

# Krita 2.9

## 06 – Transform Tools

In this chapter we will look at the transform tools: the Crop tool, the Move tool, the Transform tool and the Measure tool. They are in the third group of tools in the tools docker.



Crop tool

With this tool you can crop your document or just a layer. Click-drag on the canvas to create a rectangle that will define the area to crop. When you're satisfied by the size and position, press Enter or the Crop button to apply it.

Tool options:

- The two values on the top-left: X and Y position of the top-left corner of the crop area.
- The two values on the top right: width and height of the crop area.
- Center: check this option to keep center of the crop area fixed while resizing it.
- Grow: check this option to allow crop area outside of the canvas area.
- % : ratio of the crop area
- Applies to: select if you want to crop the image or just current layer.
- Decoration: select the type of guide decoration used on the crop area.
- Crop: apply the crop.



Move tool

With this tool you can move the content of layers. You can use it on any kind of layer, including vector layers. You can also use it on a group layer to move all the layers inside the group. The behavior of this tool depends on the selected mode (see tool options below).

Tool options:

- Selection Mode “Move current layer”: when this mode is selected, the tool will always move selected

layer.

- Selection Mode “Move layer with content”: when this mode is selected, you can click on something visible on the canvas and it will select the related layer and move it.
- Selection Mode “Move the whole group”: same as “Move layer with content”, except if the element you click on is inside a group layer, it will move all layers inside this group.



## Transform tool

With this tool you can apply different kinds of transformations, each with different settings for each mode. We'll look at each mode separately. Also, note that you can either apply transforms directly (press enter or click Apply button in tool options), or use the tool on a special Transform Mask that will store the transformation and apply it non destructively.

Also, only Free transform mode works on any kind of layer including vector layers. Other modes work only on pixel-based layers.

**Free transform:** Most classic mode, you can move, rotate, scale and shear the content or selected area. Use shift while scaling to keep original ratio.

**Perspective:** In this mode, you can move each corner of the content or selected area separately to create a perspective effect. When you can see vanishing points (big red dots) you can move those vanishing points directly.

**Warp:** In this mode, first you need to define a set of anchor points (either automatically with the subdivide value, or if you select Draw mode you can place points manually and then click Lock Points button). Then, moving the anchor points will move the content under each point accordingly. The strength of the effect is depending on the Anchor strength mode (Default, Strong or Strongest) and the Flexibility value.

**Cage:** In this mode, first you need to create at least 3 points on the canvas to define a grid around the item you want to transform. When the cage is ready, select “Deform layer” in the tool options (or it will be selected automatically if you click again on the first point of the cage). Now you can move the cage points to transform it. You can select several cage points with ctrl+ click. When you have a group of points selected, you can move them together with click-drag inside the cage, or rotate them with click-drag outside the cage.

Liquify: In this mode you can paint transformations. This mode is very powerful and has lots of settings. In the tool options, you can choose what kind of transformation to paint with the column of icons on the left (from top to bottom: move, scale, rotate, offset and erase transform), and set how the effect is applied with all the settings in the middle.

Tool options:

- Mode Build Up: Build up mode adds deformations one on top of the other without limit.
- Mode Wash: Wash mode gradually deforms the piece to the selected deformation level.
- Size: Size of the brush. You can click the stylus tip icon on the right to make the size pressure sensitive.
- Amount: Amount of deformation. You can click the stylus tip icon on the right to make the amount pressure sensitive.
- Flow: In wash mode, select how fast the deformation limit is reached.
- Spacing: Space between two sequential application of the deformation.
- Reverse: Check this option to reverse the direction of the deformation.



Measure tool

This tool is very simple. Click-drag on the canvas to create a measure ruler. Then you can see in the tool options the distance (pixel unit by default) and the angle of the measure.

Useful Shortcut: press alt while dragging to move the origin of the measure.