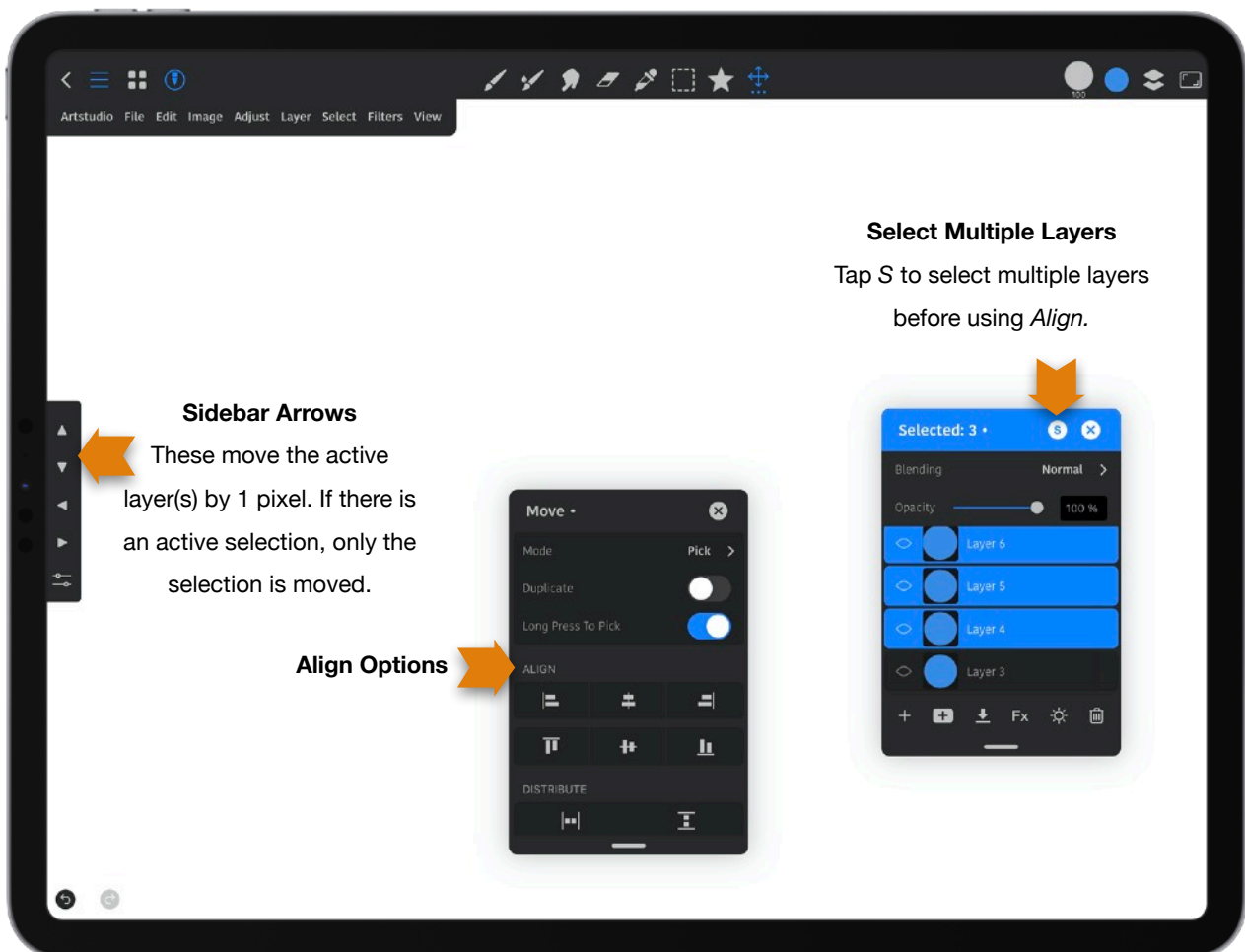
Left Edges: This spaces the layers evenly, starting from the left pixel of each layer.

Vertical Centers: This spaces the layers evenly, starting from the vertical center pixel of each layer.

Right Edges: This spaces the layers evenly, starting from the right pixel on each layer.

Top Edges: This aligns the top pixel on the selected layers to the topmost pixel on all selected layers, or to the top edge of the selection.

Horizontal Centers: This spaces the layers evenly, starting from the horizontal center of each layer.



Bottom Edges: This spaces the layers evenly, starting from the bottom pixel of each layer.

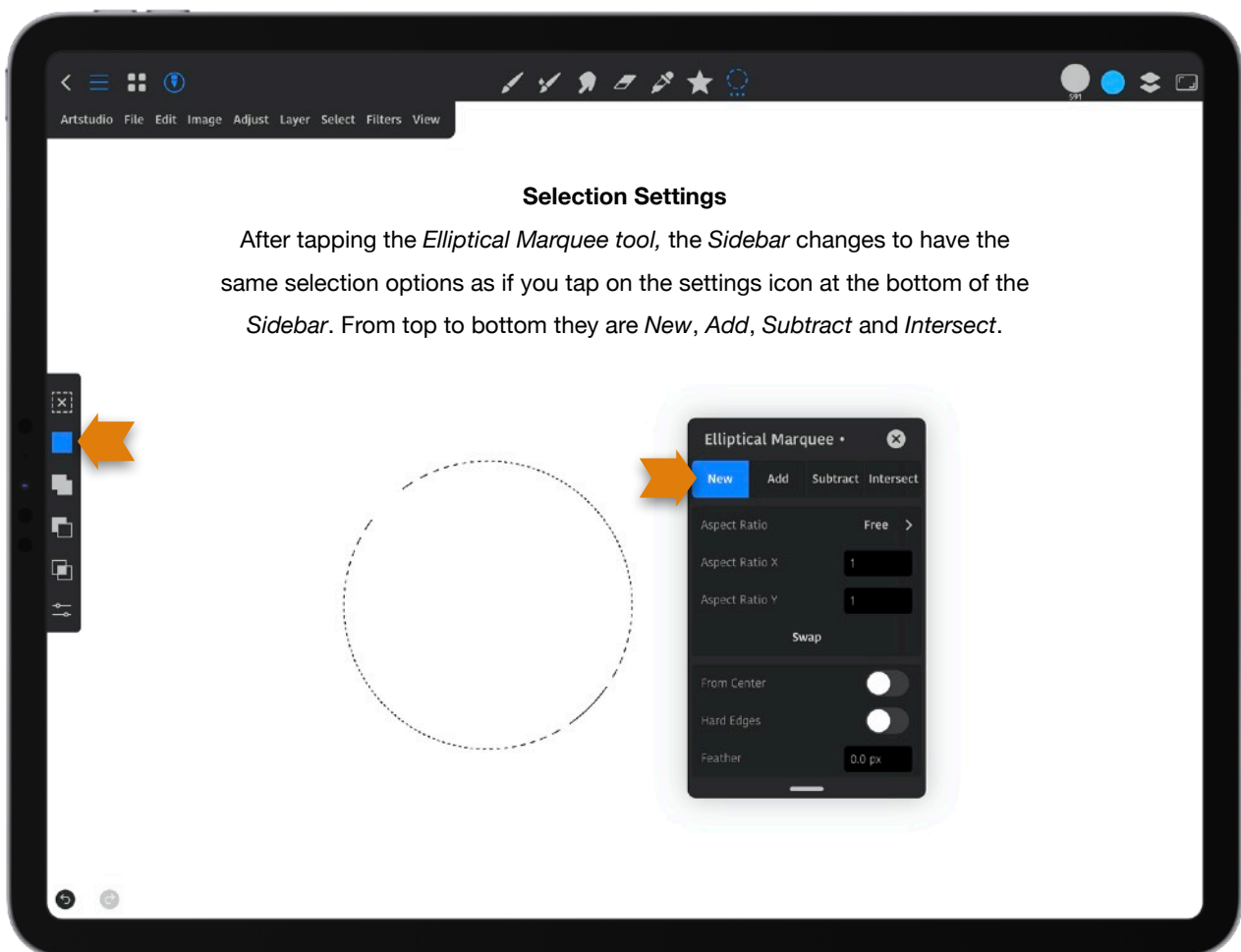
DISTRIBUTE:

Horizontally: This distributes horizontal spacing between the layers evenly.

Vertically: This distributes vertical spacing between the layers evenly.

Elliptical Marquee:

You can use selections to isolate parts of your art for repainting, editing, transforming and more. Tap on your canvas and drag to create a rectangular or selection. To create a perfect square, make your selection and while keeping your finger or stylus on the canvas, place a finger on the canvas. This makes an elliptical selection. Place a finger on the canvas when choosing a size to keep the selection uniform.



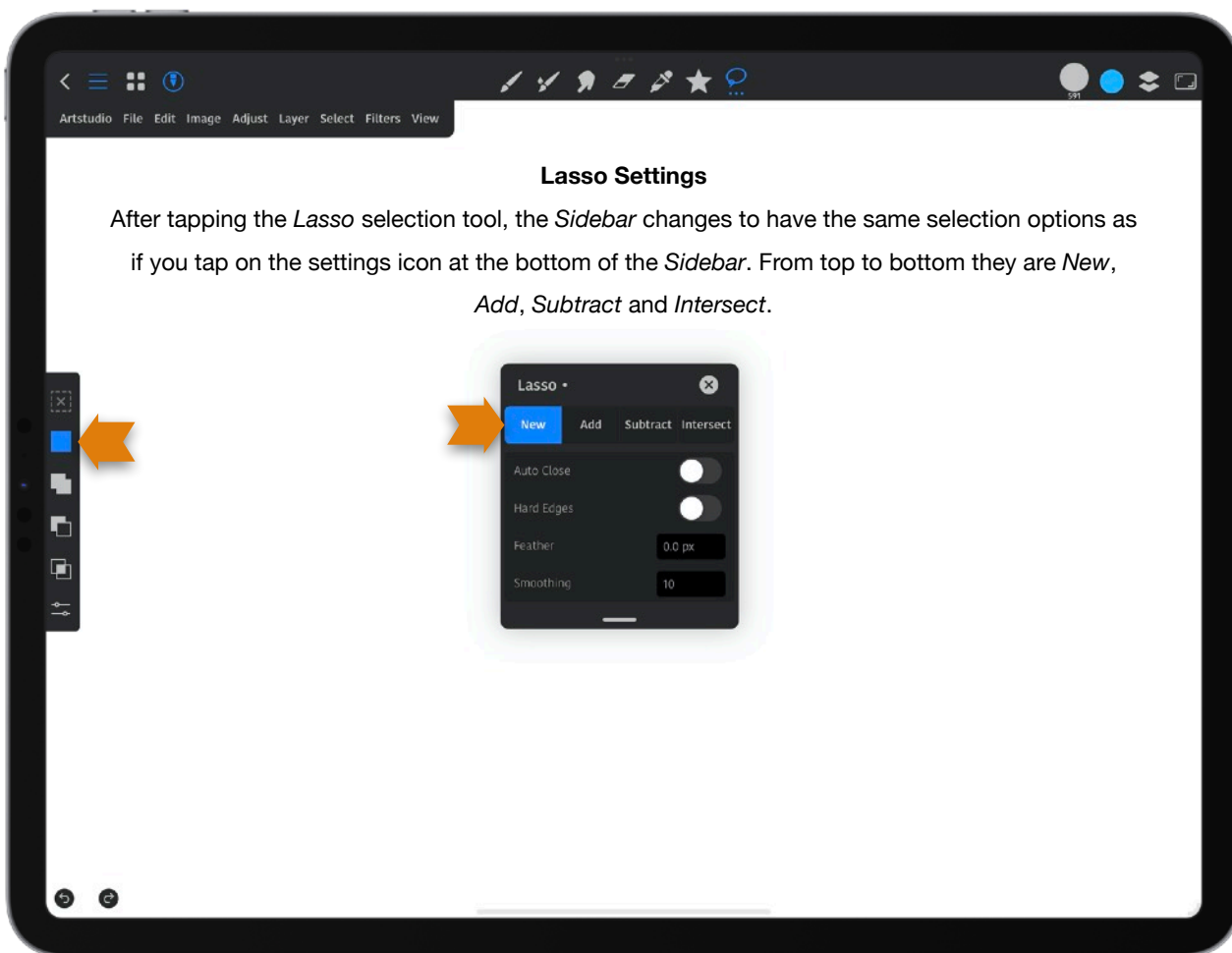
Settings:

See Rectangular Marquee Settings.

Hard Edges: This creates a hard edge selection.

Feather: Adjust how much your selection will be feathered (softened). This blurs edges by building a transition boundary between the selection and its surrounding pixels.

Lasso: Selection tool that allows you to drag a freehand selection around the object or area you want to select. You start with a point and to complete the selection, return to that point. If you don't, a straight line will go from where you stopped to where you start- so in most cases it's best to finish where you started.

**Settings:**

New: This is the default option if nothing is selected. Drag your finger or stylus to create a new selection.

Add: Choose this to add to a selection.

Subtract: Choose this to remove from a selection.

Intersect: Choose this to create an intersecting selection.

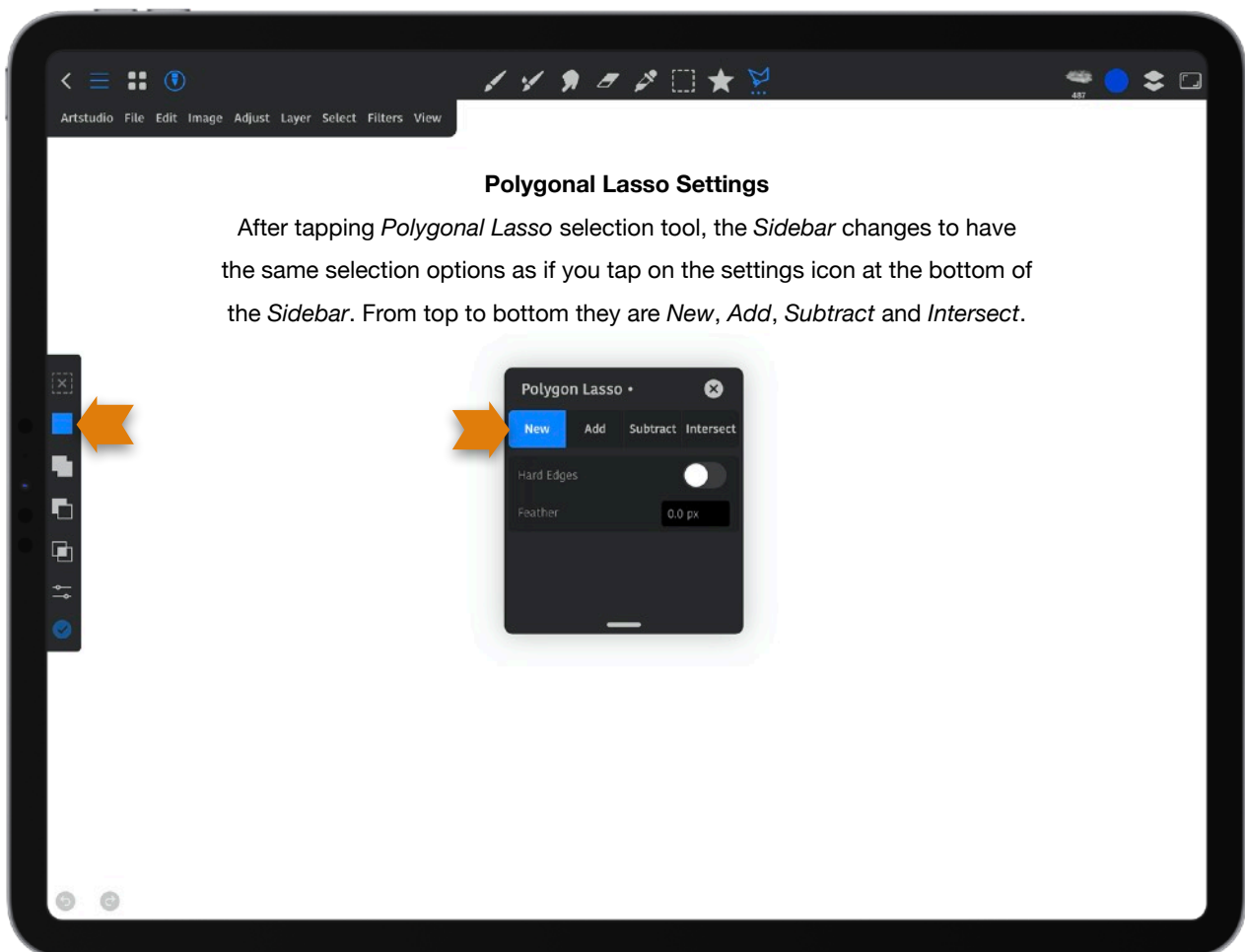
Auto Close: Turn this on to create a closed shape.

Hard Edges: This creates a hard edge selection.

Feather: Adjust how much your selection will be feathered. This blurs edges by building a transition boundary between the selection and its surrounding pixels.

Smoothing: Smoothing algorithmically reduces hand-shake in the brush stroke for a smoother appearance.

Polygonal Lasso: It allows us to draw freeform selection outlines based on straight-sided polygonal shapes.



Settings:

New: This is the default option if nothing is selected. Drag your finger or stylus to create a new selection.

Add: Choose this to add to a selection.

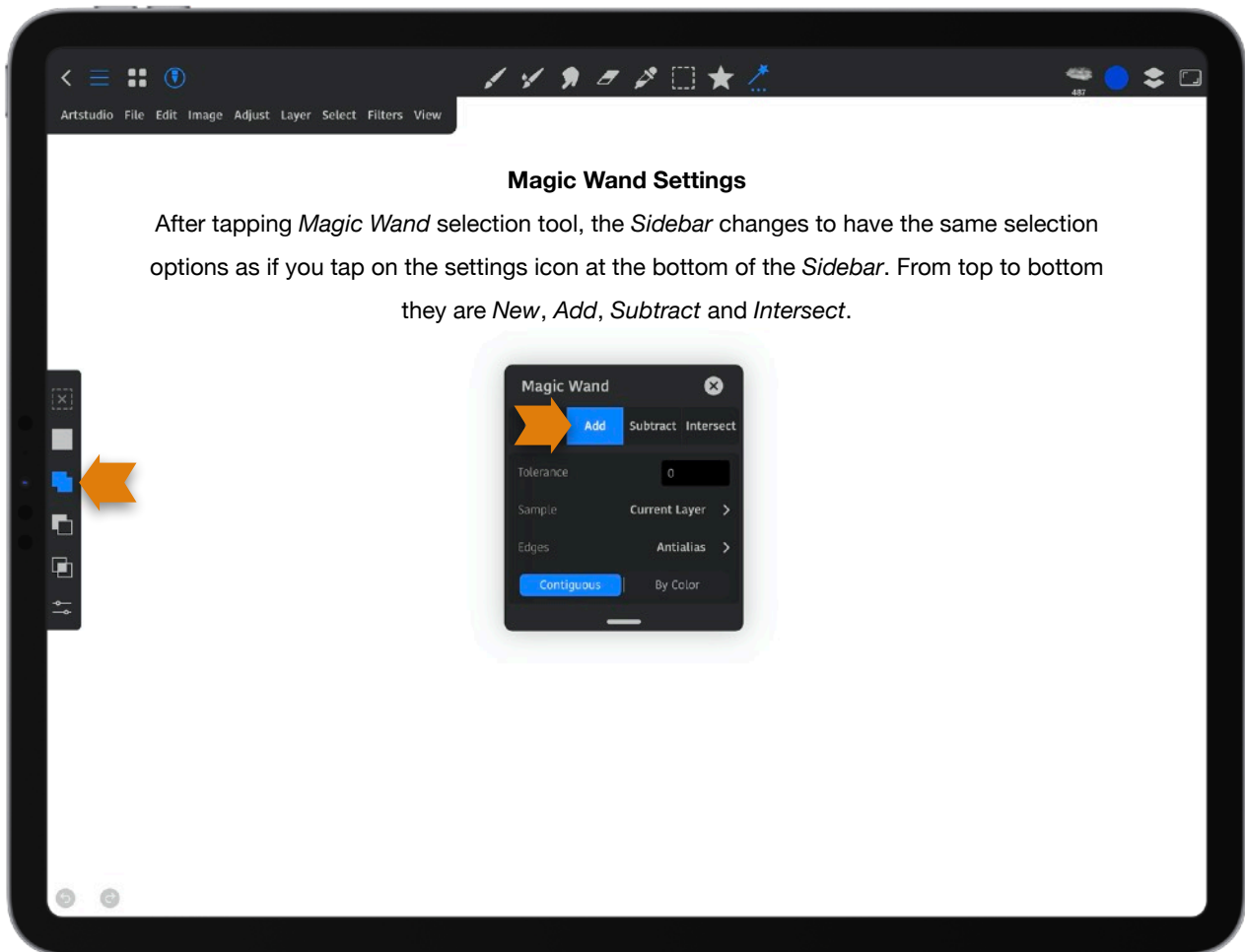
Subtract: Choose this to remove from a selection.

Intersect: Choose this to create an intersecting selection.

Hard Edges: This creates a hard edge selection.

Feather: How much your selection will be feathered. This blurs edges by building a transition boundary between the selection and its surrounding pixels.

Magic Wand: This lets you select a consistently colored area (like a yellow flower) without having to trace its outline.



Settings:

New: This is the default option if nothing is selected. Drag your finger or stylus to create a new selection.

Add: Choose this to add to a selection.

Subtract: Choose this to remove from a selection.

Intersect: Choose this to create an intersecting selection.

Tolerance: This determines the color range of selected pixels. A low value selects the few colors that are very similar to the pixel you tap on, and a higher value selects a broader range of colors.

Sample:

Current Layer: Adjacent layers are sampled from the current layer.

All Layers: The sample is from all visible layers.

Reference: The sample is from layers marked as *Reference*. To make a layer a reference layer, tap the layers icon in the upper right of the *Toolbar* to bring up the *Layers* panel tap on a layer to bring up the *Layer Options* panel and turn on “*Reference*”.

Current and Below: Pixels are sampled from the currently selected layer and the layers below it. Any layers above the currently selected layer will not be sampled.

Contiguous: This selects only adjacent areas using the same colors. Otherwise, all of the pixels in the entire image using the same colors are selected.

Edges:

Hard: This enables hard edges on the selection boundary.

Antialias: This creates a smoother-edged selection.

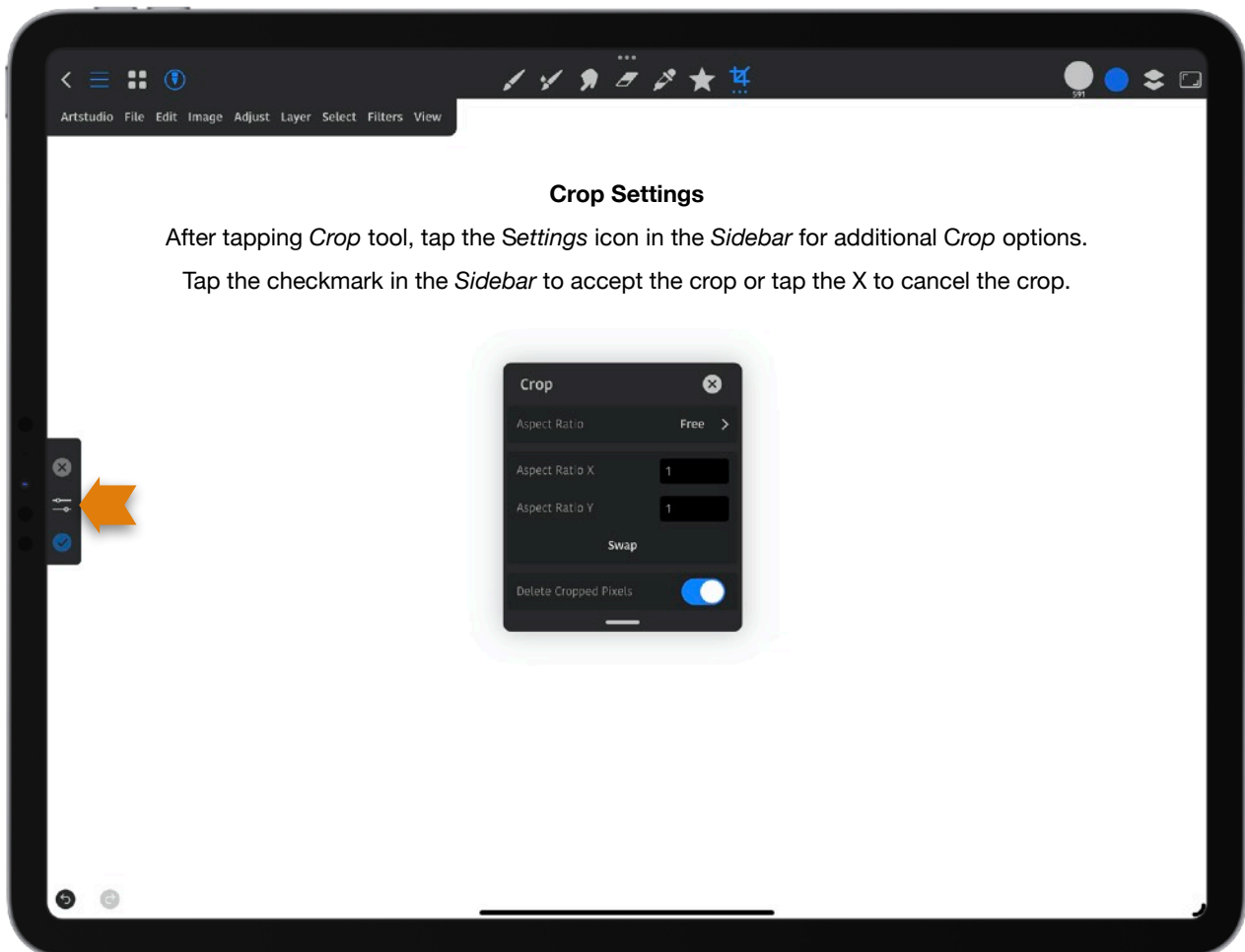
Smart: This smartly detects and selects both interpolated and blurred edges.

Crop: You can trim a portion of an image to make that your new canvas.

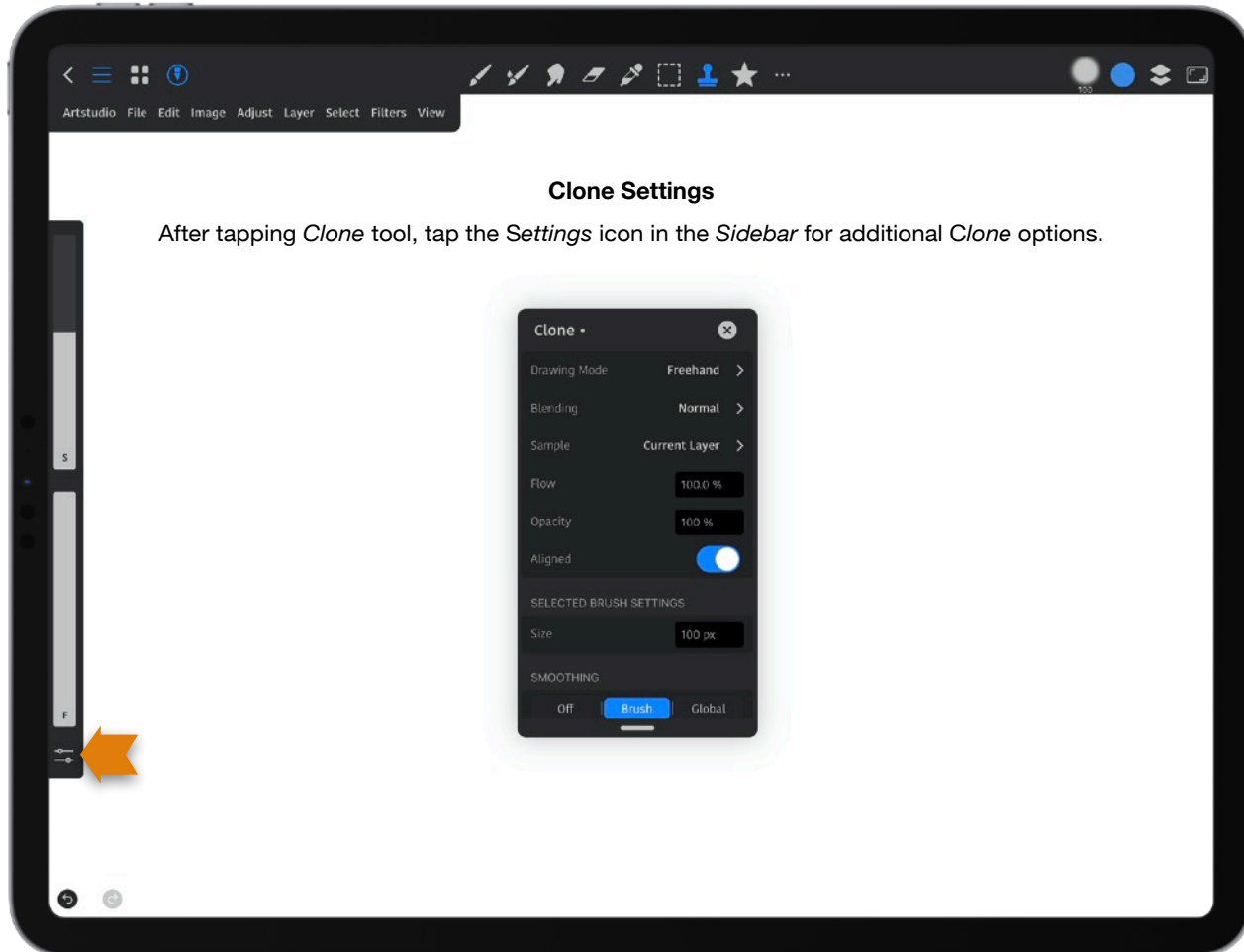
Settings:

See settings for the *Elliptical Marquee* except for:

Delete Cropped Pixels: When on the pixels are gone after the crop. When turned off, the pixels beyond the canvas edge are preserved.



Clone: This allows you to copy part of an image to another part of the canvas.



Settings:

See settings for the Paint tool for the Drawing Mode and Blending options.

Sample:

Current Layer: Adjacent layers are sampled from the current layer.

All Layers: The sample is from all visible layers.

Reference: The sample is from layers marked as *Reference*. To make a layer a reference layer, tap the layers icon in the upper right of the *Toolbar* to bring up the *Layers* panel tap on a layer to bring up the *Layer Options* panel and turn on “*Reference*”.

Current and Below: Pixels are sampled from the currently selected layer and the layers below it. Any layers above the currently selected layer will not be sampled.

Flow: Control how fast the paint flows from the brush.

Opacity: Control how thick the paint is added to the document.

Aligned: When on, the source always starts from the same location- meaning there is a fixed relationship between the source and destination points. If turned off, the source point remains the same and the clone stamp will keep sampling from the same spot until your long press on the canvas and move the crosshairs to your selected point to establish a new source point.

SELECTED BRUSH SETTINGS

Size: Adjust the size of brush in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

SMOOTHING

Using smoothing produces smoother curves in brush strokes.

Note: If you use *Smoothing*, make sure to enter a value in the *Global Value* box at the bottom of the *Smoothing* settings for the smoothing to take effect.

Off: Smoothing is not enabled.

Brush: Smoothing will be based on the current brush. You can set smoothing in the brush editor. To do this, tap on the brush icon in the *Toolbar*. Tap on the brush and then *General* > *Smoothing* and enter a number.

Global: Smoothing will be based on a global value you enter in the *Global Value* in this same *Smoothing* section.

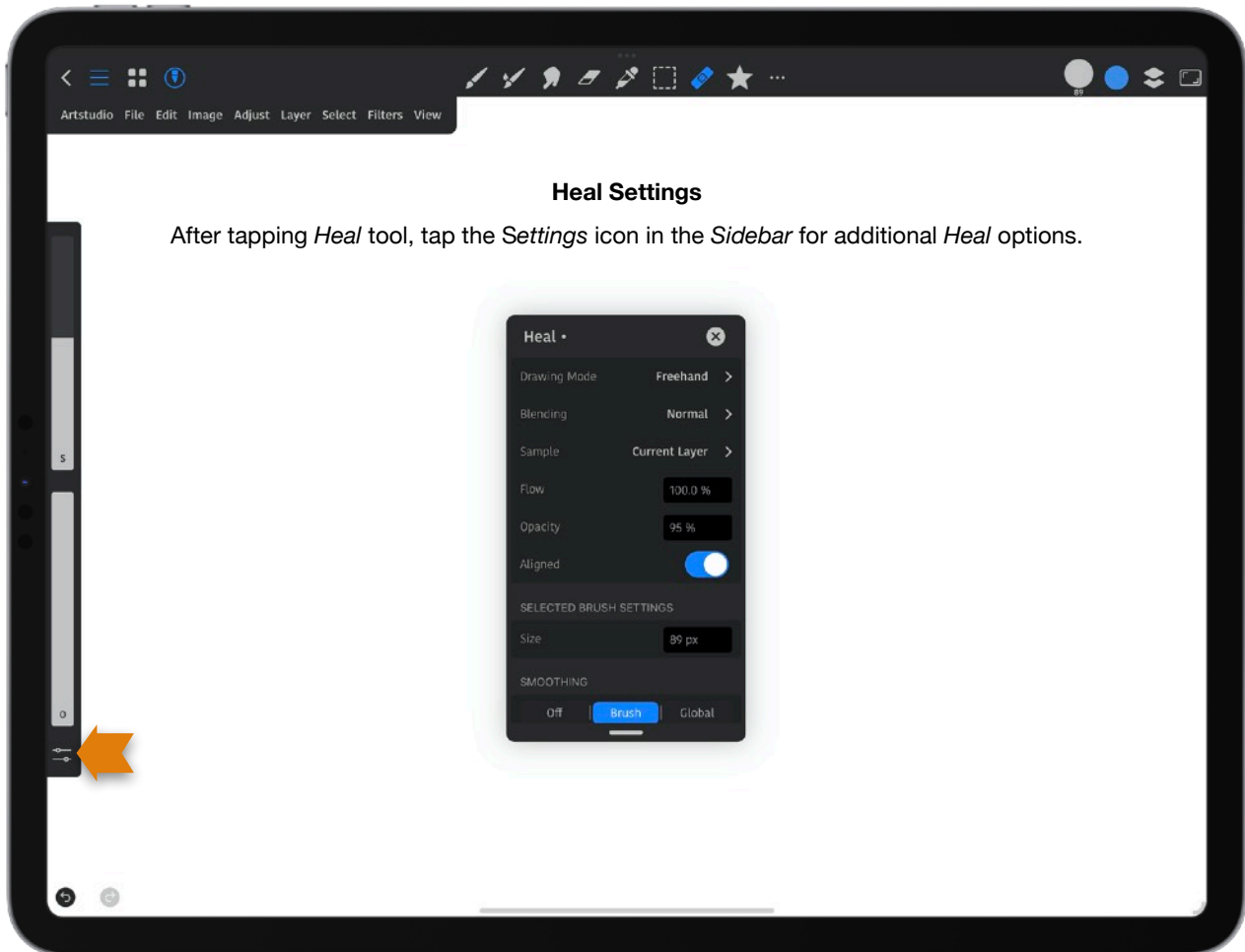
Live Spring: Smoothing is rendered in real-time.

Spring: Smoothing is rendered in real time with no preview.

Rope: This creates a smooth line similar to pulling with a rope.

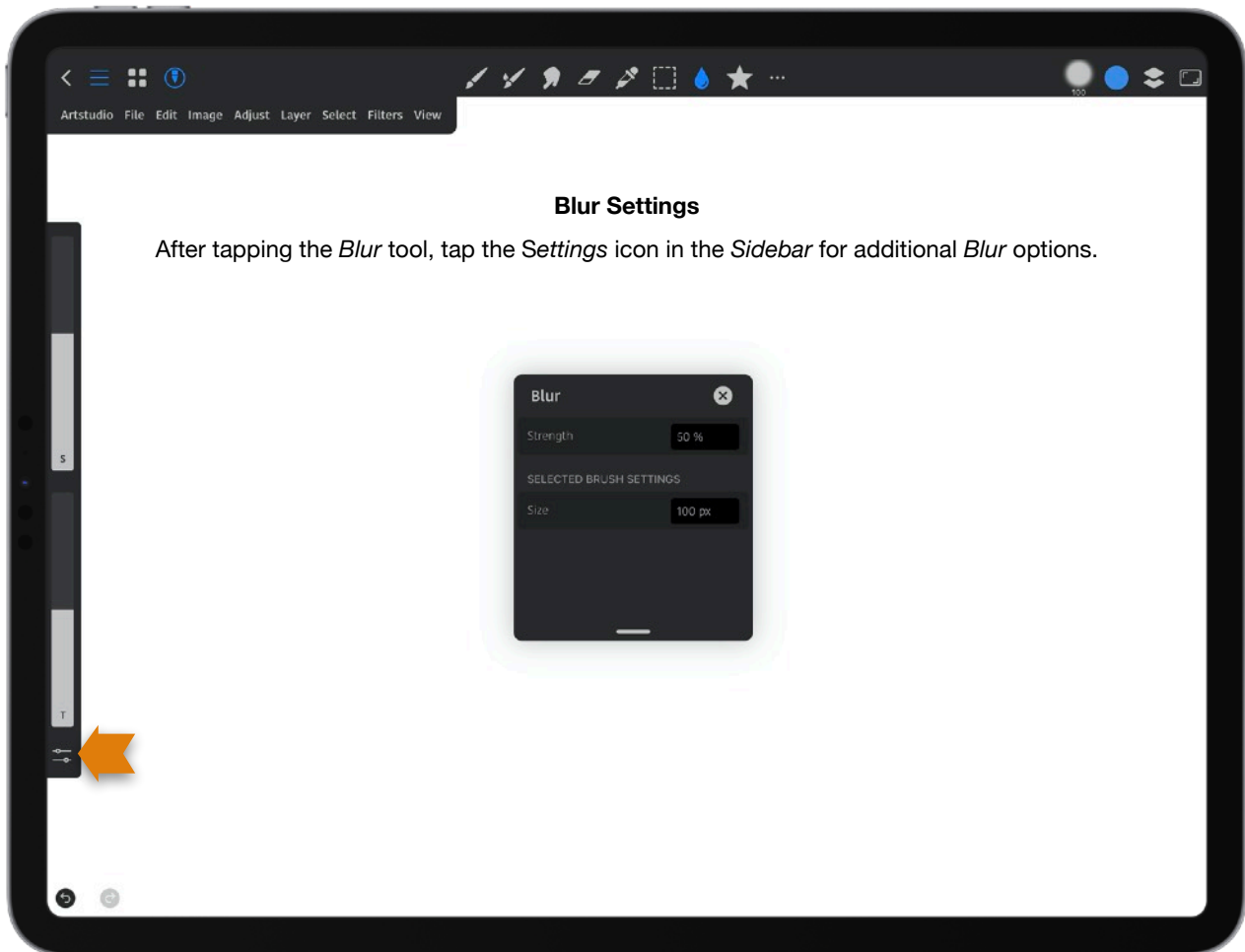
Global Value: Enter a value here for your smoothing if you chose *Global* for smoothing.

Heal: This tool lets you correct imperfections by painting with sampled pixels from an image or pattern. It matches the texture, lighting, transparency and shading of the sampled pixels to the pixels being healed. The repaired pixels blend seamlessly into the rest of the image.



Settings: See settings for the Paint tool for the Drawing Mode and Blending options. For the other settings, see the Clone tool.

Blur: Smooth or soften an area of your image.

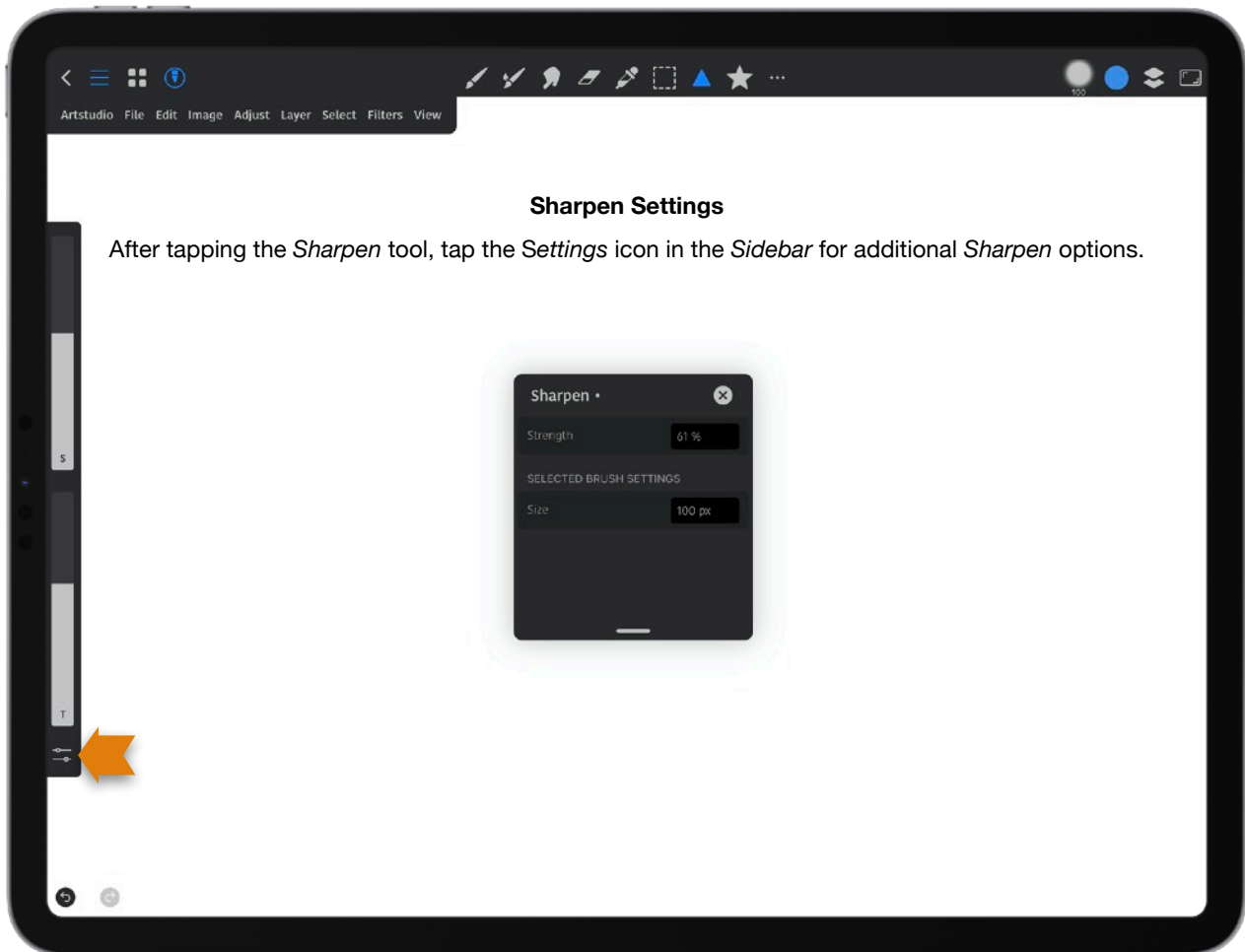


Settings:

Strength: This is the strength of the blur effect.

Size: This is the size of the brush.

Sharpen: Use this to enhance the definition of edges in an image.

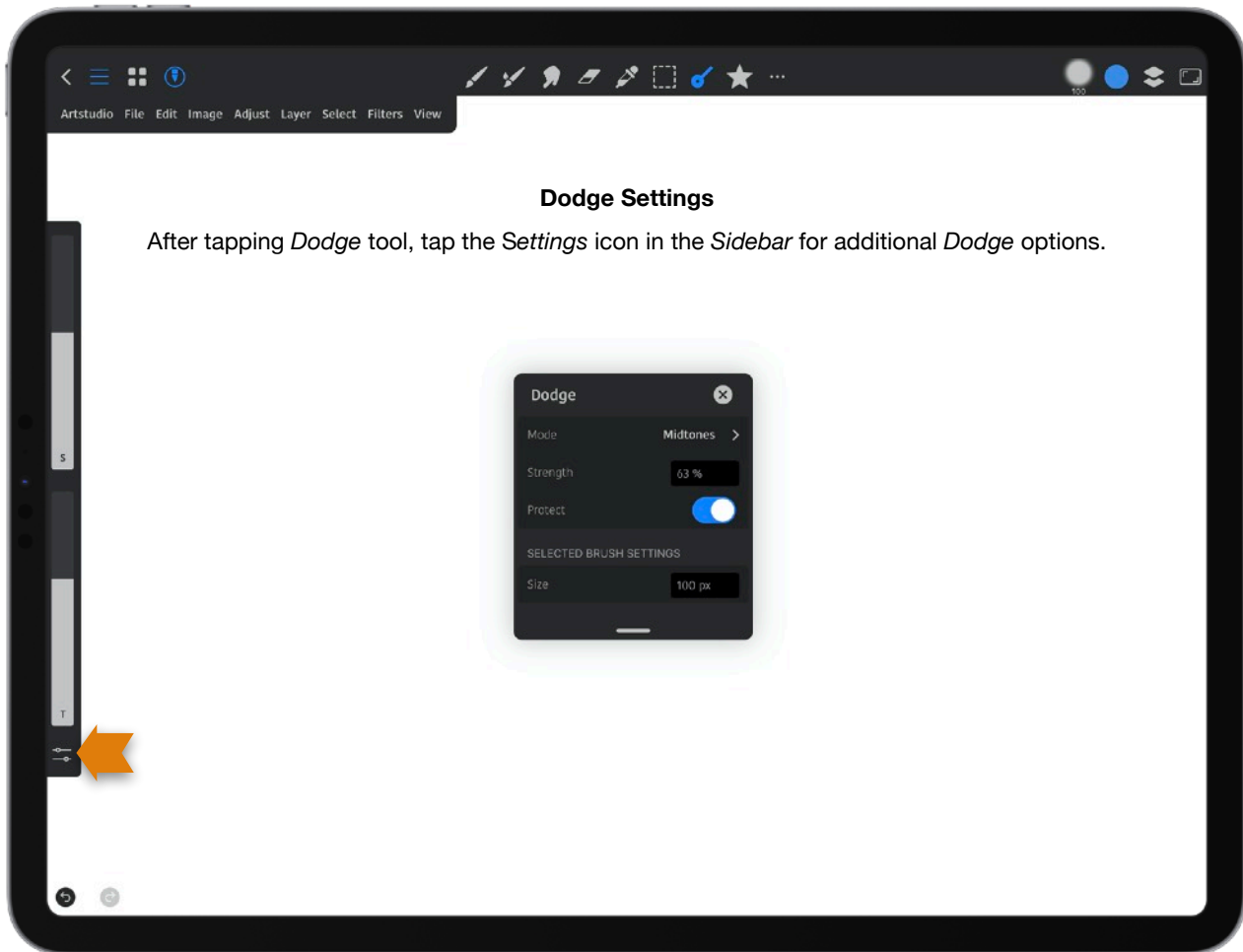


Settings:

Strength: This is the strength of the sharpen effect.

Size: This is the size of the brush.

Dodge: This allows you to lighten specific areas of your image.



Settings:

Mode:

Shadows: This changes the dark areas.

Midtones: This changes the middle range of grays.

Highlights: This changes the light areas.

All: This changes all areas.

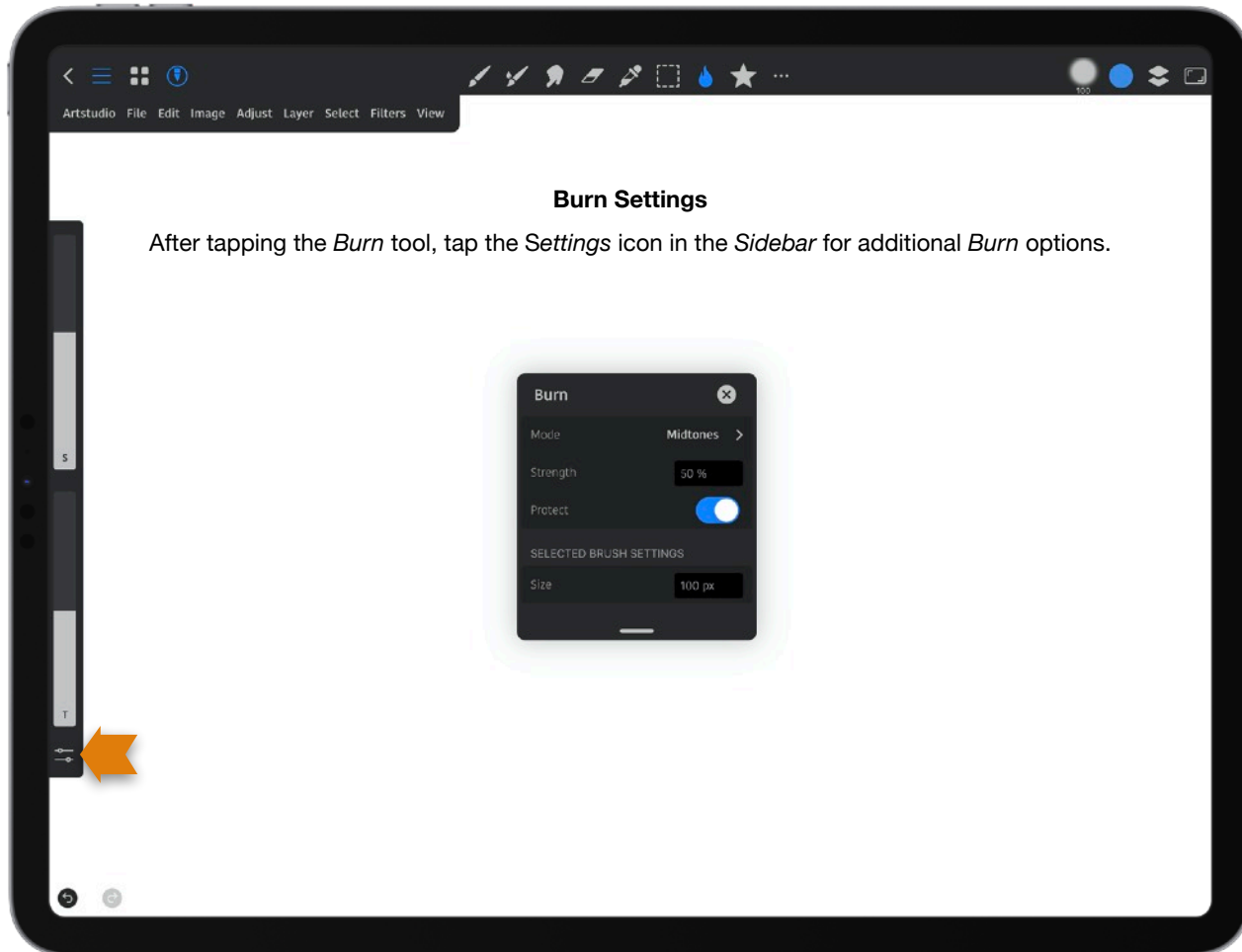
Strength: This adjusts the strength of the *Dodge* effect.

Protect: This minimizes clipping in the shadows and highlights, and tries to keep colors from shifting hue.

SELECTED BRUSH SETTINGS

Size: Adjust the size of brush in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

Burn: This allows you to darken specific areas of your image.



Settings:

Mode:

Shadows: This changes the dark areas.

Midtones: This changes the middle range of grays.

Highlights: This changes the light areas.

All: This changes all areas.

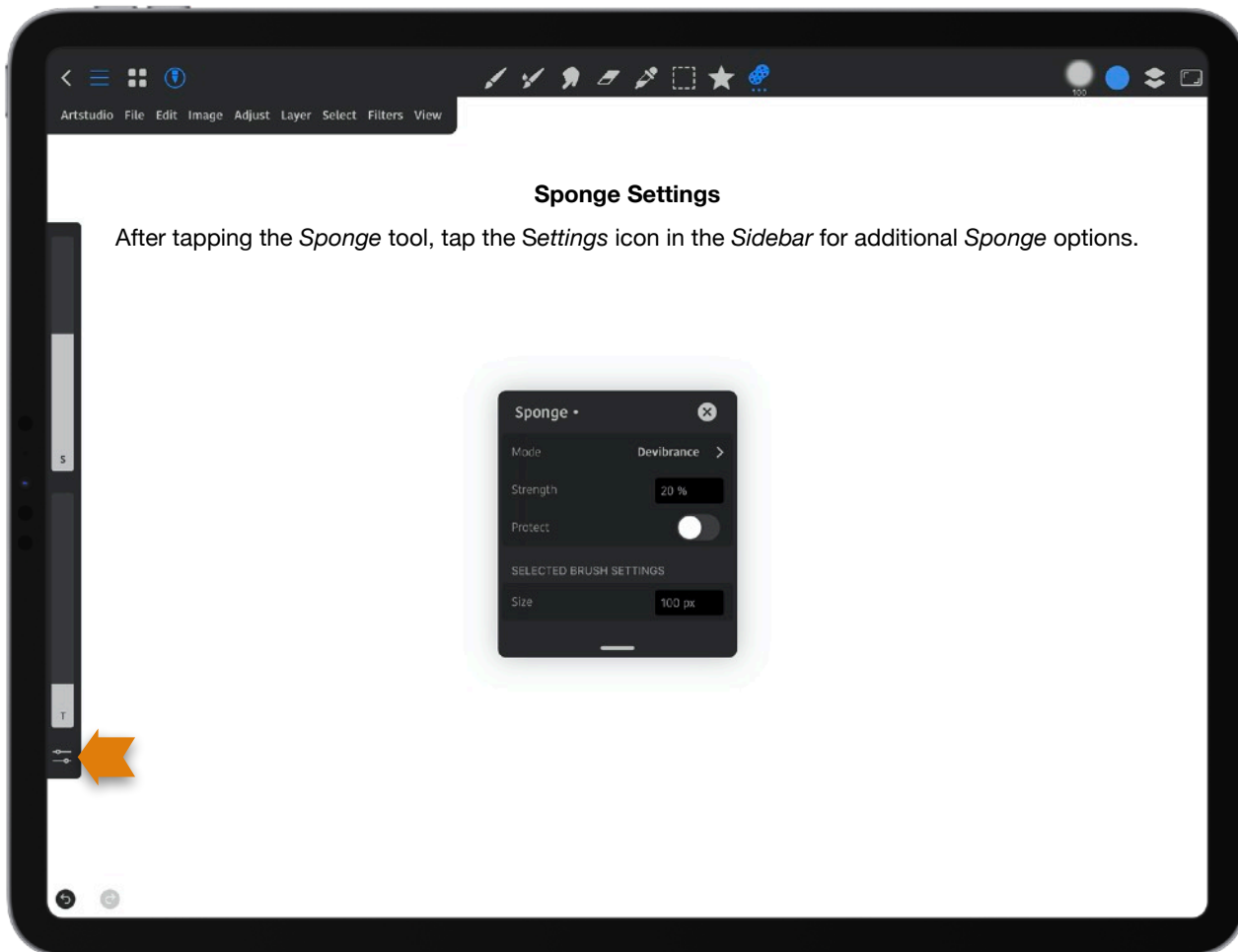
Strength: This adjusts the strength of the *Burn* effect.

Protect: This minimizes clipping in the shadows and highlights, and tries to keep colors from shifting hue.

SELECTED BRUSH SETTINGS

Size: Adjust the size of brush in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

Sponge: This subtly changes the color saturation of an area. With an image in Grayscale mode, the tool increases or decreases contrast by moving gray levels away from or toward the middle gray.



Settings:

Mode:

Desaturate: This dilutes the color's saturation.

Saturate: This intensifies the color's saturation. This may change the color hue.

Devibrance: This decreases the saturation while protecting colors.

Vibrance: This increases the saturation while protecting colors.

Strength: This adjusts the strength of the *Sponge* effect.

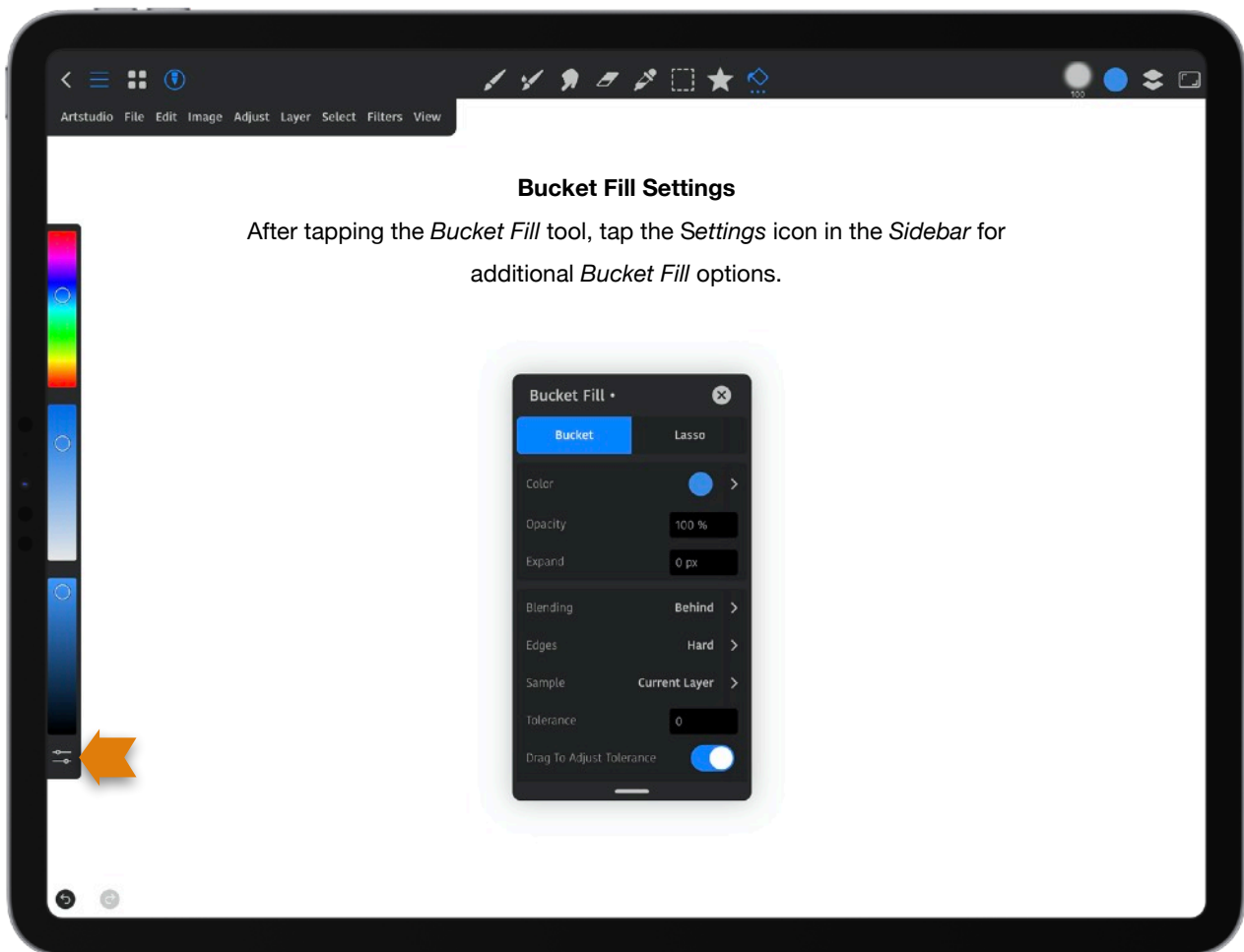
Protect: This protects tones by preventing the *Sponge* tool from affecting the saturation of the image where you paint.

SELECTED BRUSH SETTINGS

Size: Adjust the size of brush in px (pixels), in (inches), cm (centimeters), mm (millimeters) or pt (pointed).

Bucket Fill: This fills adjacent pixels that are similar in color value to the pixels you tap.

Note: After using this tool, drag your finger or pencil left or right on the canvas to adjust the tolerance. The tolerance values number box will appear at the top of your canvas. The tolerance determines how adjoining pixels are changed by the *Bucket Fill* tool. A high tolerance value will spread the fill color across a wider tonal area. A low value will change a narrow color range.



Settings:

Mode:

Bucket: This fills adjacent pixels that are similar in color value to the pixels you tap.

Color: See the *Colors* panel section for more information.

Opacity: See the *Paint* tool for more information.

Expand: This expands the specified area by a number of pixels.

Blending: See the *Paint* tool for more information.

Edges: See the *Magic Wand* tool for more information.

Sample:

Current Layer: Adjacent layers are sampled from the current layer.

All Layers: The sample is from all visible layers.

Reference: The sample is from layers marked as *Reference*.

Drag to Adjust Tolerance: Turn on or off the ability to drag to adjust the tolerance.

Tolerance: This sets the degree to which pixel colors are influenced by a fill. A low tolerance means only very similar colors will be affected. A high tolerance means more pixels will be affected.

Contiguous: When on, only pixels that are connected with the original pixels are filled. When off, all pixels that are similar to the tapped pixels are filled.

Mode:

Lasso: You have to select an area to fill.

Color: This is the color of the fill.

Blending: See *blending information in the Layers panel of this manual*.

Opacity: The opacity of the fill.

Edges: See the *Magic Wand* tool for more information.

Expand: See *Bucket Fill tool Expand definition above*.

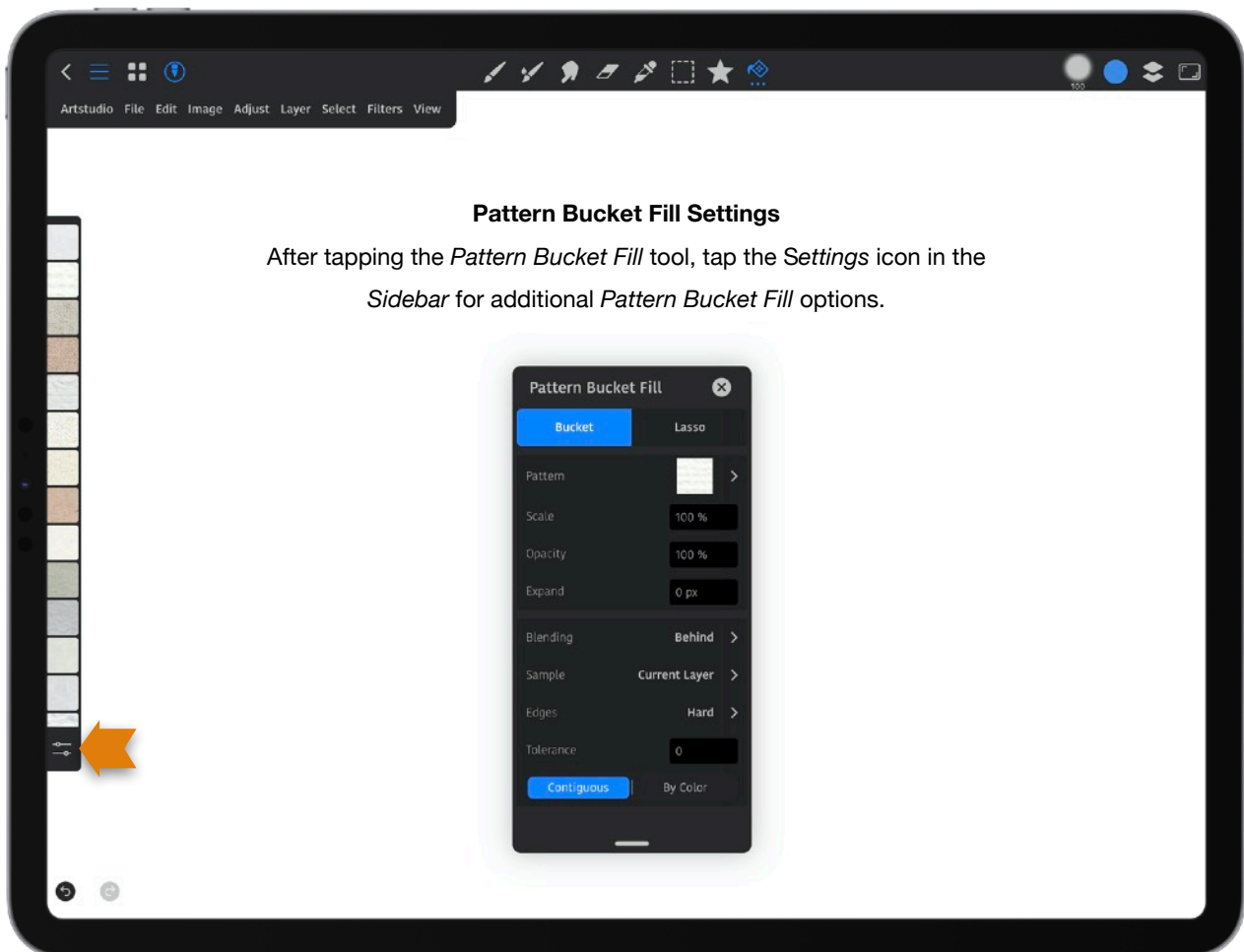
Auto Close: When on, there is no need to finish your selection at your starting point. It will always auto close.

Smoothing: Smoothing reduces hand-shake when making a selection.

SYMMETRY: See the *Paint* tool for more information.

Pattern Bucket Fill: A pattern is used for a fill instead of a solid color.

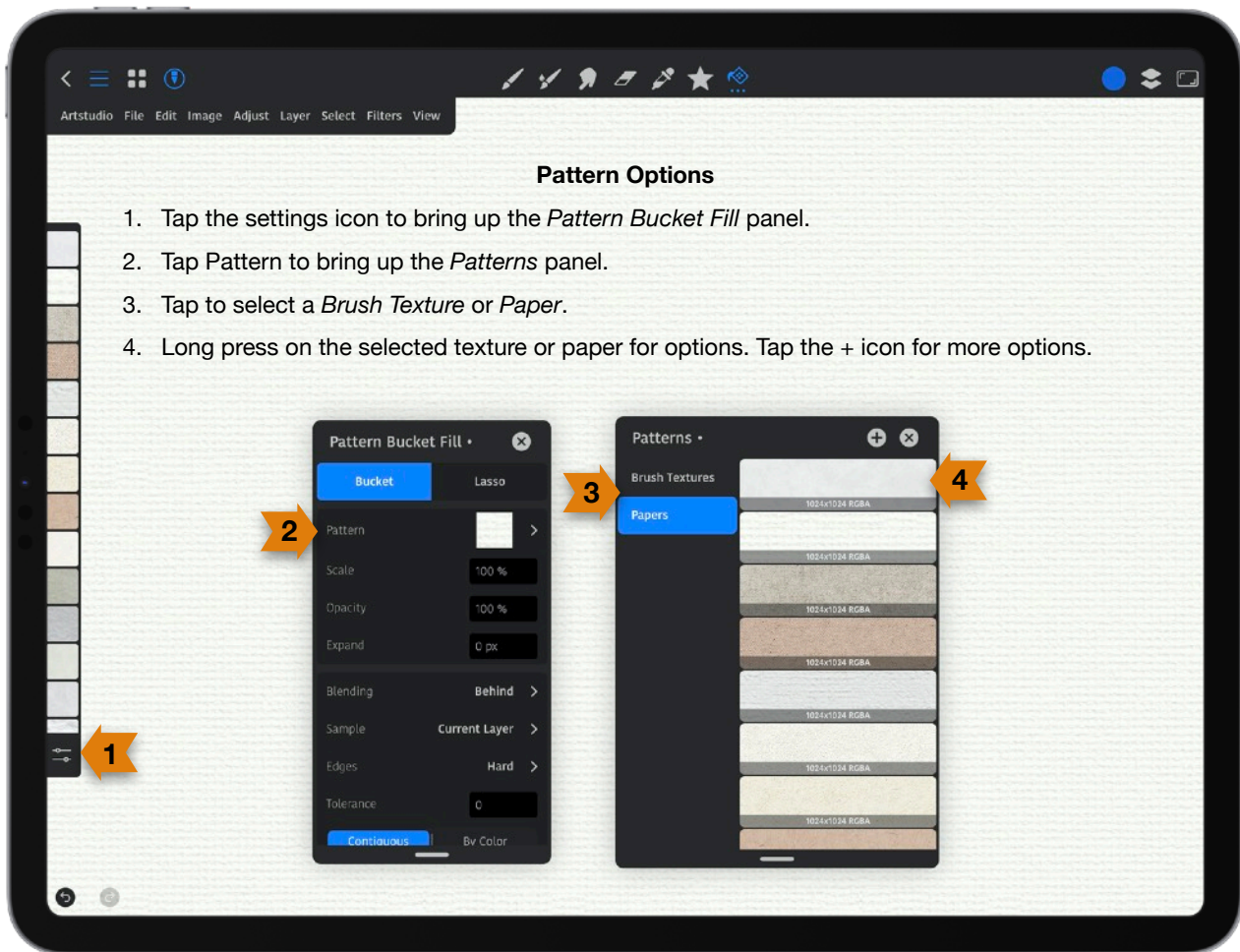
Note: After using this tool, drag your finger or pencil left or right on the canvas to adjust the tolerance. The tolerance values number box will appear at the top of your canvas. The tolerance determines how adjoining pixels are changed by the *Pattern Bucket Fill* tool. A high tolerance value will spread the fill color across a wider tonal area. A low value will change a narrow color range.



Settings:

Bucket: A pattern is used for a fill instead of a solid color.

Pattern: Choose from different Brush Textures or Papers for a fill. Tap on the pattern to bring up the *Patterns* panel.



Scale: This makes the pattern larger or smaller.

For other settings see the Bucket Tool for explanations.

Lasso: You select an area to fill.

Pattern: Choose from different *Brush Textures* or *Papers* for a fill.

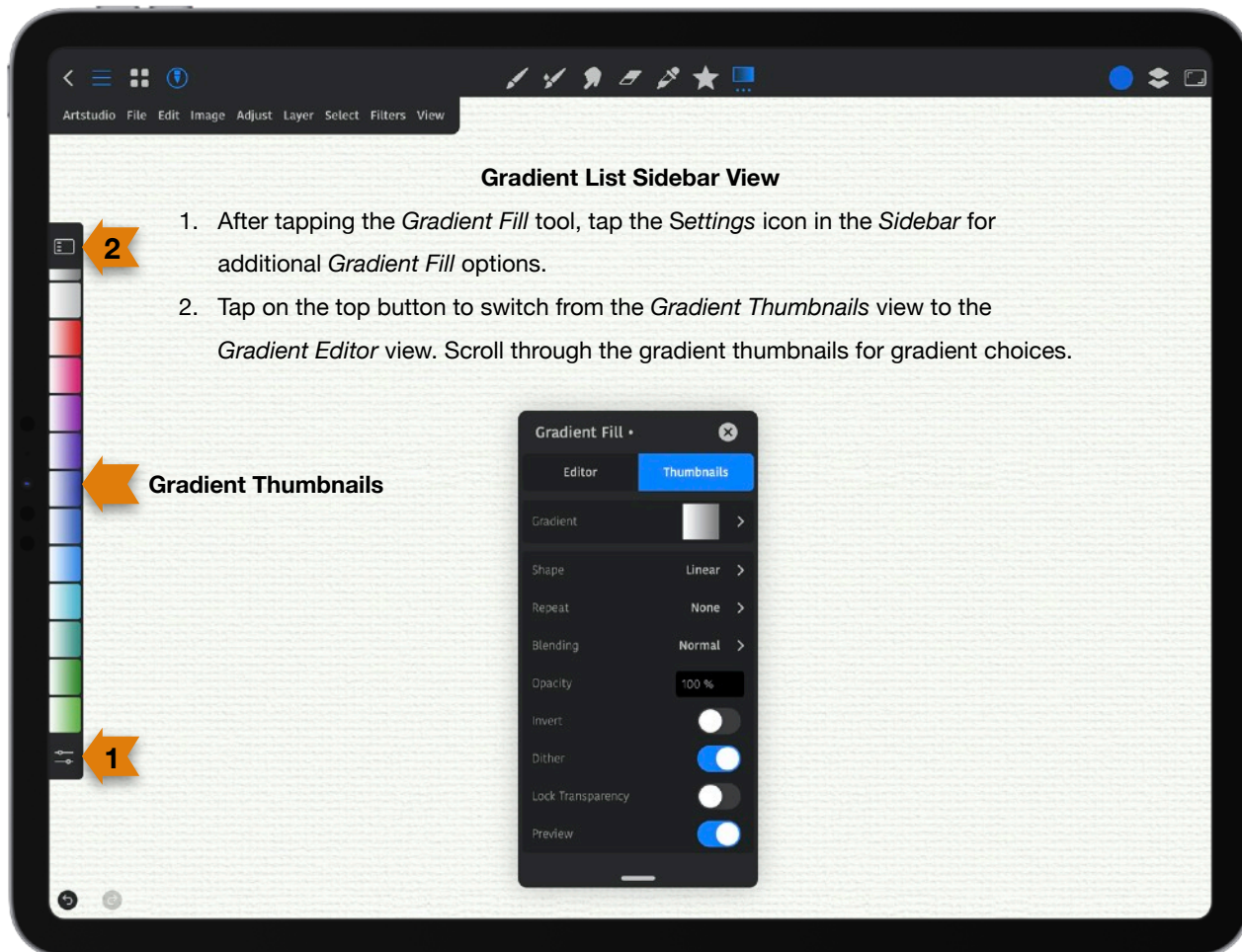
Scale: This makes the pattern larger or smaller.

For other settings see the Bucket Tool for explanations.

Auto Close: When on, there is no need to finish your selection at your starting point. It will always auto close.

Smoothing: Smoothing reduces hand-shake when making a selection.

Gradient Fill: This tool creates a gradual blend between multiple colors.



Settings:

Editor: Tap *Editor* to bring up the *Opacity* and *Color Mode* options. The *Gradient Editor* panel allows you to define a gradient by modifying a copy of your existing gradient. You can also add intermediate colors to a gradient to create a blend between more than two colors by tapping on *Color* and choosing a color from the *Colors* panel.

Mode:

Opacity: The gradient has constant color and changes opacity from 0 to 100%.

Color: Tap on the top or bottom *Gradient Color* button to choose a color. You will have a preview in the middle of the *Sidebar*. The gradient is not transparent and changes from the first color to the second color.

Shape:

Linear: This begins with the foreground color at the starting point of the drawn line and transitions linearly to the background color at the ending point.

Bilinear: This shape begins in both directions from the starting point, for a distance determined by the length of the drawn line.

Radial: This shape gives a circle, with foreground color at the center and background color outside the circle.

Square: This shape puts the foreground color at the center of the square, whose center is at the start of the drawn line, and whose half-diagonals the length of the drawn line.

Radar: This creates a counterclockwise sweep around the starting point.

Conical: This shape gives the sensation of looking down at the tip of a cone, which appears to be illuminated with the background color from a direction determined by the direction of the drawn line.

Repeat:

None: The gradient is not repeated.

Normal: The gradient is repeated.

Mirrored: The gradient is mirrored.

Blending: See the *Paint* tool for more information.

Opacity: See the *Paint* tool for more information.

Invert: This will invert the gradient.

Dither: When on, this creates the illusion of more colors.

Lock Transparency: This creates a mask that locks out the transparent portion of the layer.

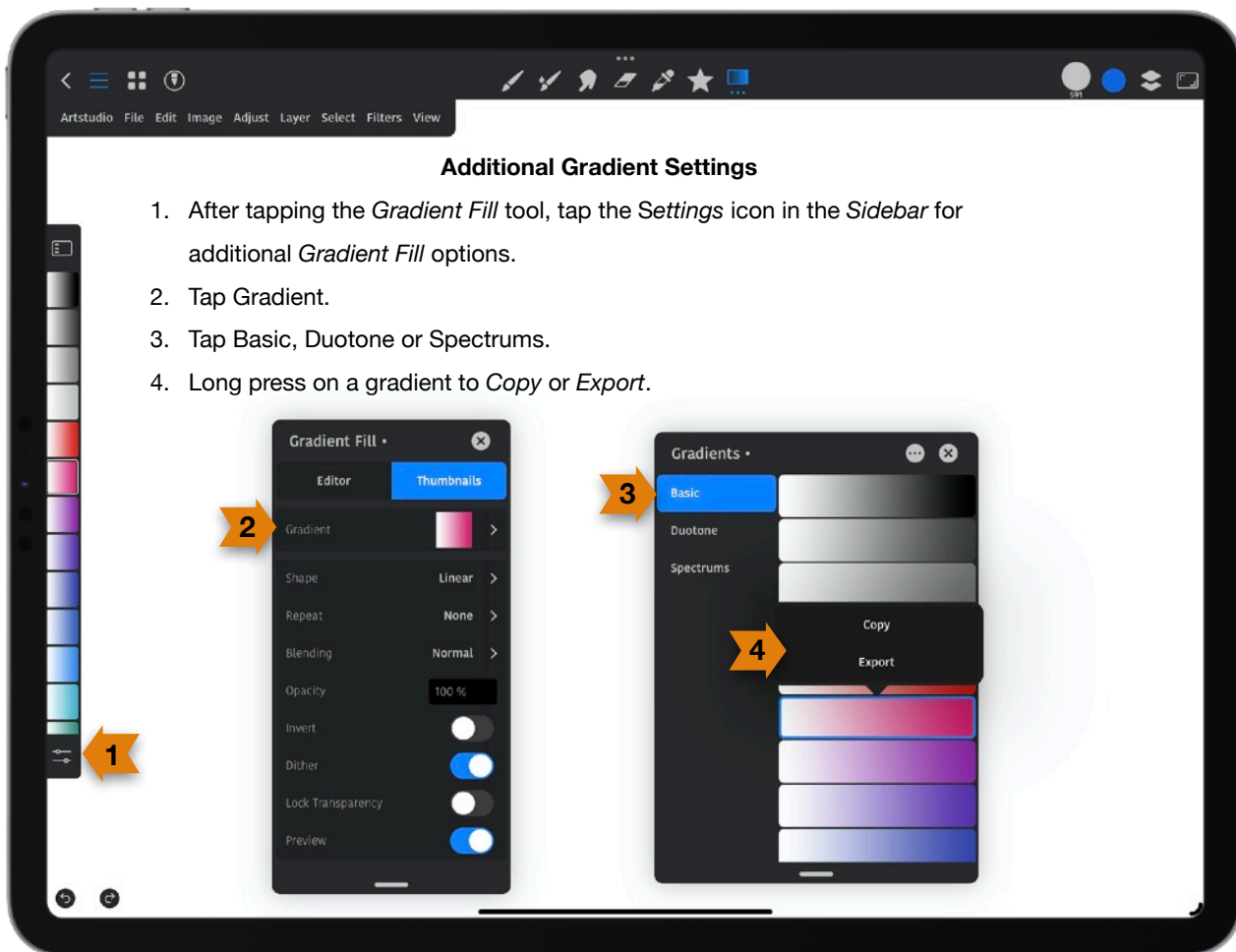
Preview: Turned on, you see the gradient as you make it. When off, you don't see the gradient until you lift off the canvas with your finger or pencil.

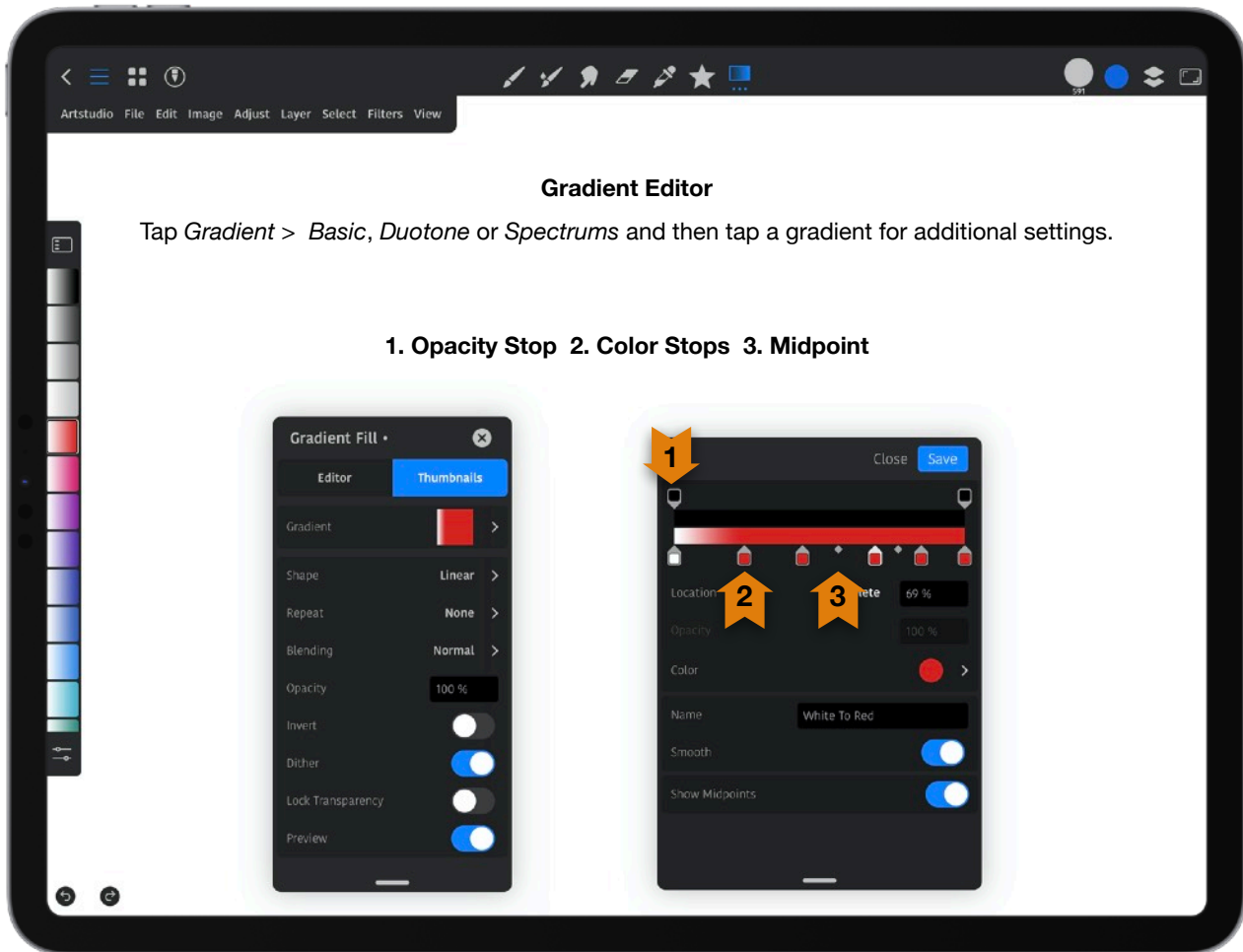
Thumbnails: This brings up the gradient thumbnails in the *Sidebar*.

Gradient: Tap this to bring up the same gradient thumbnails as in the *Sidebar*.

For other settings see Editor in this section for explanations.

Tip: When creating a gradient on the canvas, there is a beginning and ending circle. Drawing a longer line results in a more gradual gradient. Keep your finger or pencil on the canvas after drawing a line to move the gradient around. Doing so may bring up the *Horizontal* or *Vertical Guides*.





Opacity Stops: Tap on a stop to move it left or right. To add a stop, tap on the gradient. To delete a stop, tap on it and under *Position* add a value of 0.

Color Stops: Tap on a stop to move it left or right. There are *Color Stops* for each of the main colors in the gradient. These tell the app which colors to use in the gradient and where to put them. To add a new color (and stop) tap directly below the gradient at the spot where the new color should appear. To delete a stop, tap on it and under *Position* add a value of 0.

Midpoint: This represents the exact middle of the transition between the colors on either side of it. If you don't see it, click on one of the color stops. You can move the midpoint closer to one color or the other. Doing so, shortens the transition area between the color you move it towards and the midpoint and lengthens the transition area between the midpoint and the color you moved away from.

Location: This shows us the exact spot, in percent, where the midpoint is located between two colors. The default location is 50%.

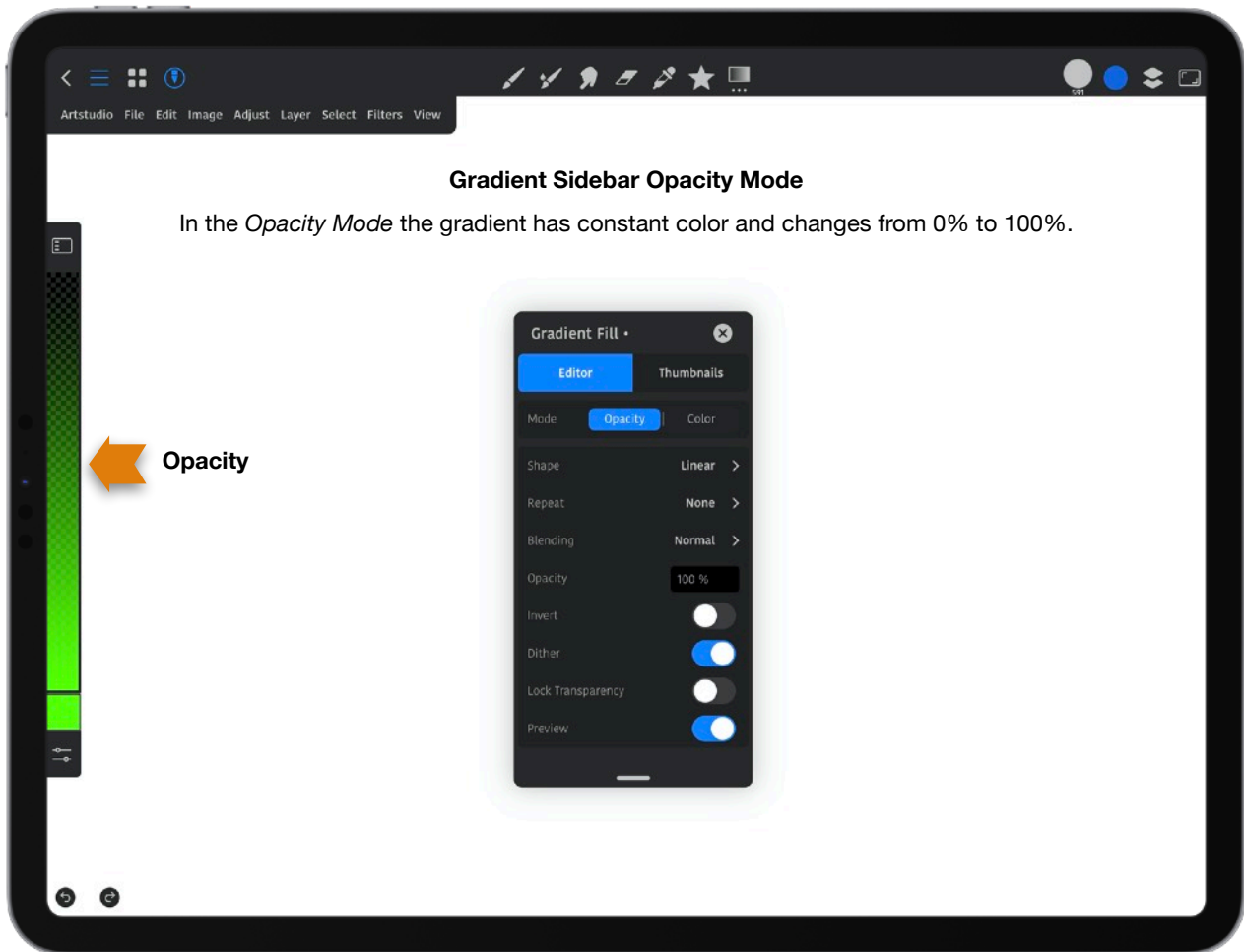
Opacity: Enter a numerical value for the *Opacity* after you tap on an *Opacity Stop*.

Color: Choose a color after you tap on a *Color Stop*.

Name: Enter a name for your *Color* or *Opacity Stop*.

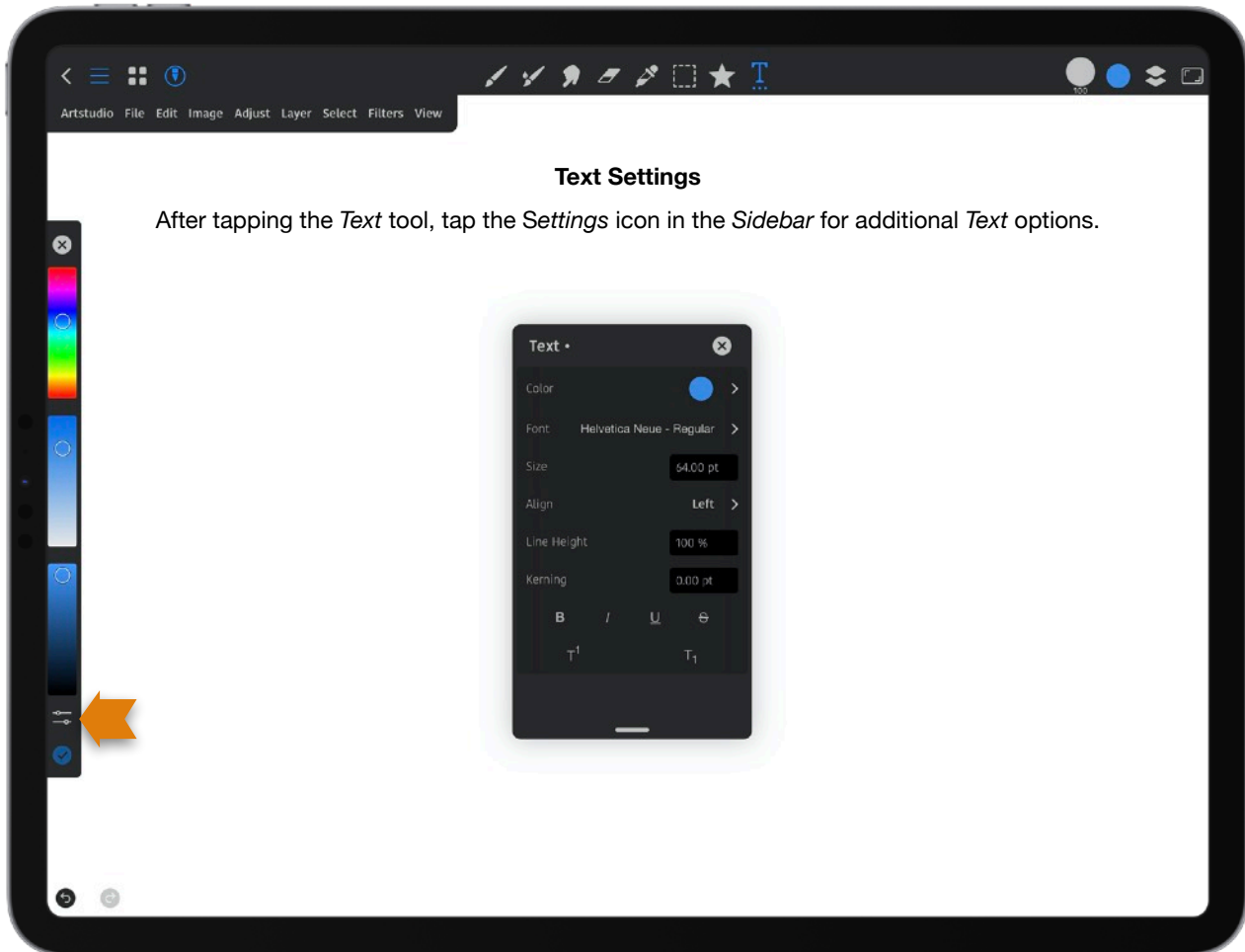
Smooth: When on, the app creates a more gradual transition between the color bands in the gradient.

Show Midpoints: When on, *Color* and *Opacity Stops* are seen. When off, they are not.





Text:



Settings:

Color: Choose a font color.

Font: Choose what type of font.

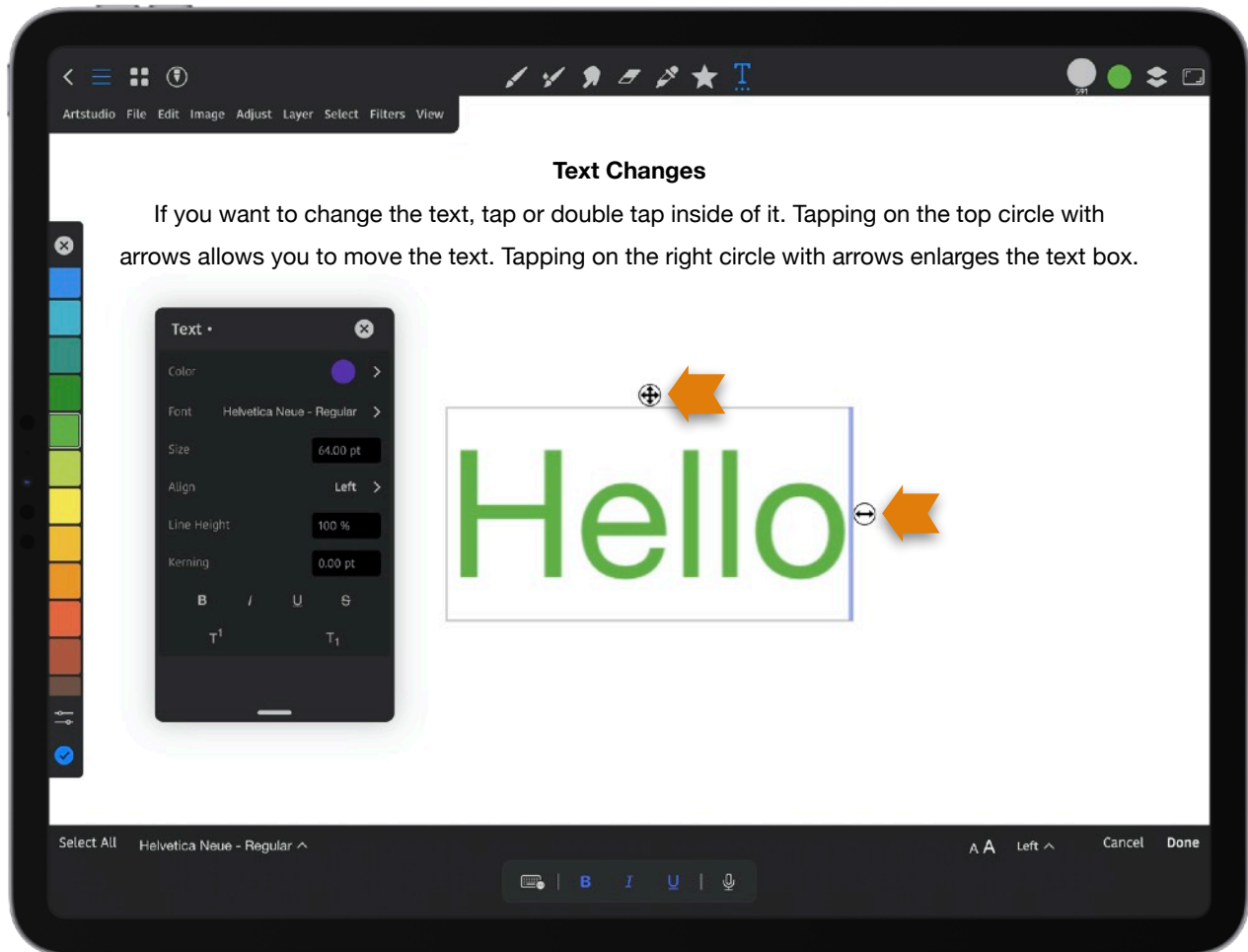
Size: Choose the font size.

Align: Choose from font alignments- *Left, Center, Right* or *Justified*.

Line Height: Controls the amount of space between baselines in a block of text.

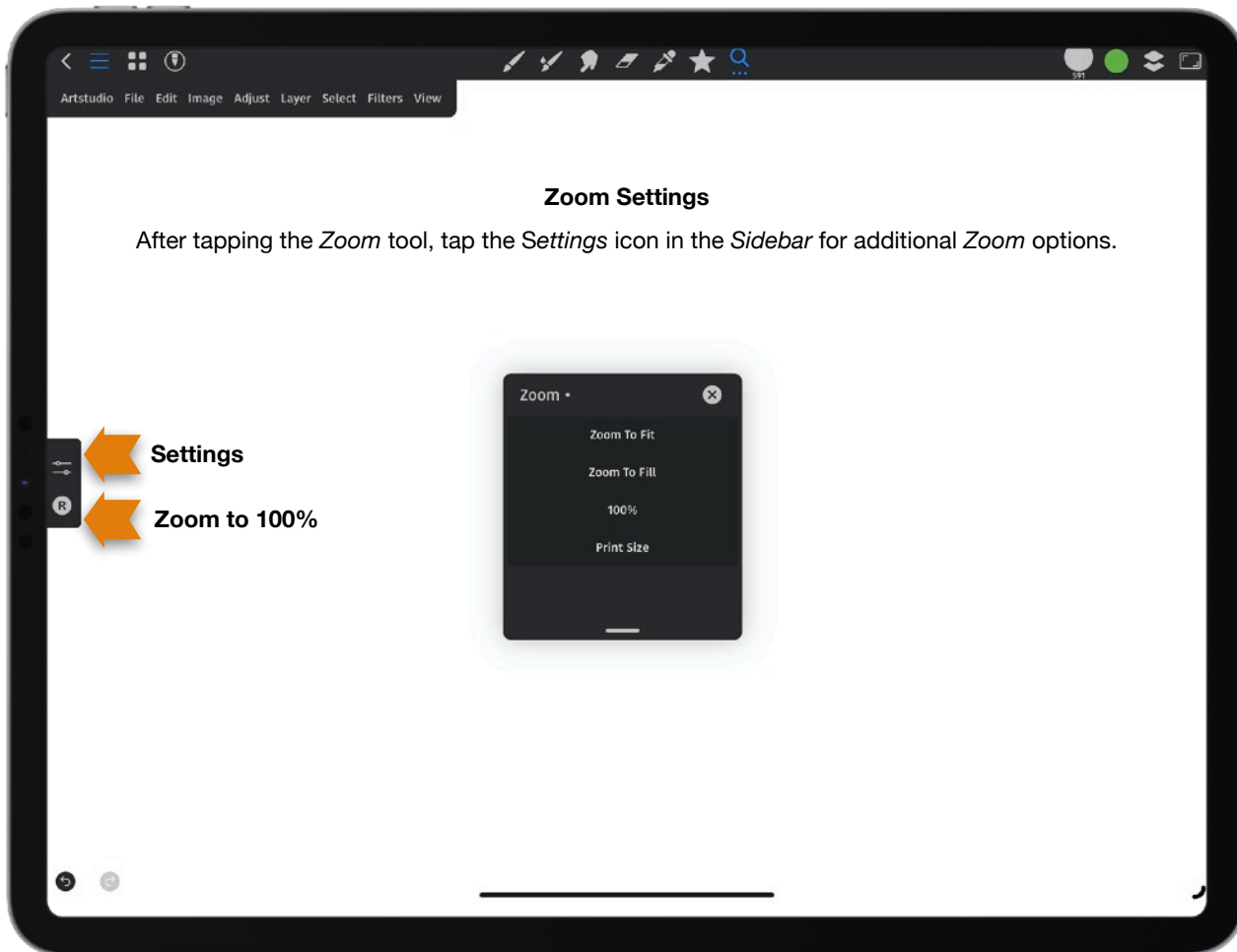
Kerning: This is the process of adding or subtracting space between specific pairs of characters.

Icons left to Right: *Bold, Italic, Underline, Strikethrough, Superscript, Subscript*



Note: There are choices along the left, center and right bottom of the screen that come up by tapping on the text. Make choices from those options and when finished, tap *Done*.

Zoom: This will adjust canvas magnification.



Settings:

Zoom to Fit: This will resize the canvas to fit entirely in the document pane.

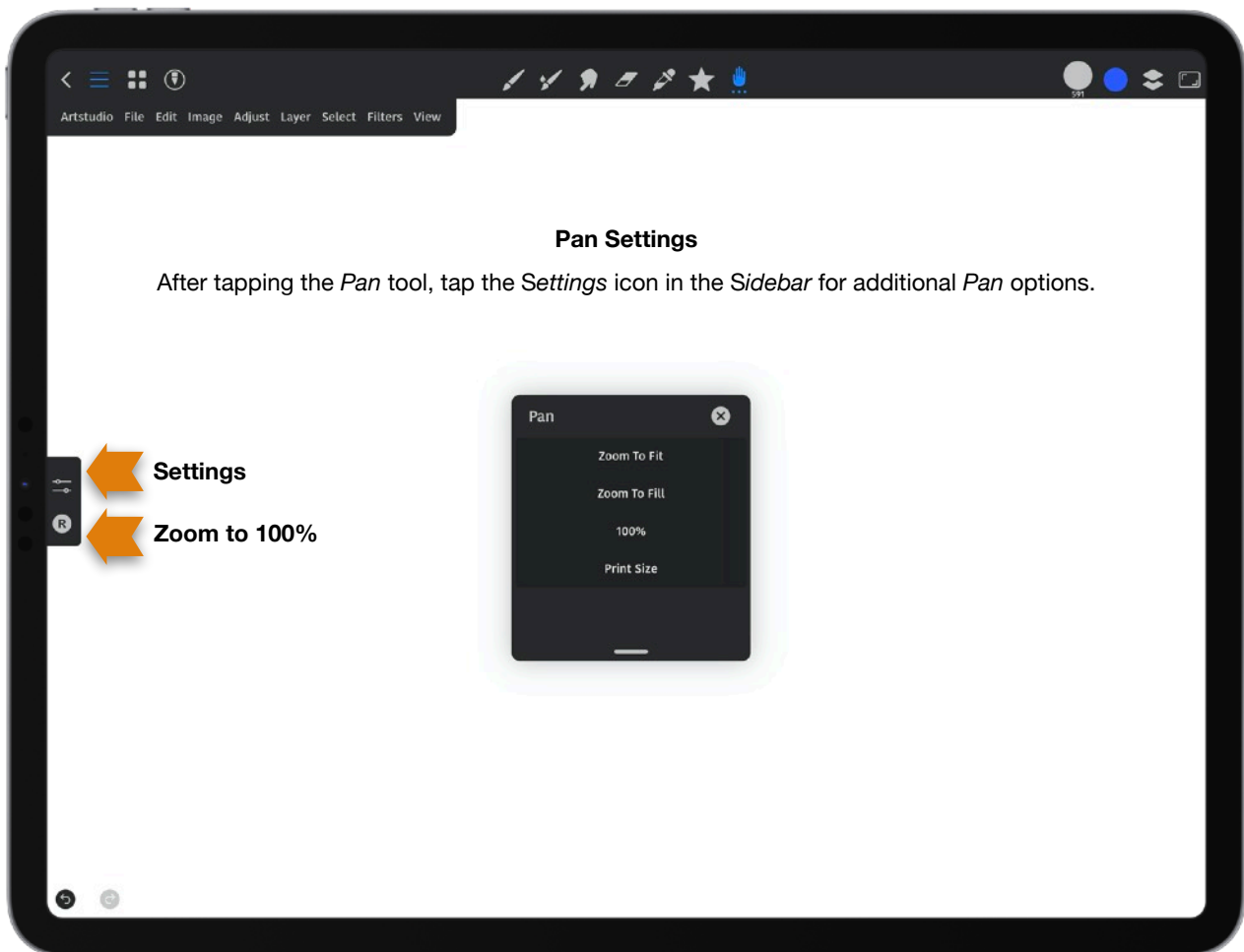
Zoom to Fill: The will resize the canvas to fill the entire document pane.

100%: Each image pixel is displayed by one iPad pixel.

Print Size: This will resize the canvas to the original document print size.

R: Reset (Zoom) to 100%.

Pan: This allows you to move or pan an image on your canvas. Tap anywhere on the canvas and move in any direction to pan.



Settings:

Zoom to Fit: This will resize the canvas to fit entirely in the document pane.

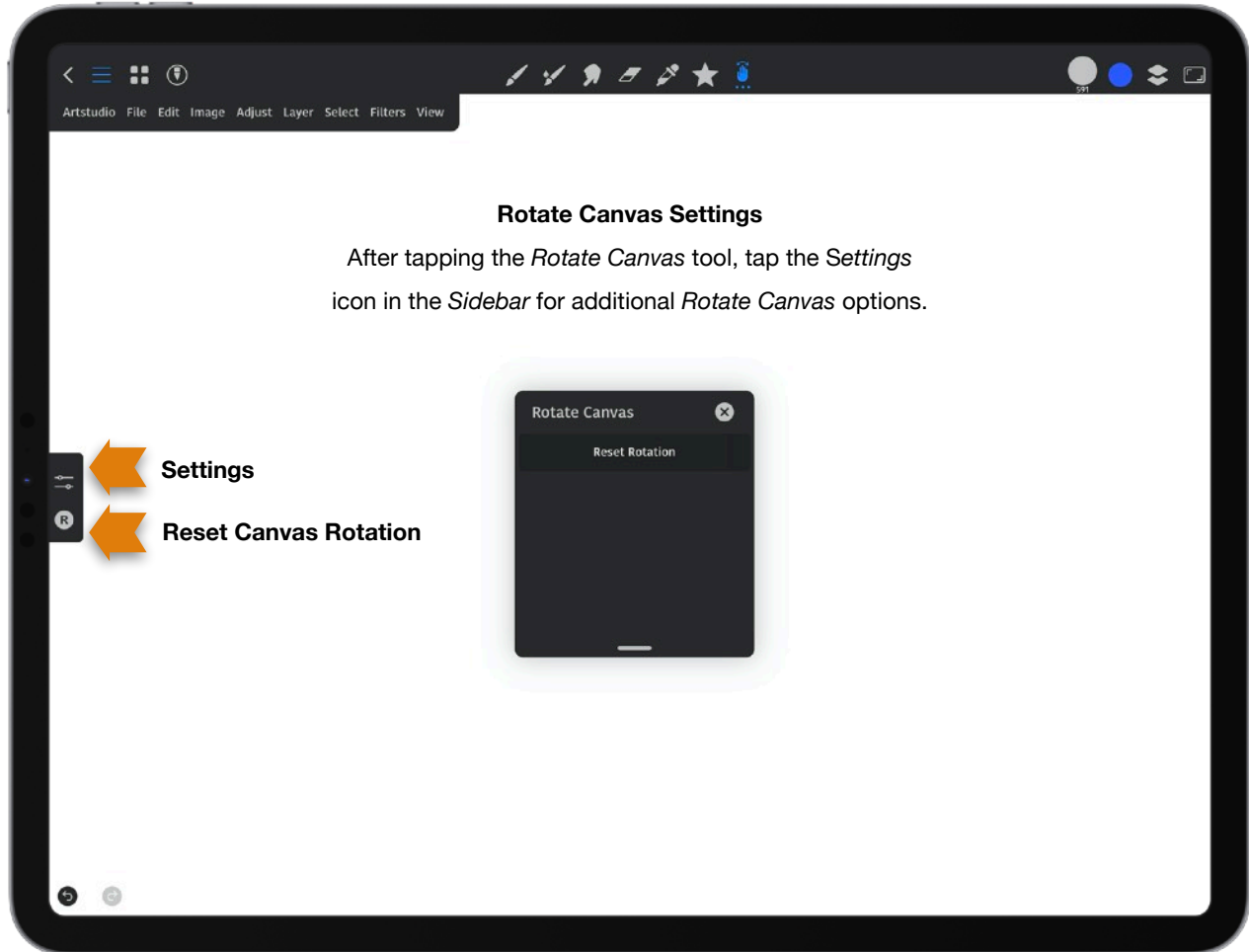
Zoom to Fill: This will resize the canvas to fill the entire document pane.

100%: Each image pixel is displayed by one iPad pixel.

Print Size: This will resize the canvas to the original document print size.

R: Reset (Zoom) to 100%.

Rotate Canvas: Tap this and move your canvas in the direction you choose.



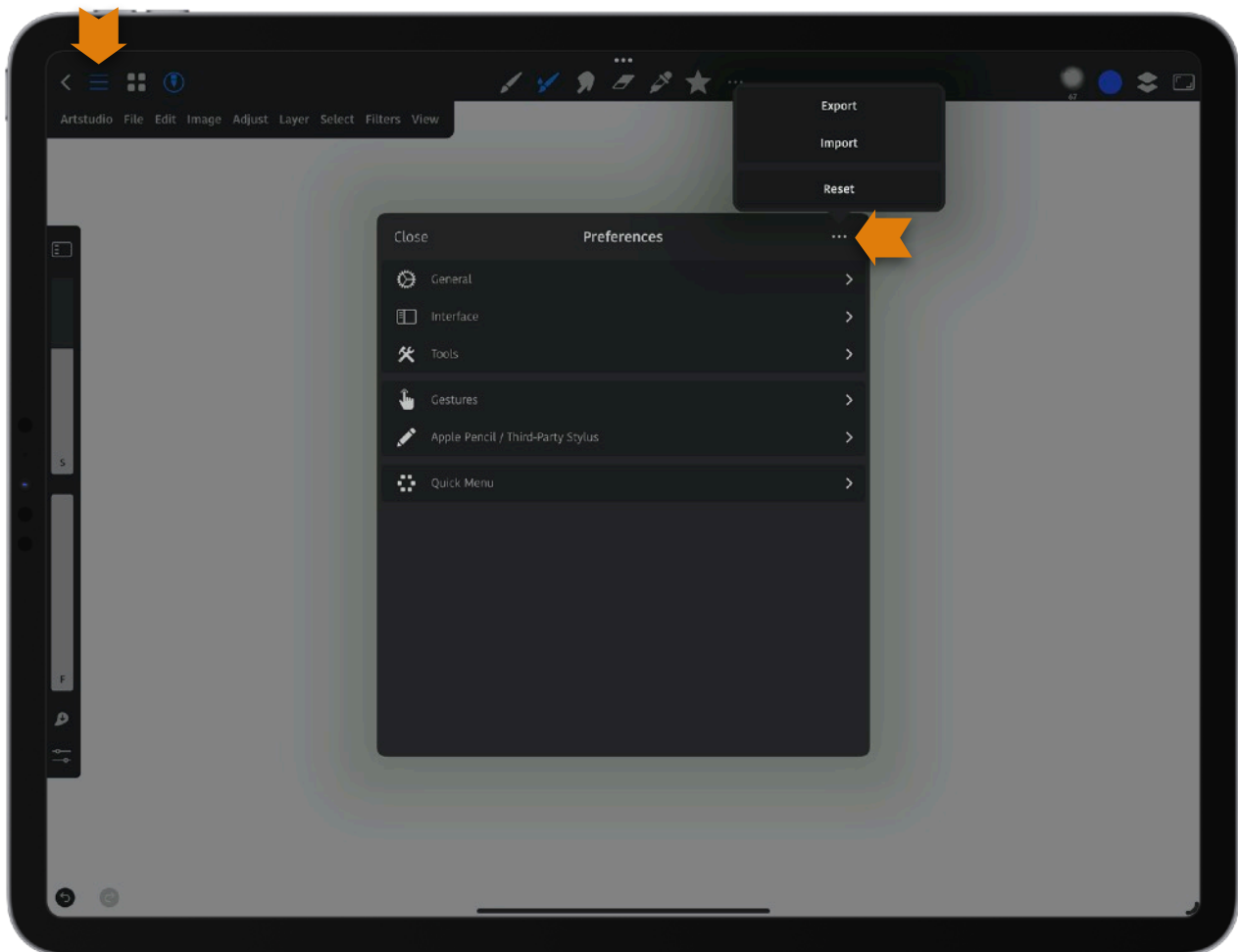
Settings:

Reset Rotation: If you rotated the canvas, this will reset it.

R: Reset canvas rotation.

Preferences

To access the preferences, from the main interface, tap on the 3 line icon in the upper left to open the *Menu bar*. Tap *Artstudio > Preferences* to make changes. Tap [...] at the top of the *Preferences* panel to *Export*, *Import* or *Reset* your preferences.



General:

Undo Steps: Choose how many times you can *Undo*.

Default Color Profile: Choose a color profile.

Allow Opening Multiple Documents: By default this is on to allow you to have multiple documents open when in the main interface. If you want to open multiple documents, from the main interface, tap on the 3 line icon in the upper left to open the *Menu bar*. Then tap *File > New* and any of the 5 options. To access multiple documents, tap on the 4 square *Show Open Documents* icon in the upper left of the main interface. You can see when you have multiple documents open as there will be a number indicating how many documents are

open on top of the *Show Open Documents* icon. If you turn off the option to *Allow Opening Multiple Documents*, you can create a new document when you have a document open, but the document you had open will be closed.

VIDEO RECORDING

Video Recording Quality: Choose to record in Full HD or 4K.

Auto Start Canvas Recording: Choose as to whether or not to start recording your canvas automatically or not.

AUTOSAVING

Period [Min, 0 = disabled]: Set how long in minutes to autosave (0 = no autosave), as well as whether or not to autosave when switching documents. The app saves when creating or opening a document, selecting a document or when opening the Document Browser.

Autosave on Document Switch: Leave this on to autosave when switching between documents.

Interface:

Light Theme: Choose a light or dark theme.

Browser Light Theme: Choose a light or dark theme for the Document Browser.

Light Item Background: Turn this on to show the layers, gradients and pattern thumbnails on a light background.

Canvas Orientation: Turn this on if you don't want your canvas to rotate if the iPad rotates.

Auto Close Menu: If you open the *Menu bar* it will stay open, unless you turn this on.

Accent Color: Change the accent color in the app from orange to Purple, Indigo, Blue, Teal, Green, Orange or Red. For example, your orange selected tool icon could be green.

Left Hand Mode: Turn this on to move the *Sidebar* to the right.

Show Undo/Redo at the Top: Turn this off and the Undo/Redo will move from the upper left to the lower left of the main interface.

Keep Panels Open on Launch: Turn this on if you want to keep panels you have open appear in the same place when you open the app.

Keyboard Shortcuts: Choose keyboard shortcuts here.

Show Zoom Info: Turn this off if you don't want to see the information (Zoom % and Angle Degrees) when you zoom in or out on the canvas.

Nonlinear Sliders: Leaving this setting on (which it is by default), allows sliders (like the *Sidebar Size* slider, or the *Gaussian Blur Radius* slider) to give a more precise change in value in the lower area of the slider and a greater change of value in the upper area of it. Turn this off if you want to have the same increase or decrease of value when using sliders. *Note:* The *Flow* or *Opacity* slider is always linear.

Snappable Sliders: You can tap on any slider to set a value when on. Turn off and you have to drag the slider's handle.

Mirror Animation: When on, you will see the canvas flip when using the *Mirror* tool. To use this, add the *Mirror* tool to your *Toolbar*. See the *Tool Properties* panel section above to add a tool to your *Toolbar*.

Show Smoothing Line: When using brush smoothing you will see a line behind your stroke. Turning this off removes that line. See the *Tool Properties* panel section above to access the brush smoothing settings.

CURSOR

Cursor Shape: Choose from different cursor shapes. **Tip:** You can choose the cursor shape *Circle* or *Outline* and then go to > *Preferences* > “*Show Cursor At The Last Stroke Location When Resizing*” and turn that on. Paint a stroke. Swipe three fingers on the canvas and you can see the circle or outline cursor decrease or increase when moving your three fingers up or down on the canvas. This helps you to know what your brush tip size will be when resizing it.

Dynamic Scale: When on, the circle where your stylus is on the canvas will increase or decrease depending on how hard or soft you press with your stylus. When off, it does not change unless you change the brush size.

Visualize Touches: By default this is disabled. Choose *Enabled* to show each time your stylus or finger touches the screen. Choose *Enabled for Finger Events Only* if you only want to see (or show others) when your fingers touch the screen. Either of these could be helpful when making tutorials.

LAYERS

Clip Thumbnails to Image Bounds: This relates to the image thumbnail in a layer. When disabled the thumbnail shows where your content is on the layer and trims transparent areas. Leave it enabled if you want to see your content and don't want transparent areas trimmed.

Layer Flashing: With this on the canvas will flash when you select your background layer (*Layer 1*). Turning it off means no flash.

Tools:

Zoomed Eyedropper Cursor: When on, the area inside the circle will be zoomed in.

Show RGBA Values When Using Eyedropper: When on, the RGBA values will be seen near the top of the canvas.

Show Brush Preview Always in the Corner: When on, the preview window for the brush will always be displayed in the top left corner. When off, it will be seen in the corner when using the *Sidebar* slider, and at the top center when using a keyboard shortcut or a gesture to change the brush size or opacity.

Show Cursor At The Last Stroke Location When Resizing: Turn this on. Then, in the Preferences go to Interface > Cursor Shape and choose the cursor shape *Circle* or *Outline* and then paint a stroke. Swipe three fingers on the canvas and you can see the circle or outline cursor decrease or increase when moving your three fingers up or down on the canvas. This helps you to know what your brush tip size will be when resizing it.

Activate Paint Tool When Changing Color: With this on, when you use the *Smudge* tool or *Eraser* and then change colors, the tool will switch to the *Paint* tool or *Wet Paint* tool- based on which brush you used last.

Activate Brush Preferred Tool: Turn this on for your chosen tool to be activated for a brush. You will have to first, tap on a brush in the *Brushes* panel and tap *General* > *Preferred Tool* to set the default tool for the brush.

Eraser Ignores Transparency Lock: Turn on if you want the eraser to work if you lock the transparency on a layer.

Select Tools Can Move Selection: Tools used for selecting can be used to move a selection when this is on.

Activate Transforming After Photo Import: With this on, when you import a photo as a layer (*Layer* > *Add* > *Add Layer from Photos*), the photo will be in transform mode.

Auto Add Mask to Adjustment Layer: Turn on if you want a mask when you add an adjustment layer. *Note:* You can add an adjustment through the *Layers* panel by tapping on the star icon, or in the top menu tap *Adjust* > *Adjustment Layer*.

Force Opacity Slider in Sidebar: Turn on to have *Opacity* instead of *Flow* in the *Sidebar*.

Remember Brush Size/Opacity: With this on, if you use the *Size, Opacity/Flow* slider in the *Sidebar*- what settings you have for those will be saved to the brush. If turned off, the original brush settings will be used.

Remember Resize Interpolation: This is off by default, but if turned on the app will remember the interpolation value when you choose *Image > Resize Image*. When turned off the app will use the default linear interpolation.

Remember Transform Interpolation: This is off by default, but when on the interpolation value will be stored when the app is launched again. Examples of then this will take effect are when you choose *Edit > Transform* or *Filters > Elastify*.

PDF IMPORT

DPI: The app will use this value when rasterizing an imported PDF document Use a higher value to import the PDF at a higher resolution.

Gestures:

MULTI-TOUCH

Quick Pinch to Reset Canvas: When on, a quick pinch with two fingers on the canvas will return the canvas to the original size.

Two/Three Finger Tap to Undo/Redo: Leaving this on will allow tapping with 2 fingers to undo and three fingers to redo.

Four Finger Tap: Choose what a 4 finger tap will do. It can do nothing (*Off*), *Mirror*, *Zoom to Fit*, *Zoom to Fill*, *Fullscreen* or show the *Quick Menu*.

Three Finger Swipe: Choose what a three finger swipe will do. It can do nothing (*Off*), *Mirror*, *Zoom to Fit*, *Zoom to Fill*, *Fullscreen*, *Show Quick Menu*, *Adjust Brush Size/Opacity*, or *Adjust Brush Size*.

SINGLE TOUCH

Finger Function: Choose what happens with a single finger tap. Choose from *Normal* (You can paint and do other things with a single finger.), *Show Quick Menu*, *Adjust Brush Size/Opacity*, *Adjust Brush Size*, *Eyedropper*, *Eraser*, *Smudge tool*, *Pan*, or nothing (*Off*).

Double Tap: Choose what happens with a double tap with 1 finger. Choose from nothing (*Off*), *Mirror*, *Zoom to Fit*, *Zoom to Fill*, *Fullscreen* or *Show Quick Menu*.

Triple Tap: Choose what happens with a triple tap with 1 finger. Choose from nothing (*Off*), *Mirror*, *Zoom to Fit*, *Zoom to Fill*, *Fullscreen* or *Show Quick Menu*.

Control + Option + Move: Choose what happens when holding down on Control + Option + Move when using a keyboard. You can select either *Adjust Brush Size/Opacity* or *Adjust Brush Size*.

LONG PRESS DELAY [SECONDS]

Eyedropper (0 = disabled): Tap this box to enter the delay before the eyedropper appears. A value of 0 = disabled.

Pencil Eyedropper (0 = disabled): Tap this box to enter the delay before the eyedropper appears. A value of 0 = disabled.

Autoshape: Tap this box to enter the delay before autoshape takes effect.

FINGER

Touch Radius: With this on, your finger will try to simulate stylus pressure.

REFERENCE PANEL

To bring up the Reference panel, in the Menu bar tap View > Reference panel. The settings below affect that panel.

Double Tap: If you double tap with a single finger in the *Reference* panel you can choose what happens. Select from nothing happens (*Off*), *Mirror* or *Zoom to Fit*.

Triple Tap: If you triple tap with a single finger in the *Reference* panel you can choose what happens. Select from nothing happens (*Off*), *Mirror* or *Zoom to Fit*.

OFFSET

Here you can offset the location where you paint or where your eyedropper appears. For example, you could set the offset so a stroke will be drawn 1 inch over where you paint with your finger or stylus.

Drawing Offset: Turn this on if you want to enable offset.

Drawing Offset X: Horizontal offset setting.

Drawing Offset Y: Vertical offset setting.

Eyedropper Offset: Turn this on if you want to enable offset.

Eyedropper Offset X: Horizontal offset setting.

Eyedropper Offset Y: Vertical offset setting.

Apple Pencil/Third Party Stylus:

Pressure Curve: You can set or Reset the *Pressure Curve* for the stylus here. You have a horizontal (X) and vertical line (Y). The horizontal axis is related to pressure. Moving the line to the left means you don't have to press as hard. Moving the line to the right means you will have to press harder for a result. The vertical line is related to the output of the stylus. At the top the brush is at 100% thickness or opacity possible. At the bottom is a more transparent or thinner stroke. *Note:* Customize the curve by dragging on it. Tapping on the curve adds a point (handle) to move. Pulling a point removes it. **Tip:** If you tap on *Reset* you can choose *Light Pressure (Default)*, *Medium Pressure*, *Hard Pressure*, *Delicate*, *Aggressive*, or *Smooth*.

Tilt Curve: You can tilt your Apple Pencil to shade a line and press more firmly to darken the line. If your stylus has a tilt feature, you can set or Reset the *Tilt Curve* here. The horizontal axis (X) is related to tilt. Moving the line to the left means you will have to tilt your pencil or stylus more for shading. Moving the line to the right means you will have to tilt your pencil or stylus less for shading. *Note:* If you move far enough to the right, your stroke will only have shading and you won't be able to create a thin line. The vertical (Y) line is related to the output of the stylus when tilted. At the top the stroke is thinner and has less shading. At the bottom the stroke is wider with more shading. *Note:* You can customize the curve by dragging on it. Tapping on the curve adds a point (handle) to move. Pulling a point removes it. **Tip:** If you tap on *Reset* in the *Tilt Curve* pop-up you can choose *Default* or *Full Range*.

Maximum Velocity: *Note:* Only some brushes use this. This is related to how fast you should move your stylus to see the thinnest stroke. If you lower the setting, you will get a thinner stroke.

Perpendicular Pressure: If enabled, you don't have to press as hard when the pencil is tilted to get a full pressure result.

APPLE PENCIL

Double Tap Action: With the Second Generation Apple Pencil you can double-tap the side for your chosen feature or to switch tools. The app default setting here is *None*- so double tap *won't work* unless you choose *Activate Eraser*, *Activate Eyedropper*, *Show Quick Menu* or *Activate Smudge*. Also, you can tilt your pencil to shade a line and press more firmly to darken the line.

PENCIL ONLY MODE

Allow Finger Undo Gesture: Turn this on to undo with a two finger tap in *Pencil Only* mode.

Allow Two Finger Zoom/Pan: Turning this on allows for a two finger zoom or pan when in *Pencil Only* mode.

OFFSET

Here you can offset the location where you paint or where your eyedropper appears. For example, you could set the offset so a stroke will be drawn 1 inch over where you paint with your finger or stylus.

Drawing Offset: Turn this on if you want to enable offset.

Drawing Offset X: Horizontal offset setting.

Drawing Offset Y: Vertical offset setting.

Eyedropper Offset: Turn this on if you want to enable offset.

Eyedropper Offset X: Horizontal offset setting.

Eyedropper Offset Y: Vertical offset setting.

THIRD- PARTY STYLUS

Connect: Connect a third-party stylus here. Supported brands are SonarPen, Adonit, and Wacom. *Note:* You can try a capacitive stylus like the Studio Neat Cosmonaut. A capacitive stylus works as your finger does.

Quick Menu:

Here you chose what to put in your *Quick Menu*. Tap an icon to change it. Tap *Reset* at the bottom of the *Quick Menu* panel to reset the *Quick Menu* to the default icons. In the app, the Quick Menu is brought up by tapping 4 fingers on the canvas in the main interface.

Gestures

Undo: 2 finger tap

Redo: 3 finger tap

Multiple Undo: Hold down 2 fingers

Multiple Redo: Hold down 3 fingers

Adjust Brush Size: 3 finger swipe and move up or down

Adjust Brush Flow: 3 finger swipe and move left or right

Show Quick Menu: 4 finger tap. *Artstudio* > *Preferences* > *Gestures* for more options.

Zoom: 2 finger pinch-in, pinch-out

Fit to Screen: Quick 2 finger pinch in

Move Canvas: 2 fingers on the canvas

Rotate Canvas: 2 fingers on the canvas

Eyedropper: Long press with your finger on the canvas to bring up the *Eyedropper* tool to sample a new color from your canvas.

Clone Tool: Long press on the area you want to copy (clone) the pixels from. You can clone pixels from the current layer, or any layer.

Heal Tool: Tap and hold on the area you want to heal (clone) the pixels from. You can use pixels from the current layer or any other layer.

Deselect: Using the *Selection* tool, make your selection, then double tap the *Selection* icon.

Long Press for Same Brush: You can switch between the *Paint* tool, *Wet Paint* tool, *Smudge* tool, and *Erase* quickly. Tap and hold an unselected *Paint* tool, *Wet Paint* tool, *Smudge* tool or *Erase* icon. This transfers your current brush settings over from the previous tool you were using.

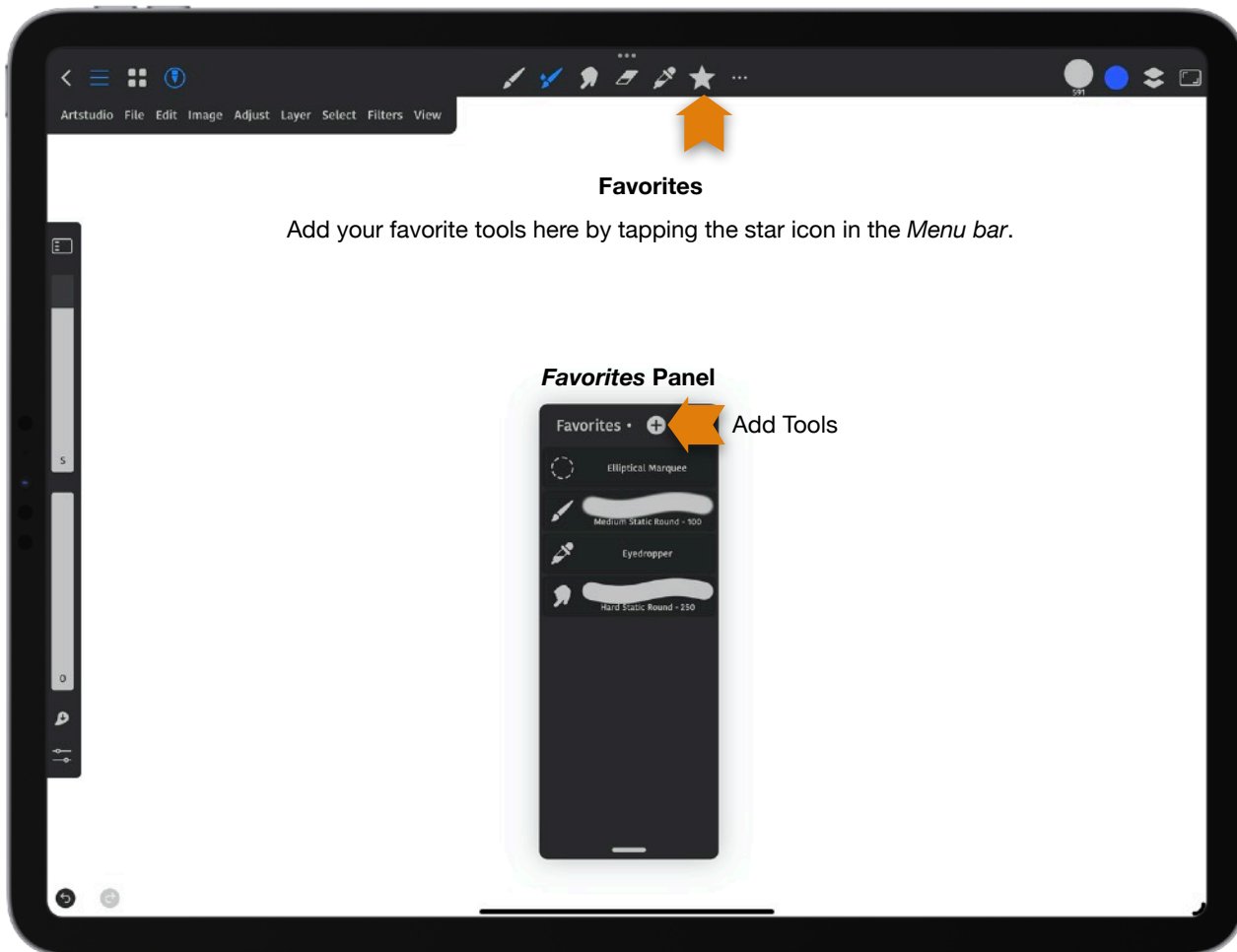
Reset Slider: If you are making adjustments with a slider, double tap *on the slider* if you want to reset it. An example would be using the brightness or contrast slider. You can also tap on *Reset* at the bottom of the Brightness/Contrast panel.

Keep Aspect Ratio & Snap Angle: Keep a second finger down to keep the aspect ratio or snap angle in some tools.

Pencil Settings: Long press pencil only or pencil & finger icon to show the pencil settings.

Favorites: You can add your currently selected tool to the *Favorites* panel. Tap the star icon in the *Menu bar* to bring up the *Favorites* panel. To add a tool, tap the + icon. *Add Current* will

add your currently selected tool. *Add Current* with Color will add your currently selected tool and your currently active color. Remove a tool from *Favorites* by swiping left on the tool in the *Favorites* panel slowly and tapping *Remove*, or swipe fast to the left.

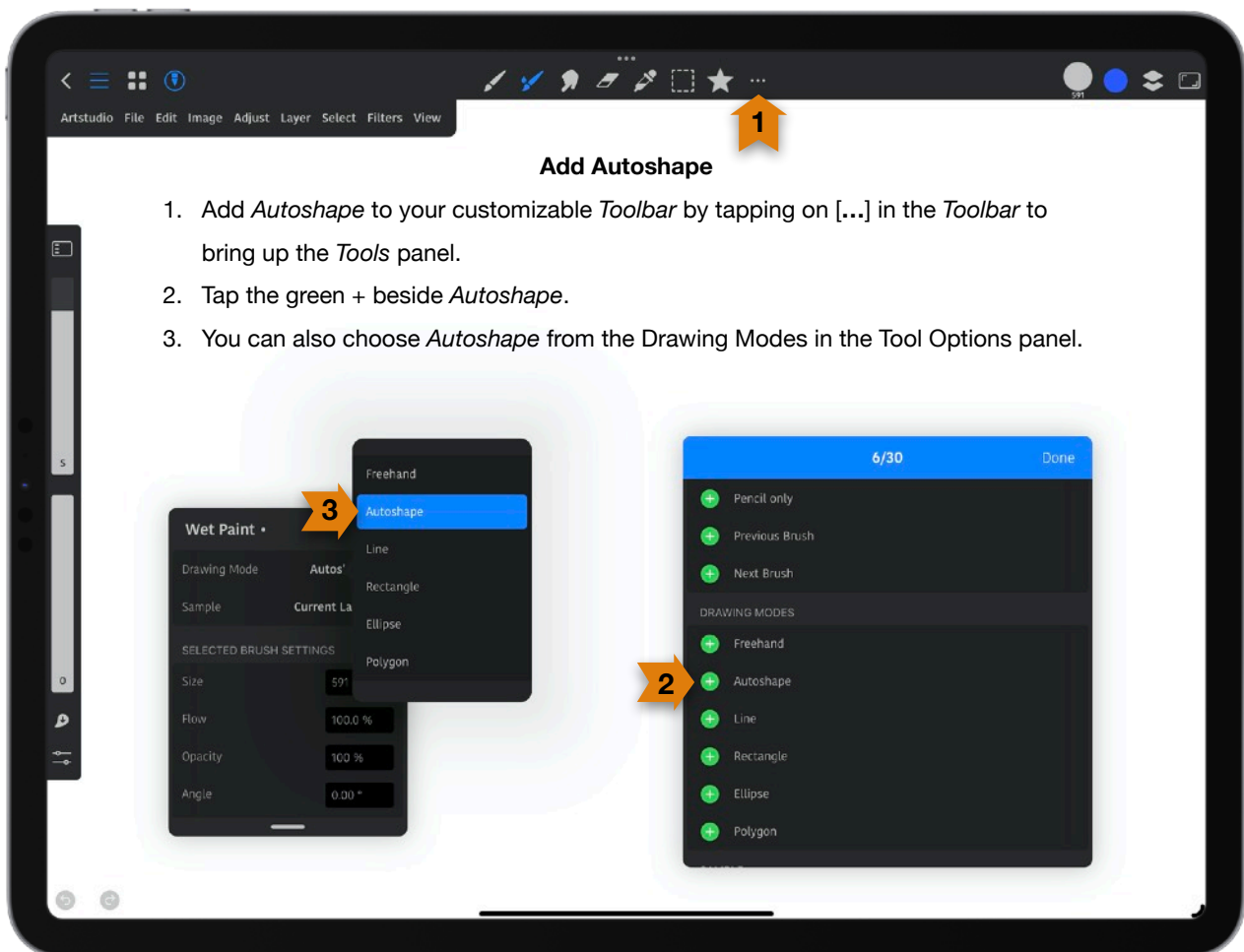


Autoshape

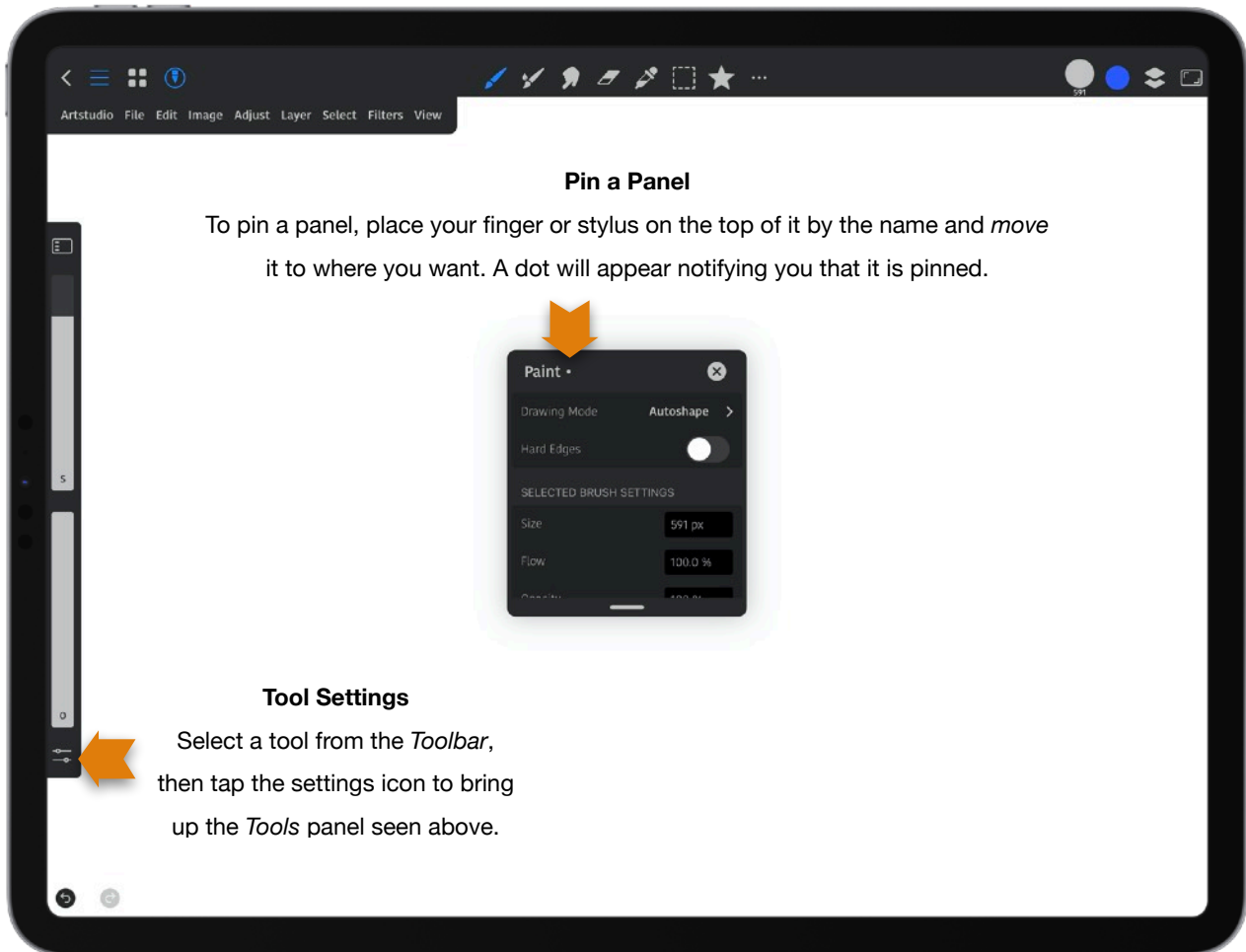
Autoshape enables you to create forms with straight lines, as well as some perfect shapes.

Draw a shape and keep your finger or stylus on the canvas until you see the shape change. For example, draw an ellipse, and while keeping your finger or stylus on the canvas place a finger on the canvas to get a perfect circle. If you try this with a shape and it is not perfect, you will still get straightened lines.

The app recognizes lines, ellipses, rectangles, triangles, arcs, and polygons. Draw a shape and by keeping your finger or stylus still on the canvas, you can resize or rotate the shape. To rotate the shape 15 degrees incrementally, place a finger on the canvas *after* creating the autoshape and rotate it. If you select *Transform* from the *Menu bar* you can make changes to the shape. If you need to add *Transform* to your *Menu bar*, select [...] in the *Toolbar* to edit what you have in your *Toolbar*. When the *Tools* panel opens, tap [...] to add or remove items.



Tool Properties Panel

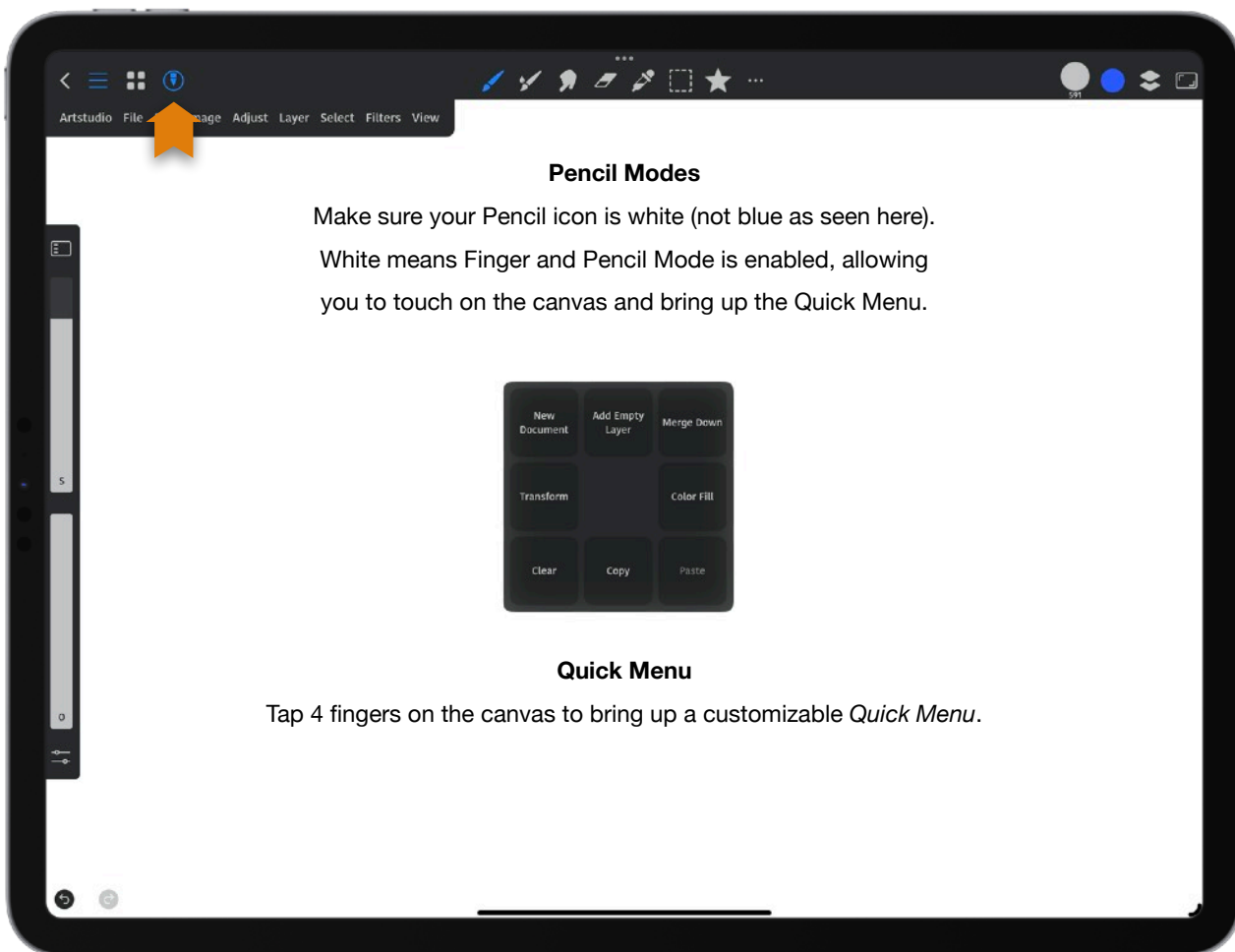


IMPORTANT: Each tool has settings. Select your tool, then tap the settings icon at the bottom of the *Sidebar* to bring up the *Tools* panel. Also, to pin a panel, place your finger or stylus on the top of it by the name and move it to where you want. A dot will appear notifying you that it is pinned.

Quick Menu

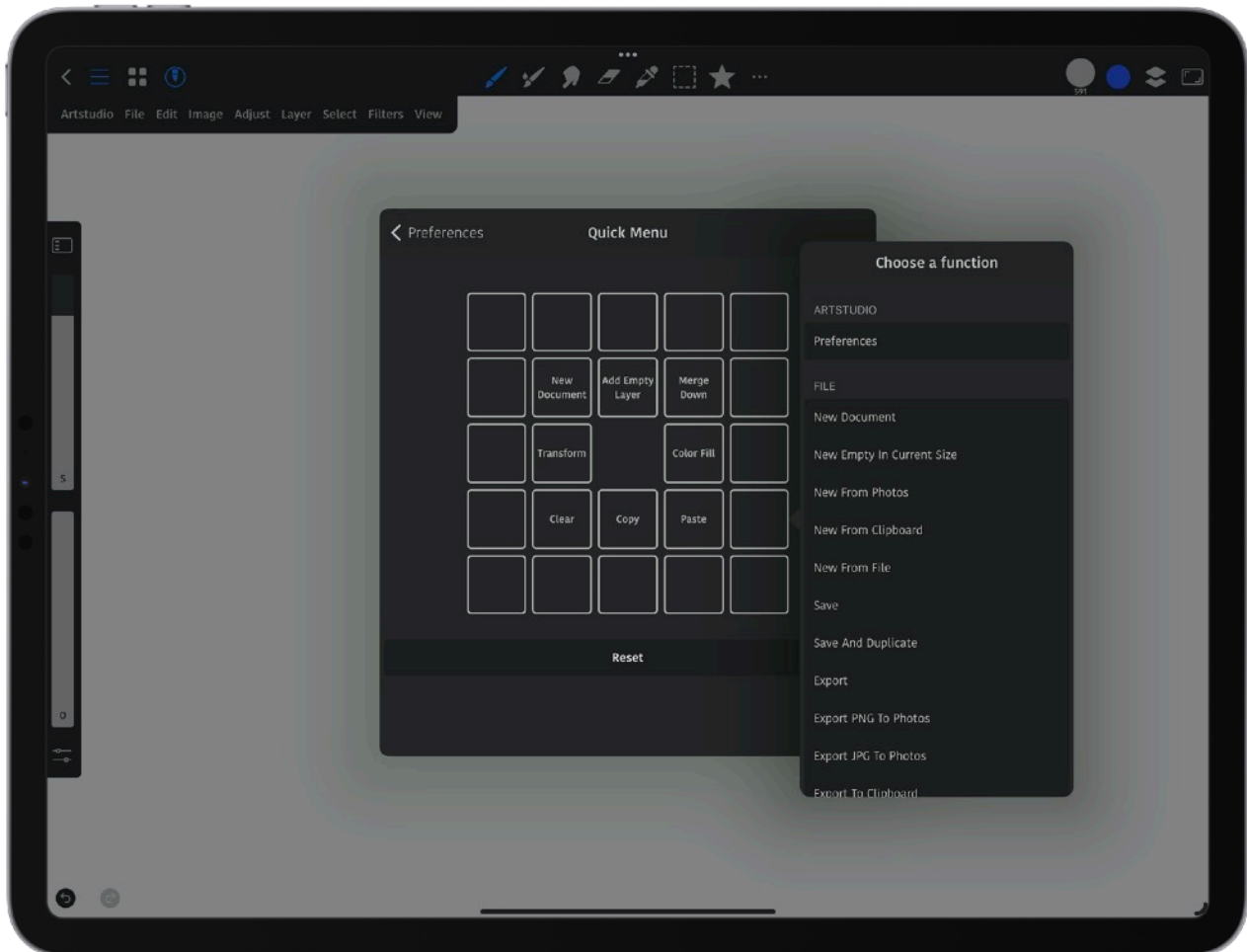
Tap 4 fingers on canvas to bring up the customizable *Quick Menu*. Choose what will gesture will it bring up in the Preferences. From the *Menu bar* tap *Artstudio > Preferences > Gestures*.

Tip: Alternatively, if you have a second generation Apple Pencil, tap *Artstudio > Preferences > Apple Pencil/Third- Party Stylus > Double Tap Action > Show Quick Menu*.



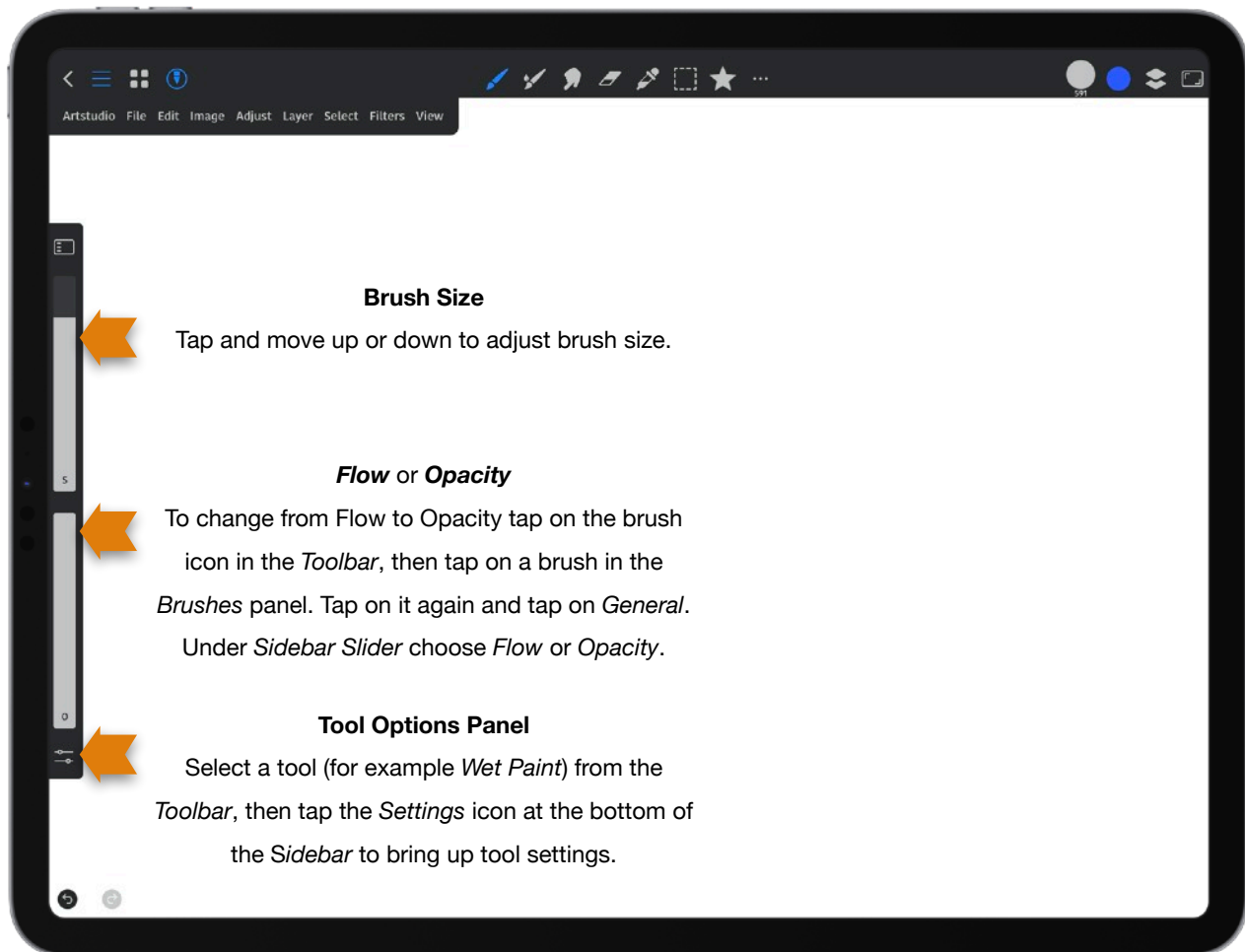
Quick Menu Customization

To make changes to the *Quick Menu* go to *Artstudio > Preferences > Quick Menu*. Tap in one of the squares to assign a function. You can add 24 items. To restore it to how it was before making changes, tap *Reset* at the bottom of the *Quick Menu*.



Sidebar

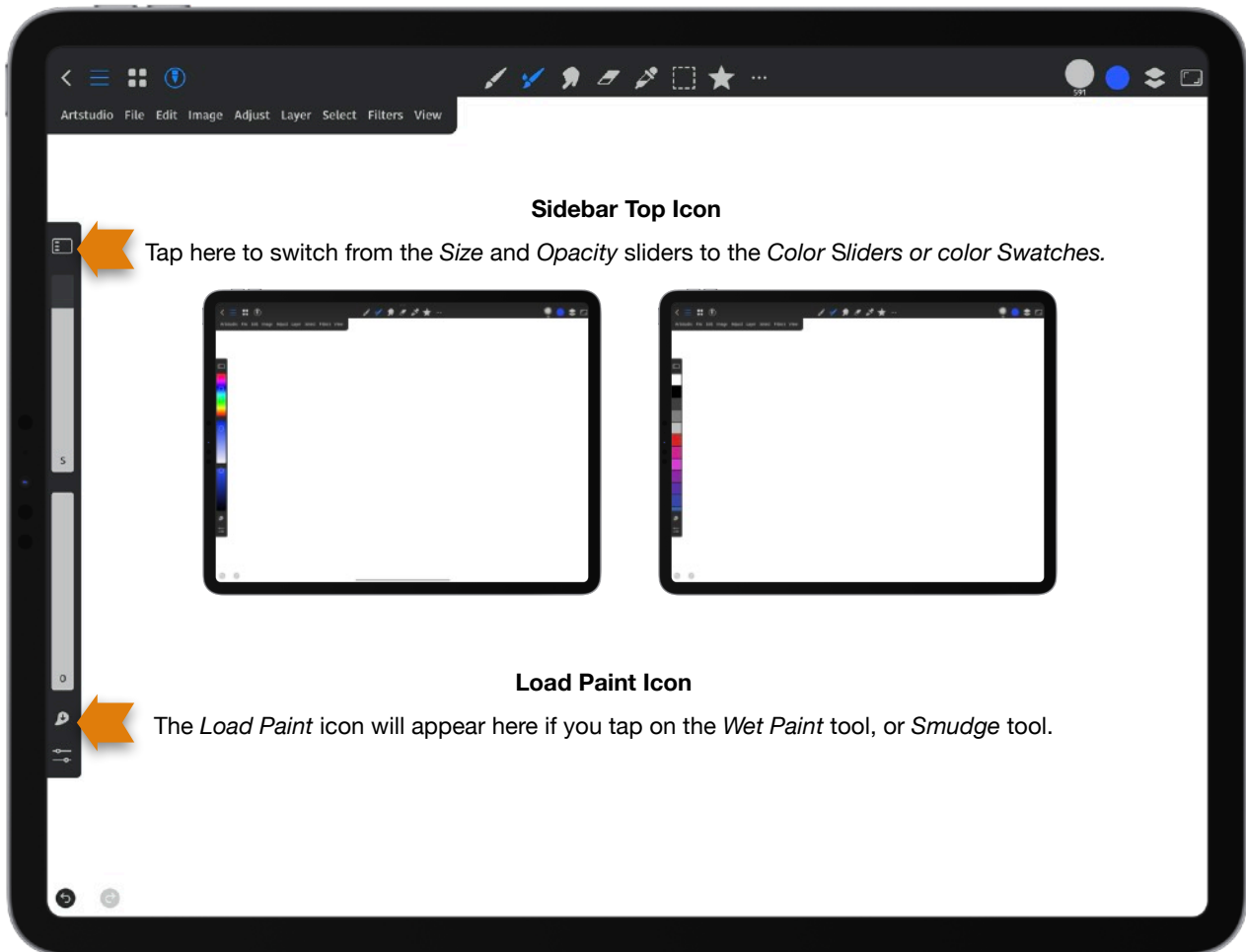
The *Sidebar* tools are for color, brush size, flow (or opacity), loading paint, *Swatches* and a settings for the tool you have selected. Some tools will bring up the *Size* and *Flow*, while others will bring up the *Colors Sidebar*. Some tools will bring up different settings in the *Sidebar*. Examples of this is the how the *Pattern Fill* tool turns the *Sidebar* into patterns, and the *Gradient Fill* tool turns the *Sidebar* into settings related to gradients.

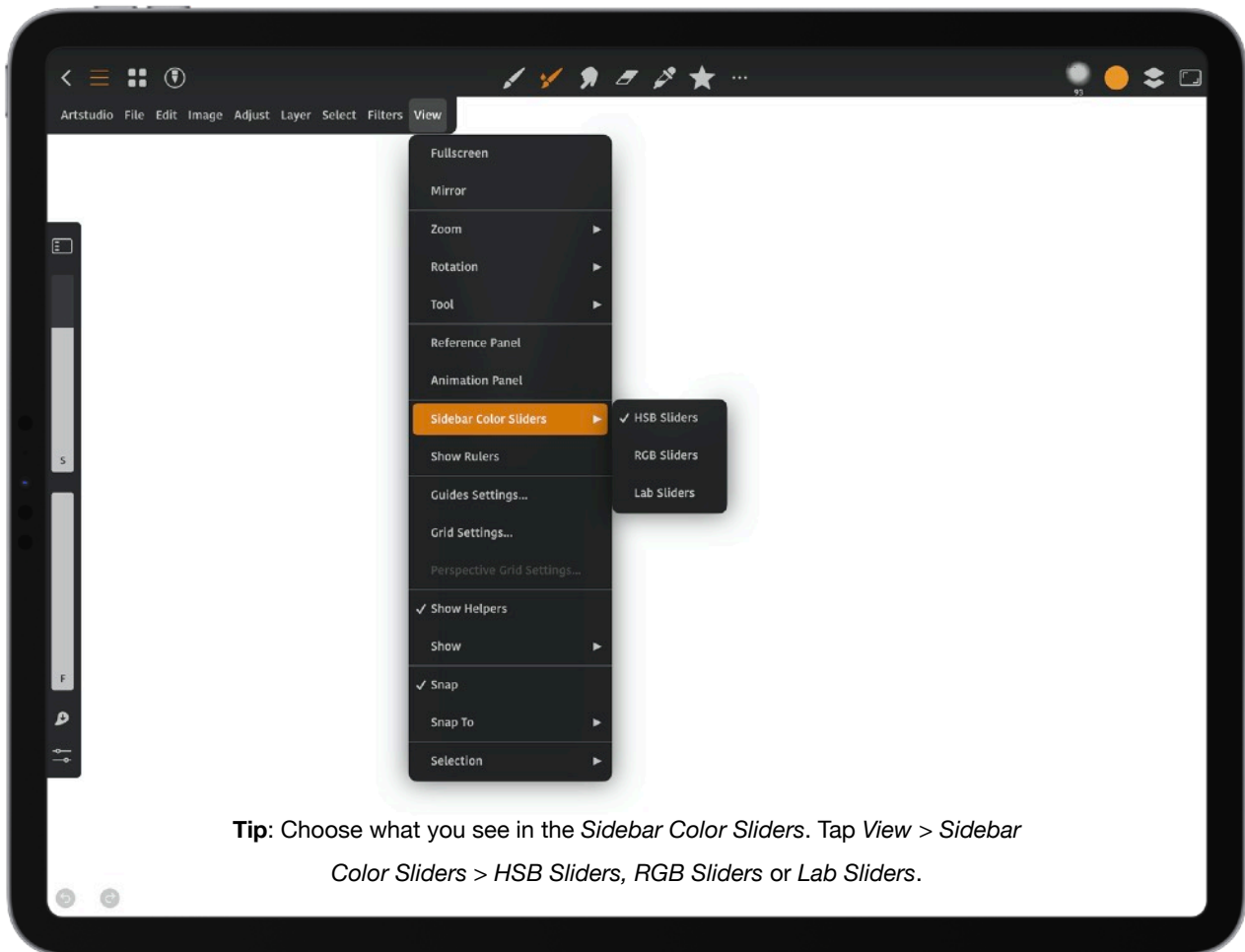


Tip: The *Sidebar* is on the left by default. To move it to the right, select *Artstudio* > *Preferences* > *Interface* > *Left Hand Mode*.

Tip: To change from *Flow* to *Opacity* tap on the brush icon in the *Toolbar*, then tap on a brush in the *Brushes* panel. Tap on it again and tap on *General*. Under *Sidebar Slider* choose *Flow* or *Opacity*.

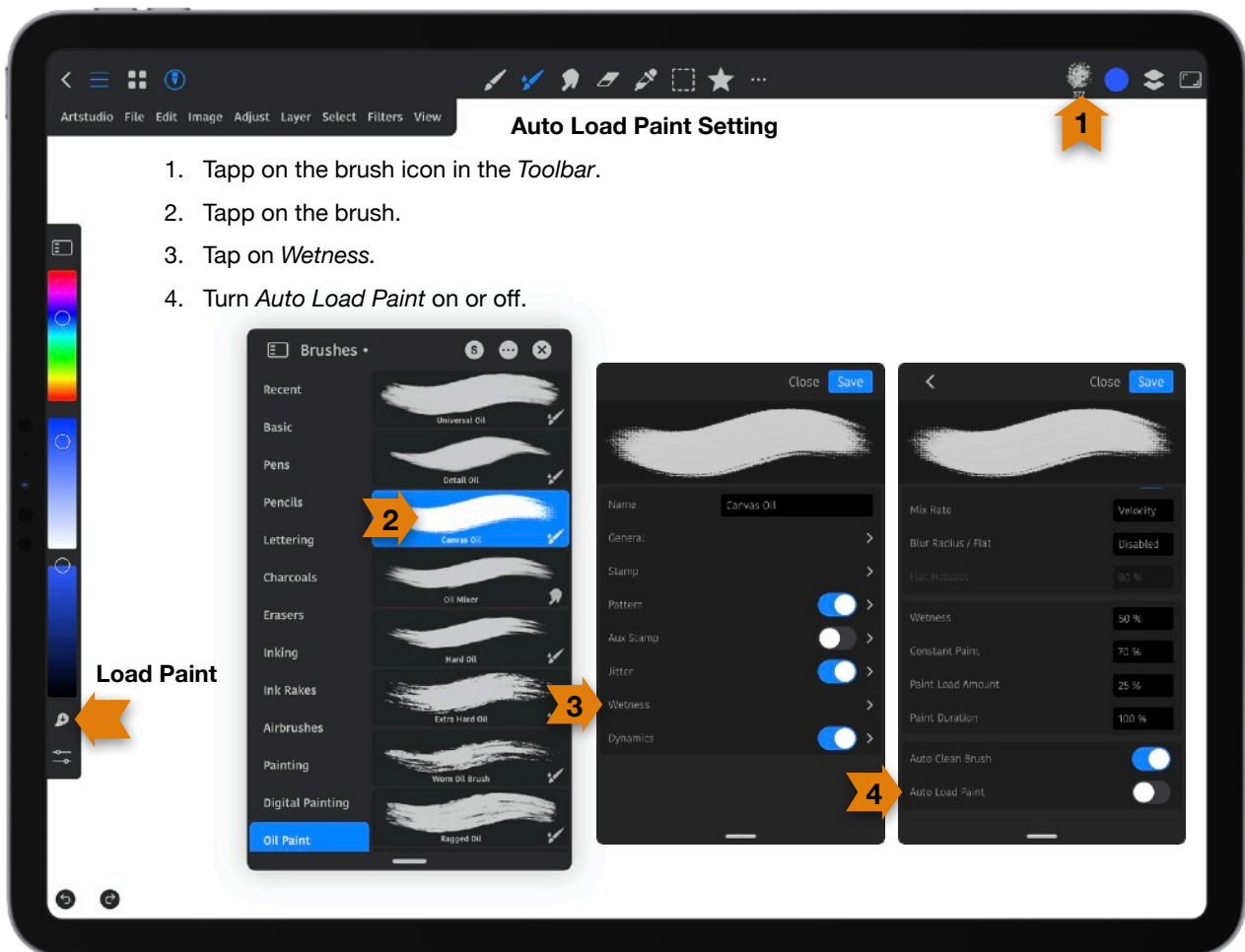
Sidebar Color Sliders: Tap on the top icon in the *Sidebar* to bring up *color sliders* for Hue (top), Saturation (middle) and Brightness (bottom).



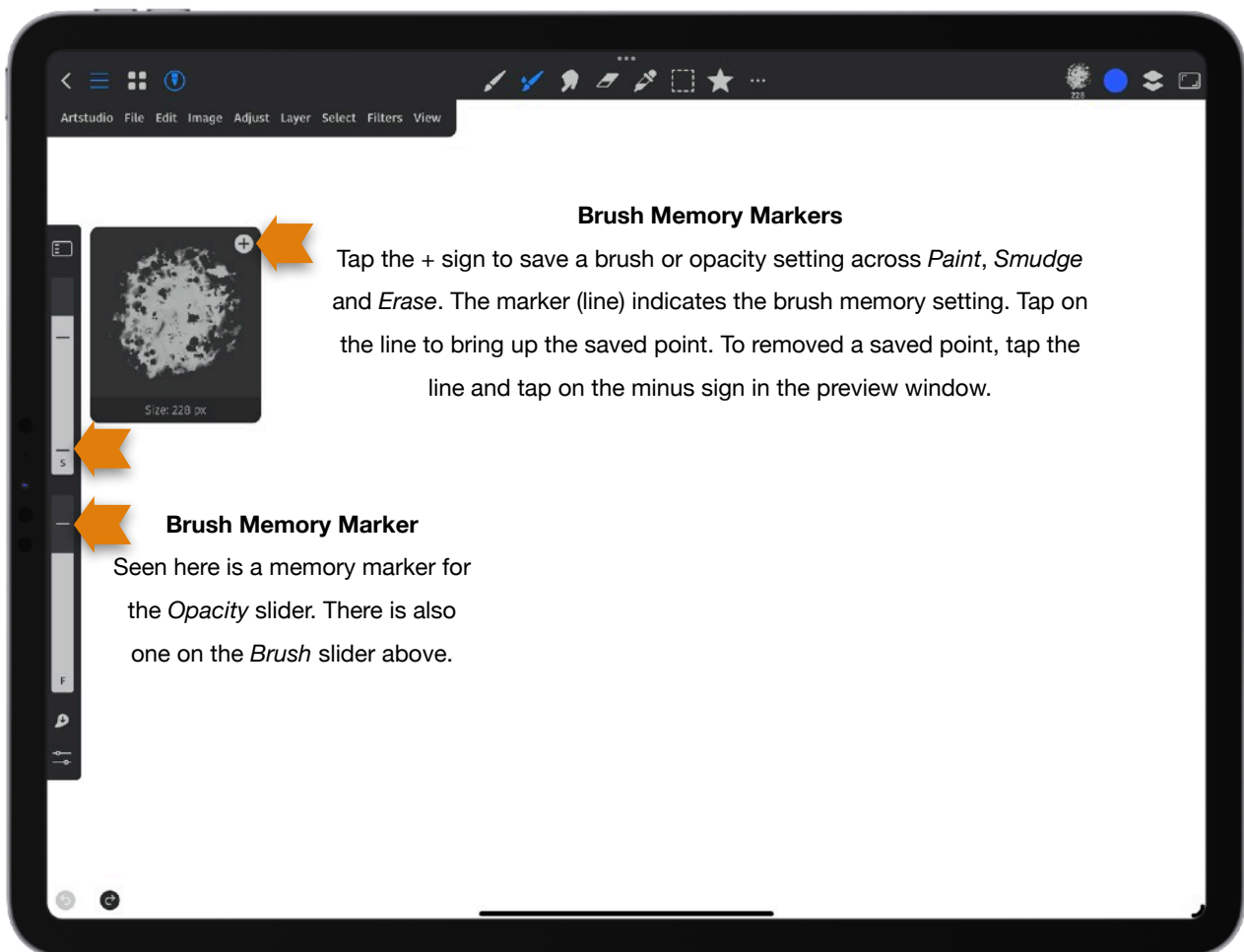


Load Paint: When the *Colors Sidebar* is open and you tap the *Wet Paint* tool icon in the *Toolbar*, there is a *Load Paint* arrow above the *Settings* icon in the *Sidebar* you can tap to use (as seen in the image below). The setting for *Auto Load Paint* is found by tapping on the brush icon in the *Toolbar* > tapping on the brush > *Wetness* > and turning *Auto Load Paint* on or off.

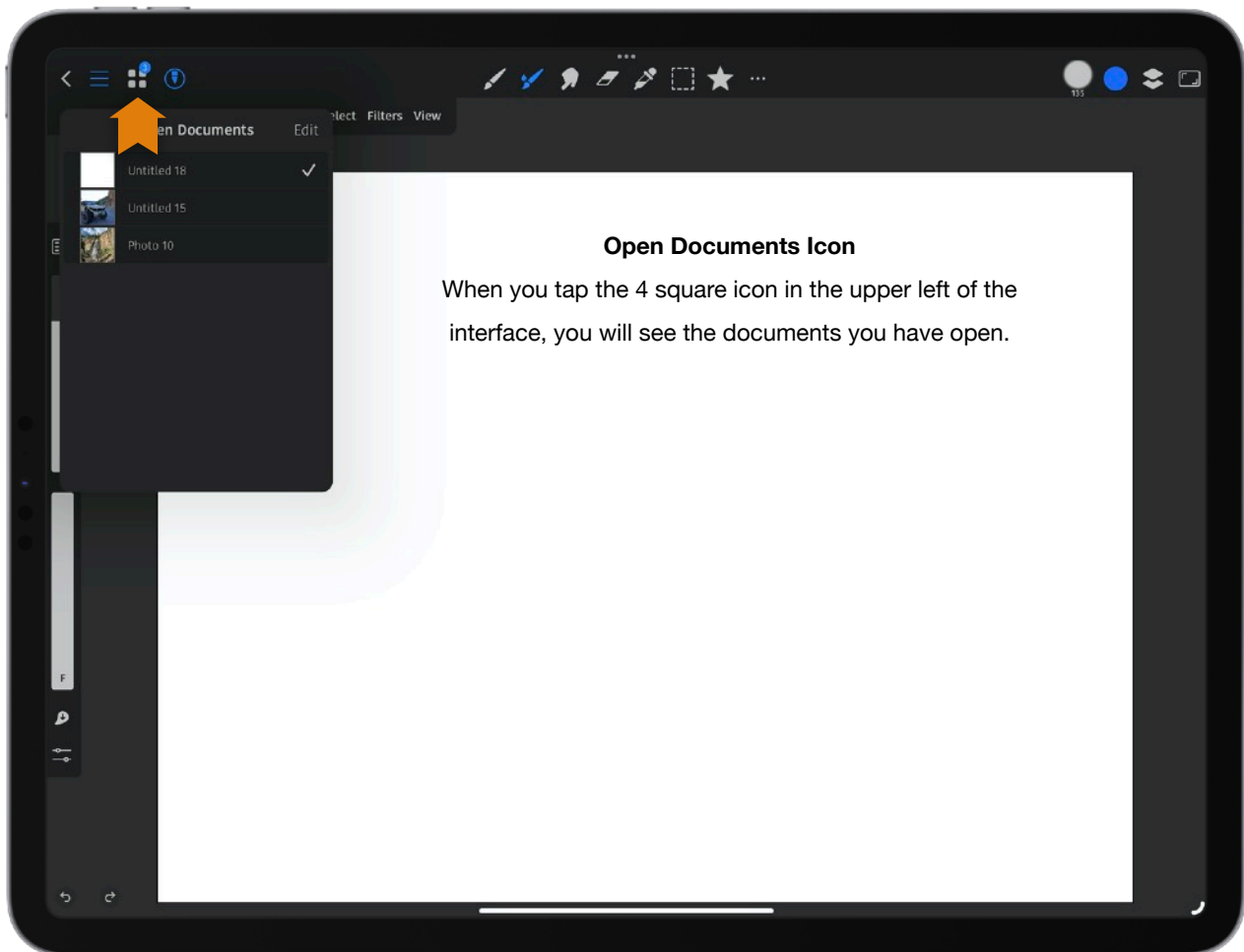
Tip: For a more realistic paint experience, you can make set the paint load onto the brush once and run out as you paint. To add more paint to the brush, you would tap the *Load Paint* icon seen in the *Sidebar* below- or pick a color. To set *Load Paint* to work, tap on a brush that uses the *Wet Paint* tool, as seen below. Tap *Wetness* and then turn off *Auto Load Paint*. Set *Constant Paint* to 0% and set *Paint Load Amount* to 100%. *Paint Duration* should be about 80-90%.



Brush Memory Markers: You can remember brush size and opacity settings across *Paint*, *Smudge* and *Erase*. When using the *Opacity* or *Brush* sliders a preview window pops up that shows the brush size or opacity setting. Tap the + sign in that window to save your brush size or opacity setting. This will set a marker (line) on the slider to indicate a brush memory setting. You can set 8 marks on the *Brush* Slider and 8 on the *Opacity* slider. To return to a setting, tap the dot or slide the slider to it. If you slide the slider to it, you can lift your finger off it and tap it again for preview window to briefly stay open. The settings are applied to the current brush, and are stored for each brush separately. The settings can apply across *Paint*, *Smudge* and *Erase* by creating a marker for *Paint*, *Smudge* or *Erase*, and then tapping and holding down on the *Paint*, *Smudge* or *Erase* icon in the *Toolbar*. To remove a setting, move the slider to the marker (line) and tap the minus sign in the preview window. Alternatively, move the slider to the spot, let go and briefly tap the marker line for the window to appear, and tap the - sign in the window.



Open Documents



When you tap the 4 square icon in the upper left of the interface, you will see the documents you have open. You can have more than one document open, but not at the same time. The document you see on your screen will be the active document, and it will be displayed with a checkmark next to its name.

Tap on the name of another open document in the list to make it the active one. To close a document, slide left on the name in the list and tap *Close*, or tap *Edit* and tap the red - .

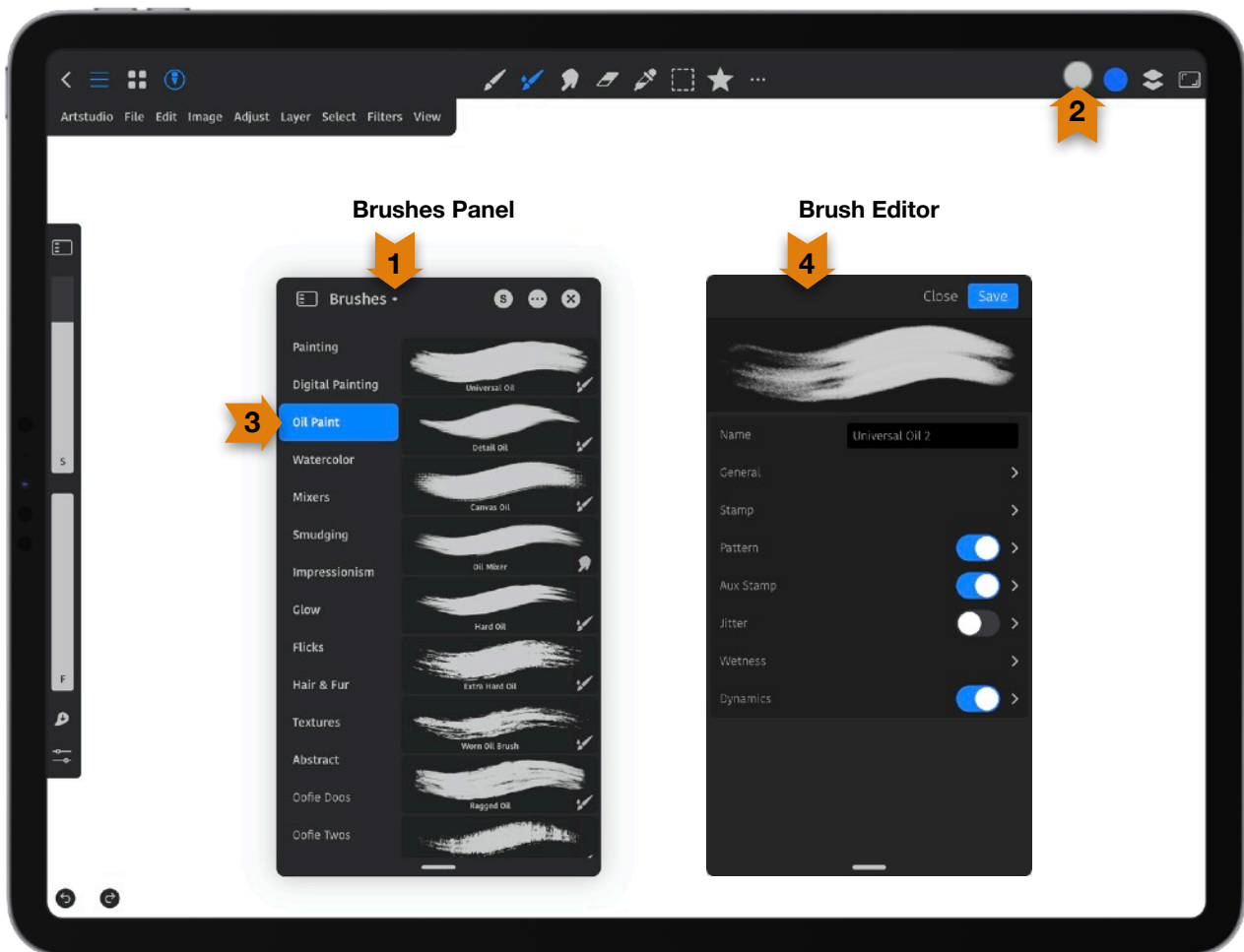
To rename a document tap *File > Rename*. Type in the new name and tap *Rename*.

Brushes Panel

1. The *Brushes* panel is a floating panel you can move around on your canvas. Once you move it, a dot will appear beside its name indicating that it will stay visible until you close it.

To Edit a Brush:

2. Tap the brush icon from the *Toolbar*.
3. Select a brush group (like *Oil Paint* seen below) and tap on a brush in the list.
4. Doing so will bring up the Brush Editor.

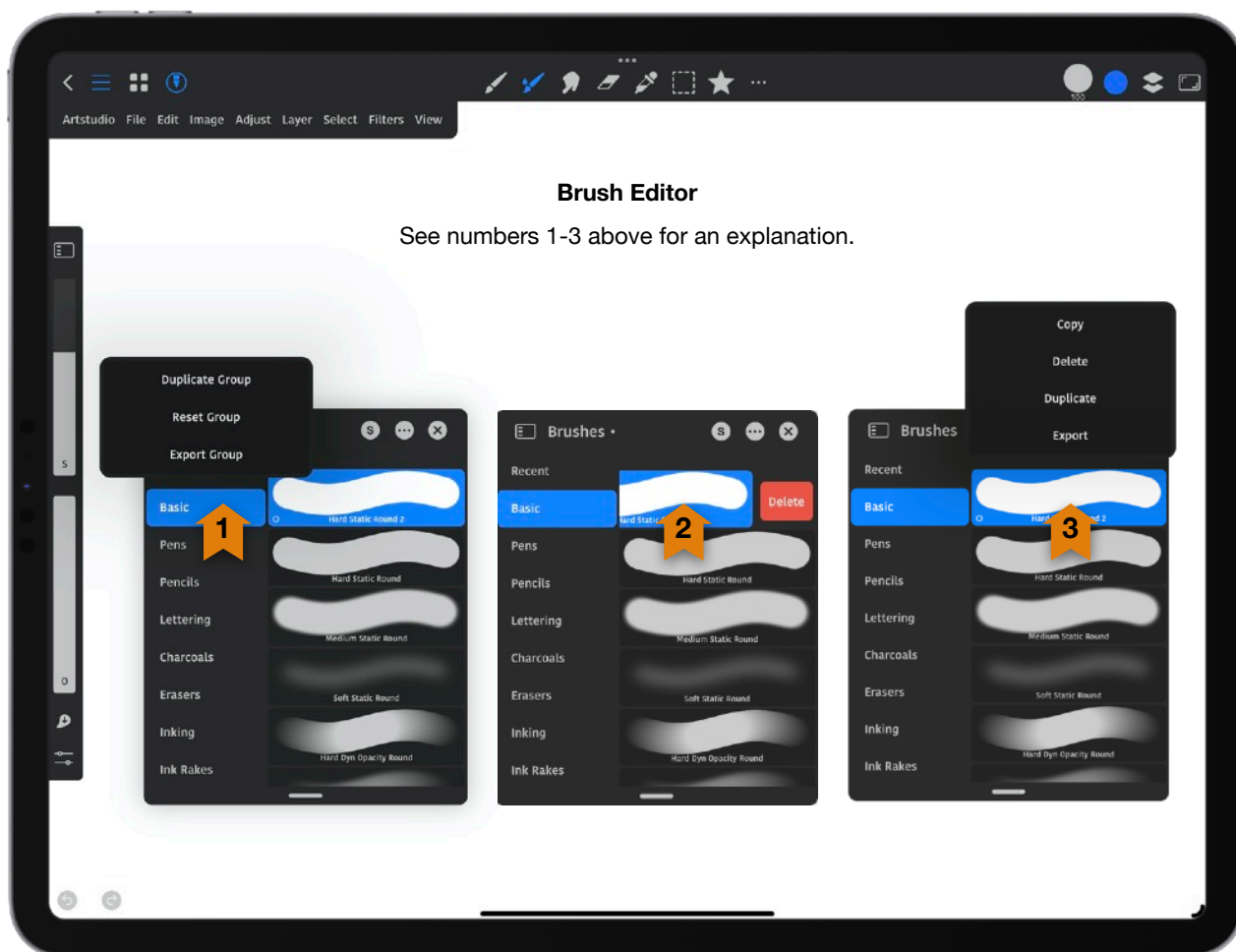


Brush Editor

Choose the settings for brushes here. Below are a list of the choices available.

Note:

1. Long press on a brush group to **Save Group** (if you placed a new brush in a brush group), **Duplicate Group**, **Reset Group** (if you made changes), **Rename Group** (if it is a group that was not a default group of the app) or **Export Group**.
2. To delete a brush you created, slide left on it and tap *Delete*. To delete multiple brushes, tap **S** at the top of the Brush Editor > tap the brushes to delete > long press on one of them and tap *Delete* > and choose *Delete* again from the when asked if you want to delete selected brushes.
3. Long press on a brush to **Copy**, **Delete** (if you copied a brush), **Duplicate**, **Reset** (if you made changes) **Export**, or **Paste** (if you copied a brush).



TIP: You can long press a brush group or brush and move it up or down to place it in a different location.

Note: Tap [...] at the top of the *Brushes* panel for these options:

Add New Brush: Adds a basic brush named *Item*. Tap on the brush to change the name and settings.

Add Current Brush: Makes a duplicate of your selected brush.

Edit Current Brush: Brings up the settings for your selected brush.

New Empty Group: Creates a new group (called *Group*) without brushes. Long press on the group to *Duplicate Group*, *Rename Group*, *Delete Group* or *Export Group*.

Import ABR/TPL/Artstudio: Brushes have a name and a file extension after the brush name. The ABR file type ending refers to a Photoshop brush file which stores information about the shape and texture of one or more brushes. TPL refers to Tool Presets Brushes in Photoshop. They are known as dynamic brushes. The Artstudio extension refers to a brush made in Artstudio. Importing here will put the brushes in a new group.

Import and Append: Import bushes and add to the current group.

If you tap on a brush in the *Layers* panel you will see the following:

Name: Name of the brush by default- or enter a name by tapping on the name.

General: General settings for the brush seen below here.

Preferred Tool: Set the default tool for a brush. Choose from *Any*, *Paint*, *Wet Paint*, *Smudge* or *Eraser*. Each brush will have a default preferred tool.

Blend Each Stamp: By default, when you make a stroke, it will blend it with content on the layer. Turn on this setting so each stamp is blended with the layer and all stamps drawn before. This setting is helpful when using blend modes like *Add*.

Aux Color: Alternate between two colors of your choosing. (They change their color with pressure change tilt and stroke.) This is used by brushes that use the *Aux Color* in the *Jitter* and *Dynamics* settings in the brush editor. If you select *Jitter*, turn *Enabled* on to see *Aux Color* under *Stroke Color*. If you select *Dynamics*, make sure *Enabled* is turned on to see *Aux Color* under *Color Dynamics*.

Flow: This is the amount of paint that is naturally on the brush. Decreasing the flow for less paint on the brush. Flow can be directly influenced and changed by dynamics settings.

Max Flow: This limits the amount of Flow. As you lower it, you will see flow decrease. If you lower the *Max Flow* and want to increase the *Flow*, select *Flow* and increase it.

Opacity: How opaque or transparent the stroke is when painting. Opacity can be directly influenced and changed by dynamics settings.

Glazing: Glazing impacts how colors are laid down when at low opacity. Each stroke will have the same tone and will not get darker until the stylus is lifted and put down again on the canvas. You only notice the impacts of the glaze settings when using low opacity brushes, at the purpose is to lay down consistent tones. You will create a uniform color no matter how many times you go over your strokes, as long as you don't pick up your stylus.

Blending: See *blending information in the Layers panel of this manual*.

Smoothing: Smoothing will be based on a global value you enter. Using smoothing produces smoother curves in brush strokes.

Sidebar Slider:

Flow: Tap *Flow* to have *Flow* instead of *Opacity* settings in the *Sidebar*.

Opacity: Tap *Opacity* to have *Opacity* instead of *Flow* settings in the *Sidebar*.

Airbrush Effect: The airbrush adds a build-up effect when you press down with your stylus or finger.

Wet Effect: This causes paint to build up along the edges of a brush stroke to create a watercolor effect. You can lift your stylus or finger and place it back down when painting for a darker effect.

Noise: The edges of a soft brush will be speckled with the addition of noise.

Color Preview: The brush in the brush preview window will be colored with this on.

Stamp: The image of your brush. These settings affect how your brush tip looks.

Spacing: How many times your brush shape “stamps” itself along its path. Add space to see the shapes the brush is made of, and have less space to see those shapes as a stroke.

Max Size: You can enter a maximum brush size.

Emboss: This creates a three dimensional shape to your brush stroke.

Brightness: Adjust the amount of Brightness.

Contrast: Adjust the amount of Contrast.

Generator: Your brush tip can be a *Circle*, *Square* or *Image*.

Image: To make this option appear, Under *Generator*, tap on *Image*. Tap on the brush image to select an image.

Size: The size of your brush tip.

Squeeze: This determines how thick or thin the brush stamp is. A lower setting makes the brush more thin, and a higher setting makes it thicker.

Angle: Enter a brush angle.

Filtering: This determines how a brush stamp is resized. Filtering will make the stamp smoother and improves the stamp antialiasing.

Off: No filtering.

Medium: This applies a medium amount of smoothness to the brush stamp.

Strong: This applies an increased amount of smoothness to the brush stamp.

Pattern: This is the texture of your brush.

Enabled: Enable to see the *Pattern* settings.

Pattern: Tap on the pattern if you want to change it.

Brush Textures: Choose from a variety of textures.

Papers: Choose from a variety of papers.

Scale: This makes the pattern larger or smaller.

Filtering: This determines how a brush stamp is resized. Filtering will make the stamp smoother and improves the stamp antialiasing.

Off: No filtering.

Medium: This applies a medium amount of smoothness to the brush stamp.

Strong: This applies an increased amount of smoothness to the brush stamp.

Angle: This moves the pattern (angle) around in the brush.

Brightness: Lowering the setting brightens the pattern, raising it makes it less bright.

Contrast: Adjust the amount of Contrast.

Pattern Opacity: Raising the number results in less pattern visible. Lowering it means more of the pattern is seen, and the brush texture is increased.

Emboss: Adjust the amount of three dimensional shape to your brush stroke.

Override Stamp Emboss: The emboss effect will be applied to the pattern instead of the stamp shape.

Blending: See *blending information in the Layers panel of this manual*.

Random Offset: This sets how a pattern is applied.

Off: The pattern is always at the same place.

Blending: The pattern is different for each blending mode.

Stroke: The pattern is different for each stroke.

Invert: This inverts the high and low points in the texture based on the tones in the pattern. If invert is on, the lightest areas in the pattern are the low points in the texture and therefore receive the least paint. The darkest areas in the pattern are the high points in the texture and therefore receive the most paint. With *Invert* off, the lightest areas in the pattern receive the most paint, and the darkest areas in the pattern receive the least paint.

Each Stamp: This applies the selected texture individually to each brush mark in a brush stroke, rather than to the brush stroke as a whole. Keep in mind that a brush stroke is made up of many brush marks that are applied continuously as you drag the brush. You must turn this on to make *Override Stamp Bri/Con (Brightness Contrast)* available.

Override Stamp Bri/Con (Brightness Contrast): This setting is available if *Each Stamp (above Override Stamp Bri/Con)* is enabled. When off, the app will apply the *Brightness/ Contrast* settings from the *Stamp* section of the Brush Editor- then apply the pattern. Turn this on to override the *Brightness/Contrast* settings from the *Stamp* section of the Brush Editor- meaning that the *Brightness/Contrast* settings from the *Stamp* section of the Brush Editor will not be used before applying a pattern.

Aux (Auxiliary) Stamp (Dual Brush): This creates a double brush tip by allowing you to put another stamp on the brush.

Enabled: Enable to see the Aux (Auxiliary) Stamp settings.

Stamp:

Generator: Your brush tip can be a *Circle, Square or Image*.

Diameter: Control the size of the brush tip.

Hardness: Control how sharp your brush edge is.

Edge Softness: Control how soft your brush edge is.

Squeeze: Control how narrow your brush tip is.

Angle: Control the angle of your brush tip.

Blending: See *blending information in the Layers panel of this manual*.

Flow: This adjusts the strength of the *Aux Stamp*.

Mode:

Independent: The app blends the primary stamp with the *Aux Stamp* using the *Aux Stamp Blending* mode.

Mutating: This modifies the primary stamps, then the primary stamps are painted.

Spacing: This controls the distance between the brush marks in a stroke.

Scatter Y: This spreads apart brush stamps vertically.

Scatter X: This spreads apart brush stamps horizontally.

Count: This is how many times *Aux* stamps are painted in each location.

Keep Size Ratio: If this is on, the *Aux* stamp will be scaled together with the primary stamp.

Rand Angle: This rotates the *Aux* stamp with a random angle.

Rotation: Adjust the rotation of your brush shape in relation to the direction of your stroke.

Emboss: This creates a three dimensional shape to your brush stroke.

Jitter: This is the randomness of a brush stroke. 0 means off.

Enabled: Enabled turns on Jitter.

Scatter:

Scatter X: This spreads apart jitter horizontally.

Scatter Y: This spreads apart jitter vertically.

Count: This is how many times jitter is painted in each location.

Opacity: How opaque or transparent the stroke is when painting.

Flow: This adjusts the strength of the *Aux Stamp*.

Pattern Opacity: Raising the number results in less pattern visible. Lowering it means more of the pattern is seen.

SHAPE

Size: The size of your brush tip.

Squeeze: This determines how thick or thin the brush jitter is. A lower setting makes the brush more thin, and a higher setting makes it thicker.

Angle: Enter a brush angle.

Flip X: This flips the horizontal jitter pattern.

Flip Y: This flips the vertical jitter pattern.

STROKE:

Angle: Enter a stroke angle.

PREVIEW:

Color Preview: Turn on for a colored preview of your brush stroke.

STAMP COLOR

Aux Color: Alternate between two colors of your choosing. (They change their color with pressure change tilt and stroke.)

Hue: This creates a result color with the luminance and saturation of the base color and the hue of the blend color.

Preserve HSB Luminosity: Luminosity refers to the quality that makes a color glow, or how we use color to create the effects of light. Turn on to preserve this.

Saturation: This intensifies the color's saturation. This may change the color hue.

Brightness: Adjust the amount of Brightness.

L: Lightness axis of Lab Color.

a: Green to red Lab Color.

b: Blue to yellow Lab Color.

STROKE COLOR

Aux Color: Alternate between two colors of your choosing. (They change their color with pressure change tilt and stroke.)

Hue: This creates a result color with the luminance and saturation of the base color and the hue of the blend color.

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Brightness: Adjust the amount of Brightness.

L: Lightness axis of Lab Color.

a: Green to red Lab Color.

b: Blue to yellow Lab Color.

Wetness:

Blend Transparency: This determines how much transparency is mixed in when using the *Wet Paint* or *Smudge* tools.

Off: The Alpha channel is not mixed with the brush.

Weak: The alpha layer content is kept and the stroke alpha is added over it. The stroke is like another hidden layer.

Add: The brush transparency is added over the layer transparency.

Full: The Alpha channel is mixed together with other channels. The content on the layer is smudged.

1px Spacing Smudge: This forces 1px spacing when using the *Smudge* tool.

Mix Rate: This is how often the app mixes the current stroke with the layer below. Use higher values to improve drawing performance.

Blur Radius/Flat: A larger radius results in greater blurring. Setting a maximum value here enables the *Flat* mode. Flat mode is when the current stroke color is calculated by taking an average of the pixels on the layers below the stamp.

Flat Hotspot: This is available when *Blur Radius* set to the maximum value (flat). Flat mode is a mode when the current stroke color is calculated by taking an average of the pixels on the layers below the stamp. You can use a *Flat Hotspot* value to make the area in a layer from which the app reads pixels (and uses the average color when painting a stroke) smaller than the stamp.

Wetness: The *Wetness* setting controls how much paint the brush picks up from the canvas. A higher setting produces a longer paint streak.

Constant Paint: This controls how much the brush color is mixed with the layer. The bigger the value- the less wet effect.

Paint Load Amount: This is how much paint is loaded to the brush before each stroke (when *Auto Load Paint* is on), or after tapping the *Load* icon when *Auto Load Paint* is off. The *Load* icon is the down arrow symbol in the *Sidebar* that is visible when the *Wet Paint* tool is active.

Paint Duration: This is how fast (in percentage) paint is drying when painting a stroke.

Auto Clean Brush: When on the brush is cleaned after each stroke.

Auto Load Paint: When on, paint is loaded to the brush after each stroke.

Dynamics:

Enabled: If you turn this off you will have settings you can make changes to.

SETTINGS:

Min Scale: (Minimum Diameter) This specifies the minimum percentage by which brush marks can scale when *Size Jitter* or *Size Control* is enabled.

Min Opacity: This sets the minimum percentage of how the opacity of paint varies in a brush stroke.

Min Flow: This sets the minimum percentage of how the flow of paint varies in a brush stroke.

Min Scatter: This sets the minimum percentage of how the scatter of paint varies in a brush stroke.

Min Pattern Opacity: This sets the minimum percentage of the pattern opacity.

Size Tilt Effect: This is related to the *Tilt* setting under *Dynamics > Size*. It sets the maximum scale of the stroke when your pencil or stylus is tilted to its maximum (almost horizontal).

Tilt Gradation: This is related to the *Tilt* setting under *Dynamics*. It will add a gradation effect to the stroke- meaning the stroke will be more transparent on the one side of the stroke that is farther from the pencil/stylus tip.

Sharp Taper: When on, the app uses the minimum pressure on the stroke start and end. If turned off, the app uses the current pressure on the stroke start and end.

DYNAMICS and **COLOR DYNAMICS:** The Dynamics settings are used to define how an Apple Pencil (finger/stylus) pressure, tilt and velocity changes brush parameters when painting a stroke.

FADE:

Size: This varies the color of paint between the foreground color and the background color by brush *Size*.

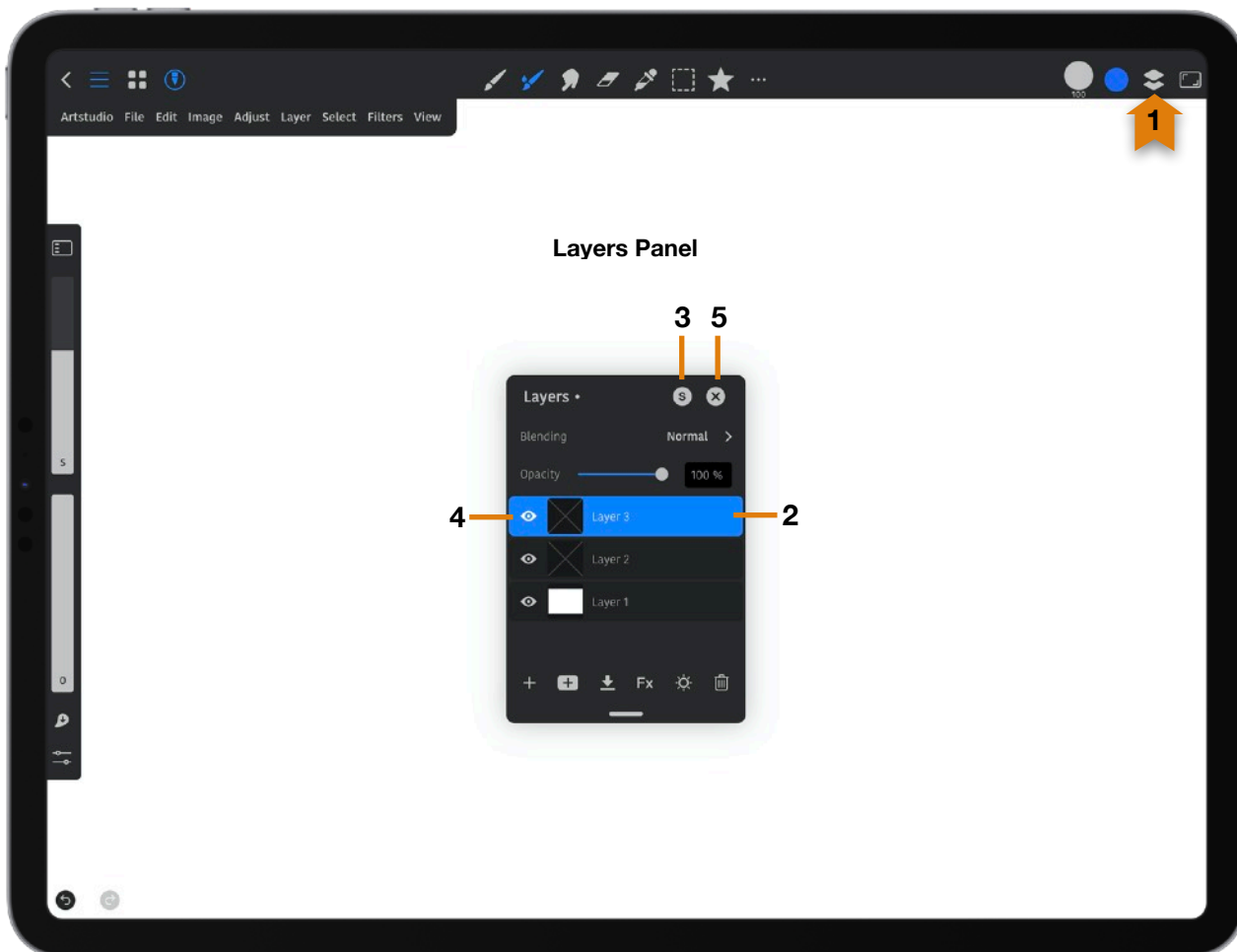
Opacity: This varies the color of paint between the foreground color and the background color by brush *Opacity*.

Flow: This varies the color of paint between the foreground color and the background color by brush *Flow*.

Layers Panel

The *Layers* panel is a floating panel you can move around on your canvas. Once you move it, a dot will appear beside its name indicating that it will stay visible until you close it.

1. Tap on the *Layers* icon to open the *Layers* panel.
2. Tap on a layer to select it. Tap it again to bring up the *Layer Options* panel. Slide a layer slowly to the right to show a select option. You can select multiple layers by sliding each one to the right. Slide to the right to select or deselect a layer. Slide to the left to delete a layer.
3. Another way to select more than one layer is by tapping *S* at the top of the *Layers* panel. The top of the *Layers* panel will be highlighted, and will say how many layers you have selected.
4. Tap the eye icon to hide or show a layer.
5. To close the *Layers* panel, tap *X*.
6. You can long press and drag on a layer to move it up or down in the layer stack.



7. You can also select multiple layers using a keyboard. Hold down *Control* and tap on each layers you want selected. Hold *Shift* to select multiple layers also.
8. You can select pixels on a layer by holding down on the *Option* key on your keyboard and tapping on the layer thumbnail, or choose *Select > Alpha To Selection > New* from the *Menu bar*.
9. If you have an adjustment layer, you can quickly edit it by double tapping on the layer thumbnail.

Tip: Tap a layer, and if you have something on it, you will see it briefly flash. This helps you know what is in a layer to tap on.

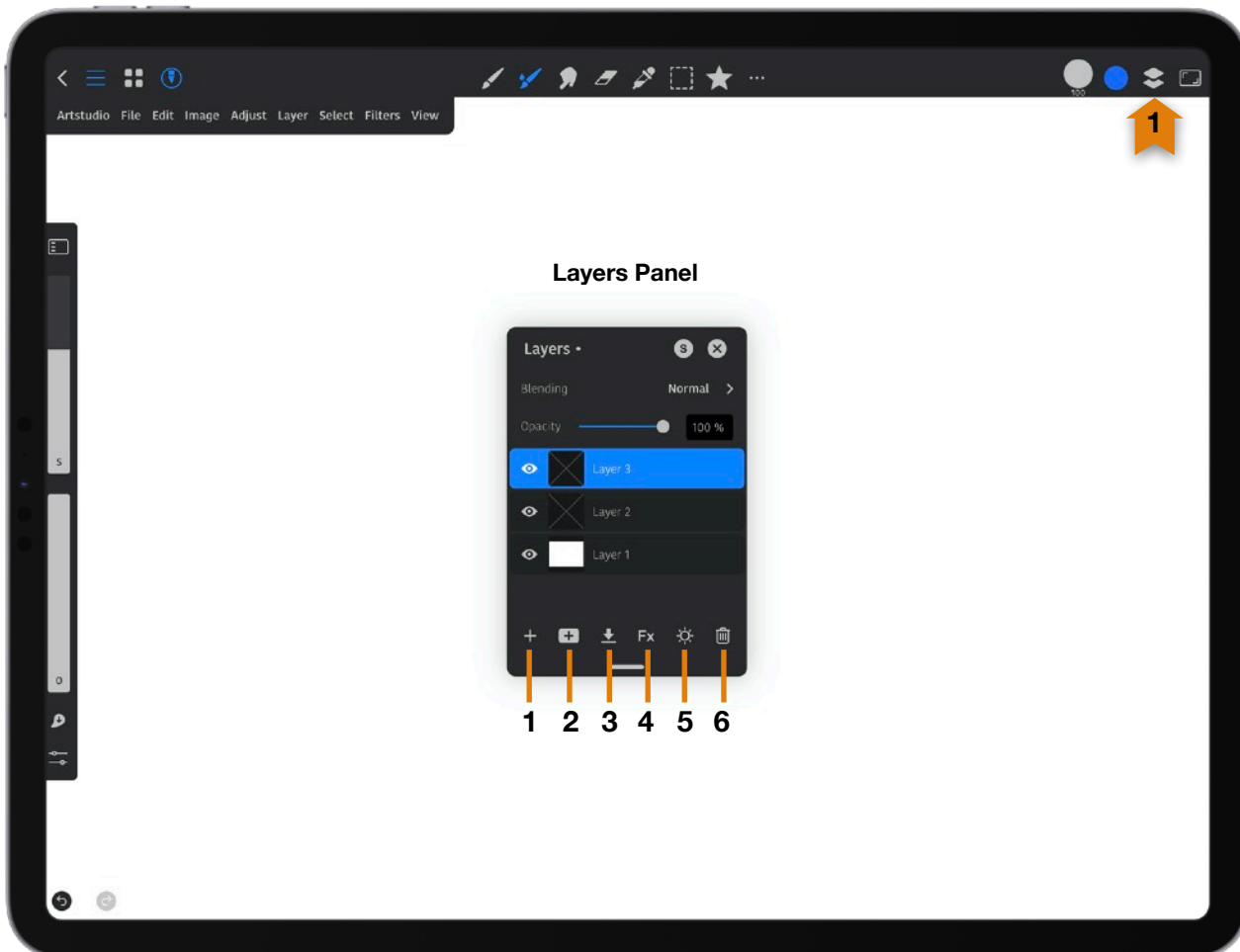
Layers Panel Continued

1. To add a new layer tap + .
2. Tap the box with the + to *Duplicate Layer, Add Group or Add Mask*.
3. Tap the down arrow with the line under it to *Merge Down* (The selected layer will be merged with the layer below it) or *Merge Group* if a group is selected, or *Merge Selected Layers* if more than one layer is selected.
4. Add layer effects by tapping *Fx > Edit Effects*. This brings up the *Layer Effects* panel settings. **Layer Effects:** Tapping *Fx > Edit Effects* at the bottom up the *Layers* panel brings up the *Layer Effects* list.

Fill: Fill changes the transparency of layer content but will not change transparency of effects that have been applied to it.

Stroke: This adds a solid color, outlining the object on the current layer.

Bevel/Emboss: This makes something look more three-dimensional by adding various combinations of highlights and shadows to a layer.



Inner Shadow: This adds a shadow that falls just inside the edges of the layer's content, giving the layer a recessed appearance.

Inner Glow: This adds glows that emanate from the inside edges of the layer's content.

Outer Glow: This adds glows that emanate from the outside edges of the layer's content.

Color Overlay: This fills the layer's content with a color.

Gradient Overlay: This fills the layer's content with a gradient.

Pattern Overlay: This fills the layer's content with a pattern.

Drop Shadow: This adds a shadow that falls behind the contents on the layer. **Another** way to bring up the *Effects* options, is by tapping on *Fx* on the right side of the layer in the *Layers* panel- **after** you have added an effect. This will bring up the options: *Edit Effects*, *Disable Effects*, *Copy Effects*, *Clear Effects*, and *Rasterize Effects*.

5. Add an adjustment layer by tapping the sun icon. This adds a layer that lets you apply color and tonal adjustments to your image without permanently changing pixel values. The choices are: *Brightness/Contrast*, *Levels*, *Curves*, *Exposure/Gamma*, *Shadows/Highlights*, *Vibrance*, *Hue/Saturation*, *Color Balance*, *Temperature/Tint*, *Black & White*, *Invert*, *Posterize*, *Threshold*, *Gradient Map*, and *Selective Color*. See Adjust Section for descriptions.
6. Delete a layer by tapping the trash can icon at the bottom with a layer selected. The other way to delete is by swiping left on the layer.

Layer Options: Tapping on a layer brings up the *Layer Options* panel with these options:

1. **Name:** This is the name of the layer. Tap in the box to change its name.
2. **Opacity:** This adjusts the transparency of the layer content.
3. **Blending:** (*Go to the Blending section of the Paint tool for definitions of blending modes. It is tool #1. Behind and Clear will be in that list but are not used here.*) *Note:* If you select a layers group and select *Blending*, *Pass Through* is the default blend mode for a layer group. It tells the app to act as if there isn't a group even if there are layers with different blending modes. It's like temporarily taking the layers out of the group to perform the blending in the usual order. If *Pass through* is changed to a different mode, you are basically changing the order of what the layers are processed. All layers within the group are blended first, and then the resulting composite is blended with the layers below using the blend mode selected for the group.

4. **Reference:** Turn this on to make the currently selected layer a *Reference* layer. For example, if you create a circle and make it your *Reference* layer, you can make a new layer, and fill that circle using the *Bucket Fill* tool with the Sample mode set to *Reference* (even though the circle is on the *Reference* layer). *Reference* can also be used with the *Pattern Fill*, *Eyedropper*, *Magic Wand*, *Clone*, *Heal*, *Smudge* tool and *Wet Paint* tools.

LOCK

5. **Transparency:** This confines editing to the opaque portions of the layer.
6. **Pixels:** This prevents changes to the pixels of a layer using the painting tools.
7. **Position:** This prevents the layer's pixels from being moved.

MASKING

8. **Mask:** A layer *Mask* is a flexible, non-destructive way to adjust the visibility of a layer's content. The mask is painted in greyscale, and the tonal values painted on the mask determine the attached layer's visibility. If you paint on the mask with black, the attached layer will be hidden completely (as seen in the image below). Painting with white shows the attached layer. If you paint in shades of grey, you get different percentages of opacity. With a mask you can make changes to content on a layer non-destructively. You can only attach a mask to a single layer. With a layer mask, the form of the mask is only visible where it overlaps with the contents of the layer it is applied to. If the layer contents don't fill the canvas and there are areas of the mask that don't have anything under it, this parts of the mask won't show. You can attach more than one Mask to a layer.

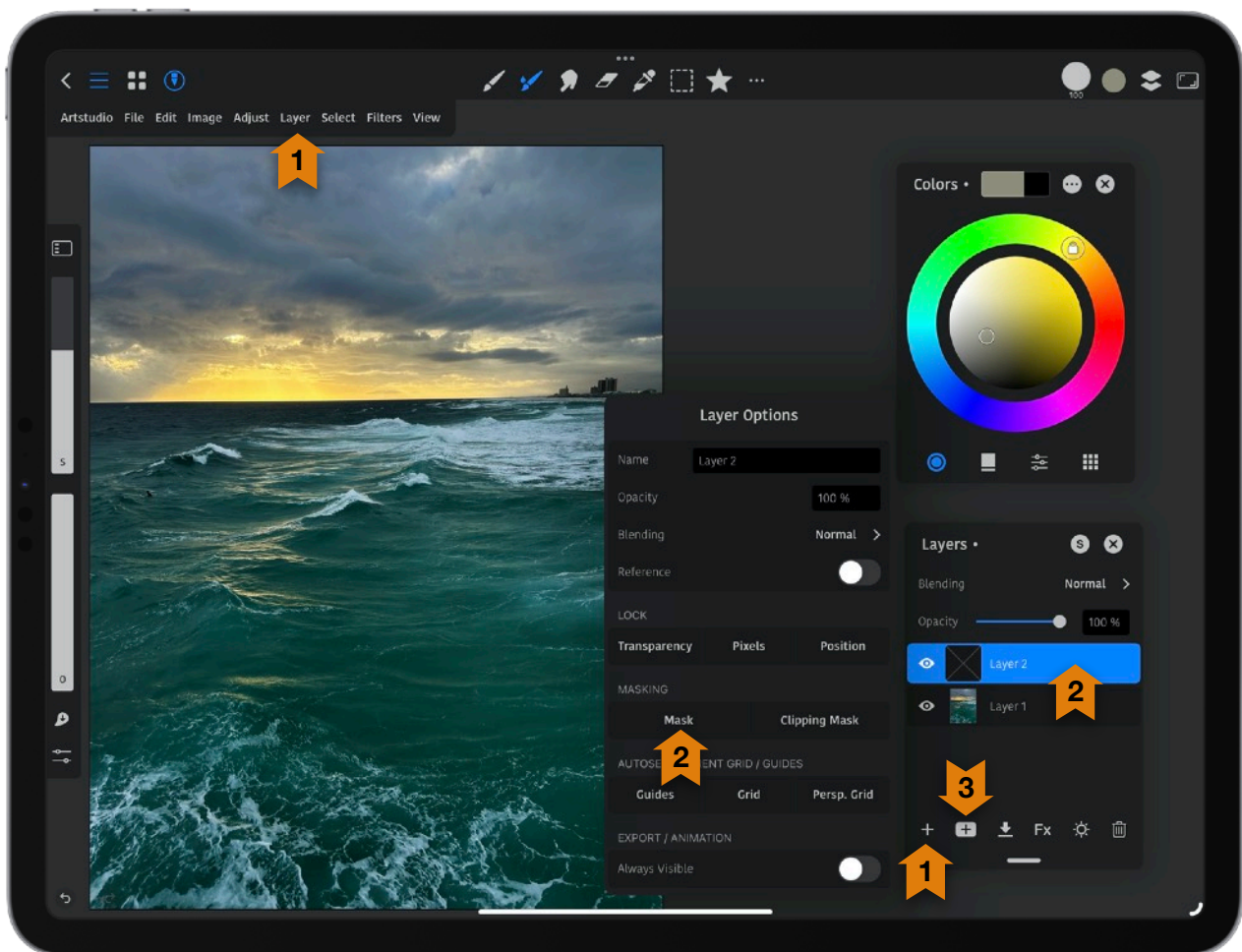
Mask

Painting on a mask (Layer 2) with black hides the attached layer (Layer 1) and reveals layer 3. If you use less than 100% black, there will be less of Layer 3 revealed.



There are three ways to add a *Mask*.

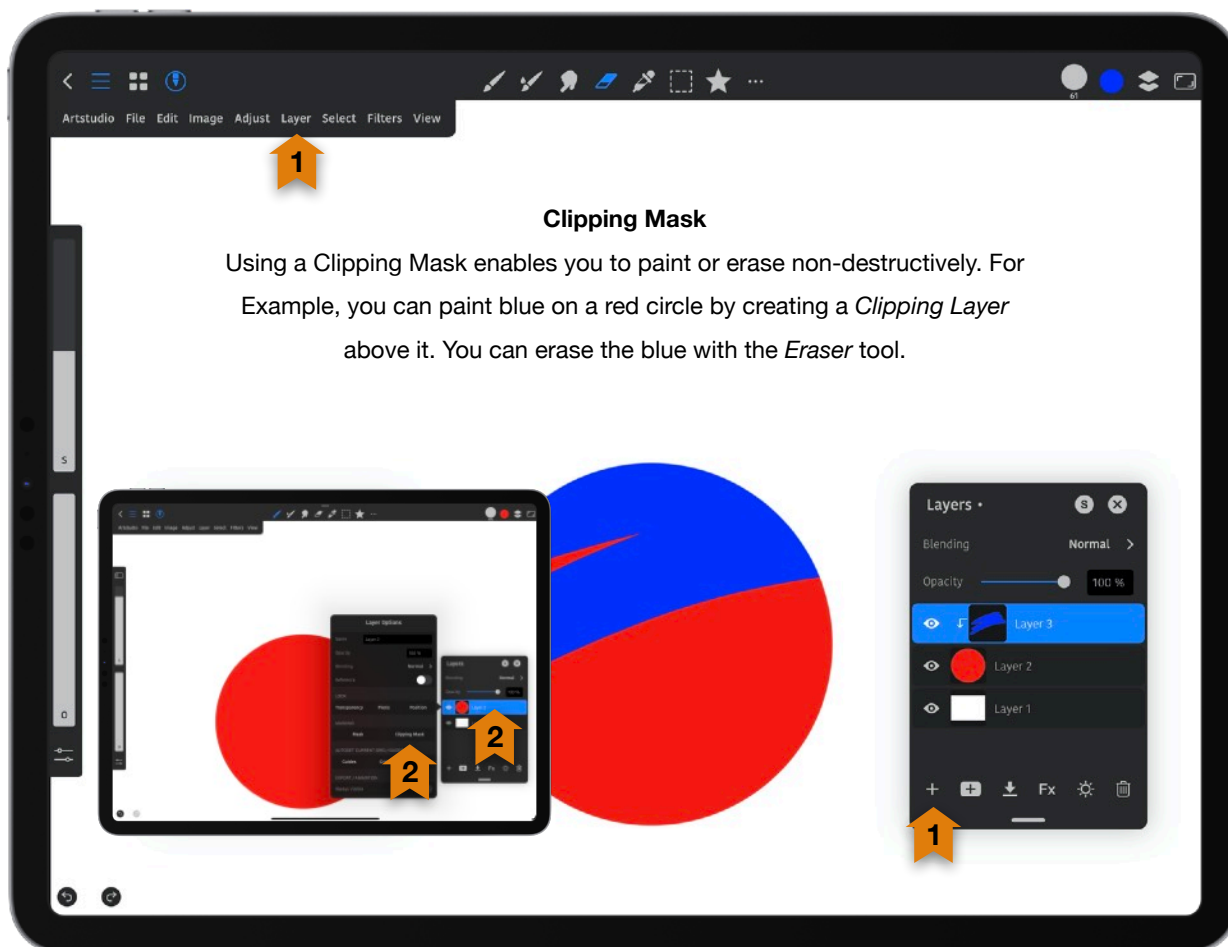
1. First attach (add) a layer above the layer you want to mask. You can do this from the *Menu bar* by tapping *Layer > Add Empty Layer*. Alternatively, you can tap + at the bottom of the *Layers* panel.
2. Now that you have a new layer, tap on it and in the *Layer Options* panel, tap *Mask*. Alternatively, from the *Menu bar* tap *Layer > Mask/Clipping Mask > Enable Mask*.
3. You can also tap on + in the white box and select *Add Mask*. You will then have the option to *Reveal All* or *Hide All*. By choosing *Reveal All*, the masked layer will appear above the layer it is attached to. Paint in black to reveal the layer below the attached layer. If you want a percentage of the lower layer to appear, paint on the attached layer with a percentage of grey. If you choose *Hide All*, the opposite is true. The layer the mask is on is fully hidden. Painting in white on the masked layer reveals the masked layer. Paint with less of a percentage of white for less to be revealed.



4. **Clipping Mask:** You can control the visibility of a layer based on the content of another. If you activate a *Clipping Mask*, it will clip your active layer to the layer below. The visibility of the clipped layer will control the contents and the transparency of the parent layer below. You can attach more than one *Clipping Mask* to a layer.

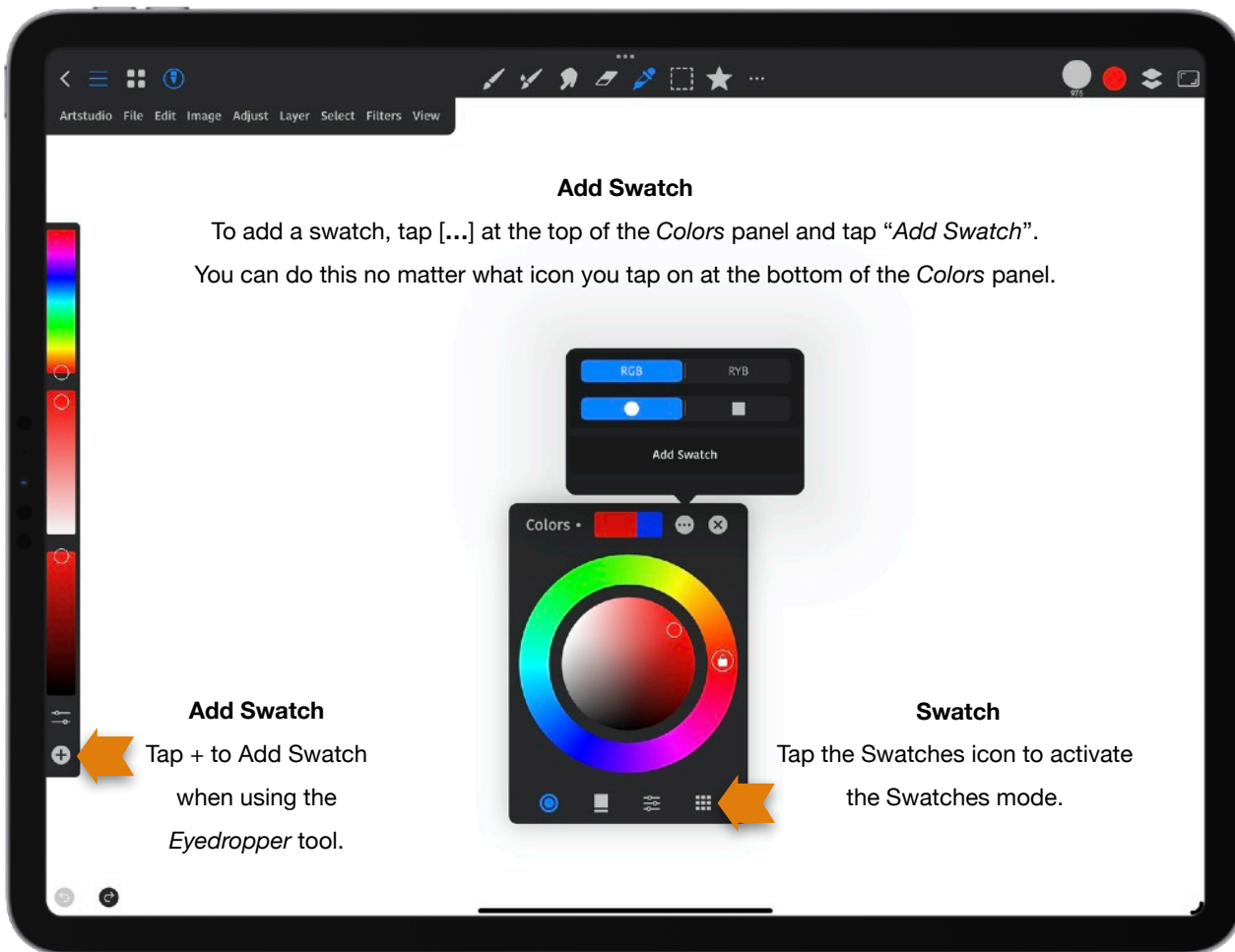
To create a *Clipping Mask*.

1. First attach (add) a layer above the layer you want to mask. You can do this from the *Menu bar* by tapping *Layer > Add Empty Layer*. Alternatively, you can tap + at the bottom of the *Layers* panel.
2. Now that you have a new layer, tap on it and in the *Layer Options* panel, tap *Clipping Mask*. Alternatively, from the *Menu bar* tap *Layer > Mask/Clipping Mask > Enable Clipping Mask*.



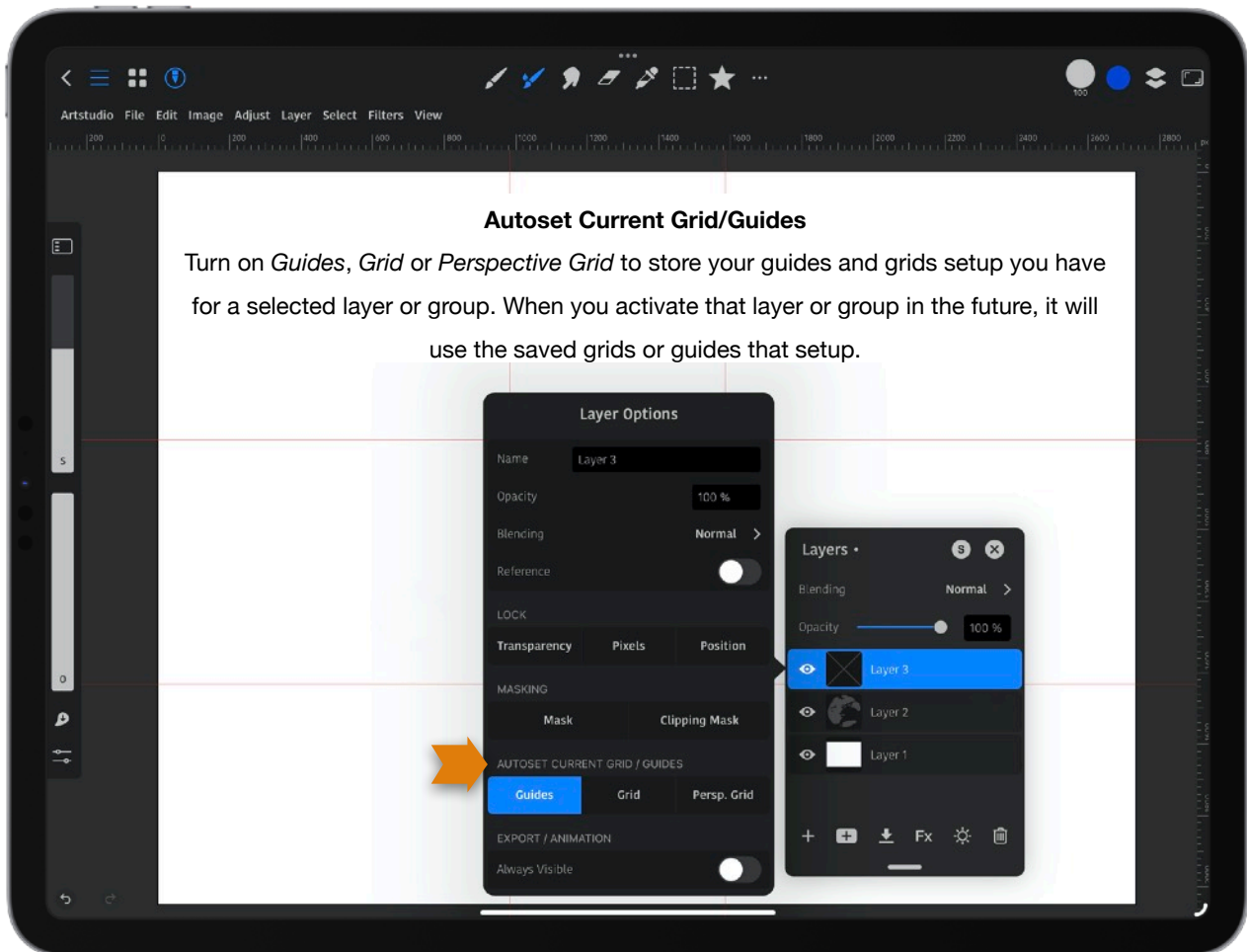
AUTOSET CURRENT GRID/GUIDES

Turn on *Guides*, *Grid* or *Perspective Grid* to store your guides and grids setup you have for a selected layer or group. When you activate that layer or group in the future, it will use the saved grids or guides that setup. To access these settings, from the *Menu bar* choose *Layer > Outset Grid/Guides* or tap on a layer in the *Layers* panel as seen below.

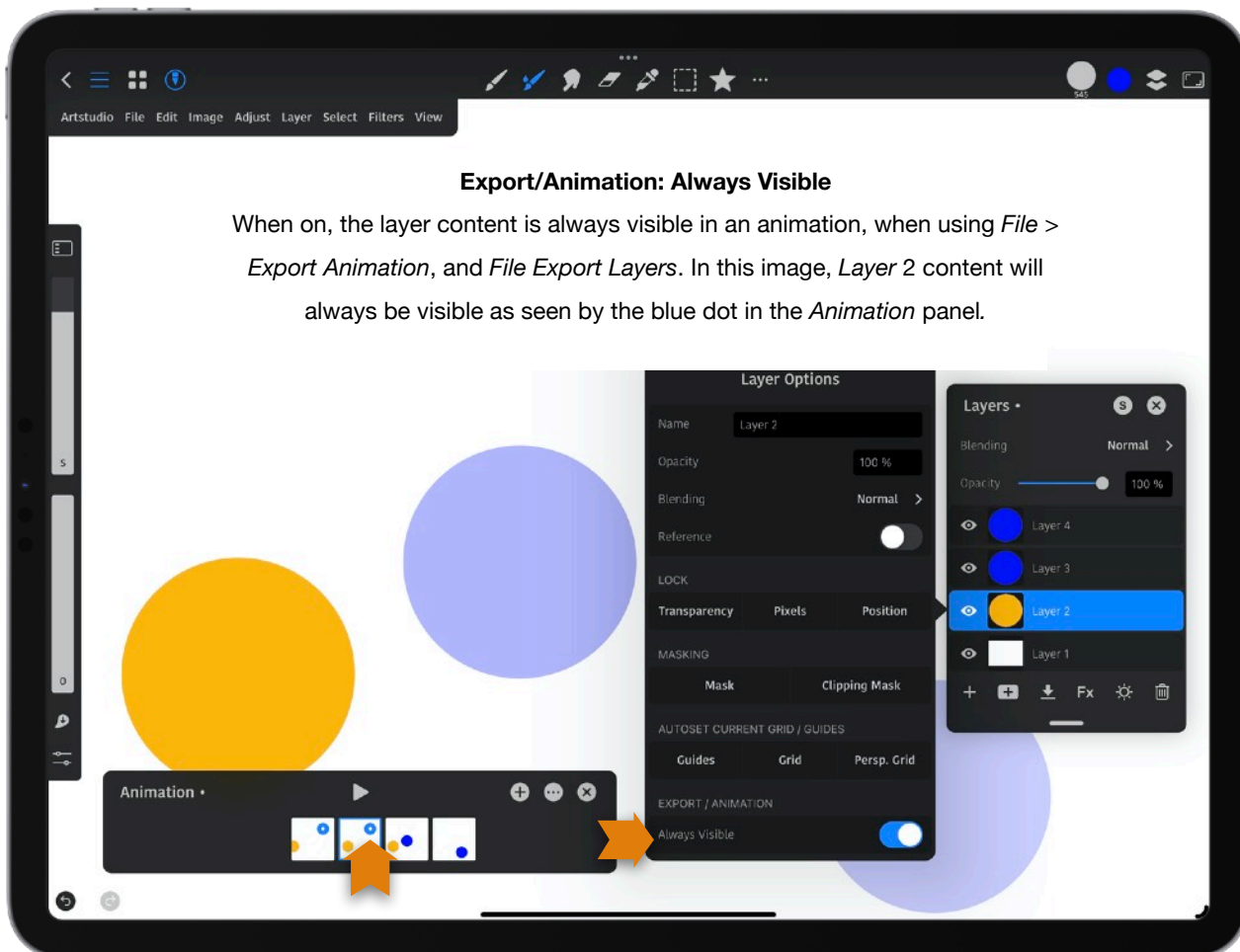


1. **Guides:** Store your current *Guides* for a selected layer or group.
2. **Grid:** Store your current *Grid* for a selected layer or group.
3. **Perspective Grid:** Store your current *Perspective Grid* for a selected layer or group.

EXPORT/ANIMATION



1. **Always Visible:** When on, the layer content is always visible in an animation, when using *File > Export Animation*, and *File Export Layers*.



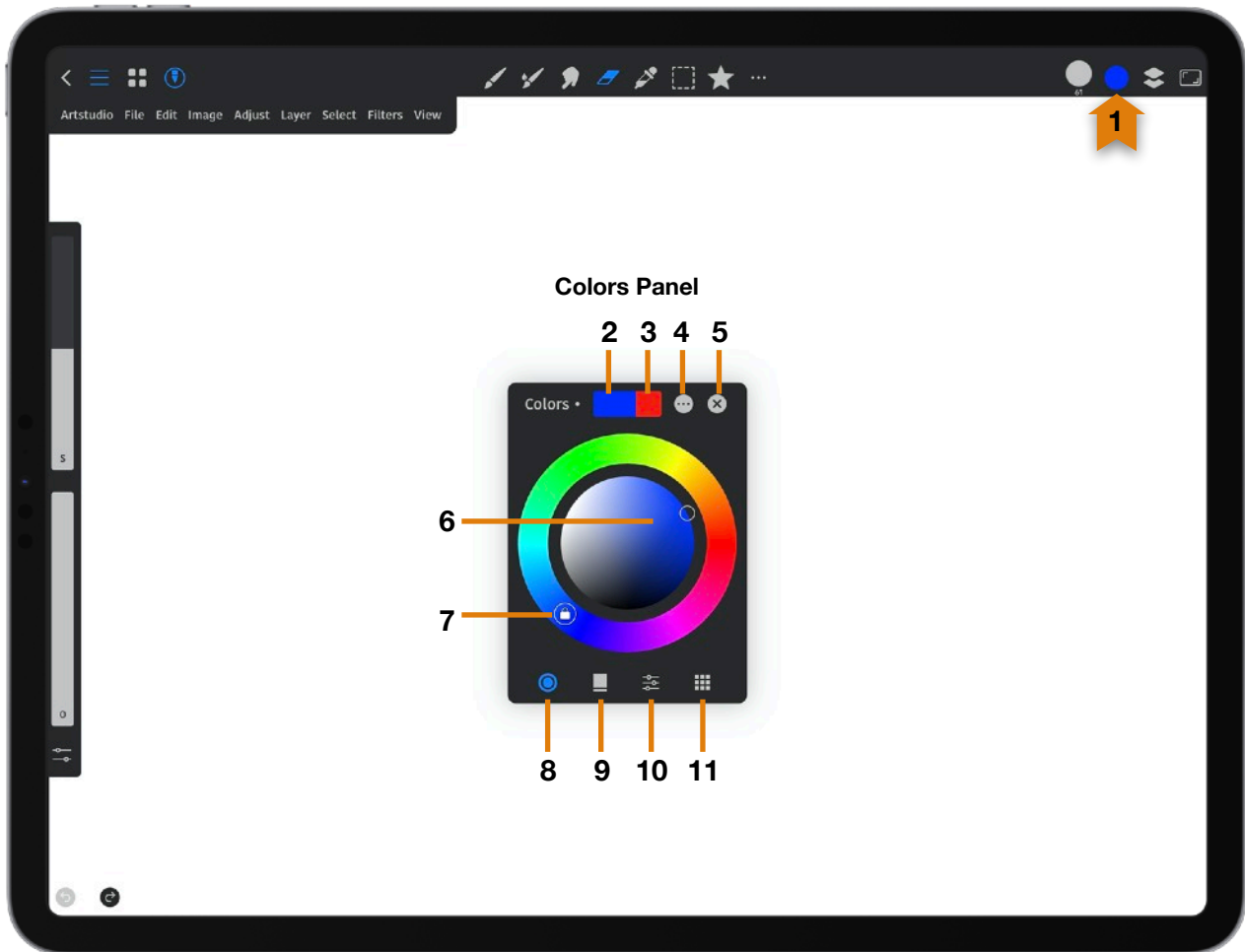
Colors Panel

To bring up the floating *Colors* panel, tap the colors icon on the *Toolbar*. The *Colors* panel is a floating panel you can move around on your canvas. Once you move it, a dot will appear beside its name indicating that it will stay visible until you close it.

In the *Colors* panel you have the following:

1. **Active Color:** This shows the color you are currently using.
2. **Previous Color:** This is shows the previously used color.
3. **Active Color:** This shows the color you are currently using.
4. **Settings:** This allows you to change the settings of the color modes you use.
5. **X:** Tap X to close the panel.
6. **Saturation/Brightness Selector:** Drag this to select the saturation and brightness level of the current color.

7. **Hue Selector:** Drag the selector to select the hue of the current color. Tap the selector to turn on or off the *Luminosity Lock*. When *Luminosity* is locked and you drag the hue selector, it adjusts the saturation and brightness to achieve the same luminosity.
8. **Color Wheel Mode:** *Color Wheel* mode
9. **Color Square Mode:** *Color Square* mode
10. **Sliders Mode:** *Sliders* mode



11. **Swatches Mode:** *Swatches* mode. Swatches are the colored squares in a palette representing individual saved colors. Tap a swatch to set it as your current color. The *Basic* palette is always at the top of the *Colors* panel. To add a swatch, tap [...] at the top of the *Colors* panel and tap “Add Swatch”. You can do this no matter what icon you tap on at the bottom of the *Colors* panel. It will be saved to the swatch group that was selected before you saved it. Tap on the swatches icon at the bottom right of the *Colors* panel to view or change the currently selected group. You can also tap the + at the bottom of the *Sidebar*

when using the *Eyedropper* tool. When in this mode, tap [...] at the top of the *Colors* panel to bring up the following options for swatches:

Add Swatch: Add the currently selected color to a swatch.

New Empty Group: Add an empty group you can add swatches to.

Reorder Groups: A pop-up comes up with a list of groups. Long press on a name and move it up or down in the list. Tap *Done* after moving the group.

New from Photo: This creates a color palette from a photo imported from Photos or Files. Choose either 5, 8, 16 or 21 swatches that will be pulled from the photo. Choose from *All*, *Vibrant*, *Muted*, *Bright* or *Dark* colors to select color style you want to import. Finally, tap on *Create* and a new group of colors swatches is created.

Import ACO/ASE/Artstudio: Import swatches from the internet in the ACO/ASE (Photoshop) or import swatches created with the app.

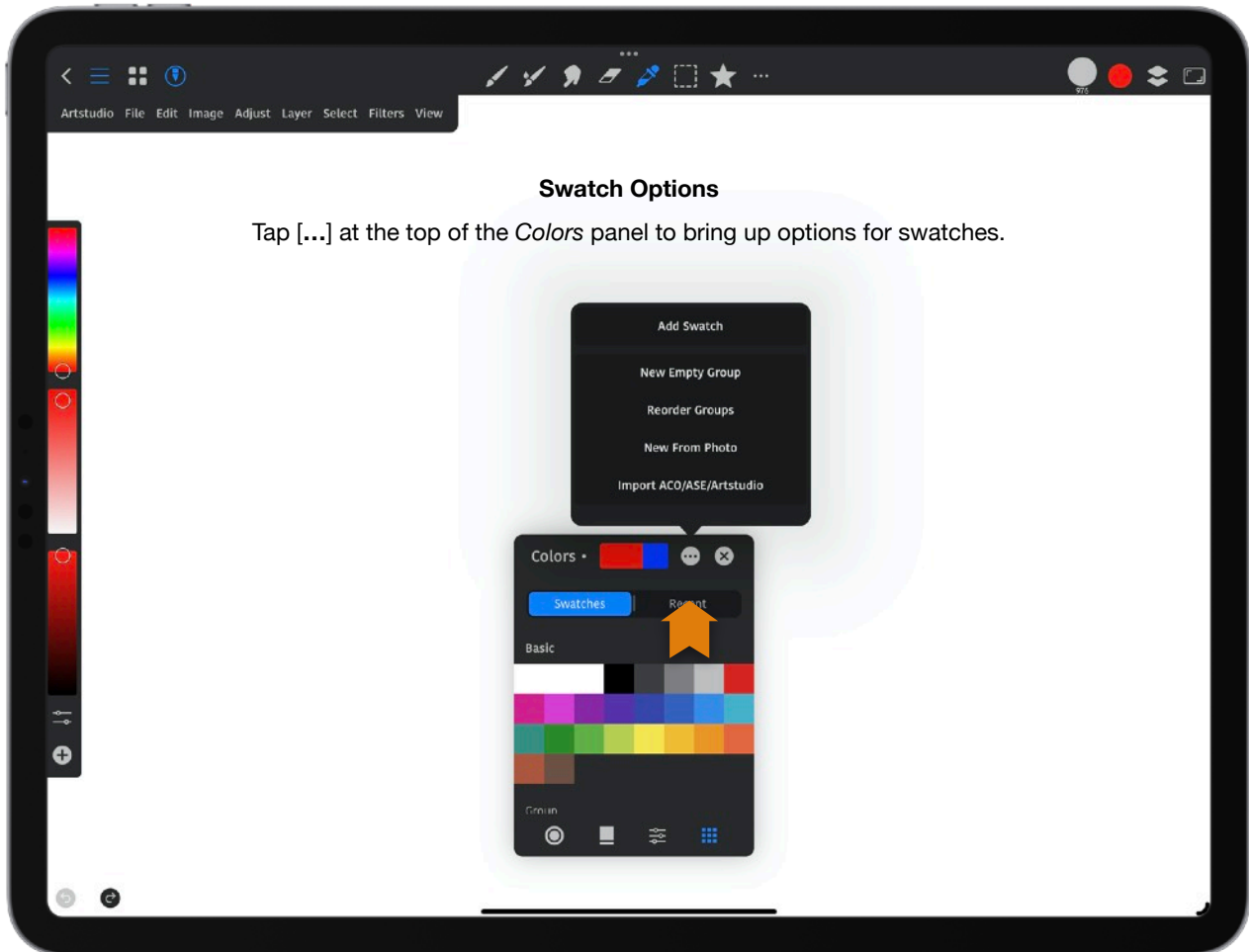
Swatch Options:

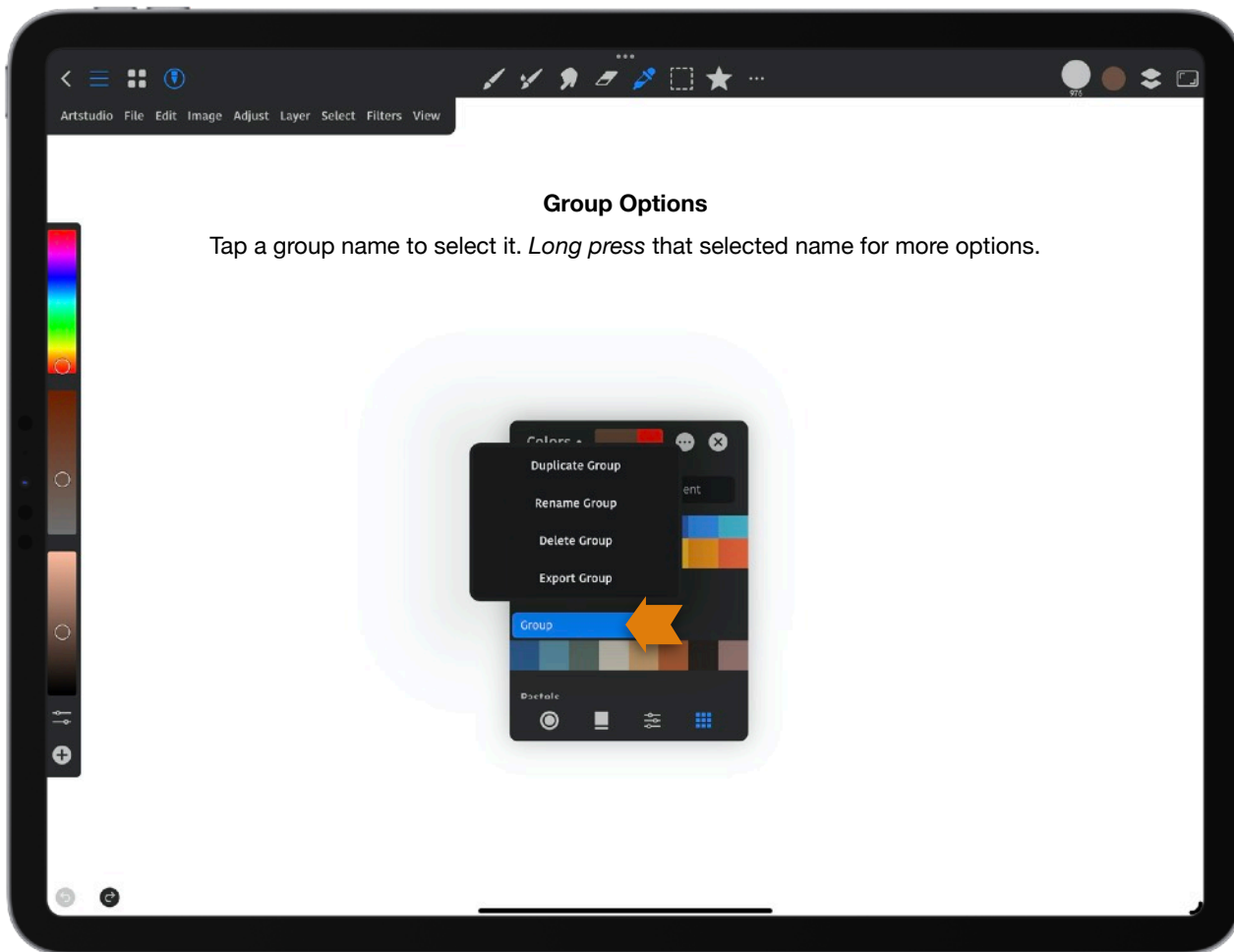
Tap a swatch to make it your active color.

Tap [...] at the top of the *Colors* panel to bring up options for swatches.

Long press on a swatch to move it.

Long press a swatch (without moving it) to delete it.





Tap a group name to select it. *Long press* that selected name to:

Duplicate Group: Tap this to duplicate a group you have selected. The duplicated group will not have the same name as the group you duplicated. It will have a number indicating sequence. For example if you duplicate a group you renamed Fox, the duplicate group will be called Fox 2).

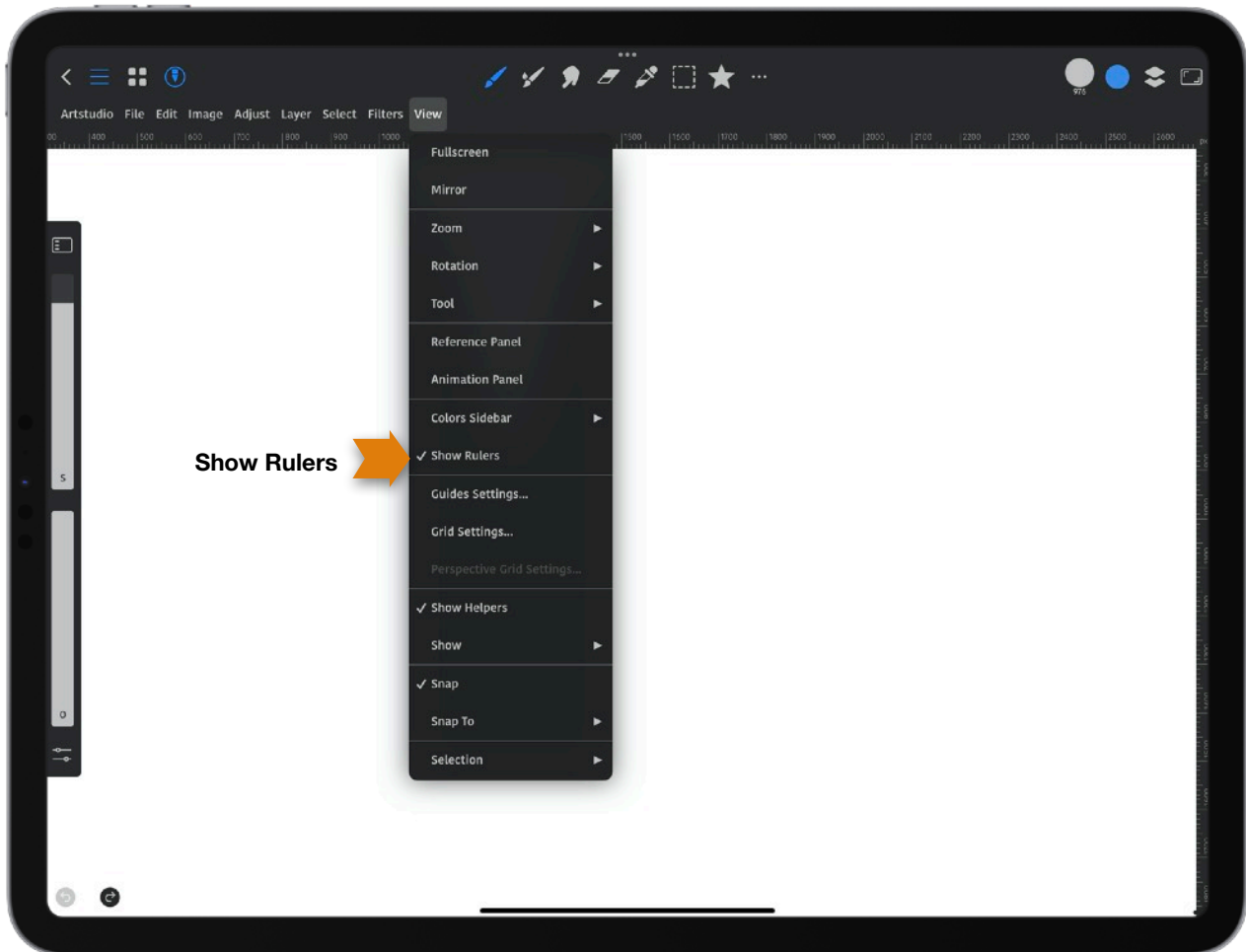
Rename Group: Tapping on this brings up the Rename Group pop-up where you can enter a name (or emoticon) for your group using the pop-up keyboard. Tap *Rename* when done. *Rename Group* is not available with default palettes so you don't delete them.

Delete Group: Tapping on this deletes the selected group. *Delete Group* is not available with default palettes so you don't delete them.

Export Group: Tapping on this brings up a panel giving you options of where you can export, copy or save the selected palette group.

Rulers

To view *Rulers*, from the *Menu bar*, tap *View > Show Rulers*. Drag from the top or side with the ruler to bring out a guide. To move a guideline you placed on the canvas, activate the *Move* tool and drag it. To delete a guideline activate the *Move* tool and drag it out of the canvas.

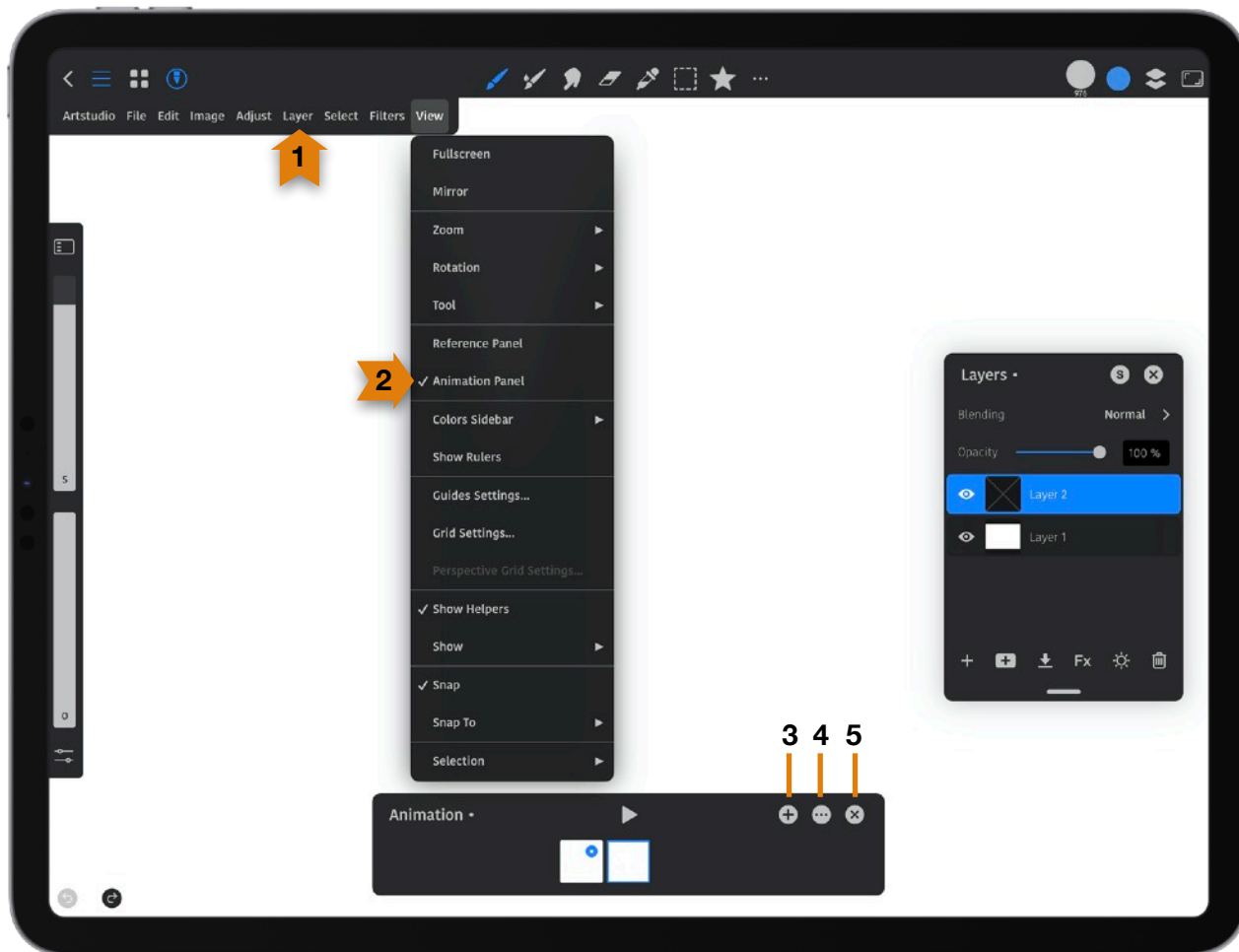


Animation

You can make an animation by creating art on layers and playing them to create the illusion of movement. Once you have created a new canvas, to create an animation go to the *Menu bar* > *View* > *Animation* panel. From the *Toolbar* tap the *Layers* icon in the upper right to show the layers you will use with your animation. *Note:* If you want the *Layers* panel to stay visible, just move it and let go. The dot at the top of the panel shows that it will stay visible.

Note: Each root layer or group from the image in the *Layers* panel is a frame in the animation. The Root layer is a layer on the main list in the *Layers* panel, not a layer that is inside of a group.

1. Tap the *Layers* icon to bring up the *Layers* panel. Move it for it to stay in place.
2. Tap *Menu bar* > *View* > *Animation* panel to open the *Animation* panel. Each frame you see is a layer.
3. Select + to add a frame to the *Animation* panel and *Layers* panel.
4. Tap [...] to bring up the *Settings* panel.
5. Tap X to close the *Animation* panel.



Animation Settings:

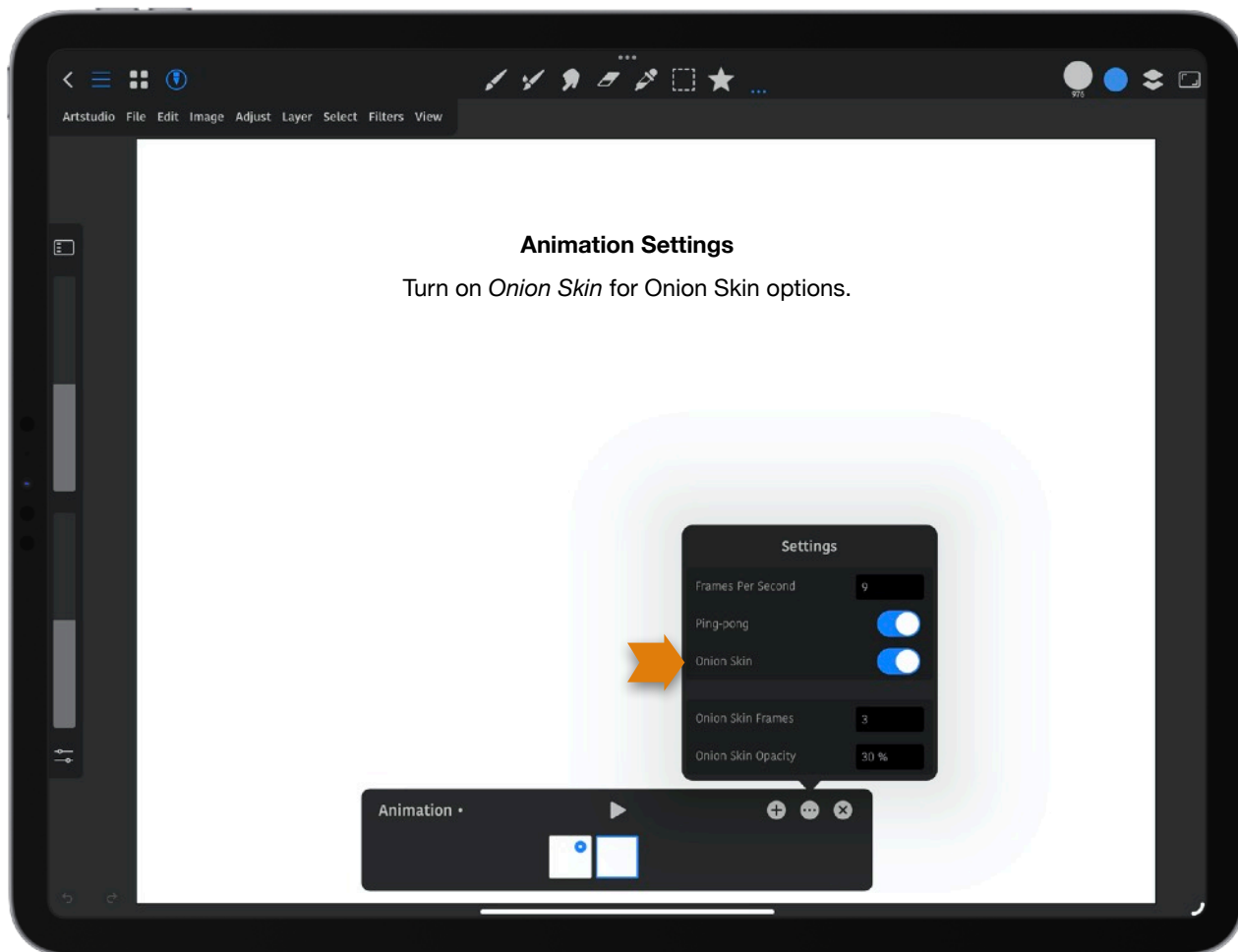
Frames Per Second: Tap in this box to change the speed of your animation from 1-60 seconds. Use *Frames Per Second* to speed up and slow down the frames. Typically, the art on your layers plays around 12 per second. You can slow down an animation with frame rate or by adding more in-between frames.

Ping-Pong: By default the frames of your animation will play from start to finish over and over. With Ping-Pong on, the frames will play from start to finish, and then finish to start continually.

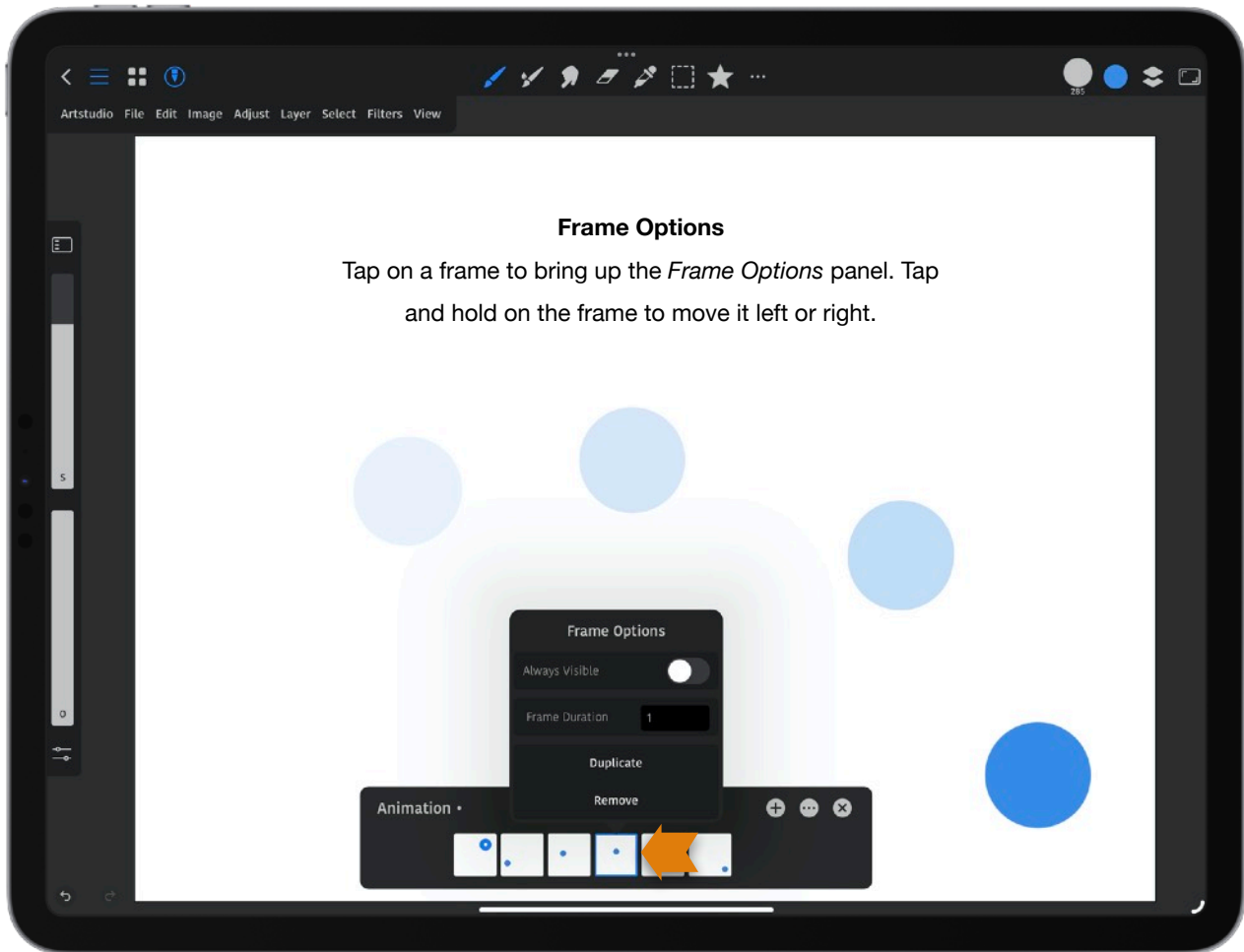
Onion Skin: This shows semi-transparent copies of your art on either side of your current frame. This allows you to see an overview of the animation surrounding your current frame.

Onion Skin Frames: Tap in the box to set the number of *Onion Skin* Frames you will see.

Onion Skin Opacity: Tap in the box to set the opacity of the *Onion Skins* from 0-100.



Frame Options: Tap on the active frame to bring up the *Frame Options* panel. You can tap and hold on a frame to move it left or right. You can also select a layer in the *Layers* panel and move it up or down. You can select a frame from this panel or the *Layers* panel.



Always Visible: With a frame selected, tapping this locks the frame on so it will be seen all the time the animation is playing. For example, choose this option on the background layer so if you want the background to stay the same. The other frames not locked will be seen and go away.

Frame Duration: Tap in the box to set how long the frame will be visible. This allows for a longer animation without using making layers of the same frame.

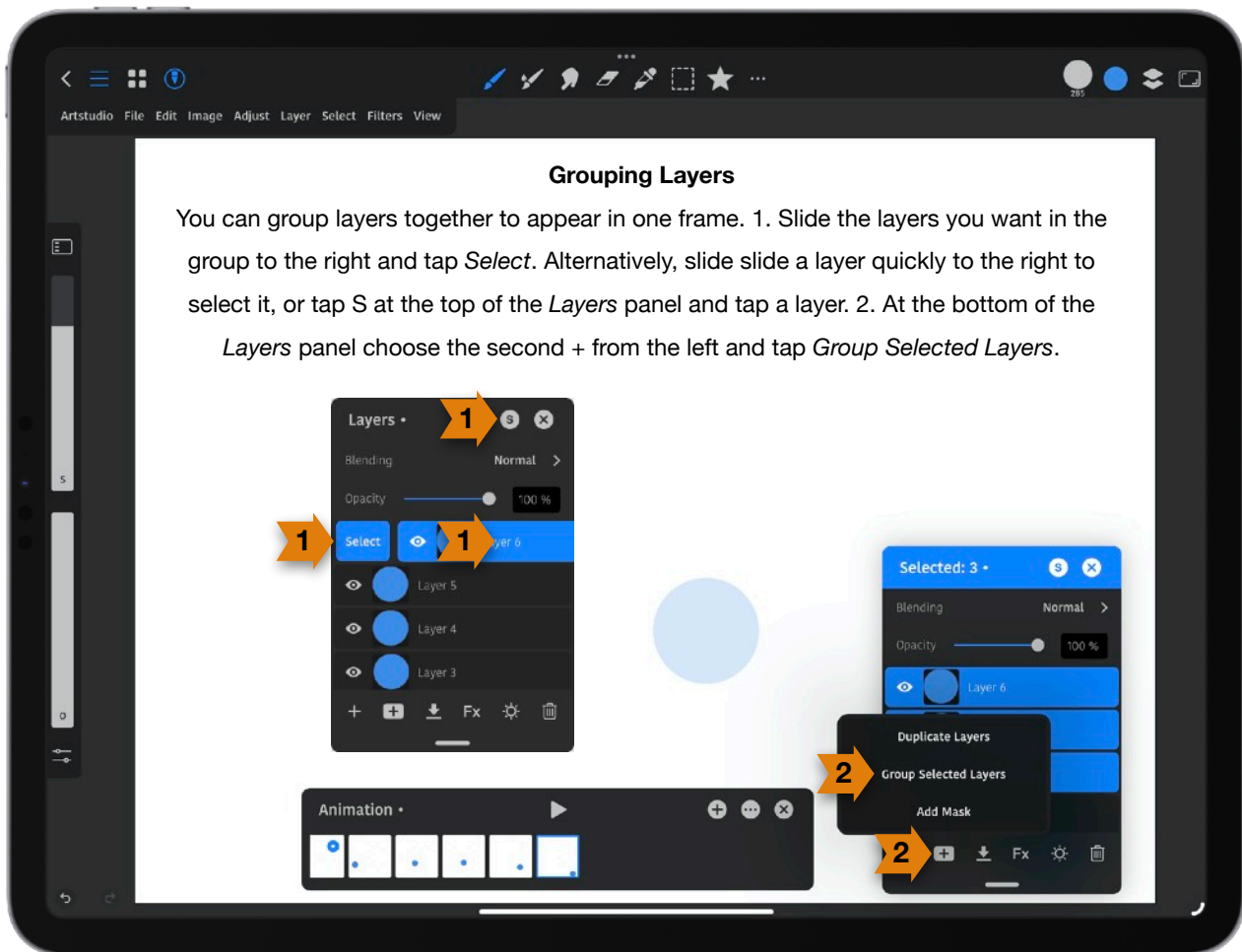
Duplicate: Choose this to duplicate a frame.

Remove: Choose this to remove a frame.

Tip: When making shapes on a layer for an animation, you can still modify them by using for example the *Transform* or *Move* tool. *Menu bar > Filters* you will have modification options also like *Motion Blur*. You can also select multiple layers and make changes to all of them at once.

Tip: When making an animation to take into account the physics of what you are animating. Spacing of frames is very important. For example, if you make a ball bounce, a ball will slow down and be at its slowest at the top. It will gain speed on the way down. The frames need to be closer to each other where the movement is slower.

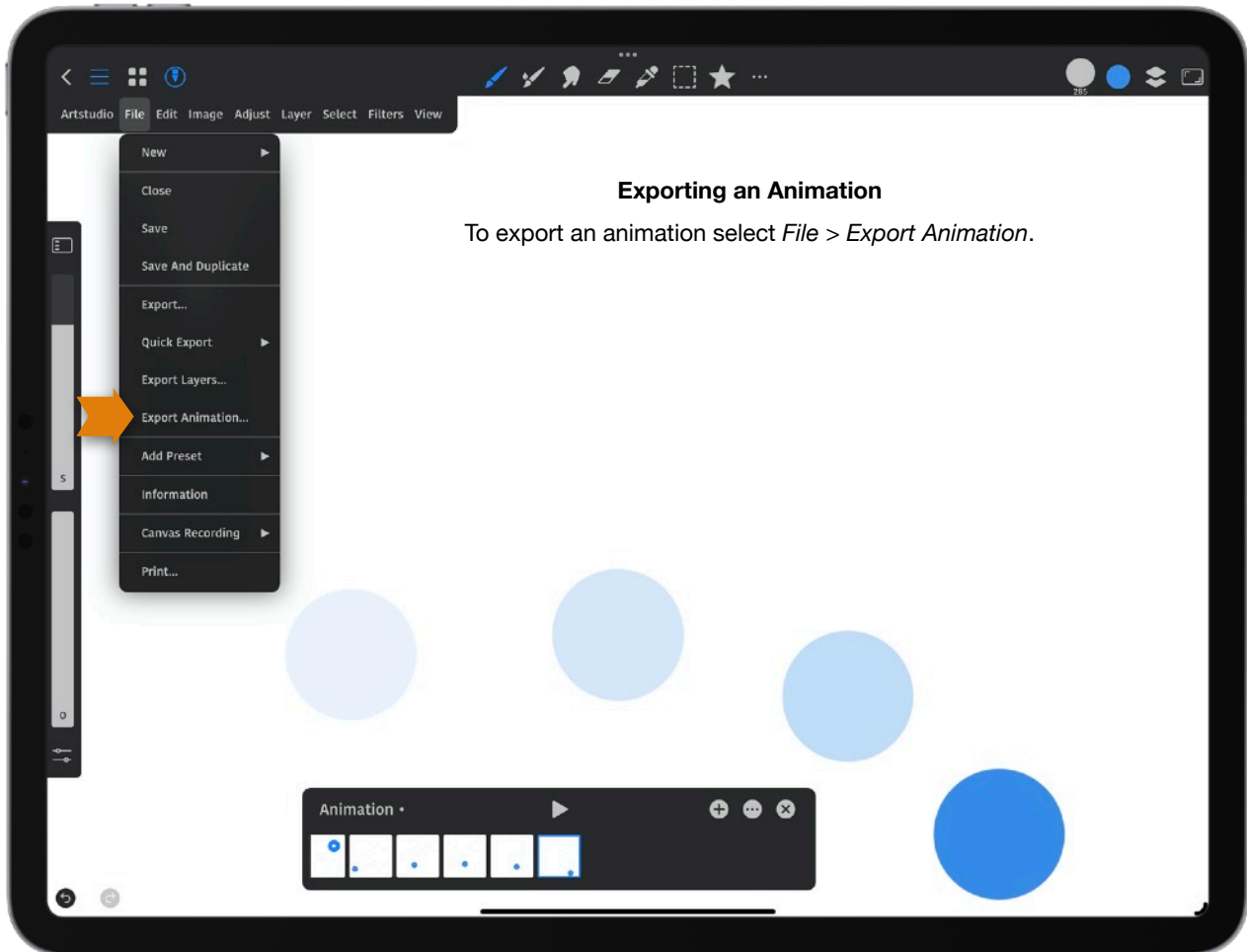
Tip: You can group layers together from the *Layers* panel and they will appear on one frame. To do this, in the *Layers* panel slide the layers you want in the group to the right and tap *Select*. Then at the bottom of the *Layers* panel choose the second + from the left and tap *Group Selected Layers*.



Tip: If you want to copy the contents of one layer to another, tap with 4 fingers on the canvas and select *Copy*. Go to the layer you want the content copied onto and select *Paste*. Alternatively, from the *Menu bar* choose *Edit > Copy > Edit > Paste*. Alternatively, tap on a frame in the *Animation* panel and select *Duplicate*.

Exporting

To export an animation select *File > Export Animation*. You can pick *PNG*, *MP4*, *HEVC* or *GIF* formats. To make transparent video use *HEVC* format and turn on “*Transparent*” option.



Keyboard Shortcuts

Note: You can customize the keyboard shortcuts in *Preferences > Interface > Keyboard Shortcuts*.

ARTSTUDIO	
Preferences	⌘,
FILE	
New Document	⌘N
Save	⌘S
Print	⌘P
Close	⌘W
EDIT	
Copy	⌘C
Copy Merged	⇧⌘C
Paste	⌘V
Paste in Place	⇧⌘V
Clear	⌘ + Backspace
Fill with Current Color	Option + Backspace
Transform	⌘T
Undo	⌘Z
Redo	⇧⌘Z
Cut	⌘X
IMAGE	(Set your own Shortcuts)
LAYER	
Add Empty Layer	⇧⌘N

Add Layer Via Copy	⌘J
Add Layer Via Cut	⇧ ⌘J
Add Layer Via Merge	⇧ ⌘ + Option + E
Lock Transparency (Alpha Lock)	⌘/
Merge Down	⌘E
Merge Visible	⇧ ⌘E
Hide/Show Layers	⇧ ⌘,
Group Layers	⌘G
Ungroup Layers	⇧ ⌘G
Select Previous	Option + [
Select Next	Option +]
Bring Forward	⌘ +]
Send Backward	⌘ + [
SELECT	
Select All	⌘A
Deselect	⌘D
Reselect	⇧ ⌘D
Invert Selection	⇧ ⌘I
VIEW	
Fullscreen	F
Mirror	⇧ ⌘M
Zoom In	⌘=
Zoom Out	⌘-
Zoom to Fit	⌘0
100%	⌘1
Rotate Left	⇧ ⌘-

Rotate Right	⇧ ⌘ =
Show Helpers	⇧ ⌘ H
Quick Mask	Q
Show Rulers	⌘ R
Show Guides	⌘ ;
Show Grid	⌘ '
Switch Old/New Color	X
DOCUMENTS	
Show Previous Document	⌘ ~
Show Next Document	⌘ `
TOOLS	
Move	V
Rectangular Marquee	M
Elliptical Marquee	M
Lasso	L
Polygon Lasso	L
Magic Wand	W
Crop	C
Eyedropper	I
Paint tool	B
Wet Paint tool	N
Clone	S
Heal	S
Eraser	E
Smudge tool	D
Dodge	O
Burn	O

Sponge	O
Bucket Fill	G
Pattern Bucket Fill	G
Gradient Fill	G
Text	T
Zoom	Z
Pan	H
Rotate Canvas	R
TOOL SETTINGS	
Clear Blending (Temp)	`
Increase Size]
Decrease Size	[
Previous Brush	,
Next Brush	.
DRAWING MODES	(Set your own Shortcuts)
FAVORITE PRESETS	
Activate Favorite Preset 1	⌘ + Option + 1
Activate Favorite Preset 2	⌘ + Option + 2
Activate Favorite Preset 3	⌘ + Option + 3
Activate Favorite Preset 4	⌘ + Option + 4
Activate Favorite Preset 5	⌘ + Option + 5
Activate Favorite Preset 6	⌘ + Option + 6
Activate Favorite Preset 7	⌘ + Option + 7
Activate Favorite Preset 8	⌘ + Option + 8
Activate Favorite Preset 9	⌘ + Option + 9
PANELS	(Set your own Shortcuts)

ADJUST	(Set your own Shortcuts)
ADJUSTMENT LAYER	(Set your own Shortcuts)
FILTERS	
Apply Last Filter	⇧ ⌘
Elastify	⇧ ⌘X
ADDITIONAL SHORTCUTS	
Change Brush Size	Control + Option + Swipe Left/Right
Change Brush Opacity	Control + Option + Swipe Left/Right
Sample Color From Image	Option + Tab
Draw Straight Line	Shift