Corel®
Painter® 2023

AN INTRODUCTION

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Contents

Corel Painter 2023

Corel® Painter® 2023 is the ultimate digital art studio. Its inventive drawing tools, realistic brushes, cloning capabilities, and customizable features let you expand your creative output in exciting new ways. When you use the pressure-sensitive brushes of Corel Painter, they become fluid extensions of your hand, so the resulting brushstrokes are unrivaled in texture and precision. What's more, features such as the ability to build your own Natural-Media™ brushes and customize how brushes interact with the canvas give you countless ways to develop your artistic ideas. Corel Painter takes you far beyond what's possible in a traditional art environment.

Image created in Corel Painter. Artwork by Yann LeGuen

What's new in Corel Painter 2023

Corel Painter takes you far beyond what's possible in a traditional art environment.

New! Fluid paint technology

Painter 2023 introduces an exciting new fluid paint brush technology. It offers Painter's smoothest brush marks ever, with a bolder and more revealing paper grain that's visible across the entire brushstroke. Highly adaptable, fluid paint brush marks can be built up slowly, with or without overlapping, and provide a more natural painting and blending experience.

Beneficial for any artist specializing in concept, matte, comic, manga, anime, and other traditional media, fluid paint lets you control the opacity of all brushstrokes applied to the layer. It also offers a more natural glazing capability, with exceptional levels of transparency and opacity – from soft and muted to fully opaque.

You can enable fluid paint to work with any brush that uses **Enhanced Cover** methods, and it is compatible with **Thick Paint**. Fluid paint technology also supports GPU acceleration on default layers for optimal brushing performance. For more information, see "Fluid Paint controls."
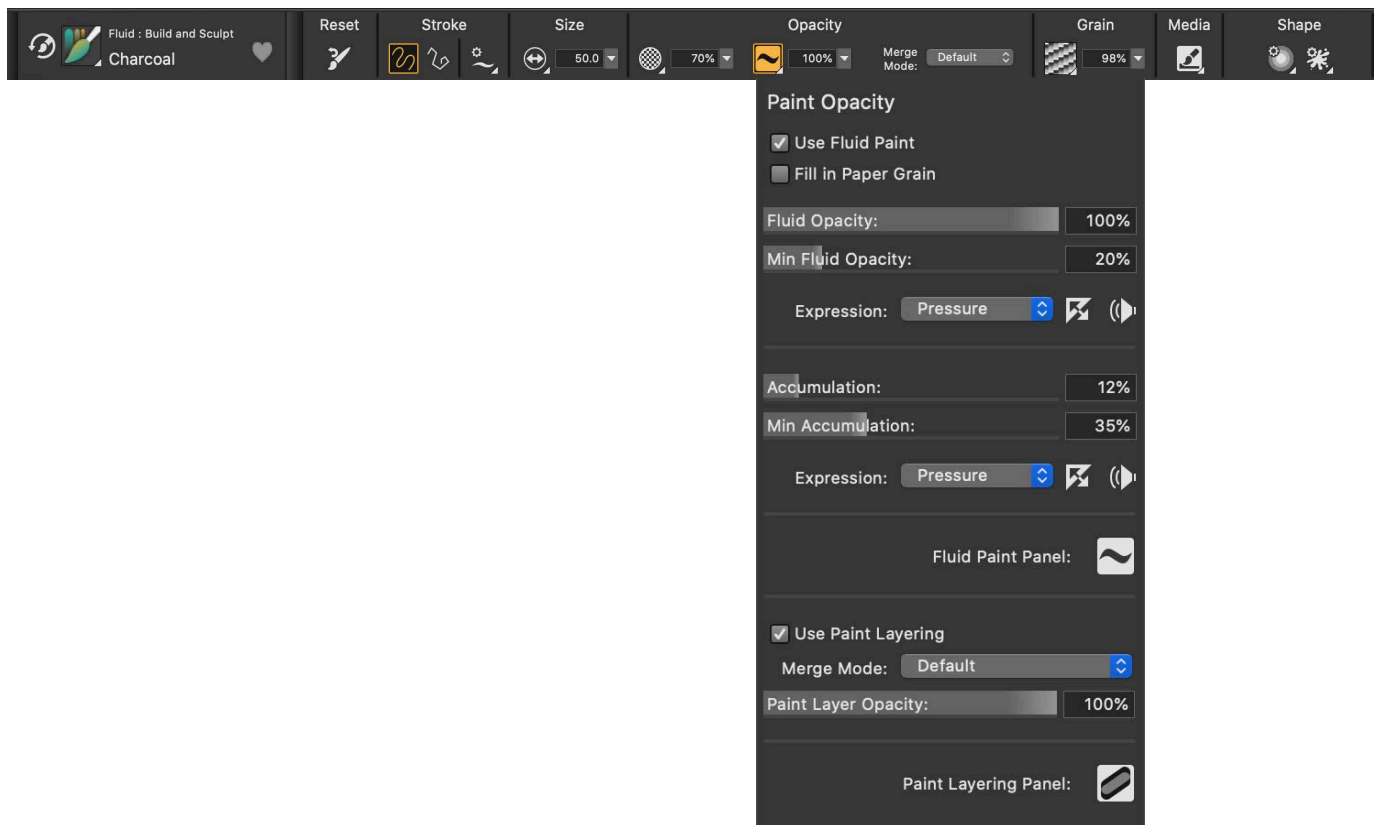
You can use the Paint Opacity flyout on the property bar to access the most common Fluid paint controls.

New! Fluid paint brushes

You can dive right in to experience the new fluid paint technology by trying a brush variant from the **Build and Sculpt** or **Paint and Blend** fluid categories.

With **Build and Sculpt**, you'll find a set of tools highly suitable for illustration, storyboarding, comic art, and manga. Ideal for blocking in shapes or filling in color, these brushes lean on fluid paint's ability to smoothly build up at lower opacity values. Some fluid variants are perfect for revealing shape and structure, with enhanced grain rendering and a wet, oily feel, while others produce tighter, polished airbrush marks.
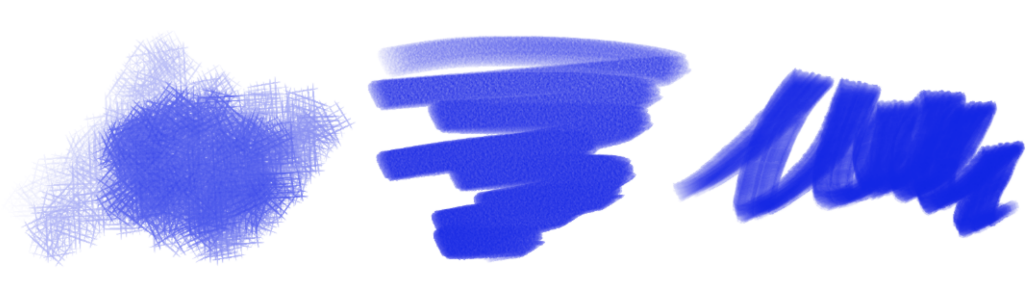
Sample brushstrokes from the new Build and Sculpt fluid paint brush category, including Hatch (left), Oil Sculpt (middle), and Shape Builder (right).

With **Paint and Blend**, there are brushes with a more traditional feel, suitable for use by illustrators, fine art, and photo artists. These variants paint smoothly in low opacities, and may feel wet or oily. They also blend with a range of subtly applying paint to heavily mixing with the layer content. Many fluid brushes are configured with the improved ability to render paper grain.
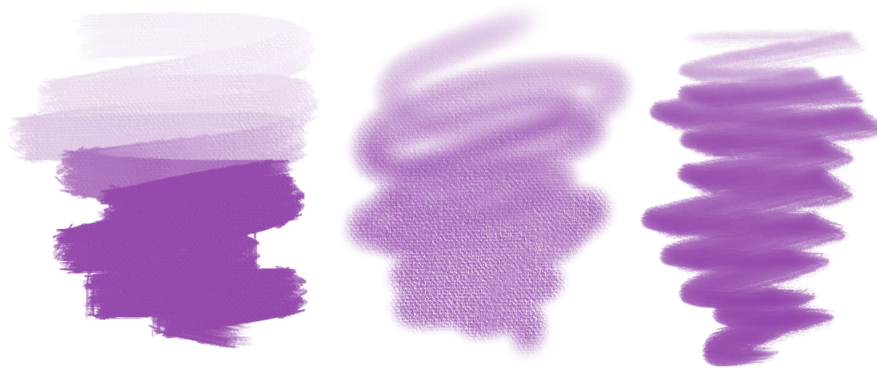
Sample brushstrokes from the new Paint and Blend fluid brush category, including Brushy (left), Grainy (middle), and Dash (right).

To select a Fluid brush category and variant

1 In the toolbox, click the **Brush** tool ✏.

2 Click the Brush Selector on the Brush Selector bar.

3 Click a **Fluid** category, and click a brush variant.

New and enhanced! Fluid Papers

You can add new, high contrast paper textures to your artwork from the collection of 15 paper textures designed specifically to take advantage of the expressive grain behavior of fluid paint.
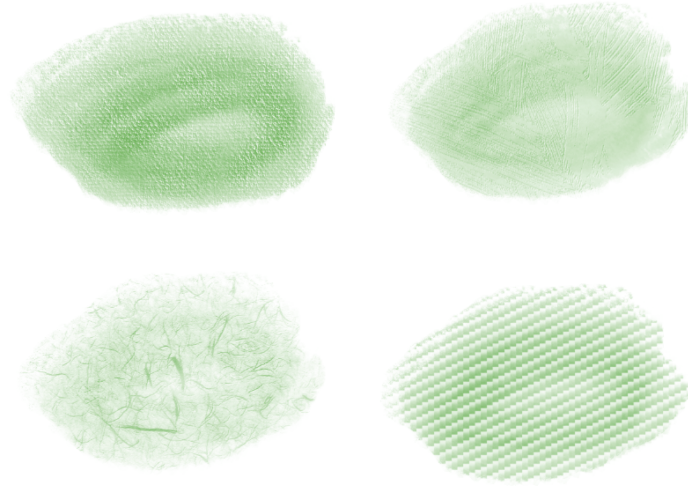
Fluid paint brushstrokes on the Standard Artist Canvas, Rough Gessoed Canvas, Mulberry Paper, and Carbon Fiber papers (clockwise from top left).

To apply a Fluid paper texture

1 On the property bar, click the **Paper Selector** flyout button .

2 Scroll through the **Paper Textures** area and click a paper texture swatch in the **Fluid Papers** area.

New and enhanced! Selection visualization

An integral part of many artists' workflows, selections can have hard, defined edges (like a rectangular box) or more free-form shapes with transparency (like a **Magic Wand** or brushstroke selection). For Painter 2023, the color overlay has been added to widely-used selection tools to give you improved visibility of selected areas. Especially useful for selections with complex shapes and transparency, the overlay helps to speed up the creation, editing, and refinement of selections.

You can choose to visualize selections surrounded by the "classic" marquee, overlaid with color, or both. And you can quickly access these settings from the new **Selection View Options** flyout on the property bar. Painter 2023 offers two color overlay presets, as well as custom presets of any desired color. For example, if your artwork has shades of red, it is convenient to have an overlay color that makes it easy to see your selections. In addition, a new **Marquee Threshold** control lets you adjust the level of pixel transparency contained in a selection so that you can accurately include areas with lower opacity in a selection. For more information, see "Viewing Selections."
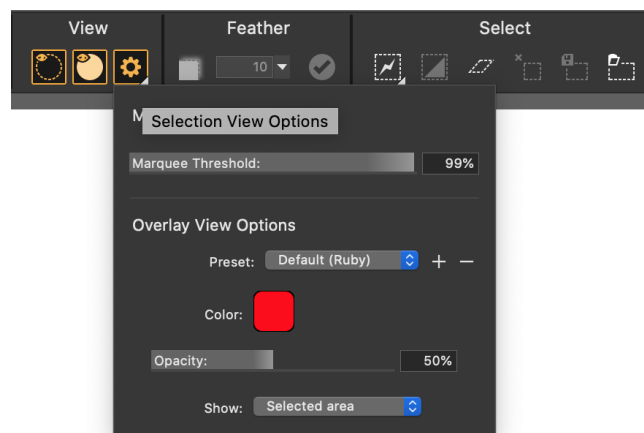
The new Selection View Options flyout makes it faster and easier to customize the visibility of selections.

Painter 2023 makes these controls readily available from property bars, menus, the **Navigator**, and the **Canvas** command bar to suit your working preference and experience level. It's also easy to create a custom palette or assign a keyboard shortcut to frequently used tools and commands.

To set selection view options

- On the property bar, click the **Selection View Options** flyout button ⚙, and perform a task from the following table.

To	Do the following
Set the pixel transparency level contained by the marquee	Move the **Marquee Threshold** slider. Higher values will include lower opacity pixels.
Set the overlay color	Click the color picker, and choose a color.
Set the overlay opacity	Move the **Opacity** slider.
Choose an overlay preset	Choose a preset from the **Preset** list box.
Create a custom overlay preset	Click the **Add Preset** button ✚. **Note**: To delete an overlay preset, click the **Delete Preset** button ▬.
Overlay a selected area	Choose **Selected area** from the **Overlay** list box.
Overlay a protected area	Choose **Masked area** from the **Overlay** list box.
View the overlay after you complete a selection	Disable the **Hide Overlay** check box.

Enhanced! Selection Brushes

Selection brushes bring the versatility of Painter's brush engine to artists' selection workflows. For Painter 2023, the updated property bars for selections provide quicker access to the array of shapes and textures. You can instantly change a captured dab shape, or add a flow map to enhance brushstroke texture. Plus, in response to feedback from Painter artists, new keyboard shortcuts let you instantly switch between addition or subtraction selection modes so you spend less time finding controls and more time on the task at hand. For more information, see "Selecting areas by painting."

New! Color Selection option

With Painter 2023, you can now use a selection brush to select within a range of color from any document. You can enable **Color Selection** for any selection brush, or choose from four new preset color selection brush variants. You paint over the area of color that you want to select based on a tolerance range, similar to using the **Magic Wand** tool. You can adjust the inclusion of colors and color brightness by setting the tolerance for each characteristic. To suit particular styles, you can choose between smooth, anti-aliased edges for selecting color from softer, traditional artwork and hard, aliased edges for precise comic-style artwork. Color selection is a great complement for working with Painter's masking and color adjustment features. For more information about color selection, see "Selecting color by painting."
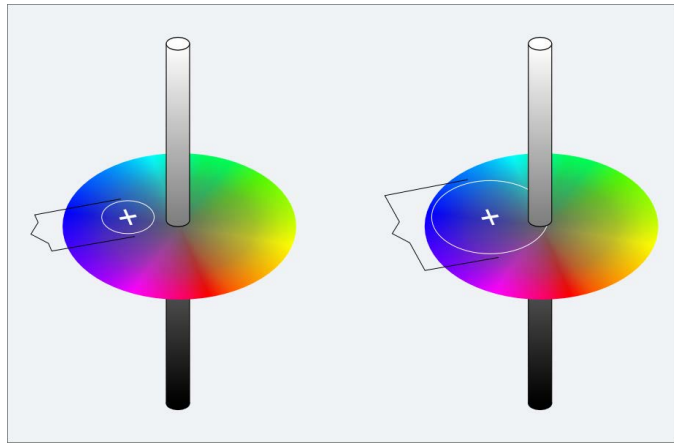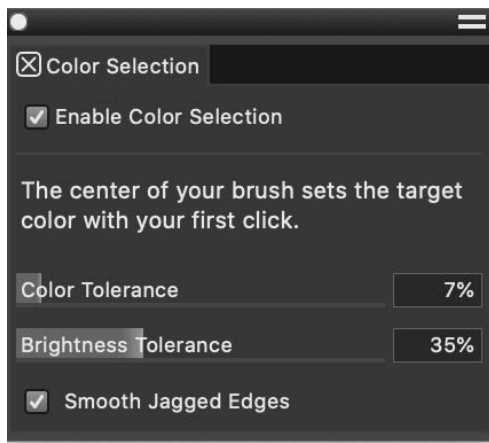
The new Color Selection panel lets you control the colors included in a brushstroke.

To make a color selection by painting

1. In the toolbox, click the **Brush** tool ✏.
2. In the Brush Selector, click the **Selection Brushes** category and then click a variant.
3. On the property bar, click the **Enable Color Selection** button ⬤.
4. Click the **Color Selection Options** flyout button ⬤ and perform an action from the following table.

To	Do the following
Control the inclusion of colors adjacent to the target color	Move the **Color Tolerance** slider. Higher values include a broader range of colors.
Control the inclusion of color brightness adjacent to the target color	Move the **Brightness Tolerance** slider. Higher values include a broader range of light and dark colors.
Smooth the edges of your selection by applying a 1-pixel feather	Enable the **Smooth Jagged Edges** check box.

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For better visualization of your color selection, click the **Overlay** button ⬤ on the property bar.

If the color that you are selecting is similar to the overlay color, click the **Selection View Options** flyout button ⚙ on the property bar and click the color picker to choose a different color.

You can add to your selection by holding down **Shift**, and painting over the area that you want to add.

You can subtract from your selection by holding down **Option** (macOS) or **Alt** (Windows), and painting over the area that you want to subtract.

Enhanced! Selection workflow

Painter 2023 offers a smoother and more predictable selection experience through a variety of refinements. A new cursor for the **Lasso Selection** and **Polygonal Selection** tools that makes it easier to connect the dots on your selection marquee. The property bars have been revamped to both reset and remember settings, a helpful enhancement to speed up your selection work. In addition, a new **Selection Functions** flyout elevates critical commands and modifications, such as enhanced 1-click feathering with a larger maximum size, so they are always within reach.

And for selection-intensive tasks, you can also choose to open the **Select** panel in the workspace to reduce the number of clicks for selection functions, such as saving, loading, inverting, modifying, and much more. Plus, you can now create a mask from a selection in a single step, a frequent request among Painter users.
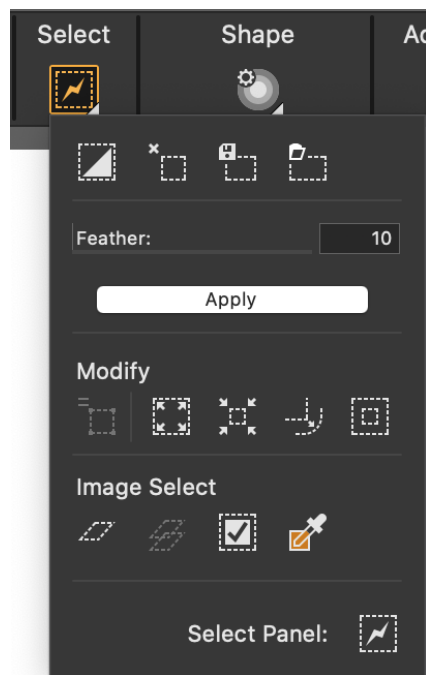
The new Selection Functions flyout on the property bar puts the most frequently used selection commands and modifications at your fingertips.

Simply moving selections around a document (x/y position) is also more reliable with Painter 2023. In addition, we've addressed an artist-reported issue when using transparent gradients with selections, which offers greater creative possibilities. For more information about selections, see "Getting started with selections."

Enhanced! Glazing brushes

Glazing brush variants have been updated to use **Enhanced Cover** methods, which lets you use them with fluid paint. This gives Glazing brushes access to the **Fluid Paint** flyout and property bar, which lets you enable and adjust relevant settings, such as Fill In Paper Grain, Fluid Opacity, Accumulation, Paint Layering, and more.

Enhanced! Dropper and Paint Bucket tools

With Painter 2023, the **Dropper** and **Paint Bucket** tools remember your last-used settings between application launches, which makes it easier to pick up right where you left off.

Enhanced! Layer visibility

In response to user feedback, Painter 2023 gives you the option of whether or not to include changes to layer visibility in your Undo Levels. You can easily set and forget this option in the reorganized **Preferences ▶ General** dialog box.

Enhanced! Place image

When you use the **File ▶ Place** command with Painter 2023, a new option to **Center on Layer** makes it easy to place your image precisely where you want it.

Enhanced! Gradients with transparency

When you work with gradients that have transparency, you will see a smoother, more natural transition along the gradient in Painter 2023.

Enhanced! Brush resizing

Painter 2023 provides a more responsive performance when you resize a brush incrementally by using the bracket keys or the touch wheel on a Wacom or other popular tablet.

Enhanced! Pick Up Underlying Color

The **Pick Up Underlying Color** button now works on Thick Paint layers, so you can use it with brushes from the **Compatible** Thick Paint category for a smoother workflow. Note that brushes from the **Bristles** Thick Paint and **Palette Knives** Thick Paint categories do not pick up color from underlying layers. For more information, see "Pick up colors from underlying layers."

Workspace overview

The workspace is organized by using a series of menus, selectors, panels, and interactive palettes.
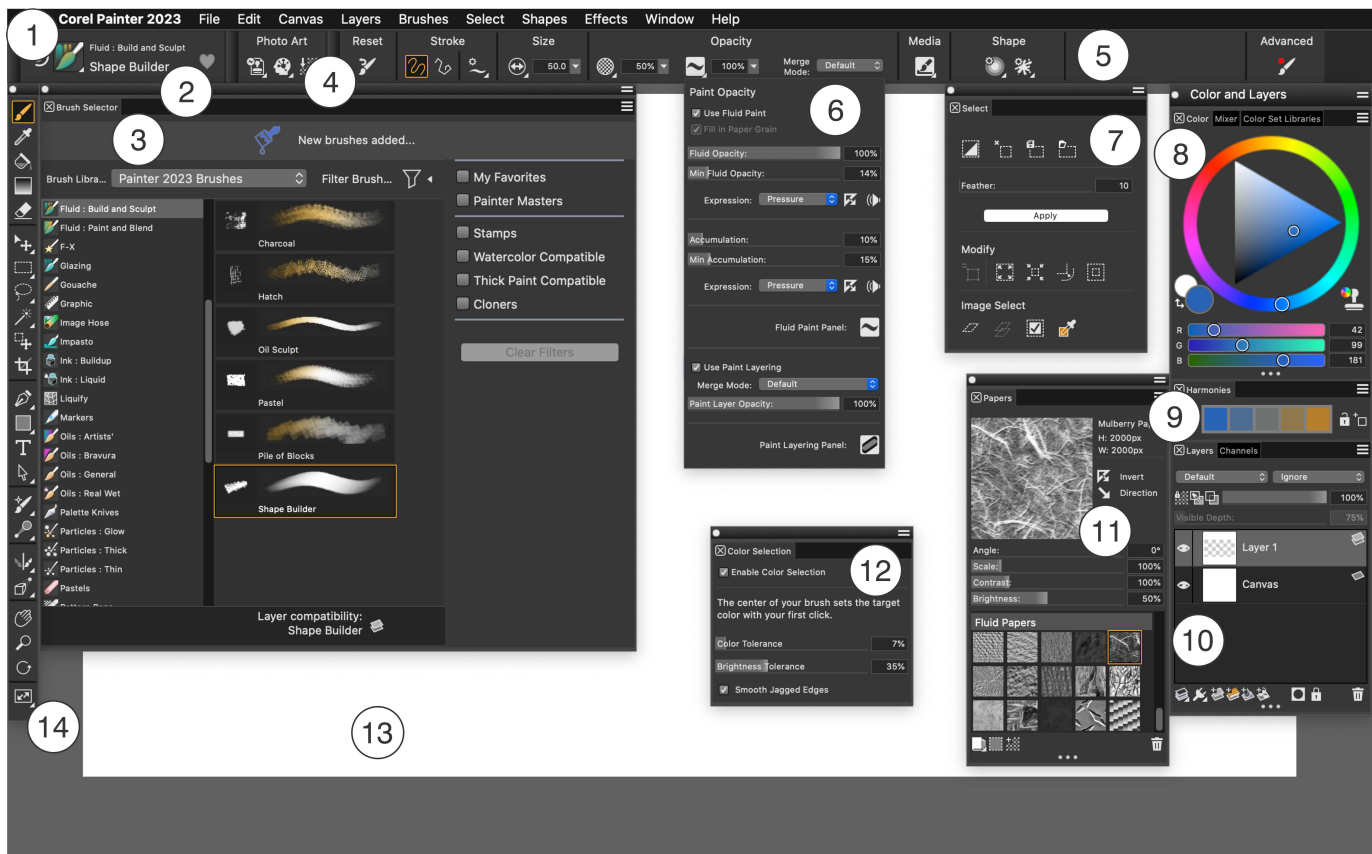
*Circled numbers correspond to the numbers in the following table,
which describes the main components of the application window.*

Part	Description
1. Menu bar	Lets you access tools and features using pull-down menu options
2. Brush Selector bar	Lets you access the Brush Selector flyout. It also allows you to access the previously used brush variant and mark brushes as favorite.
3. Brush Selector flyout	Lets you choose a brush library, select a brush from a brush category, apply brush filters to show only the brushes you need, and browse additional brush packs that can complement your creative set of brushes. It also lets you instantly identify which brush variants are compatible with the Default, Liquid Ink, Thick Paint, and Watercolor layers. When you hover over a brush variant,

Part	Description
	eligible layer compatibility icons appear beside the brush name at the bottom of the Brush Selector.
4. Command bars	The command bars — **File/Edit**, **Canvas**, **Photo Art** — contain buttons and controls that are shortcuts to many commonly used menu commands
5. Property bar	Displays commands that relate to the active tool or object. For example, when the **Fill** tool is active, the fill property bar displays commands for filling selected areas. Controls on the property bar are organized logically for ease of use. Group labels help you find, understand, and use commands quickly and efficiently.
6. **Paint Opacity** flyout	Lets you access the controls for fluid paint. You can adjust grain behavior, fluid opacity and accumulation levels, expression settings, and paint layering.
7. **Select** panel	Lets you access selection functions, such as contract, convert to shape, expand, feather, load, modify border, remove, revert, smooth, and save. You can also create selections from a layer or group, based on image luminance, current or specified color, and paper texture.
8. **Color** panel	Lets you select a color and view information about the selected color
9. **Harmonies** panel	Lets you use harmony rules to create color harmonies
10. **Layers** panel	Lets you manage the hierarchy of layers and includes controls for creating, selecting, hiding, locking, deleting, naming, and grouping layers
11. **Papers** panel	Lets you apply and edit paper textures as well as open and manage paper libraries, including the new Fluid Papers library
12. **Color Selection** panel	Lets you adjust the behavior of selection brushes when selecting color by painting
13. Canvas	The canvas is the rectangular work area inside the document window whose size determines the size of the image you create. The canvas acts as the image background and, unlike a layer, it is always locked.
14. Toolbox	Lets you access tools for creating, filling, and modifying an image

Choosing a workspace layout

A workspace layout (also known as "palette arrangement") displays, hides, and positions workspace elements such as palettes and panels to suit a specific workflow. Corel Painter 2023 offers the following workspace layouts:

Workspace layout	Description
New to Painter	Displays the most essential controls together with the **Hints** panel to help you get started quickly with Corel Painter
Classic	Ideal for users who have experience with previous versions of Corel Painter and are looking for a seamless transition to a familiar environment
Default	The default workspace layout that works well for most computers. For more information, see "Workspace overview" on page 10.
Simple	Displays minimal user interface that includes the toolbox, the menu bar, and the extended property bar
Concept Art	Provides quick access to brushes, gradients, and texture painting controls. Brush and media palettes are logically grouped in palette drawers to save screen space.
Illustration	Displays the Reference Image panel, brushes, papers, gradients
Fine Art	Provides quick access to traditional media brushes and composition tools
Photo Art	Displays palettes commonly used by photo artists, providing optimal setup for cloning photos, textures, and paintings
Manga Art	Provides quick access to brushes, papers, and gradients, as well as brush size and opacity controls

The Quick Switch feature lets you choose two workspace layouts and quickly switch between them to suit the current task or the display mode of your device. This feature is especially useful on multi- or dual-mode devices. For example, you can select Default as Layout 1 and Simple as Layout 2. When you flip the display panel from Notebook to Tablet mode, the Simple workspace layout is automatically displayed, which lets you work in an uncluttered, minimalistic user interface.

To choose a workspace layout

• Choose **Window** ▶ **Layout**, and choose a layout.

You can also choose a layout from the Welcome screen by clicking **Setup** and selecting a layout.

To switch between workspace layouts

1 Choose **Window ▸ Layout ▸ Quick Switch ▸ Layout 1**, and choose a layout.

2 Choose **Window ▸ Layout ▸ Quick Switch ▸ Layout 2**, and choose a layout.

3 To switch between Layout 1 and Layout 2, do one of the following:
  - Reposition the display panel of your dual- or multi-mode device (for example, from Notebook mode to Tablet mode).
 - Choose **Window ▸ Layout ▸ Quick Switch ▸ Toggle Layout**.

You can switch between factory workspace layouts or custom workspace layouts that you created. For information about creating and saving custom workspace layouts, see "Rearranging panels and palettes."

Choosing and modifying brushes

Corel Painter 2023 brushes consist of a wide range of preset painting and drawing tools called brush variants. Brush variants are organized into a wide variety of categories, such as Airbrushes, Artists' Oils, Calligraphy, Pens, Pencils, and Real Watercolor. Some brush categories are designed with real media in mind, so you can select a tool with an expectation of how it will behave. Other brush categories have no real-media equivalent, such as the ground-breaking Particle brushes, and give digital artists the ability to express themselves in ways never thought possible.

The Brush Selector lets you choose a brush library, select a brush from a brush category, and browse additional brush packs that can complement your creative set of brushes. It also allows you to organize and display brushes in various ways. For example, you can filter brushes to show only the brushes you need. You can also show or hide Brush Selector parts to suit your workflow. For example, you can show or hide the Brush Library Selector, recently used brushes, brush pack promotions, and more.

The Brush Selector also lets you instantly identify which brush variants are compatible with the Default, Liquid Ink, Thick Paint, and Watercolor layers. When you hover over a brush variant, eligible layer compatibility icons appear beside the brush name at the bottom of the Brush Selector. Clicking a layer compatibility icon lets you find all brush variants that paint on this layer.
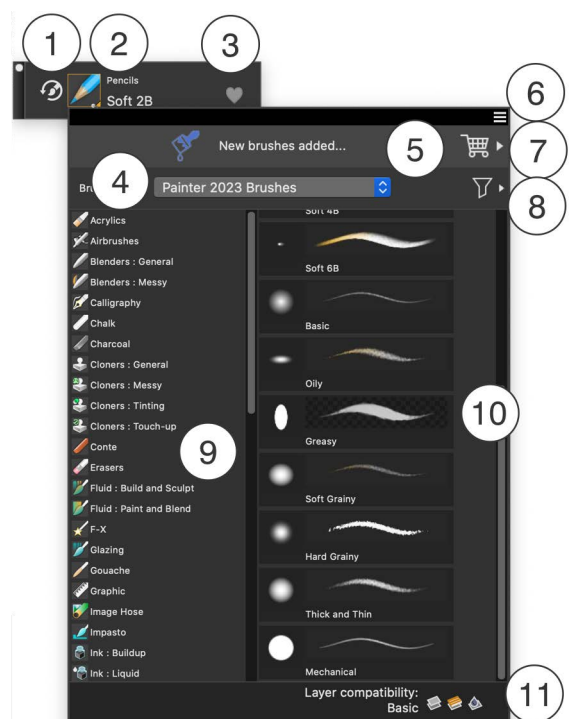
Circled numbers correspond to the numbers in the following table, which describes the main components of the Brush Selector.

Part	Description
1. Last Used Brush	Lets you access the previously used brush variant
2. Brush Selector Bar	Lets you access the Brush Selector flyout
3. Mark as Favorite	Lets you mark the selected brush as favorite
4. Brush Library Selector	Lets you choose a brush library
5. Brush Pack Promotions bar	Lets you access the Brush Pack Selector and purchase brush packs
6. Brush library options button	Lets you access commands that help you organize and display brushes in various ways
7. Brush Pack Selector	Lets you browse the available brush packs
8. Filter Brushes button	Lets you apply brush filters to show only the brushes you need
9. Brush categories	Lets you browse all categories in a brush library. Brush categories are groups of similar brushes and media.
10. Brush variants	Lets you browse the brush variants in a category. Brush variants are specific brushes and brush settings within a brush category.
11. Layer compatibility icons	Lets you identify and search for brush variants that are compatible with the Default, Liquid Ink, Thick Paint, or Watercolor layers

In the Painter 2023 Brushes library, brushes are organized into categories, which are groups of similar brushes and media. Brush variants are specific brushes within a brush category. The Brush Selector is also available as a floating panel that you can keep open to access brushes quickly and easily while you are painting. The Brush Selector panel has two viewing modes: compact and full view. In full view, both the brush categories and variants are displayed. In compact view, only the brush variants are displayed, which lets you see more brushes at a glance without the need to scroll.

(left) Brush Selector panel in compact view; (right) Brush Selector panel in full view

To show or hide the Brush Selector

• Perform a task from the following table.

To show or hide	Do the following
The Brush Selector bar	Choose **Window** ▶ **Brush Selector** ▶ **Bar**.
The Brush Selector panel in full view	Choose **Window** ▶ **Brush Selector** ▶ **Panel (Full View)**.
The Brush Selector panel in compact view	Choose **Window** ▶ **Brush Selector** ▶ **Panel (Compact)**.

To select a brush category and variant

1. In the toolbox, click the **Brush** tool .
2. Click the Brush Selector on the Brush Selector bar.
3. Click a brush category, and click a brush variant.

Filtering brushes

Brush filters let you show only the brushes you need for the creative task at hand. For example, you can apply the Thick Paint Compatible filter to show only Thick Paint and Thick Paint compatible brushes and hide all other brushes from the Brush Selector.

Corel Painter provides several brush filters: My Favorites, Painter Masters, Stamps, Watercolor Compatible, Thick Paint Compatible, and Cloners. To fine-tune your selection of brushes, you can apply two or more filters at the same time. For example, you can show only your favorite Watercolor Compatible brushes.
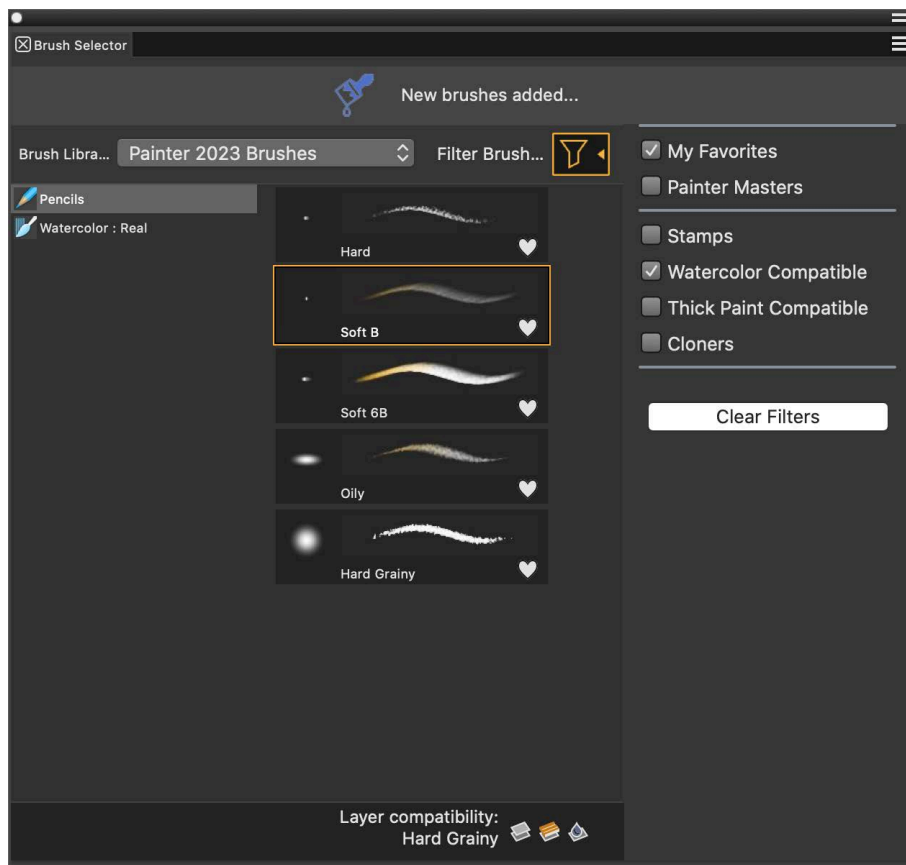
Apply one or more brush filters to hide the brush categories and brushes that you don't need.

You can clear one or more filters to expand your brush selection, and you can clear all brush filters to display all brushes in the active brush library.

To filter brushes

1   In the toolbox, click the **Brush** tool ✏.

2   Click the Brush Selector on the Brush Selector bar.

3   In the Brush Selector flyout, click the **Filter Brushes** button ▽‣ to show the list of available brush filters.

4   Enable one or more of the following check boxes:
    • **My Favorites** — shows only the brushes you have marked as favorites. For more information about favorite brushes, see "Marking brushes as favorite" on page 17.
    • **Painter Masters** — shows only brushes that are highly valued and used by Painter masters
    • **Stamps** — shows only stamp-type brushes that use the Circular, Captured, Computed Circular, or Static Bristle dab types
    • **Watercolor Compatible** — shows only Watercolor brushes and brushes that can be used on Watercolor layers
    • **Thick Paint Compatible** — shows only Thick Paint brushes and brushes that can be used on Thick Paint layers
    • **Cloners** — shows only cloner and clone tinting brushes
    When a brush filter is applied, the outline of the **Filter Brushes** button changes from white to orange ▽‣.

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> Brush filters are applied only to visible brushes. Hidden brush categories and brush variants remain hidden.

To clear filters

• In the Brush Selector flyout, click the **Filter Brushes** button ▽‣, and do one of the following:
    • To clear all filters, click **Clear Filters**. All brush variants and brush categories included in the active brush library are displayed.
    • To clear a specific filter, disable the filter check box.

Marking brushes as favorite

Marking the brushes you like as favorite helps you easily find them by the Favorite icons that appear beside their names. You can mark the selected brush as favorite from the Brush Selector bar with one click. To mark multiple brushes as favorite, it is faster to use the Brush Selector flyout or the Brush Selector panel. You can remove a brush from your list of favorites at any time.

The selected brush (left) is marked as favorite (right) from the Brush Selector bar.

You can show only your favorite brushes in the Brush Selector by applying the My Favorites filter.

To mark the selected brush as favorite

- On the Brush Selector bar, click the **Mark as Favorite** icon ♥ , located to the right of the brush name.

You can also mark a brush as favorite in the Brush Selector flyout or Brush Selector panel by right-clicking the brush and clicking **Favorite**. Use this method when you want to mark multiple brushes as favorite.

To remove the selected brush from your list of favorites

- On the Brush Selector bar, click the **Remove from Favorites** icon ♥ , located to the right of the brush name.

You can also remove a brush from your favorites in the Brush Selector flyout or Brush Selector panel by right-clicking the brush and clicking **Favorite**. Use this method when you want to remove multiple brushes from your favorites.

Finding brushes

You can quickly search the content of the currently selected brush library to find brushes that match a specific description. You can perform a search by entering one attribute, or a combination of brush attributes. For example, typing the search terms "pencil real" generates a list of all "Real Pencil" brush variants. Plus, you can use abbreviated search terms "d", "tp", "li", and "wc" in the Search bar to find respective Default, Thick Paint, Liquid Ink, and Watercolor brushes. In addition, the search term "gl" will instantly find all brushes that require Gel composite method for optimal look and feel.

To search for brush variants

1 In the Search bar (**Window ▸ Search**), type one attribute or a combination of brush attributes in the **Search** text box.
2 Hover over a brush variant in the list to display a preview of the brushstroke at the bottom of the flyout.
3 Choose a brush variant from the list.

The Search bar is displayed by default only in the Classic layout and is located to the right of the property bar, in the upper-right corner of the document window. To display the Search bar in all other layouts, click **Window ▸ Search**.

You can use **GPU** and **Multi-core** (or "Multicore") as search terms to find brushes that leverage those technologies. If you have a Mac or Windows computer that uses Intel processors, you can search using the term **AVX2** to find brushes that leverage those extensions. If you have a Mac computer that uses an Apple CPU, you can search using the term **NEON**.

If you previously hid the Search bar, you can show it by clicking **Window ▸ Search**.

Modifying brushes

When the Brush tool is selected, you can quickly modify a brush variant on the property bar. Some basic attributes, such as size and opacity, are common to all brushes, and other attributes are specific to the brush category that you've chosen.
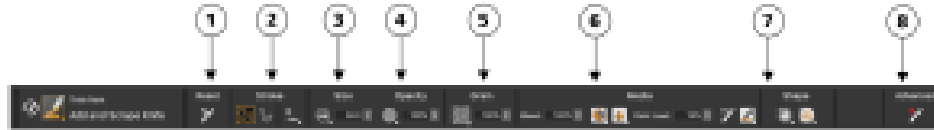
Controls on the property bar are organized logically for ease of use. Group labels help you find, understand, and use commands quickly and efficiently. (1) The Reset button lets you restore the default settings of a selected brush; (2,3,4) Controls common to all brushes; (5, 6, 7) Brush-specific controls; (8) The Advanced Brush Controls button lets you access the panels related to the active brush variant.

Depending on the brush category and variant you select, the property bar contains flyouts that provide access to the most commonly used functions that are relevant to the active brush or tool.
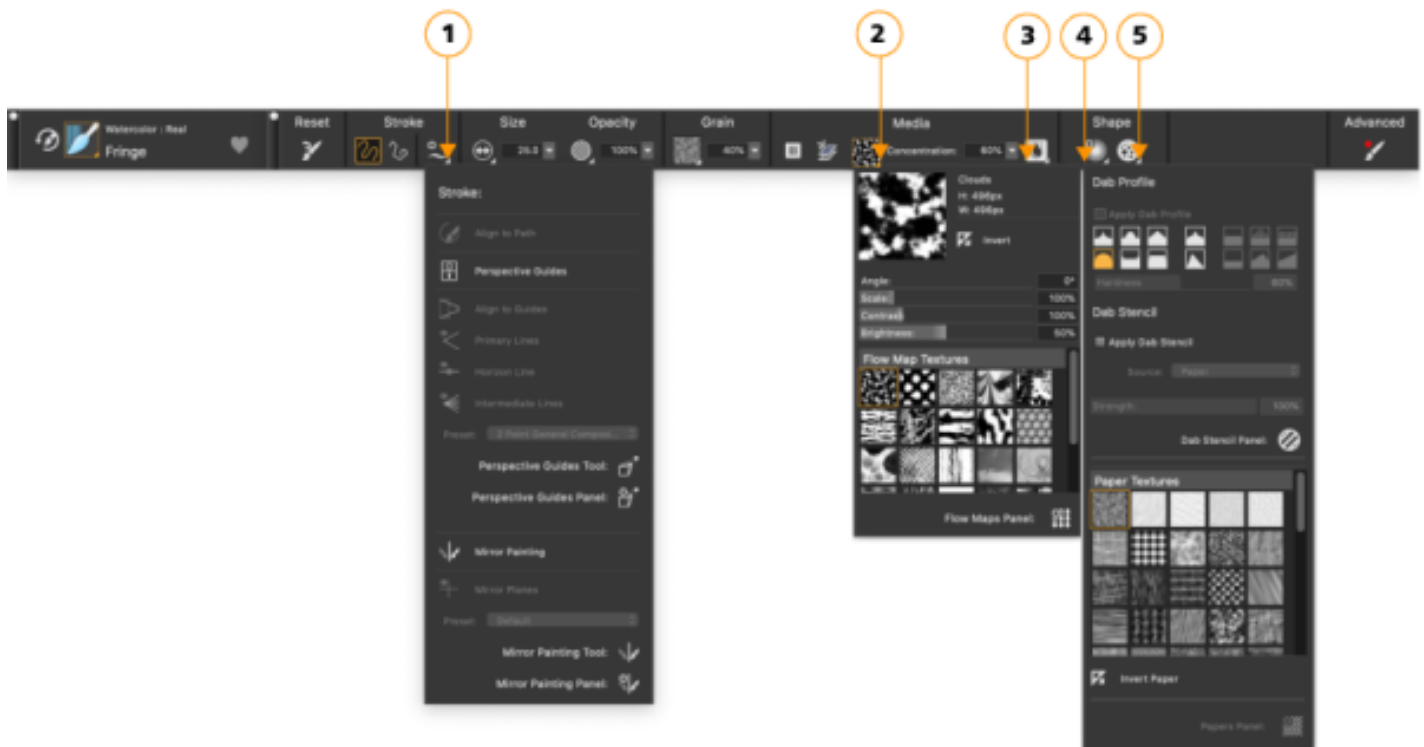
The property bar for a Real Watercolor brush variant: (1) the Stroke flyout; (2) the Flow map flyout; (3) the Real Watercolor flyout button; (4) the Dab Options flyout; (5) the Static Bristle flyout button; The background shape of icons indicates their use. A square background (4) signifies that the control gives access to settings that let you modify the media properties of a brush. Icons with a round background (4, 5) give access to settings that control the shaping of a brush.

To set basic brush attributes

1   In the toolbox, click the **Brush** tool ✏.

2   Click the Brush Selector on the Brush Selector bar.

3   Click a brush category, and click a brush variant.

4   On the property bar, do any of the following:

  • To set brush size, move the **Size** slider ⊕, or type a value in the **Size** box.

  • To set brushstroke opacity, move the **Opacity** slider ▒, or type a percentage in the **Opacity** box.

You can also set brush size by choosing a size preset from the **Size** library. Click the **Size** flyout button ⊕ on the property bar, click the **Size Library** button ••• , and click a preset in the **Brush Sizes** panel.

You can also increase brush size incrementally by pressing the right square bracket ( ]) key or decrease brush size by pressing the left square bracket ([ ) key.

When the **Brush** tool is active, you can set opacity by pressing a number key. Each number key is mapped to a fixed percentage. For example, 1 equals 10% opacity, 5 equals 50% opacity, and 0 equals 100% opacity.

Exploring brush categories

Corel Painter 2023 has a wide selection of brush categories, each with a variety of preset brush variants.

Creating custom brushes

You can choose a ready-to-use default brush variant from the impressive Corel Painter brush library, or you can modify a brush variant in the **General** brush control panel. It contains the following settings:

*   **Dab Type** — determines the method for applying media to the canvas
*   **Stroke Type** — determines how a brushstroke applies media
*   **Method** and **Subcategory** — method defines the most basic level of brush behavior and is the foundation on which all other brush variables are built. The method and method subcategory represent attributes of the stroke's appearance.
*   **Source** — determines the media that is applied by the brush variant

For more information about using the General brush control panel, see "General Controls" in the product Help.

To display the General Brush Controls panel

*   Choose **Window** ▶ **Brush Control Panels** ▶ **General** .

Exploring the toolbox

You can use the tools in the toolbox to paint, draw lines and shapes, fill shapes with color, view and navigate documents, and make selections.

The following table provides descriptions of the tools in the Corel Painter toolbox.

Tool	Description
Color tools	
	The **Brush** tool lets you paint and draw on the canvas or a layer. The property bar displays the most commonly used functions that are relevant to the active brush. For more information, see "Selecting, managing, and creating brushes."
	The **Dropper** tool lets you pick up a color from an existing image. The property bar shows the values of the color. When you select a color with the **Dropper** tool, that color becomes the current color in the **Color** panel. For more information, see "Sampling colors from images."

Tool	Description
	The **Paint Bucket** tool lets you fill an area with media, such as a color, gradient, pattern, weave, or clone. The property bar shows options for the areas that you can fill and the media that you can use. For more information, see "Working with color fills."
	The **Interactive Gradient** tool lets you apply a gradient to an image by filling an area, such as the canvas, a selection, layer, or channel. For more information, see "Applying gradients."
	The **Eraser** tool lets you remove unwanted areas from an image. For more information, see "Erasing image areas."

Selection tools

Tool	Description
	The **Layer Adjuster** tool is used to select, move, and manipulate layers. For more information, see "Displaying the Layers panel."
	The **Transform** tool lets you modify selected areas of an image by using different transformation modes. For more information, see "Preparing selections for transformations."
	The **Rectangular Selection** tool lets you create rectangular selections. For more information, see "Getting started with selections."
	The **Oval Selection** tool lets you create oval selections. For more information, see "Getting started with selections."
	The **Lasso** tool lets you draw a freehand selection. For more information, see "Getting started with selections."
	The **Polygonal Selection** tool lets you select an area by clicking different points on the image to anchor straight line segments. For more information, see "Creating path-based selections."
	The **Magic Wand** tool lets you select an area of similar color by clicking or dragging in an image. For more information, see "Creating pixel-based selections."
	The **Selection Brush** tool lets you create a freehand selection by painting. For more information, see "Selecting areas by painting."
	The **Selection Adjuster** tool lets you select, move, and manipulate selections created with the **Rectangular**, **Oval**, and **Lasso** selection

Tool	Description
	tools and selections converted from shapes. For more information, see "Preparing selections for transformations."
(Crop icon)	The **Crop** tool lets you remove unwanted edges from an image. For more information, see "Cropping images."

Shape tools

Tool	Description
(Pen icon)	The **Pen** tool lets you create straight lines and curves in objects. For more information, see "Drawing lines and curves."
(Quick Curve icon)	The **Quick Curve** tool lets you create shape paths by drawing freehand curves. For more information, see "Adjusting curvature."
(Rectangular Shape icon)	The **Rectangular Shape** tool lets you create rectangles and squares. For more information, see "Drawing shapes."
(Oval Shape icon)	The **Oval Shape** tool lets you create circles and ovals. For more information, see "Drawing shapes."
(Text icon)	The **Text** tool creates text shapes. Use the **Text** panel to set the font, point size, and tracking. For more information, see "Adding text."
(Shape Selection icon)	The **Shape Selection** tool is for editing **Bézier** curves. You use the **Shape Selection** tool to select and move anchor points and adjust their control handles. For more information, see "Selecting a shape."
(Scissors icon)	The **Scissors** tool lets you cut an open or closed segment. If the segment is closed, after you click on a line or point, the shape path becomes open. For more information, see "Cutting and joining shape segments."
(Add Point icon)	The **Add Point** tool lets you create a new anchor point on a shape path. For more information, see "Adding, deleting, and moving anchor points."
(Remove Point icon)	The **Remove Point** tool lets you remove an anchor point from a shape path. For more information, see "Adding, deleting, and moving anchor points."
(Convert Point icon)	The **Convert Point** tool is used to convert between smooth and corner anchor points. For more information, see "Adjusting curvature."

Tool	Description
Photo tools	
	The **Cloner** tool gives you quick access to the last Cloner brush variant you used. For more information, see "Painting in the clone."
	The **Rubber Stamp** tool gives you quick access to the **Straight Cloner** brush variant and lets you sample areas within an image or between images. For more information, see "Performing offset sampling."
	The **Dodge** tool lets you lighten the highlights, midtones, and shadows in an image. For more information, see "Dodging and burning."
	The **Burn** tool lets you darken the highlights, midtones, and shadows in an image. For more information, see "Dodging and burning."
Symmetry tools	
	The **Mirror Painting** mode lets you create a perfectly symmetrical painting. For more information, see "Using the Mirror Painting mode."
	The **Kaleidoscope** mode lets you transform basic brushstrokes into colorful and symmetrical kaleidoscope images. For more information, see "Using the Kaleidoscope Painting mode."
Composition tools	
	The **Divine Proportion** tool lets you plan compositions by using guides based on a classical composition method. For more information, see "Using the Divine Proportion tool."
	The **Layout Grid** tool lets you divide your canvas so that you can plan your composition. For example, you can divide your canvas into thirds vertically and horizontally to use the compositional rule of thirds. For more information, see "Using the Layout Grid."
	The **Perspective Guides** tool lets you display guides using one-, two-, or three-point perspective. For more information, see "Using Perspective Guides."

Navigation tools

Tool	Description
(Grabber icon)	The **Grabber** tool lets you scroll through an image quickly. For more information, see "Repositioning images."
(Magnifier icon)	The **Magnifier** tool lets you magnify areas of an image when you are performing detailed work, or reduce areas to get an overall view of an image. For more information, see "Zooming images."
(Rotate Page icon)	The **Rotate Page** tool lets you rotate an image window to accommodate the way you naturally draw. For more information, see "Rotating images and the canvas."

Selectors

	Description
(View selector icon)	The **View** selector allows you to switch between document views and viewing modes. For more information, see "Switching document views."

(tip icon)

The toolbox is open by default, but you can close it by clicking the close button on the toolbox header bar. To reopen the toolbox, choose **Window ▶ Toolbox**.

Exploring panels and palettes

The interactive panels in Corel Painter are single tabbed containers that let you access content libraries, commands, controls, and settings. Panels are stored in palettes. You can turn a palette into a palette drawer, so you can quickly collapse it to save screen space.
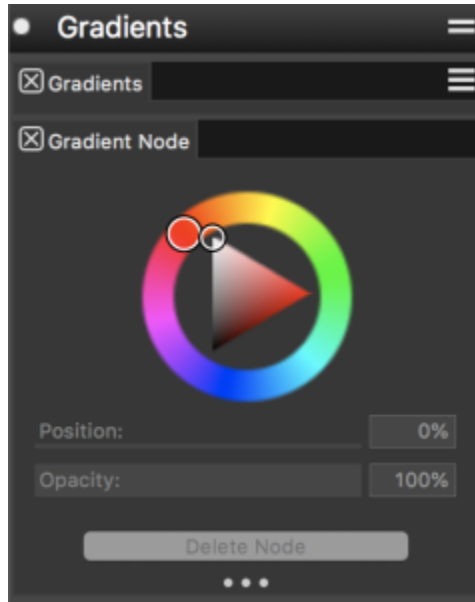
This palette drawer includes two related panels: Gradients and Gradient Node. You can access a panel's content by clicking its tab.

Exploring panels

Most panels in Corel Painter contain option menus from which you can access a series of related commands. For example, you can use the options menu in the **Layers** controls panel to lock, duplicate, and group layers.
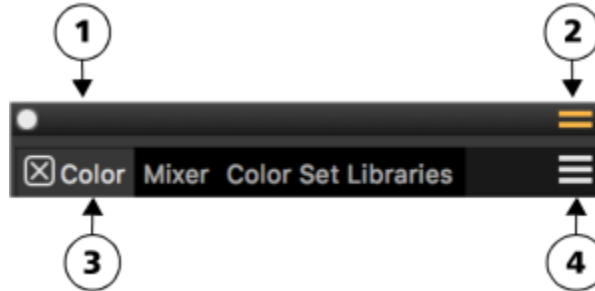
A typical palette features a header bar (1), a Palette Drawer button that lets you turn a palette into a palette drawer (2), panel tabs (3), and a Panel options button that allows you to access a series of related commands (4).

The following table contains descriptions of the most frequently used panels. For more information about other panels, see "Exploring panels" in the product Help.

Panel	Description
Brush Control panels	
The brush control panels are included in the Brush Controls palette. The brush controls are divided into multiple brush control panels that allow you to adjust a brush variant while you work, or alter an existing variant to create a new variant.	Allow you to customize brush variants. For more information, see "Adjusting brushes with brush controls."

| Panel	Description
Advanced Brush Controls panel	Generates a grouping of brush control panels that are relevant to the currently selected brush. You can access brush shape and brush media panels quickly by using the **Shape** and **Media** shortcuts in the **Edit** panel. For more information, see "Exploring Brush Controls."
Color panels	
Color Panel (Full View) Color Panel (Compact)	Let you choose main and additional colors and create color harmonies. For more information, see "Choosing colors from the Color panel."
Mixer	Lets you mix and blend colors as you would on an artist's palette. For more information, see "Exploring the Mixer panel and mixing controls."
Color Set Libraries	Displays the colors in the current color set so you can organize groups of colors. For more information, see "Working with color sets."
Harmonies	Lets you use harmony rules to create color harmonies. For more information, see "Working with color harmonies."
Layers and Channels panels	
Layers	Lets you preview and arrange all layers. You can use Dynamic Plug-ins, add new layers (including Default, Thick Paint, Watercolor, and Liquid Ink layers), create layer masks, and delete layers. In addition, you can set the composite method and depth, adjust the opacity, and lock and unlock layers. For more information, see "Layers."
Channels	Lets you preview thumbnails of all the channels in a Corel Painter document, including RGB composite channels, layer masks, and alpha channels. From the panel, you can also load, save, and invert existing channels, and create new channels. For more information, see "Alpha Channels."

Working with panels and palettes

When you launch Corel Painter 2023, the **Color** panel is open automatically and is grouped in a palette drawer with the **Mixer**, **Harmonies**, **Color Set Libraries**, **Layers**, and **Channels** panels. The **Color** panel has two viewing modes: compact and full view. In full view, both the color wheel and sliders are displayed. In compact view, only the sliders are displayed. By default, the **Color** panel in full view displays the color wheel, and information for a selected color, but you can hide these elements.
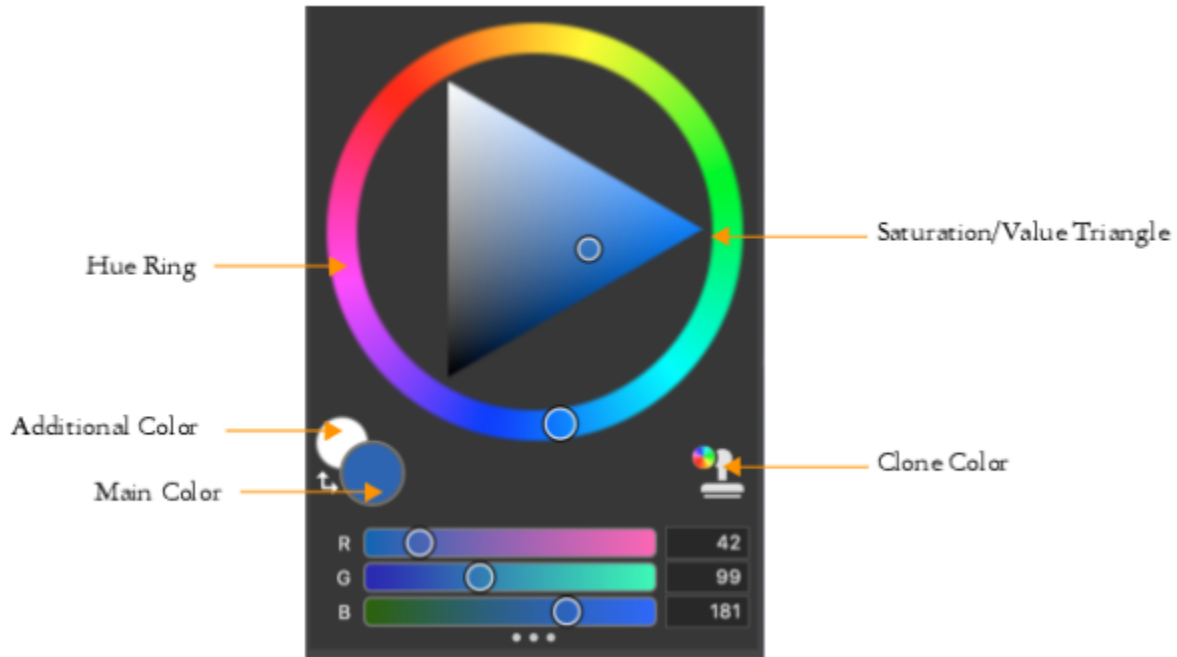
The Color panel in full view

To hide information on the Color panel

1 Choose **Window ▸ Color Panels ▸ Color Panel (Full View)**.

2 Perform a task from the following table.

To	Do the following
Hide the color wheel	Click the Color options button ☰, and choose **Color Wheel**.
Hide color information	Click the Color options button ☰, and choose **Color Sliders**.

You can easily display a panel when you need it, and you can quickly close a panel when you're done.

To hide or show a panel or palette

• Choose **Window ▸** [Panel name].

You can restore a previously hidden palette by choosing **Window** and choosing the name of a panel that is contained in the palette.

You can save the arrangement of palettes as a custom workspace layout for later use, and you can delete this custom workspace layout when you no longer need it.

You can rearrange the display of panels to better match your workflow. For example, you can group task-related panels together in one palette. At any time, you can further customize these palettes by adding or removing a panel, repositioning a panel, or moving a panel to another palette.

To group panels into palettes

• Perform a task from the following table.

To	Do the following
Group panels into a palette	Drag a panel by its tab to another open panel to create a group.
Add a panel to a palette	Drag the panel tab to the palette.
Remove a panel from a palette	Drag the panel tab out of the palette.
Reposition a panel in a palette	Drag the panel tab to a new location in the palette.

Palettes and panels float in the workspace. Docking attaches panels or palettes to the vertical edge of the application window. Undocking detaches them from the workspace, so you can move them.

To dock or undock a palette or a panel

• Perform a task from the following table.

To	Do the following
Dock a palette	Drag the palette header bar to the vertical edge of the application window. The palette snaps into place when it lines up with the edge.
Undock a palette	Drag the blank area to the right of the panel tabs away from the edge of the application window.
Dock a panel	Drag the panel tab to the vertical edge of the application window. The panel snaps into place when it lines up with the edge.
Undock a panel	Drag the panel tab away from the application window.

You can turn a palette into a palette drawer, so you can quickly collapse it to save screen space. At any time, you can turn a palette drawer back into a regular palette. You can resize and reposition a palette drawer like any other palette group.

To use a palette drawer

• Perform a task from the following table.

To	Do the following
Create a palette drawer	Click the **Palette Drawer** toggle button ▬ on the palette header bar, and click **Palette Drawer**.
	To turn a drawer into a regular palette, repeat the preceding steps.

To	Do the following
Expand or collapse a palette drawer	Double-click the header bar of the palette drawer.
Hide a palette drawer	Click the **Close** button ⬤ on the header bar.
Show a palette drawer	Choose **Window** ▶ **Palette Drawers** ▶ [Palette drawer name].

Creating custom palettes

Corel Painter lets you create custom palettes that contain only the features that you want so you can quickly access them. For example, you can place items from the Brush library panel or any of the Media library panels in a custom palette. You can also add commands from the main menus or panel options to custom palettes. For more information, see "Creating and modifying custom palettes" in the product Help.

You can change how items on a custom palette are displayed. For example, you can display them as text, icons, or wide icons.

To quickly create a custom palette

* Press **Shift**, and do any of the following:
  * Drag a brush variant from the **Brush Selector** panel to the document window.
  * Drag a paper, flow map, or media library thumbnail from the **Paper** libraries (**Window** ▶ **Media Panels** ▶ **Papers**), **Flow Map** libraries (**Window** ▶ **Media Panels** ▶ **Flow Maps**), or the other **Media** panels (**Window** ▶ **Media Panels** ▶ [**Textures**, **Patterns**, **Gradients**, **Nozzles**, **Looks**, **Weaves Library Panel**]) to the document window.

To add menu commands, controls, or tools to a custom palette

1 Choose **Window** ▶ **Custom Palette** ▶ **Add Command**.
2 From the **Select Custom Palette** list box, choose **New** to create a new palette or select an existing custom palette.
3 With the **Create Palette/Add Command** dialog box open, perform a task from the following table:

To add	Do the following
A menu item	Choose a menu item from a default Corel Painter menu.
Additional controls	Choose a menu item from the **Other** menu.
A panel, or any item included in a panel's options flyout menu	Choose a menu item from the **Panel Menus** menu.
A toolbox tool	Choose a menu item from the **Tools** menu.
An item from an open palette	Click the item.

4 In the **Create Palette/Add Command** dialog box, click **Add**, and then click **OK**.

Choosing a workflow

Corel Painter includes a wide array of tools and features that allow you to create original artwork and use the workflow that best suits your creative style.

Using Corel Painter's powerful cloning tools, you can quickly transform a digital photo into a painting. You can also use a photo as a starting point for a painting with the tracing paper feature, which displays a faded-out version of the source image beneath the clone document and allows you to precisely apply clone colors to the canvas.

If you prefer to start with a sketch created with traditional art tools, you can scan it and finish the painting digitally in Corel Painter. You can also start a project from scratch in Corel Painter by choosing a paper texture and a brush, and applying color to the canvas.

Photo art: Photo painting

A great way to become acquainted with Corel Painter is to create photo art by painting on a photo. All you need is a photo to use as a source image. The Photo Art workspace layout displays only the palettes and tools that are relevant to photo painting.

You can use various preset styles to turn your photo into a painting.

Corel Painter includes powerful image cloning tools to help you transform an existing image, such as a photograph, into a work of art. You can use the Quick Clone feature to automatically set up everything you need to clone an image, or you can start from a blank document and add one or more clone sources. A clone source is a reference — a guide — for brush colors. You clone (copy) color from a clone source and apply it to a destination canvas (clone document). A clone source may or may not be embedded. Embedding a clone source allows you to keep it with your document and switch quickly between clone sources as you paint. You can use images, textures, and patterns as clone sources. If you plan to use a clone source only once — for example, if you want to turn a photo into a painting — you can embed it as an image. If you plan to reuse a content asset as a clone source in multiple projects, you can store it as a texture or a pattern in the Texture or Pattern library, respectively. Corel Painter supports PNG and RIFF clone sources with transparency and lets you easily transform textures in the context of your composition to make them suit your artistic vision. For more information about cloning, see "Image cloning and sampling" in the product help.

In this guide, we describe one of many possible photo-painting workflows for creating a composite image. We use a painting by Karen Bonaker as a guide to show how you can use an embedded image and a texture as clone sources. Feel free to experiment with the tools and settings shown to create your own digital art from scratch.

Corel Painter also has auto-painting tools that streamline the process of creating a painting that is based on a digital image or scanned photo. Previous experience with digital art is not required to use these tools. For more information, see "Auto-painting photos" in the product help.

To display the Photo Art workspace layout

•   Choose **Window** ▶ **Layout** ▶ **Photo Art**.

To clone an image using Quick Clone

1 Open the image that you want to clone.

2 Choose **File** ▶ **Quick Clone**.

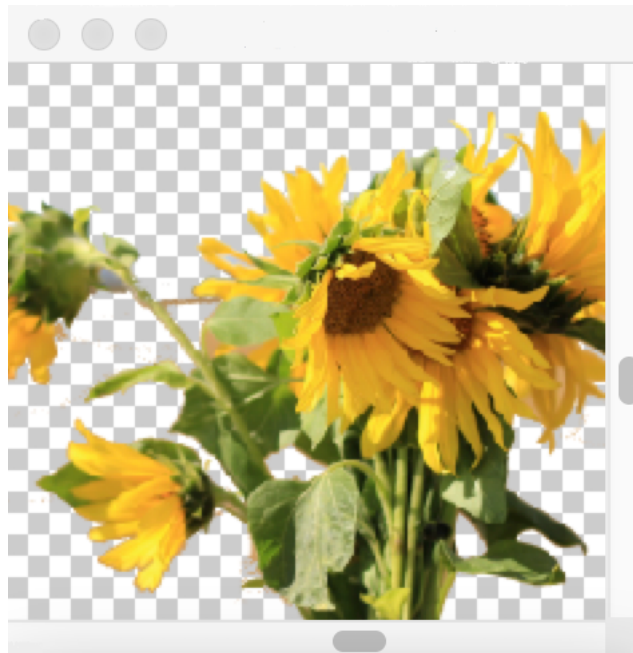3 Apply brushstrokes to the canvas by using a cloner brush.

As you paint, you can turn the tracing paper off and on by choosing **Canvas** ▶ **Tracing Paper**.

> You can also choose a brush from any other brush category and set it to clone color by clicking the **Clone Color** button 🖌 on the **Color** panel.

To add clone sources to a document

1 Open or create a document.

Corel Painter supports PNG and RIFF clone sources with transparency. In this example, Karen Bonaker used a transparent PNG.

2 In the **Clone Source** panel (**Window** ▶ **Clone Source**), choose **Embedded Image** from the **Source** list box. In the **Embed Source Image** dialog box, enable the **Current Document** option, and choose the document that you want to clone from the list of open documents.
Tip: To embed an additional image, click the **Embed Source Image** button 🗁, and click **Browse**. Locate the folder that contains the image that you want to use, and click **Open**.

3 To add a texture as a clone source, in the **Clone Source** panel, choose **Texture** from the **Source** list box. Click a texture thumbnail in the list. Enable the **Show Texture** check box to see the texture in the document window.
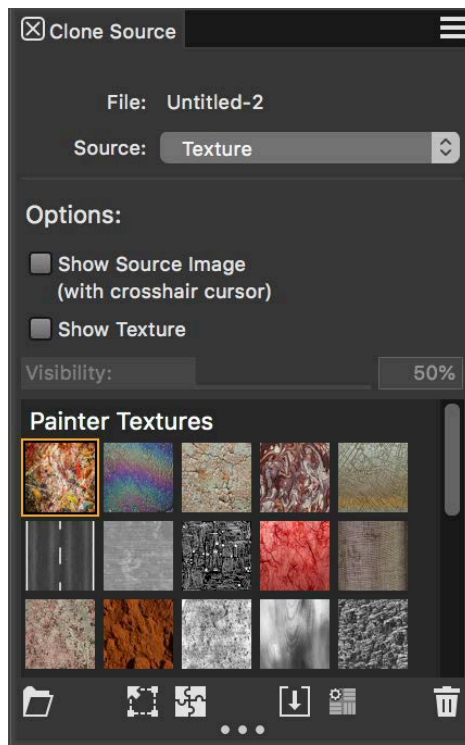
*Create your content assets, import them into the **Texture** library, and use them as clone sources in your painting or photo collage.*

Tip: Before you clone a texture, you can modify its appearance to suit your composition and concept. Learn more about modifying textures in the Help.

4   In the Brush Selector panel (**Window** ▶ **Brush Selector** ▶ **Panel (Full View)**), choose a brush from the Cloners categories.

5   Paint in the clone document to clone the texture.
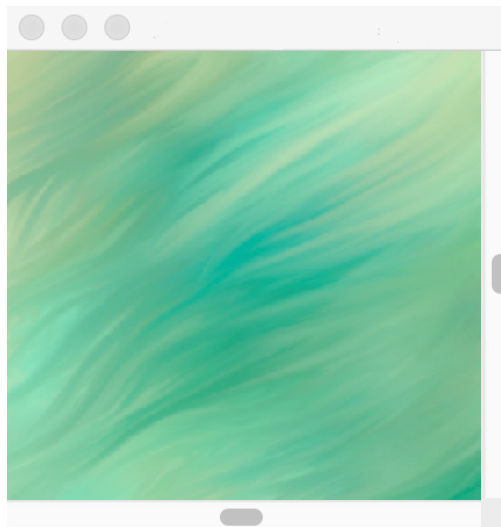
In this example, Karen Bonaker used a custom texture.

Tip: To embed a texture into a clone document so that it's saved with the document for future use, in the **Clone Source** panel, right-click a texture thumbnail (Windows) or hold down **Control** and click a texture thumbnail (macOS), and click **Embed Texture as Clone Source Image**.

6   To switch to the embedded source image, in the **Clone Source** panel, choose **Embedded Image** from the **Source** list box.

7   Paint in the clone document to clone the image. As you paint, you can turn the tracing paper on and off by enabling or disabling the **Toggle Tracing Paper** check box in the **Clone Source** panel.
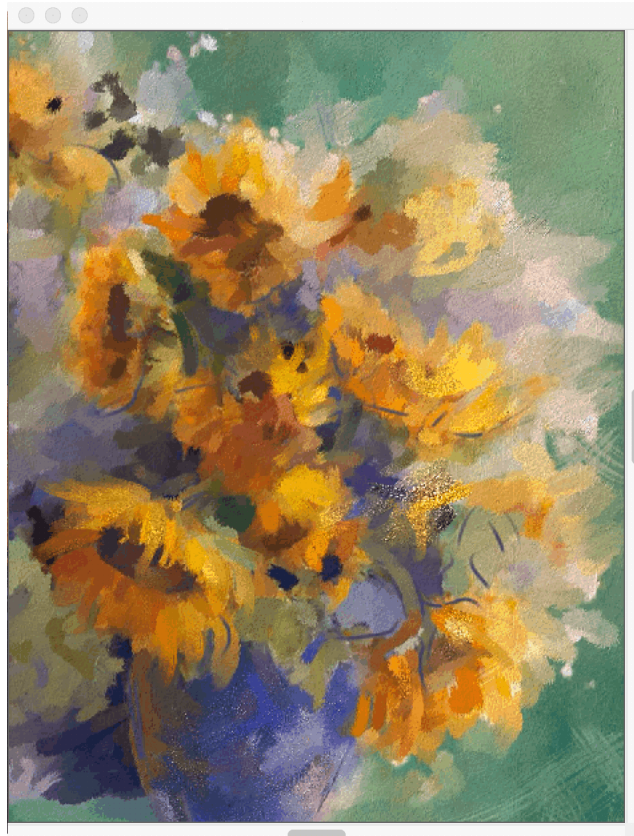
In this painting, Karen Bonaker used an embedded image and a texture as clone sources.

Experiment with other variants from the Cloners brush categories.

Examples of brush variants from the Cloners brush categories.

You can transform any brush into a cloner brush by clicking the **Clone Color** button 🖌 in the **Color** panel.

Photo art: Tracing

In addition to painting on a photo, you can use tracing paper to outline a photo or other artwork. You can then use the outline as a starting point for a painting. Or you can trace a photo to create a sketch, such as a charcoal or chalk drawing.

Tracing a photo to create a sketch

To trace a photo

1 Open the photo or other artwork that you want to trace.

2 Choose **File** ▸ **Quick Clone**.

3 In the **Clone Source** panel (**Window** ▸ **Clone Source**), make sure the **Toggle Tracing Paper** check box is enabled, and in the **Clone Color** panel (**Window** ▸ **Brush Controls Panels** ▸ **Brush Media** ▸ **Clone Color**), disable the **Enable Clone Color** check box.
   Now you can see a visual reference of the original photo as you paint, but you can choose the color that you paint with.

4 Draw on the canvas to outline the image by using the underlying image as reference.

   By varying the pressure of the stylus, you can apply darker or lighter tones. The shading doesn't have to be exact.

You can change the opacity of tracing paper by moving the **Opacity** slider in the **Clone Source** panel, or turn off the tracing paper by disabling the **Toggle Tracing Paper** check box.

Starting from a scanned illustration

With Corel Painter, you can easily cross over to the digital world from pencil and paper. Many graphics professionals still prefer to start with a hand-drawn illustration, scan it, and then import the scan into Corel Painter.

First, you scan a sketch done in any medium on white paper to the JPEG or TIFF file format.

To place a scanned illustration

1 Choose **File** ▸ **New** to create the document into which you'll place the scanned image.

2 In the **New Image** dialog box, specify the document width and height by using roughly the same dimensions as your scan.

3 Choose **File** ▸ **Place**, browse to the scan, select it, and click **Open**.
   You can use the outline of the scan that appears to position the sketch.

4 Click the document when the outline is in position, or click **OK** in the **Place** dialog box.
   The scanned sketch becomes a new layer.
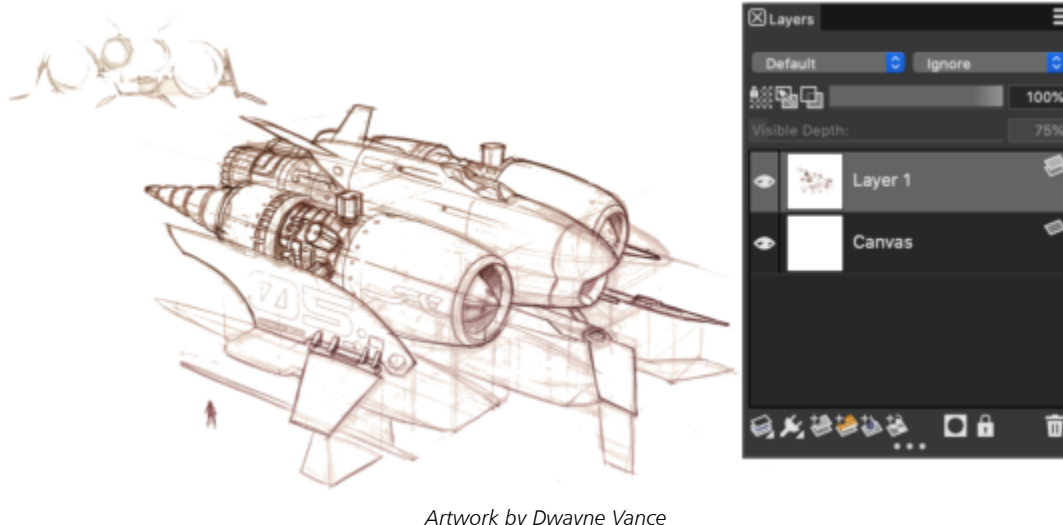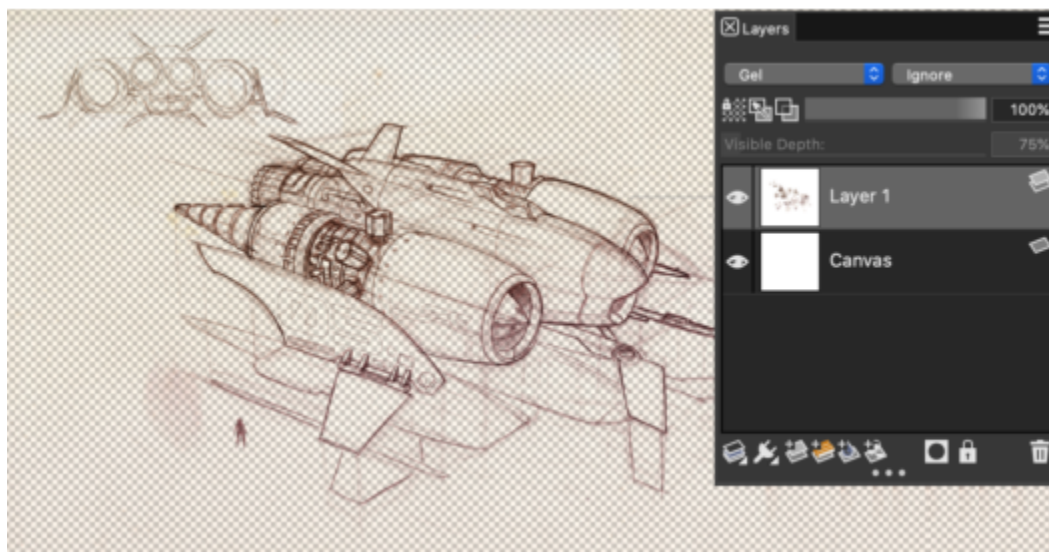
Artwork by Dwayne Vance

When you scan or photograph a sketch, there might be smudging picked up by color scanners or lighting imperfections in a photo. You can quickly correct these issues by hiding the canvas and changing its composite method, which lets you determine how a layer blends with an underlying image. For example, change the layer's composite method to Gel to see the sketch on a transparent background. With this method, anything that is white is made transparent.

To make the sketch background transparent

1   In the **Layers** panel, click the eye icon 👁 next to the canvas.

2   Select the sketch layer, and choose **Gel** from the **Composite Method** list box.

💡

You can also work in Gel mode when the canvas is visible by first filling the canvas with a color other than white. This allows you to paint on the canvas, so you can paint underneath the sketch. This method is used by many graphics professionals because it allows them to paint large parts of the sketch quickly and then clean it up with the **Eraser** tool ◆.

Artwork by Dwayne Vance

You can also open a scanned file directly in Corel Painter, rather than place the scanned sketch in a new document. There is no guesswork in trying to size your document. Keep in mind that when you open a scanned file, it's mounted to the canvas, so lifting it off the canvas onto its own layer offers you greater flexibility.

To open a scanned illustration

- Choose **File** ▶ **Open**, browse to the scanned file, select it, and click **Open**.

To lift the canvas to a layer

1 In the **Layers** panel, right-click the canvas, and choose **Lift Canvas to Watercolor Layer**.
  The default composite method for Watercolor layers is Gel.
2 Double-click the Watercolor layer, and type **Sketch** in the text box.
3 If you want to use a variant from a brush category other than Watercolor, right-click the layer, and choose **Convert to Default Layer**.

You can use shapes and selections to add line work over the sketch for reference. Alternatively, you can copy the line work to its own layer and incorporate it into the painting. Another technique that design professionals use when they start with a scanned sketch is to create shapes that mirror parts of the sketch. You can then snap a brushstroke to the shape or fill it with color.

To use shapes to recreate the sketch

1 Click any of the following tools in the toolbox to create shapes that replicate portions of the sketch:
  - **Pen** tool 🖋 to create straight lines and curves in objects
  - **Quick Curve** tool 〰 to create shape paths by drawing freehand curves, which are ideal for tracing areas of the sketch
  - **Rectangular Shape** tool ▢ to create rectangles and squares
  - **Oval Shape** tool ⬤ to create circles and ovals
2 Click any of the following tools in the toolbox to fine-tune a shape so that it better mirrors an area of the sketch:
  - **Shape Selection** tool ▷ to select and move anchor points and adjust their control handles
  - **Add Point** tool 🖋 to create a new anchor point on a shape path
  - **Remove Point** tool 🖋 to remove an anchor point from a shape path

  You can't paint on a Shape layer, so when you're satisfied with the look of a shape, select its layer, and click the **New Layer** button 📑 in the **Layers** panel to create a layer above the shape layer.
3 In the toolbox, click the **Brush** tool 🖌.
4 Click the Brush Selector on the Brush Selector bar, and choose a brush category and variant.
5 On the property bar, click the **Stroke Options** flyout button ☄, and click **Align to Path** 🖌.
  Brushstrokes within the tolerance area of a path or shape are automatically aligned.
6 In the **Layers** panel, select the layer you added above the shape layer, and paint.

💡

  If you use closed shapes, you can convert them to selections that can be filled with the **Paint Bucket** tool 🪣. First, select the shape, and then choose **Shapes** ▶ **Convert to Selection**.

Drawing and painting from scratch

When you draw or paint from scratch, you start by setting up the canvas size, resolution, and orientation. When setting the canvas size and resolution, keep in mind that a larger image size preserves more image detail and makes it easier to maintain image quality when you need to produce a smaller version of the image. For more information, see "Understanding resolution" and "Resizing images and the canvas."

In this guide, we use a painting created by renowned Corel Painter Master Mike Thompson as a guide. Feel free to experiment with the tools and settings shown to create your own digital art from scratch.

To set up your painting

1   Choose **File** ▶ **New**, and choose any options to set up your canvas.

2   Type a value in the **Resolution** box.

    In the sample image, the resolution is set to 200 dpi.

3   Choose a unit of measurement from the **Units** list box, and set the image width and height.
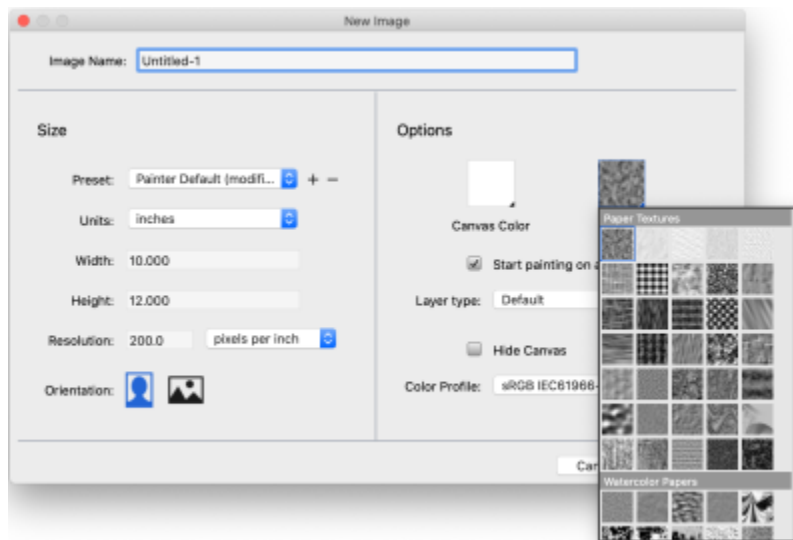
In the sample image, the unit of measurement used is inches. The width is set to 10 inches, and the height is set to 12 inches.

4   Click the **Canvas Color** selector, and choose a color from the color picker.

    In the sample image, white is used.

5   Click the **Paper** selector, and choose a paper texture from the **Papers** panel.

    In the sample image, **Basic Paper** is used.

To get started quickly, you can create a Thick Paint, Watercolor, or Liquid Ink layer, set canvas visibility and orientation, and choose a color profile directly from the **New Image** dialog box.

The maximum canvas size is 16 382 x 16 382 pixels. To prevent performance issues, start with a canvas that is smaller than 16 382 x 16 382 because layers expand when paint and effects are applied close to their edges.

If you're basing your painting on a photo, design, or another piece of digital art, the **Reference Image** panel makes it easy to keep a visual source of inspiration within sight while you create. It's the perfect way to capture subtle elements that will enhance your artwork without disrupting your workflow. You can resize the panel by dragging from the lower-right corner. In the **Reference Image** panel, you can even sample colors from the image, reposition the image, as well as zoom in or out.

To display a reference image

1   Choose **Window** ▶ **Reference Image**.

2   In the **Reference Image** panel, click the **Open Reference Image** button 📁.

3   In the **Open Reference Image** dialog box, locate the file that you want to open.

    You can open reference images that are saved to the following file formats: JPG, PNG, RIFF, and PSD.

4   Click **Open**.

When you open RIFF, TIFF, and PSD files that contain layers in the **Reference Image** panel, all layers are flattened.

To sample a color in a reference image, click the **Dropper** tool 🖊, move the cursor to the color that you want to sample, and click it. The color swatch is updated to display the color you've selected.

With the document set up, now it's time to choose a brush, select a color, and start painting. Corel Painter offers a wide range of brushes that are designed with the real media in mind, so you can predict how a brush will behave. Corel Painter brushes can paint or draw with any kind of media — not just oils and watercolor, but also pencils, pens, pastels, and other media.

Individual brushes, known as brush variants, are stored in the Brush Selector in different brush categories. For more information, see "Choosing and modifying brushes" on page 13.

You can use the brush variants as they are, or you can adjust them to suit your purposes. Many artists use brush variants with only minor adjustments to size, opacity, or grain (how brushstrokes interact with paper texture). These settings are found on the property bar.

To choose a brush and change its color

1   In the toolbox, click the **Brush** tool 🖌.

2   From the Brush Selector bar, choose a brush category, and then choose a brush variant.

    In the sample image, Mike used the Soft 2B Pencil variant from the Pencils brush category.

3   To change the color, on the **Color** panel, drag the **Hue Ring** to display the range of colors you want, and click the **Saturation/Value Triangle** to specify the color.

    The top of the triangle represents the highest value (white), and the bottom of the triangle represents the lowest value (black). Saturation levels increase from left to right. Dragging to the right, or clicking on the right, produces purer colors within the predominant hue. Dragging to the left, or clicking on the left, reduces the color saturation and produces "muddier" or grayer colors.

    In the sample image, Mike started with a light blue.

When you start a painting from scratch, it's a good idea to place each element of your painting on its own layer. This allows you to modify and manipulate the content of a layer independently of other layers and the canvas. It also allows you to use one layer as a sketch, which you can then trace on another layer with more detail and precision.

To add and manage layers

1   In the **Layers** panel (**Window ▶ Layers**), click the **New Layer** button 🗏 to create the sketch layer.

2   Double-click the new layer in the **Layers** panel, and name it **Sketch**.

3   In the toolbox, click the **Brush** tool 🖌 , and create a rough sketch that will serve as the foundation of the painting.

Artwork by Mike Thompson

4   Create a new layer to use as a tracing layer, and name it **Tracing**.

5   Select the Sketch layer, and move the **Opacity** slider to 70%.
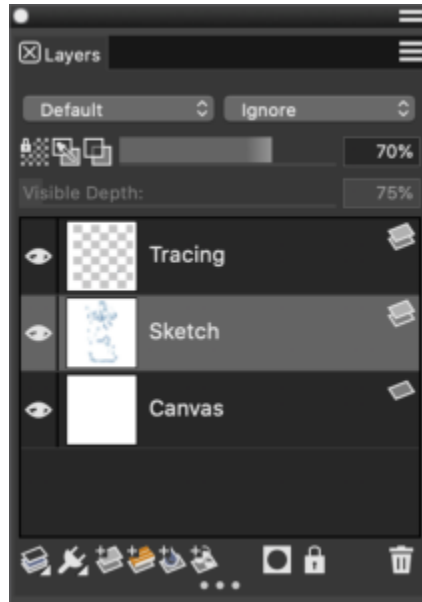
6   Select the Tracing layer, choose another brush variant and color, and begin creating a clean line drawing based on the sketch.

Mike used a pencil from the Pencils brush category. Artwork by Mike Thompson

After you've traced your sketch, Corel Painter 2023 offers a world of creative possibilities to complete your painting.

Artwork by Mike Thompson

To complete this painting, Mike used fills, brushes from the Oils and Blenders brush categories, colors mixed on the Mixer Pad, and more. You can get a more in-depth explanation of the creation of this painting or learn more about Mike Thompson.

Additional resources

You can access additional Corel Painter resources online to learn more about the product and connect with the Corel Painter community.

Resources	To access
Corel Painter website	http://www.painterartist.com
Corel Painter Tutorials	http://www.youtube.com/user/PainterTutorials
Corel Painter on Twitter	http://www.twitter.com/corelpainter
Corel Painter on Facebook	http://www.facebook.com/corelpainter

For information about the products available in the Corel Painter family, visit www.corel.com.