

Krita 2.9

04 – Painting Tools

In this chapter we will look at each of the painting tools. It's the second group in the tools docker. They all can be used on pixel based layers, like paint layers and masks. They paint using the selected brush engine and settings in the brush preset editor.

Most of them can also be used on a vector layer (all except the freehand brush, the dynamic brush and the multi brush), but the outline of the vector shape produced will not use the brush engine but a style-defined regular width outline instead. Though you can always trace any vector shape with the brush engine using the menu Edit – Stroke selected shapes.



Freehand Brush Tool

It's the main tool for painting, using all the dynamics and precision of the brush engines. Graphic tablet highly recommended, of course!

Just select a brush preset and start painting on the canvas. You can select a preset from the preset editor, from the preset list button next to it, from the Brush Presets docker or from the right-click pop-up palette.

Some very useful shortcuts when using this tool:

- shift + left-click (stylus tip) and drag to tweak the size of the brush
- control + left-click to pick a color from the canvas, or control + alt + left-click to pick from current layer only.
- middle-click and hover to pan the canvas (or space bar + left-click drag)
- control + middle-click to zoom progressively (or control + space bar + left-click drag)
- + and – to zoom in and out in fixed steps (or control + alt + space bar + left-click drag)
- shift + middle-click to rotate progressively (or shift + space bar + left-click drag)
- 4 and 6 to rotate to the left or right in fixed steps (or shift + alt + space bar + left-click drag)
- 5 to reset rotation

Tool options:

- No smoothing: stylus input is raw, not filtered at all.
- Basic smoothing: a simple function is used to filter the input events to limit the jitter.
- Weighted smoothing: an advanced smoothing feature. Distance controls the amount of smoothing, Stroke ending controls how the line finishes, Smooth Pressure activates the smoothing on pressure input too, and Scalable Distance makes the effect independent from the zoom level.

- Stabilizer: another different advanced smoothing feature. Again, Distance controls the amount of smoothing, but here you can also add a Delay value on top, activate Finish line to finish drawing the line to the last position of the cursor, and activate Stabilize Sensors to also smooth values from all dynamics sensors.

- Assistant: activate the magnetic assistants to make the brush stick to them. You can reduce the magnetism effect with the slider (1000=100% magnetism). See how to create assistants in the Assistants and Grids chapter.



Line Tool

This tool is used to draw straight lines only. Click with your stylus tip to start a line and drag to the end point of the line.

Useful shortcuts:

- alt + drag: move the origin of the line
- shift + drag: 15° angle constraint

Tool options:

- Use sensors: use dynamics sensors of the brush preset to extrapolate variations in the line.
- Preview: add a 1pixel line to visualize the lint path in real time.



Rectangle Tool

This tool is used to draw rectangles.

Useful shortcuts:

- alt + drag: move the origin of the rectangle
- shift + drag: draw a perfect square
- control + drag: lock the center of the rectangle

Tool options:

- Fill: choose how the rectangle is filled (Not Filled, with Foreground color, with Background color or with a Pattern selected from the top toolbar).
- Outline: choose how the rectangle outline is traced (No Outline, or Brush to trace with selected brush preset).
- Size: here you can enter values for the width, the height or the ratio and lock these values for creating new rectangles. If you lock at least two of these values, click + drag to create a rectangle

will automatically move the rectangle.



Ellipse Tool

This tool is used to draw ellipses.

Useful shortcuts:

- alt + drag: move the origin of the ellipse
- shift + drag: draw a perfect circle
- control + drag: lock the center of the ellipse

Tool options:

- Fill: choose how the ellipse is filled (Not Filled, with Foreground color, with Background color or with a Pattern selected from the top toolbar).
- Outline: choose how the ellipse outline is traced (No Outline, or Brush to trace with selected brush preset).
- Size: here you can enter values for the width, the height or the ratio and lock these values for creating new ellipses. If you lock at least two of these values, click + drag to create a ellipse will automatically move the ellipse.



Polygon Tool

This tool is used to draw closed polygons.

Click with the stylus to place points, and to close the shape, click on the first point, or press shift + click, or press enter.

Tool options:

- Fill: choose how the polygon is filled (Not Filled, with Foreground color, with Background color or with a Pattern selected from the top toolbar).
- Outline: choose how the polygon outline is traced (No Outline, or Brush to trace with selected brush preset).



Polyline Tool

This tool is used to draw consecutive lines.

Click with the stylus to place points, and to apply the shape, click on the first point, or press shift + click, or press enter.

There is no specific shortcut and no tool options.



Bezier Tool

This tool is used to draw Bezier curves.

Click with the stylus to place angle points, click + drag to move tangents when placing a new point to draw a smooth curve, and to apply the shape, click on the first point, or press shift + click, or press enter.

Tool options:

- Fill: choose how the shape is filled (Not Filled, with Foreground color, with Background color or with a Pattern selected from the top toolbar).
- Outline: choose how the shape outline is traced (No Outline, or Brush to trace with selected brush preset).
- Angle Constraints: you can select an angle value and activate snapping to draw geometric shapes.

Note that this snapping works only as long as you only add angle points with single clicks, and stops working after a click-drag for current shape.



Freehand Path Tool

This tool is used to draw freehand paths.

While drawing, you can see a preview of the raw path. As soon as you finish a line, the path is smoothed according to the settings in the tool options and either traced with selected brush preset (on a pixel layer) or with selected style (on a vector layer).

Tool options:

- Fill: choose how the shape is filled (Not Filled, with Foreground color, with Background color or with a Pattern selected from the top toolbar).
- Outline: choose how the shape outline is traced (No Outline, or Brush to trace with selected brush preset).
- Precision: you can select different kinds of path smoothing. Raw equals to no smoothing. Curve

does a nice curve smoothing (default value: 5 ; Optimize reduces the number of nodes in the path). Straight does angular smoothing according to the angle value.

- Line: these settings affect the style of the line created on a vector layer (style, thickness, cap, join, color)



Dynamic Brush Tool

This tool is mostly useful to draw smooth dynamic shapes using a mouse, or to draw funny random dynamic shapes with a tablet.

Tool options:

-Mass: increase this value to make the line slower and smoother.

-Drag: reduce this value to make the line more dynamic.



Multi Brush Tool

This tool is used to draw with either symmetrical, mirrored or translated brushes.

It has exactly the same shortcuts and tool options as the Freehand Brush Tool, and some more specific options.

Tool options:

- Axes settings: these are used by all three modes (except translate that use only the Angle from axes). Check Show Axes to visualize it, click Axes point button and then on the canvas to set the center, and set the angle in the slider.

- Symmetry: draw a number of symmetrical shapes as defined in the slider below, around the axes center.

- Mirror: draw with the result mirrored horizontally and/or vertically depending on which options are checked below.

- Translate: draw a number of translated brushes around the cursor. Their number is defined with the slider below, and their spacing with the Radius slider.