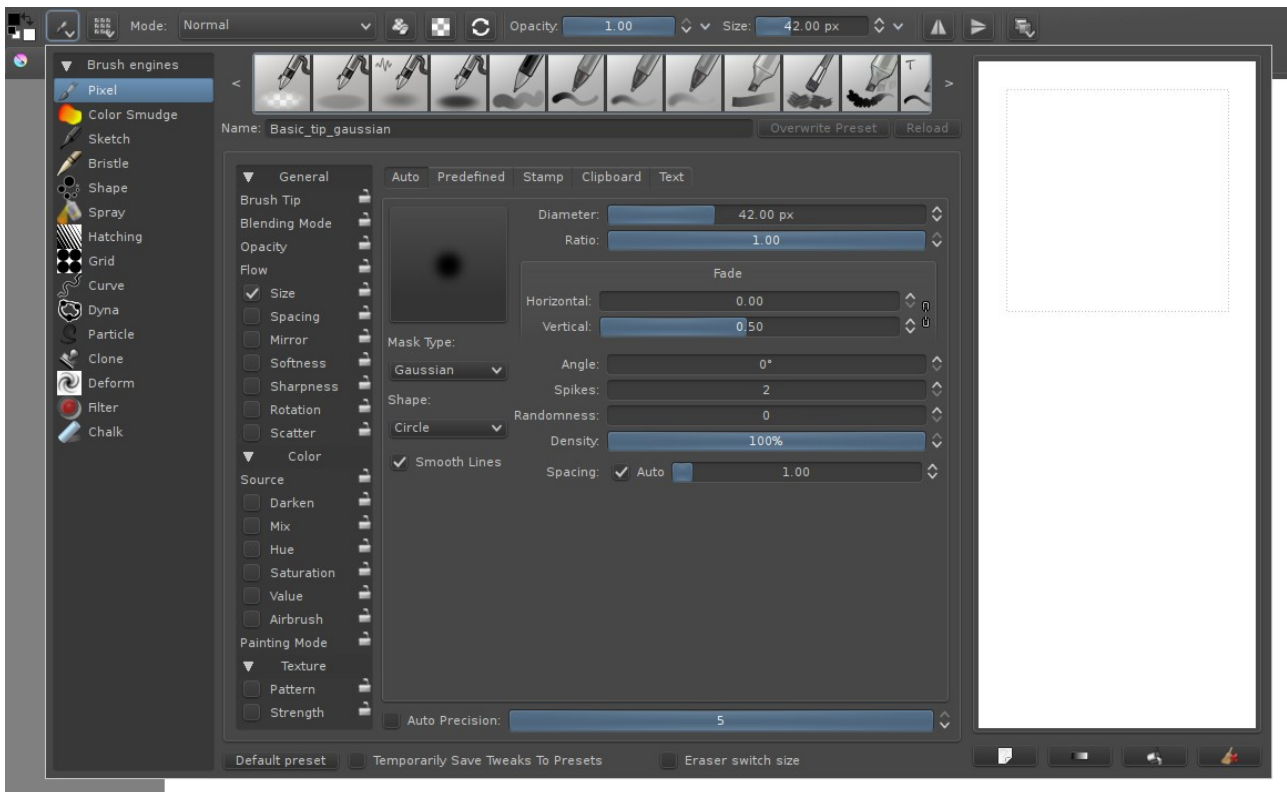


Krita 2.9

03 – The Brush Preset Editor



Krita provides a lot of brush presets by default, but to modify them and create your own brushes you need to learn how to use the preset editor.

First, click on the brush icon in the top toolbar to open the brush preset editor window, as on this screenshot.

On the left side, you can select different brush engines, each providing specific options for different kinds of brushes. The most common engine is the Pixel brush, so we will look at this one first here. The others are useful for different kinds of drawing styles and effects, we'll look at them in details later.

On the center, you can find several things, from top to bottom:

- the list of installed presets for selected brush engine

- the name of the selected preset, where you can add a new name to save a new preset, or use the overwrite preset button to replace an existing preset, or reload last selected preset.

-the preset settings, the most important part, with on the left several sections of settings, and on the right the settings from selected section. Note that on each section on the left, there's a little icon on the line. Right-click this icon and select "Lock" to keep this part of the settings locked when selecting a different preset or another brush engine (if this engine provides this kind of settings). Then if you right-click it again, you can choose to unlock keeping the current value, or to unlock and load the value from last selected preset.

-some settings related to brush presets behavior. Default preset button to load default settings for selected brush engine, Temporarily save tweaks to presets option to keep tweaks on each preset for the session without overwriting them, and Eraser switch size option to keep a different brush size when using the Eraser mode switch.

On the right side, there is a scratchpad area where you can paint to test your settings. Also the square ants area is used to create a thumbnail for your preset before you save it. You can use the buttons at the bottom to load the thumbnail from last selected preset, fill the area with last selected gradient, fill with background color, or erase all. These are very useful to create nice thumbnails for your presets on the fly.

Now let's look at the settings for the Pixel Brush engine.

In the first section "Brush Tip", you can choose the shape of the brush mask. You can choose a purely parametric generated brush mask in the Auto tab, or a brush mask from an image file in the Predefined tab. Stamp tab is used to create a brush mask from current layer stack, clipboard tab is used to create a brush mask from the clipboard content, and text is a funny way to paint with letters.

In the Auto tab, you can access all the parameters to generate the brush mask:

-Diameter to set the size in pixels

-Ratio to set the horizontal/vertical ratio

-Mask type (Default, Soft or Gaussian) to select subtle different ways to generate the mask

-Shape to choose between a circle or a square based shape

-Fade to set the horizontal and vertical fading of the mask (with two sliders or with a curve if Soft mask type is selected)

-Angle to set the initial angle

-Spikes to add some spikes

-Randomness and Density to generate some noise in the brush opacity

-Spacing to set the space between each brush dab while painting (1= 100% of the brush size)

-Auto spacing option is used to adapt the spacing depending on the brush size to get better anti-aliased lines with a round tip.

-Smooth Lines option is used to apply an extra kind of anti aliasing to the brush mask

-Precision slider is very important: at maximum (5), the brush is as much precise as possible. Reducing this value disables some precision features of the engine like subpixel precision, which can be an issue for precise work but makes big brushes much faster. Auto Precision is meant to adapt the setting depending on the brush size.

In the second section, “Blending Mode”, you can select the formula used to blend the colors while painting. The same modes as for layer compositing are available, see the separate chapter about them.

In the Opacity section, you can set the maximum opacity rate of the brush, and check “enable pen settings” to can activate any of the available sensor curves on this parameter. You can use different curves for each sensor activated, or use a common curve if “share curve across all settings” is activated.

Useful sensors can be Pressure, Tilt direction and elevation if your pen support tilt, Speed, Drawing angle, Rotation if your pen support rotation, Distance, Time, Fuzzy, Fade and Perspective (to use with perspective rulers).

In the Flow section, you can set the maximum flow rate of the brush, the same as for opacity. Flow controls the opacity of each dab of the brush mask proportionally to the global stroke opacity.

Note that Flow is active only if “Wash” is selected in the Painting Mode section. If Build-Up mode is selected, Opacity controls directly the opacity of each dab of the brush mask, and global maximum opacity is always 100%. Also note that build-up mode is now a legacy mode for old presets, not really needed anymore since opacity and flow are properly separated in 2.9.

Then there are several sections you can activate to add dynamic settings with sensor curves to control your brush shape and position: Size, Spacing, Mirror, Softness, Sharpness, Rotation and Scatter.

The next sections are settings affecting color. First you can select a source. By default Plain Color is selected, corresponding to current Foreground and Background color selected. Instead you can select a gradient, some random colors or a pattern.

Now let's jump to the Mix section. Here you can activate some dynamics to mix colors. If Plain Color source is selected, it will mix from background to foreground color. If Gradient source is selected, it will mix colors from the gradient instead.

The other color sections let you activate some more color dynamics controlled with sensor curves. You can create variations of the Hue, Saturation and Value of painted colors.

If you activate the Airbrush option, the brush will paint new dabs depending on a time value (the rate setting) on top of the spacing value.

The Painting Mode, as explained before, let you choose between Wash and Build-up mode.

Finally, there's a Texture Option. You can activate it if you check the Pattern line, select a pattern and adapt texture settings, and activate Strength to link some dynamics to the texture effect.

A few words about preset management:

-If you delete or overwrite a preset, it is not erased but instead added to a blacklist file, so you can always recover something deleted accidentally.

-To find your preset files, use the menu Settings – Manage resources, and click Open Resource Folder to open the folder where are stored all your personal resources. The paintoppresets folder contains your brush presets. If some presets are using a bitmap brush mask, those are stored in the brushes folder.

-You can install new presets just by copying the .kpp files in the paintoppresets folder (and the brush masks, if any, in the brushes folder) and then restart krita, or using the new resources bundle system (see dedicated chapter about resources bundles).