Artweaver 6 Help

1. Introduction

1.1 About Artweaver

Artweaver is a painting program which lets you paint creatively with the help of a huge range of tools. You can create sketches from photos or just experiment with colors.

For professional users, Artweaver offers layers, layer groups, selection tools and support for various file formats.

Artweaver is available in two versions: The Free version as freeware and an the Plus version with costs which has more features than the free version. Please see here for a feature comparison between both versions.

Advantages of Artweaver

- Support of many different digital brushes e.g. chalk, charcoal, pencils...
- A wide variety of adjustment settings to customize the default brushes or to create new brushes
- Industry standard image editing tools like gradient, crop, fill and selection tools
- Event saving and playback
- Native 64 bit support *
- Free rotable and dragable canvas *
- Working simultaneously on the same document over the Internet
- Support for the most common file formats like AWD (Artweaver), BMP, GIF, JPEG, PCX, TGA, TIFF, PNG, and PSD
- Transparency, layer and layer group support
- Effect filters like sharpen, blur, emboss, mosaic ...
- Editable text layers
- Pen Tablet support for a realistic painting feeling
- History function to undo/redo last editing steps
- Use of multiple CPU cores *
- Customizable keyboard shortcuts *
- Extendible through plug-in modules
- Support for many languages through language files
- And much more ...

⚠️ * Only available in Plus version

1.2 Version Differences

Artweaver is available in two versions: The Free version as freeware and an the Plus version with costs which has more features than the free version.

Version differences

Feature	Artweaver Free	Artweaver Plus
Many predefined digital brushes like chalk, charcoal, pencils, ...	✔	✔
New creation and adjusting of existing digital brushes	✔	✔
Detailed configuration of digital brushes through brush editor	✘	✔
Standard image editing tools like gradient, crop, fill and selection tools	✔	✔
Saving and replaying of event files	✔	✔
Protection for saved event files	✘	✔
Working together in a team	✔	✔
Support for events in the Artweaver Document file format (AWD)	✘	✔
Tabbed document interface	✔	✔
Individual arrangement and docking of palettes	✔	✔
Free resizable palettes (docked and stand-alone)	✘	✔
Support for custom palettes	✘	✔
Customizable shortcuts for menus and tools	✘	✔
Real-time preview for filters directly on the document	✘	✔
Support for common file formats like AWD (Artweaver), BMP, GIF, JPEG, PCX, TGA, TIFF, PNG and PSD	✔	✔
Extended support of the PSD file format (e.g. Layer groups, selections, …)	✘	✔
Basic brush types like Circular, Airbrush, Imagestamp, …	✔	✔
Additional brush types like Hairy brush, Pixel brush, …	✘	✔
Basic brush methods like Cover, Buildup, Eraser, …	✔	✔
Additional brush methods like Colorize and Warp	✘	✔

Maximum supported document sizes (in pixels)	9999x9999	24999x24999
Maximum supported brush size (in pixels)	250	999
Basic support for pen tablets through the Wintab interface	✔	✔
Extended support for pen tablets (Pen erasers and Tool-ID)	✘	✔
Common image and effect filters	✔	✔
Additional image and effect filters like Channel mixer, Deskew, Filter gallery, Remove red eyes, …	✘	✔
Preset loading and saving support for many filters	✘	✔
Free rotable and dragable canvas	✘	✔
Virtual memory management with scratch disk support	✔	✔
Individual configuration of virtual memory management	✘	✔
Support for EXIF meta data in many file formats	✘	✔
Support for multiple CPU cores	✘	✔
Free transformation of selections	✘	✔
Native 64 bit support	✘	✔
Import of images from scanners and digital cameras through the WIA interface	✔	✔
Assisted capturing of Imagestamp presets	✘	✔
Configurable view of preset selectors (thumbnail or list)	✘	✔
Mirror painting	✘	✔
Color themes for the user interface	✘	✔
8 Bits/Channel support	✔	✔
16 Bits/Channel support	✘	✔

1.3 Support

If you need help, choose *Main Window menu -> Help -> Support* to get more details about getting support for Artweaver or visit the Artweaver Support Forum which can be found on www.artweaver.de .

General information about new versions, additional Plug-Ins and other extensions are available at www.artweaver.de. If you have suggestions for this help or Artweaver, please contact us at www.artweaver.de.

1.4 Install Artweaver

System requirements

- Windows 7, Windows 8 or Windows 10 (each with latest service pack)
- Pentium II compatible processor, 1000 MHz or greater (1500 MHz recommended)
- 512 MB RAM (1024 MB recommended)
- 100 MB of available hard disk space
- 1024x768 pixels or greater monitor resolution
- A Pen tablet is recommended

Installation Notes

The setup program shows several input dialogs. It is recommended to leave all settings at default except there is a strong reason to change them. You can accept the default settings by clicking on *Ok, Yes* or *Next* .

The setup installs always the 64 bit version of Artweaver Plus on every 64 bit Windows starting from version 7.

You can always download the latest setup program at www.artweaver.de.

1.5 License Artweaver

You need a license key to unlock all features of Artweaver. Without entering a license key Artweaver will run as a time limited test version where some features are no longer available after the test period has expired. If you do not have a license key, please visit www.artweaver.de to buy a license key or upgrade an older license key to the latest version.

This is only valid for the Plus version.

To enter a license key

- Start Artweaver
- Choose *Enter Artweaver Plus License Key* in the *Enter License Key* dialog
- Enter your *Name* and *License Key* from the registration email and click *Next*
- Enable the option *Exit Artweaver Plus* and continue to quit Artweaver
- Start Artweaver to enable the entered license key

It is important that you enter your *Name* and *License Key* exactly as written in the registration email as they depend on each other.

1.6 Remove Artweaver

If you really want to remove Artweaver, you can do this with the following steps:

Go to the System Control and double-click on*Add/Remove Software* . Now search for the entry*Artweaver* and click on it. The uninstall program will be executed and removes Artweaver from your system.

1.7 Update Artweaver

Artweaver has a built-in update function which regularly checks for new program versions during application startup. Available updates will be automatically downloaded and installed on next application startup.

A Internet connection is required to check for updates and to install them.

To update Artweaver manually

- Choose *Help -> Check for updates*
- Follow the instructions shown by the Online Update wizard

To install updates administrative user rights are required which will be automatically requested by the Artweaver updater if not already available.

1.8 License and Usage Conditions

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1. Copyright
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The program, all documentation and images are protected by copyright.
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Copyright © 2002-2017 Boris Eyrich Software
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Contact: info@b-e-soft.com
Website: http://www.b-e-soft.com

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2. The Workspace

2.1 Main Window

The Main Window has been designed to give you easy access to tools, effects, commands, and features. It is organized across a series of menus and interactive palettes.
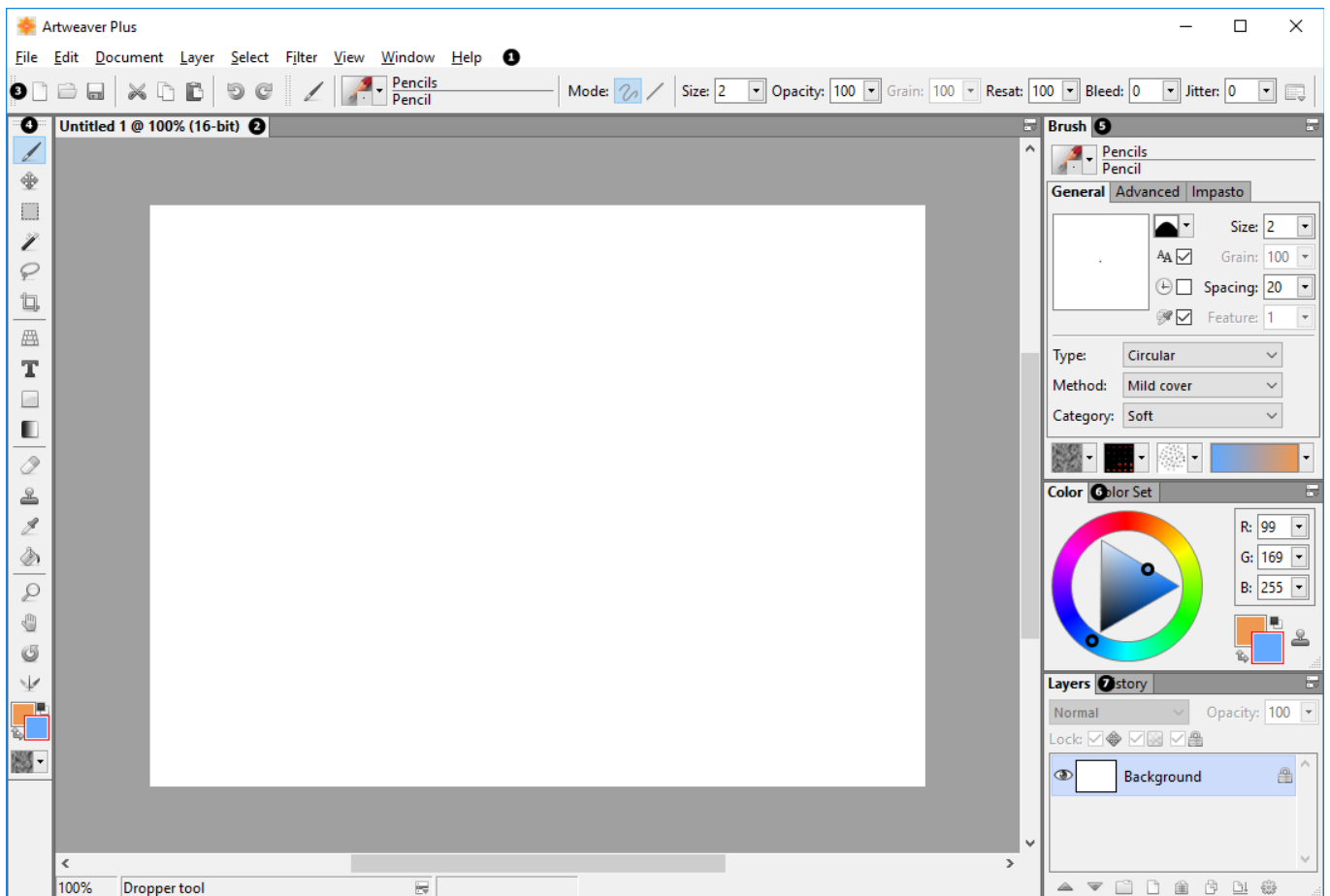
Overview

- ❶ Main window
- ❷ Document tab
- ❸ Property bar
- ❹ Tools palette
- ❺ Brush palette
- ❻ Color palette
- ❼ Layers palette

There are more palettes in Artweaver available which are hidden by default but can be shown at every time.
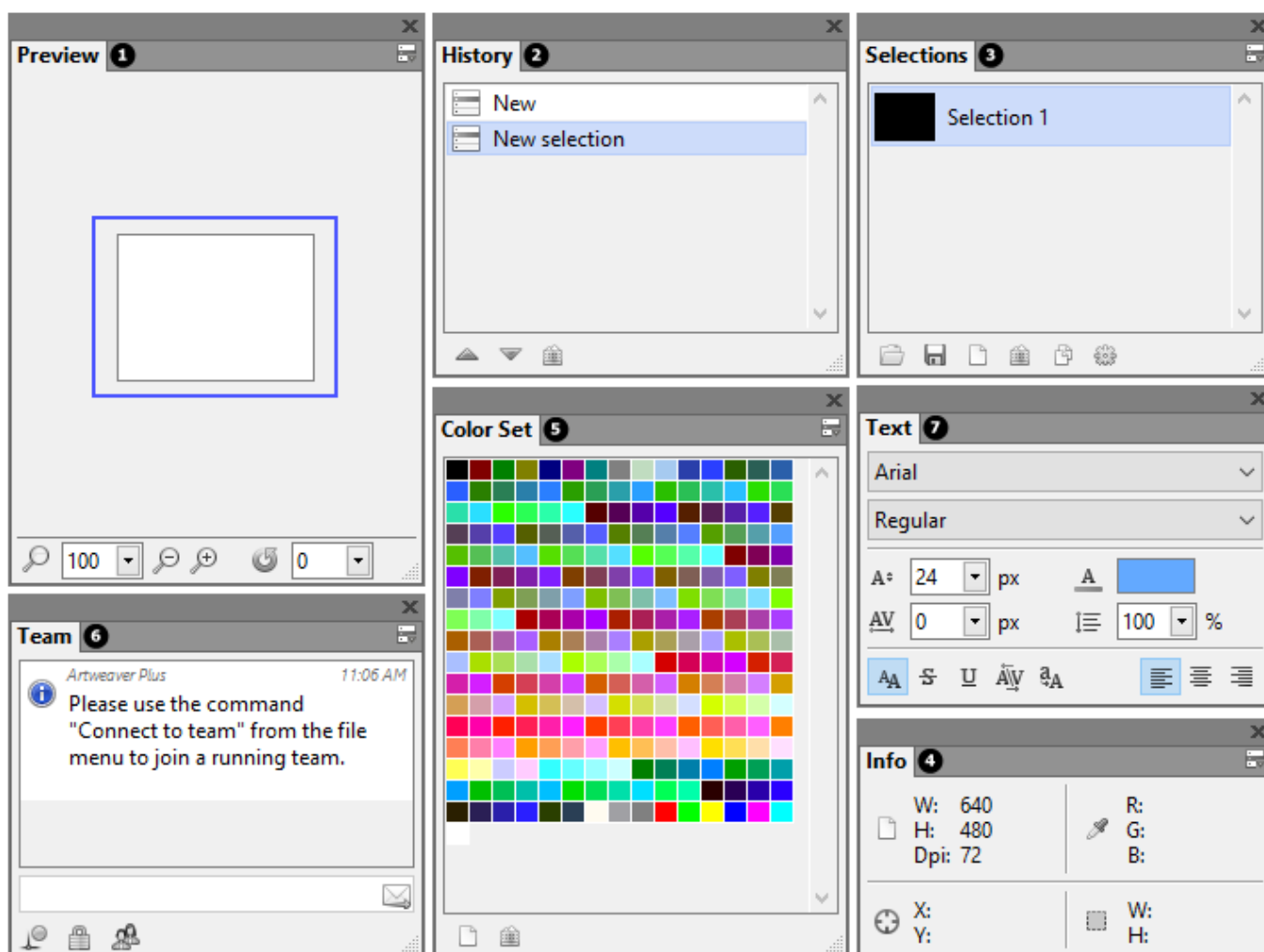
More Palettes

- ❶ Preview palette
- ❷ History palette
- ❸ Selections palette
- ❹ Info palette
- ❺ Color Set palette
- ❻ Team palette
- ❼ Text palette

2.2 Working with Documents

The first step in creating an image in Artweaver is opening a document. You can open a blank canvas by creating a new document, work with an existing image by opening a file already created, or acquire an image from a scanner or digital camera.

Creating and Opening Documents

The *Main Window menu -> File -> New* command creates a blank, untitled document based on the specifications you set in the *New dialog* box. *Image Size* shows the RAM requirement for creating the document at the specified width, height, and resolution. This number does not reflect the file size for the saved document. A saved Artweaver file is usually 25% to 50% of the size of the working document, depending on the number of colors it contains.

You can also open documents from other graphics applications and use Artweaver to add brush strokes, tints, or paper textures. Or, you can clone a document to re-create it in a different medium.

To create a new document

- Choose *Main Window menu -> File -> New*
- In the *New* dialog box, enter values for the following:
    - *Width* and *Height* determine the dimensions of the canvas. You can change the unit of measurement by using the menu. Choose from pixels (the default), inches, centimeters (cm) and millimeters (mm)
    - *Resolution* is the number of pixels per inch that make up an image
    - Choose the document's background color in the *Color* menu
- Click *OK*

To open an existing document

- Choose *Main Window menu -> File -> Open*
- In the *Open* dialog box, use the controls to locate the file you want to open
- Click Open

The *File* menu also offers you a shortcut to previously opened documents. Before choosing *Open* in the *File* menu, see if the file you want is in the recently opened files list under the *Open Recent* menu.

Zooming

By default, Artweaver opens a document at a zoom level to fit the screen, but you can change the level of magnification by zooming. You can zoom in and out using the *Zoom* tool or zoom to fit the screen. You can even zoom in and out while working with other tools.

You can zoom in and out using the Zoom tool.

To zoom in

- Do one of the following:
    - On the *Tools* palette, click the *Zoom* tool 🔍 and on the *Property Bar* click the *Zoom in* button ⊕
    - Hold down Ctrl + [   ]
- Click or drag in the document window

💡 When you drag, Artweaver chooses the zoom level that most closely conforms to the selected area and centers the screen view on that area.

💡 The document's zoom level appears in the document tab.

To zoom out

- Do one of the following:
    - On the *Tools* palette, click the *Zoom* tool 🔍 and on the *Property Bar* click the *Zoom out* button ⊖
    - Hold down Alt + [   ]
- Click in the document window

💡 You can also zoom in or out by typing a value in the *Scale* box at the bottom of the image

window.

To reset magnification to 100%

- Choose *Main Window menu -> View -> Actual Pixels*

To zoom to fit the screen

- Choose *Main Window menu -> View -> Fit on Screen*

Repositioning Documents

The *Hand* tool allows you to reposition a document in Artweaver workspace and view different areas of an image.

To use the Hand tool

- Activate the *Hand* tool by doing one of the following:
    - On the *Tools* palette click the *Hand* tool
    - Hold down
- Drag in the document window to scroll through your image

Rotating Documents

The *Rotate View* tool lets you rotate an image on the screen to accommodate the way you draw naturally.

⚠ This feature is only available in Plus version.

You can rotate an image on the screen to accommodate the way you draw naturally.

To rotate the view

- Activate the *Rotate View* tool by doing one of the following:
    - On the *Tools* palette click the *Rotate View* tool 🔄
    - Hold down ⇧ + ⬜
- Drag in the document window to rotate the image

💡 You can also rotate an image by typing a rotation angle in the *Angle* box on the *Property Bar* .

To return an image to its original orientation

- On the *Tools* palette click the *Rotate View* tool 🔄
- On the *Property Bar* click the *Reset* button

Saving Files

You have several options for saving files. You can save a file in its current format or to a different format. You can also save iterations of the same file. Whenever you perform an iterative save, a new version of the file is saved with a number added to the file name, and for each subsequent save, the number added to the file name increments by 1. In addition,

Artweaver remembers the location of the last file you saved.

To save a file in its current format

- Choose *Main Window menu -> File -> Save*

To save a file with a different name or format

- Choose *Main Window menu -> File -> Save As*
- In the *Save Image As* dialog box, use the controls to specify a location, file name, and format

To perform an iterative save

- Choose *Main Window menu -> File -> Iterative Save*

Closing Documents

You can close documents using menu commands or the *Close* button of the current document tab.

To close a document

- Do one of the following:
    - Click the active window's *Close* button ✖
    - Choose *Main Window menu -> File -> Close*

2.3 Importing images from scanners and cameras

To import scanned images, either open TIFF files saved from separate scanning software, or use the WIA interface directly in Artweaver. In either case, make sure to install the software necessary for your scanner or camera. For installation instructions, see the documentation provided by the device manufacturer.

Device drivers are supported by the manufacturer only. If you have problems with scanning, make sure that you are using the latest version of the device driver and software.

To import images using the WIA interface

- Choose *File -> Import -> Your device name*
- Click *Scan*

To import images from a separate scanning application

- Start the scanning software, and set options as desired
- Save scanned images in TIFF format
- Open the saved TIFF files in Artweaver

2.4 Guides and Grids

The document window features guides and grid that help you position and size images and image elements.

Guides

Guides are non printing lines that appear over the image in the document window. They are very helpful in aligning image elements. You can place guides at any position in the document window and easily reposition and remove them. Guides can also be locked so that they can't be dragged.

To display or hide guides

- Choose *Main Window menu -> View -> Show Guides* or *Hide Guides*

To create a guide

- Show the guides
- Choose *Main Window menu -> View -> New Guide*
- Specify in the New Guide dialog box the orientation and position for the new guide
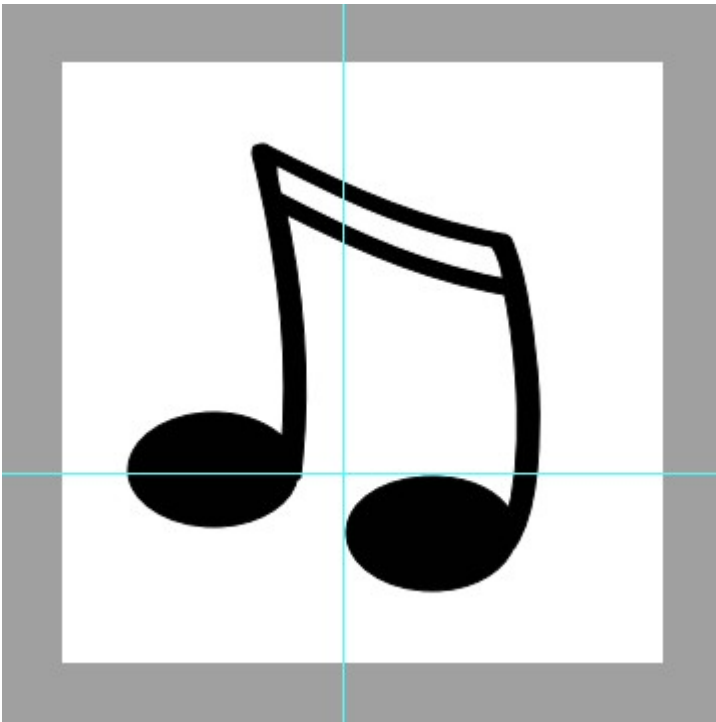
The document tab shows a horizontal and vertical guide.

To reposition a guide

- In the *Tools* palette, click the *Move* tool
- Drag the guide to any point in the document

To remove all guides

- Choose *Main Window menu -> View -> Clear Guides*

The Grid

Artweaver provides a grid to help you in laying down brush strokes or creating shapes. You can set the size and color of the grid.

Preferences   ✕

General		OK
Interface		Cancel
Painting	Guide color: Cyan	
Pen calibration		Back
File handling	Grid color: Light blue	Next
Performance	Grid size: 12 pixels	
Transparency & units		
Guides & grid	Symmetry color: Green	
Language		
Plug-Ins		
Online Update		
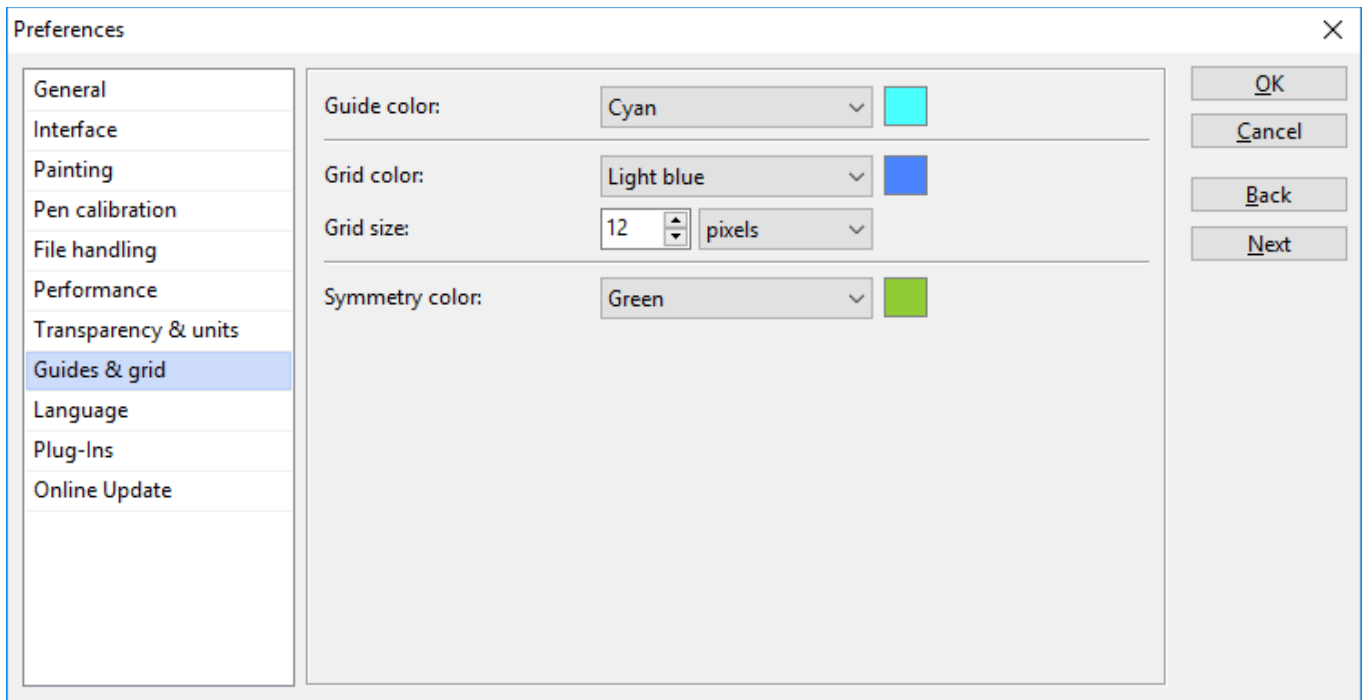
Preferences Guides & grid.

To display or hide the grid

- Choose *Main Window menu -> View -> Show Grid or Hide Grid*

To set grid options

- Choose *Main Window menu -> Edit -> Preferences*
- Choose in the Preferences dialog box *Guides & grid*
- Click the *Grid color* field to set the color of the grid lines
- Enter a value for the *Grid size*

The Perspective Grid

A perspective grid helps you to create three-dimensional images. Perspective grid is a non printing array of lines that converge at a single vanishing point. You can set the type, line color, and spacing of the perspective grid. You can also modify the location of the vertical plane and horizon line by using the *Perspective Grid* tool. Any perspective grid that you create or modify can also be opened for use in another drawing.
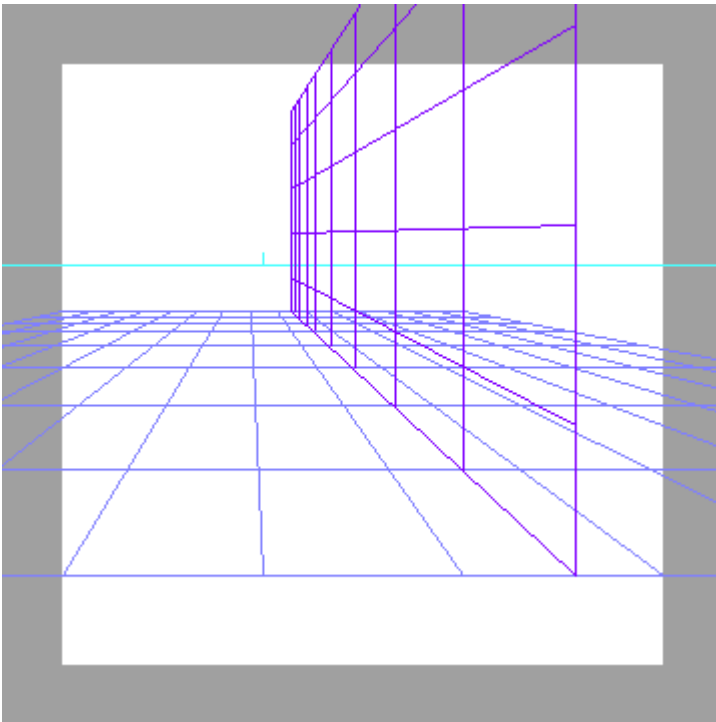
Use perspective grid lines to help you create 3D images.

To display or hide the default perspective grid

- With an image open, click the following form the *Main Window menu*: *View -> Show Perspective Grid* or *Hide Perspective Grid*

To create a new perspective grid

- In the *Tools* palette, click the *Perspective Grid* tool
- On the *property bar* , enable the check boxes corresponding the grids you want to see
- Choose a color for the horizontal and vertical grid lines in the *Horizontal Grid Color* box and *Vertical Grid Color* box
- Enter a value in the *Spacing* box
- On the property bar, click the *Save Grid* button
- In the Save Grid dialog box, enter a name in the *Name* box

To open a perspective grid

- In the *Tools* palette, click the *Perspective Grid* tool
- On the *property bar*, choose a grid from the *Presets* box

To remove a grid preset

- In the *Tools* palette, click the *Perspective Grid* tool 🔲
- On the *property bar*, choose a grid from the *Presets* box
- Click on the *Delete Grid* button

To adjust the perspective grid lines

- Choose *Main Window menu -> View -> Show Perspective Grid*
- In the *Tools* palette, click the *Perspective Grid* tool 🔲
- To move the horizontal plane grid, hold the cursor over the nearest edge of the horizontal grid. The cursor becomes a double-pointed arrow
- Drag to move the horizontal plane grid up or down
- To move the vertical plane grid, hold the cursor over the nearest edge of the vertical grid. The cursor becomes a double-pointed arrow
- Drag to move the vertical plane grid left or right

2.5 Plug-Ins

Plug-Ins are software modules that extend the capabilities of Artweaver. Many Plug-Ins come with Artweaver. Other Plug-Ins are available from third-party software developers.

Artweaver uses the following types of Plug-Ins

- *Effects filters* offer special effects for raster images. You can access available filters from the *Filters* menu
- *File format Plug-Ins* extend the support for opening and/or saving different image formats
- *Import Plug-Ins* support acquisition of images through external devices (such as scanners and digital cameras) and file formats not built into the application
- *Export Plug-Ins* export image data and support special output devices

Installing Plug-Ins

💡 All Plug-Ins must reside in the Artweaver Plug-In folder.

To install new Plug-Ins

- Follow the installation instructions provided by the Plug-In manufacturer
- If you installed the Plug-In in the Artweaver *Plug-In* folder, Artweaver automatically loads the Plug-In during startup

- If Artweaver is running, restart it to activate the new Plug-In

Working with Third-party Plug-ins

Artweaver supports besides the own format additionally Plug-Ins in the Photoshop© format which are offered by many third-party software developers.

⚠ This feature is only available in Plus version.
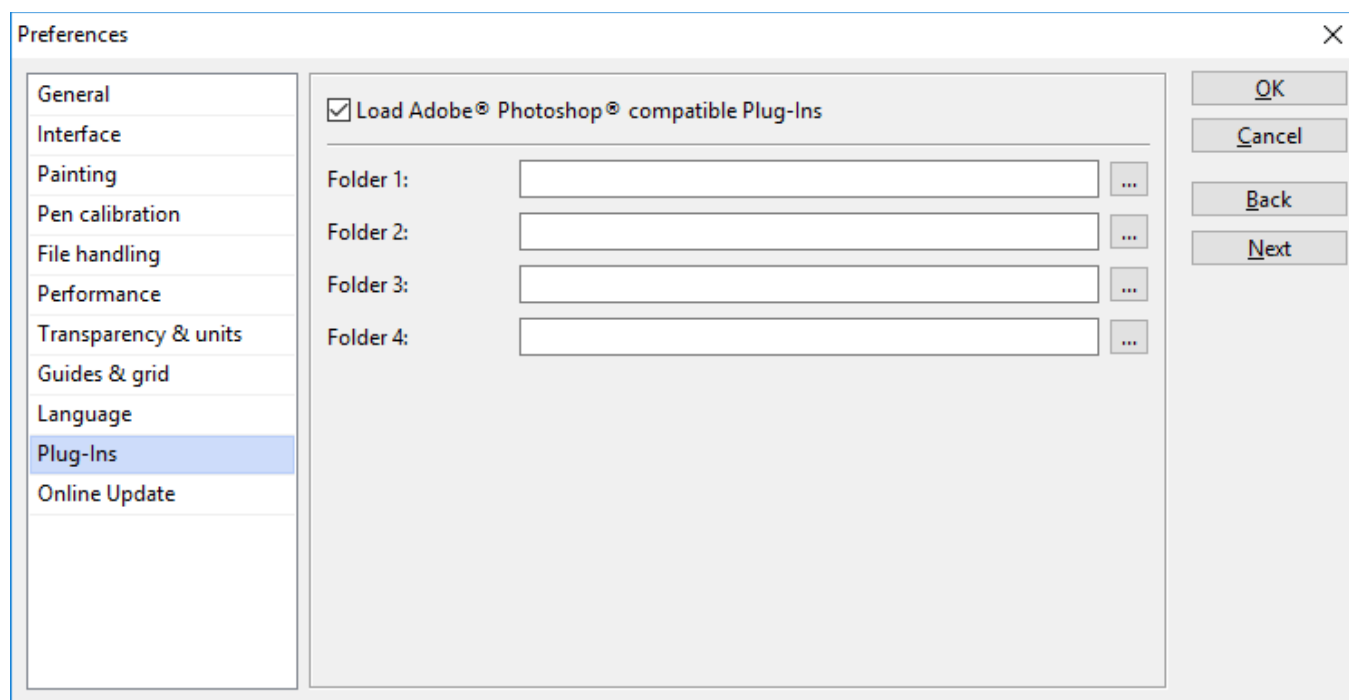
Preferences Plug-Ins.

To use Photoshop© compatible Plug-Ins

- Follow the installation instructions provided by the Plug-In manufacturer
- Choose *Edit* menu -> *Preferences* -> *Plug-Ins*
- Click on the *...* button besides the *Folder* field
- In the *Search folder* dialog box, choose a drive / folder
- Click on *OK*
- Restart Artweaver to activate the new Plug-Ins

2.6 Pen Tablet Support

Artweaver supports Pen Tablets, incl. pressure sensitive pens through the Wintab interface.

Pen Calibration

You can individually adjust the pressure of your pen to your own needs.
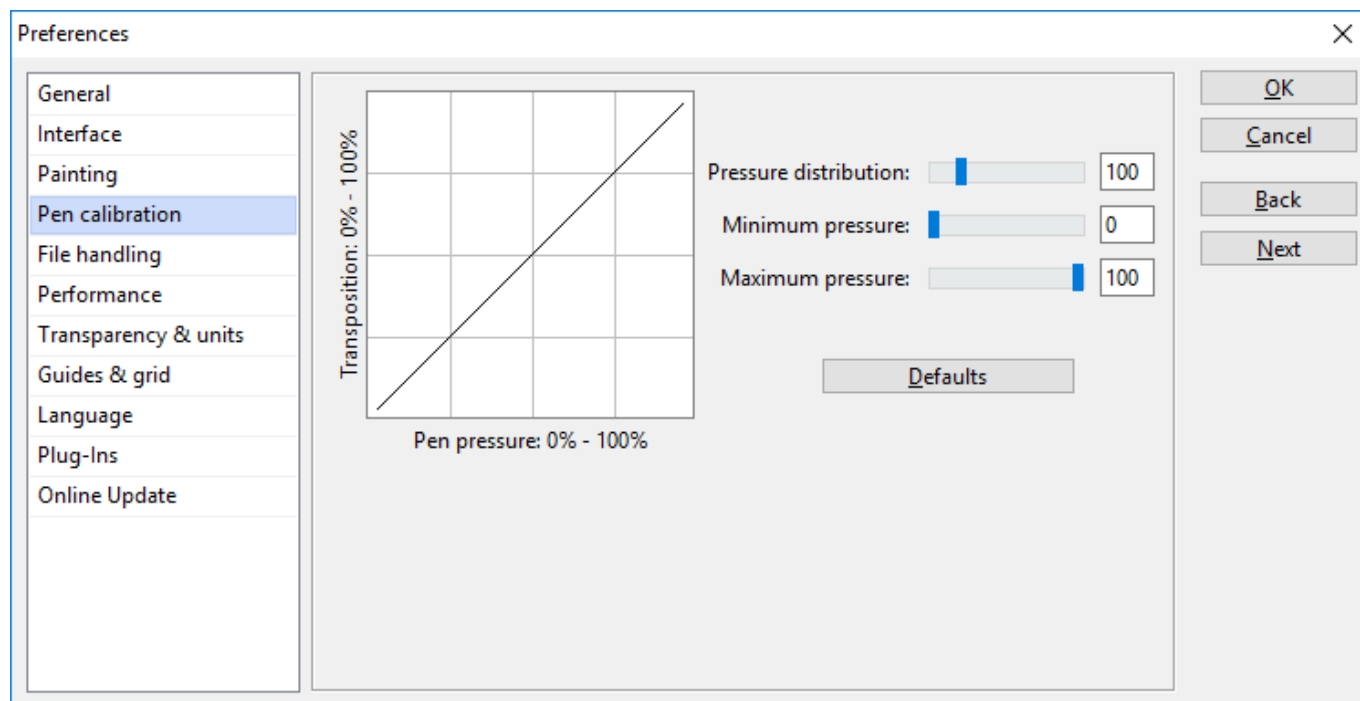
Preferences Pen Calibration.

To adjust pen pressure to your own needs

- Choose *Main Window menu -> Edit -> Preferences*
- Choose in the Preferences dialog box *Pen calibration*
- Enter a value for the *Maximum pressure* and *Minimum pressure* for the pen
- Enter a value for the *Pressure distribution* for the pen

Expression

Settings you make in the tab *Advanced* of the *Brush* palette allow you to tie brush features like Opacity, Grain, Angle, Size, Jitter, Feature, Stamp and Flow to pen data, such as Speed, Direction and Pressure.

Using Multiple Pens (only Wacom® Intuos)

All Intuos pens feature ToolID, which allows you to configure and work with multiple pens during an Artweaver session.

⚠ This feature is only available in Plus version.

2.7 Customize Keyboard Shortcuts

Artweaver lets you assign commands to keys on your keyboard. This saves you time by giving you immediate keyboard access to your favorite commands. Along with character, numeric, function, and modifier keys, you can also use Tab, Backspace, Windows, Delete, Insert, Home, End, Page Up, Page Down, Up Arrow, Down Arrow, Left Arrow, Right Arrow, and Spacebar.

You can also create a collection of keyboard shortcuts, or shortcut sets, based on changes to the default shortcut set. For easy reference, you can generate an HTML summary of a shortcut set.

⚠ This feature is only available in Plus version.
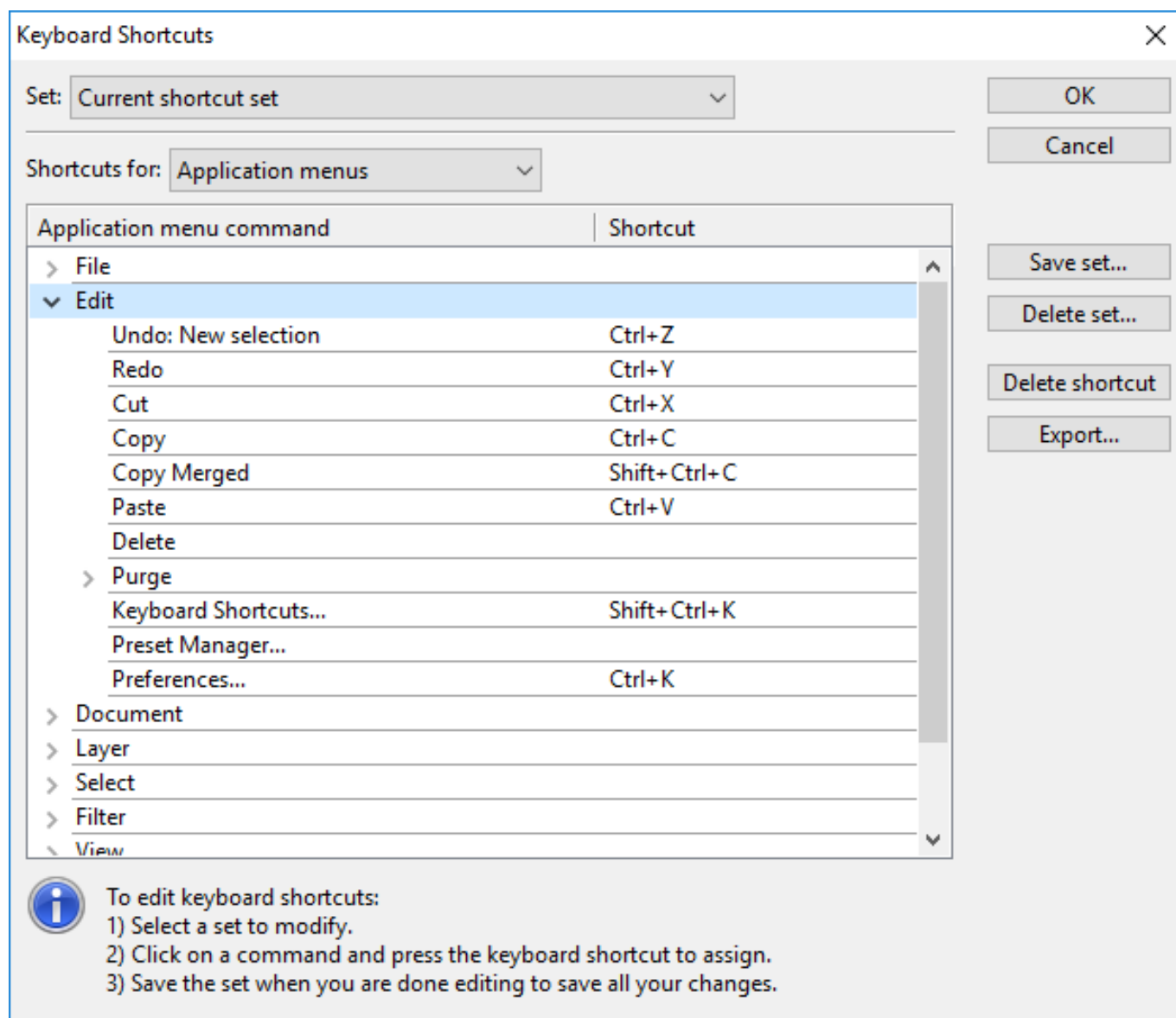
Keyboard Shortcuts Dialog.

To assign commands to keys

- Choose *Edit* menu -> *Keyboard Shortcuts*
- Choose one of the following from the *Shortcuts for* menu:
    - *Application menus* to create or modify menu bar command shortcuts
    - *Tools* to create or modify tools shortcuts
    - *Misc* to create or modify non-menu or non-tool command shortcuts
- Choose a command from the list, and type the shortcut keys you want to assign

If the shortcut you assigned is already in use, a message appears below the commands list.

To revert keyboard shortcuts

- Choose a command from the list
- Click on the *Delete shortcut* button

To create a custom shortcut set

- Click on the *Save set* button
- In the *Save Set* dialog box, type a name for the shortcut set
- Click on *OK*

To create an HTML summary of active shortcuts

- Click on the *Export* button
- In the *Save Keyboard Shortcuts* dialog box, type a name for the summary
- Click on *Save*

2.8 Customize Performance

Memory Preferences

You can change the percentage of memory usage dedicated to Artweaver, which is set to 75% by default. You can dedicate as much as 100% of memory to Artweaver. The lowest percentage you can choose is 10%. You can also choose the scratch disk that Artweaver uses to store its temporary file and to access virtual memory.

This feature is only available in Plus version.

Preferences

General
Interface
Painting
Pen calibration
File handling
Performance
Transparency & units
Guides & grid
Language
Plug-Ins
Online Update

History states: 20

Memory usage: 75 % (11,9 GB of total 15,9 GB)

☑ Use cache for document representation

Temp directory:

OK
Cancel
Back
Next
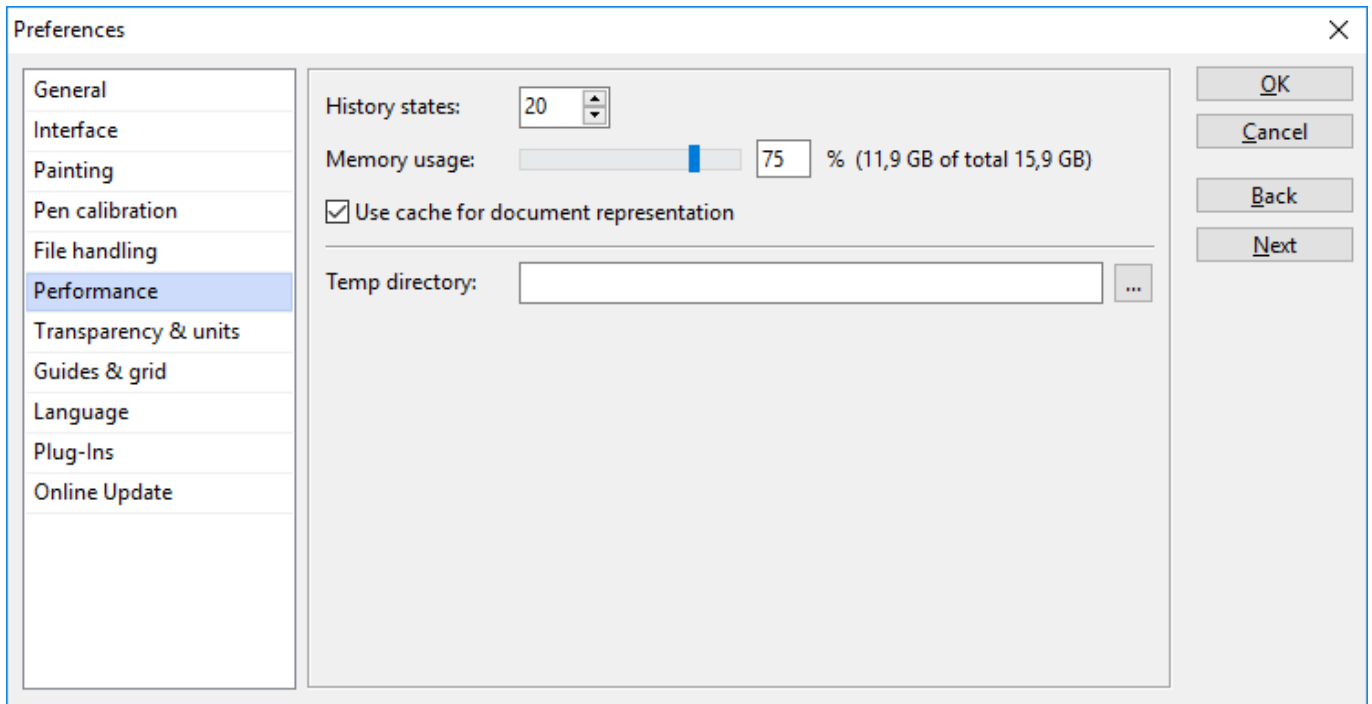
Preferences Performance.

To set memory usage

- Choose *Edit* menu -> *Preferences* -> *Performance*
- Type a number in the *Memory usage* box

To choose a scratch disk

- Choose *Edit* menu -> *Preferences* -> *Performance*
- Click on the *...* button besides the *Temp directory* field
- In the *Search folder* dialog box, choose a drive / folder
- Click on *OK*

Undo Preferences

Multiple Undo allows you to undo and redo up to 100 levels of changes. Artweaver sets 20 levels as the default.

Multiple Undo can use a significant amount of memory. If you perform multiple operations on the entire image, the whole image must be saved for each Undo step.

To set Undo levels

- Choose *Edit* menu -> *Preferences* -> *Performance*
- Enter a number between 1 and 100 in the *History states* box

2.9 Manage Languages

Artweaver contains an extensive localization systems which allows to translate the whole application interface and all preset names into a specific language. Those translations are provided through single language files for each language which can be easily activated in the Artweaver preferences.
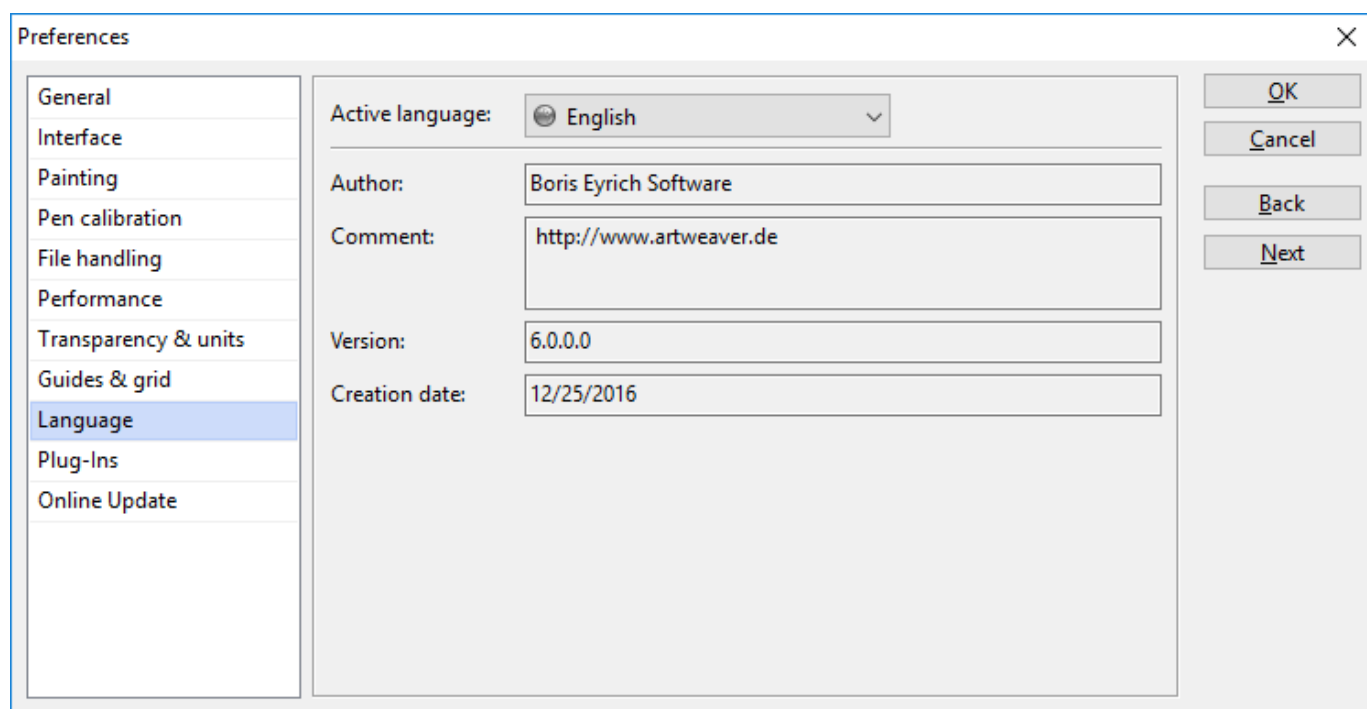
Preferences Language.

Artweaver includes only a few languages in the default setup but more translations can be downloaded from the Artweaver website.

All translations except of English and German are created by Artweaver users. Boris Eyrich Software does not guarantee for completeness, actually and quality of those translations.

To change the current application language

- Choose *Edit* menu -> *Preferences* -> *Language*
- Select the desired language
- Click on *Apply*

You need to restart Artweaver to use the selected language.

To install a new language files

- Copy the new language file into the Artweaver language files folder
- Start Artweaver and choose *Edit* menu -> *Preferences* -> *Language*
- Select the copied language
- Click on *Apply*
- Restart Artweaver to use the selected language

The Artweaver language files folder is located inside the Artweaver application folder (for example *C:\Program Files\Artweaver Plus 6\Languages* or *C:\Program Files (x86)\Artweaver Plus 6\Languages*).

2.10 Palettes

The interactive palettes in Artweaver let you access commands, controls, and settings.

You can set up the palette layout in Artweaver to best suit your working style. Palettes can be arranged in the application window to give you easy access to the tools and controls you use most often, and to maximize screen space. You can also group and reposition palettes according to your preferences, and you can dock them to the edges of the application window.

Showing and Hiding Palettes

You can show or hide a palette by choosing its name from the *Window* menu or by using the key combination shown on the *Window* menu.

To show or hide a palette

- Choose *Window* menu, and choose either *Show [Palette name]* or *Hide [Palette name]*

Use the keyboard shortcut shown in the *Window* menu for the palette you want to show or hide.

You can also hide a palette by clicking the close box on the palette title bar.

To show or hide all palettes

- Choose *Window* menu > *Show Palettes*, or *Hide Palettes*

Using Palette Menus

Most palettes in Artweaver contain menus from which you can access a series of palette-specific commands.

To access the commands on a palette menu

- Click the palette menu symbol

Docking Palettes

If you need some room on your screen, but don't want to hide or group palettes, you can save valuable screen space by docking palettes. This handy feature of Artweaver lets them be docked close to the left or right edge of the application window. In addition to tidying up your workspace, this feature can help keep a palette from being covered up by another palette.

To dock a palette

- Drag the tab of the palette you want to dock to the left or right edge of the application window. The moved palette will snap into place

To undock a palette

- Drag the tab of the palette you want to undock to another location in the workspace

Saving and Restoring Palette Layout

You can drag a palette to any location that's convenient for your work. Artweaver saves palette arrangements so that the next time you start the program, the workspace appears as you left it.

You can save several different palette layouts for future use, and you can later delete layouts. You can also return the palette layout to the Artweaver default.

To save a layout

- Arrange your palettes the way you want them saved
- Choose *Window* menu -> *Arrange Palettes* -> *Save Layout*
- In the *Palette Layout* dialog box, type a name in the *Name* box

To use a saved layout

- Choose *Window* menu -> *Arrange Palettes* -> *[Name of Layout]*

To delete a saved layout

- Choose *Window* menu -> *Arrange Palettes* -> *Delete Layout*
- From the list, in the *Delete Palette Layout* dialog box, select the layout you want to delete
- Click *Delete*

To return to the default palette layout

- Choose *Window* menu -> *Arrange Palettes* -> *Default*

2.11 Custom Palettes

To give you the freedom to work in your own style, Artweaver lets you create custom palettes that contain exactly the features you want. Because the features on a custom palette are immediately available, you can choose them with a single click. You can place brush variants, any tool and any menu command to a custom palette. You may want to create special palettes for a particular project or workflow that you use frequently. You can create a whole series of palettes and switch between them as you change projects or workflows. There is no limit on the number of custom palettes you can create. Artweaver saves them from session to session, so you can access the necessary tools immediately whenever you sit down to work.

Items that appear on a custom palette are references (aliases or shortcuts) to the original. This means that if you change the original — for example, by modifying and saving a brush variant — the custom palette button loads the newest version. However, if you delete the original, Artweaver won't be able to find the item again to load on the custom palette. Custom palettes behave like the standard palettes.

⚠ This feature is only available in Plus version.

| Custom palette | ✕ |

Command: Brush variant ⌄   Add

Target: Create new custom palette ⌄   Cancel

Options

Selected brush variant: Pencil of Pencils

Crayons	• 2B pencil
Erasers	• Cover pencil
Felt pens	· Drafting pen
Hairy brush	— Flattened pencil
Imagestamps	● Grainy cover pencil 10
Oil pastels	• Grainy cover pencil 5
Oils	● Grainy Pencil 10
Pastels	• Grainy pencil 5
Pencils	· Mechanical pencil 2
Photo	· Mechanical pencil 3
Smear	· **Pencil**
Sponges	
Thick impasto by dwsel	
Warp	

The Create Custom Palette Dialog.

To create a custom palette

- Choose *Window* menu -> *Manage Custom Palettes*
- Click *New*
- In the *Custom Palette* dialog box, choose a command for the custom palette
- Click *OK*

To rename a custom palette

- Choose *Palette Menu* 🖫 -> *Rename palette*
- In the *Rename Custom Palette* dialog box, type a new name in the *Name* box

To add commands to a custom palette

- Choose *Palette Menu* ▤ *-> Add command*
- In the *Add Command* dialog box, choose a new command for the custom palette
- Click OK

To delete a command from a custom palette

- Choose *Palette Menu* ▤ *-> Delete command*

To delete a custom palette

- Choose *Palette Menu* ▤ *-> Delete palette*

💡 You can add a brush variant to a custom palette with a double click on their symbol too.

3. Paper Textures

3.1 Paper Textures

In the real world, a marking tool has different results when applied to surfaces with different textures. Artweaver allows you to control the texture of the canvas to achieve the results you'd expect from natural media on a given surface..

You can use paper textures in many ways. Brushes interact with paper texture, just as natural tools react with the texture of the surfaces beneath them.
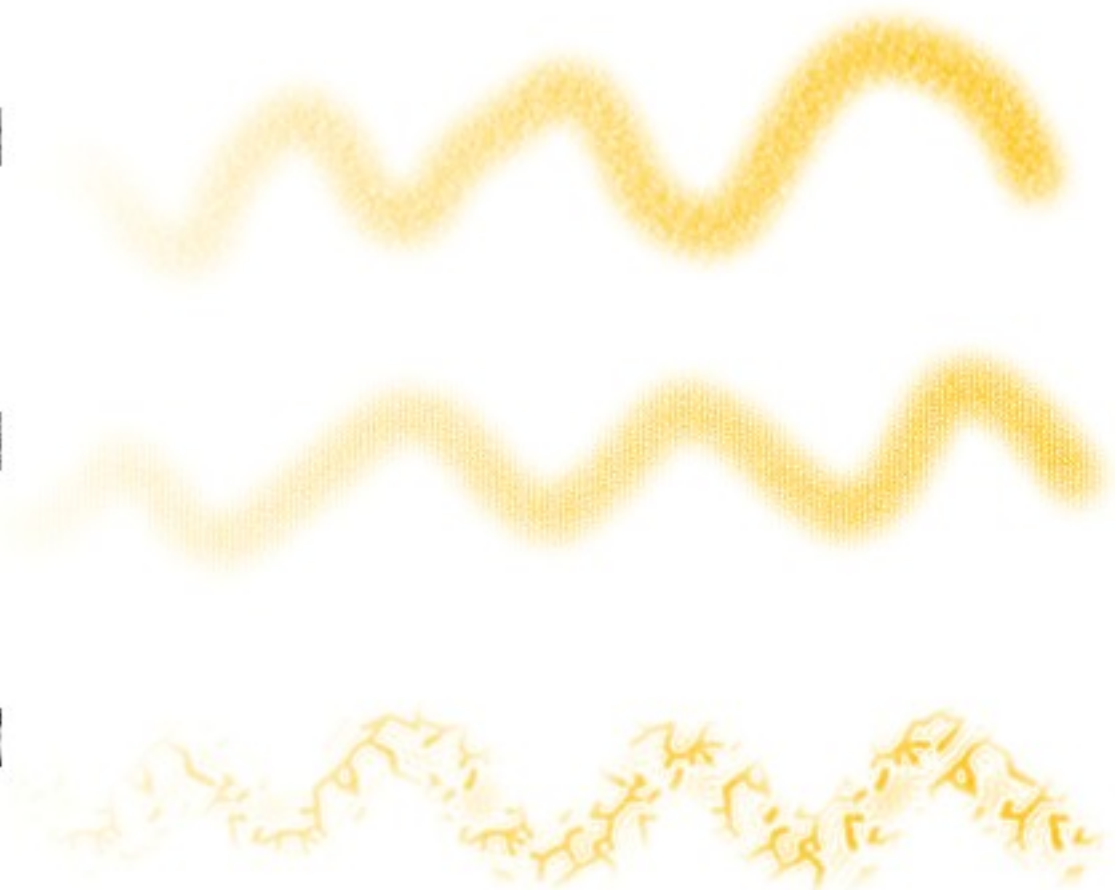
Most of the brushes interact with the current paper texture.

Choosing Paper Textures

The *Paper* palette is where all paper textures are stored. In addition to using it to select papers, you can use this palette to invert, resize and control brightness and contrast.
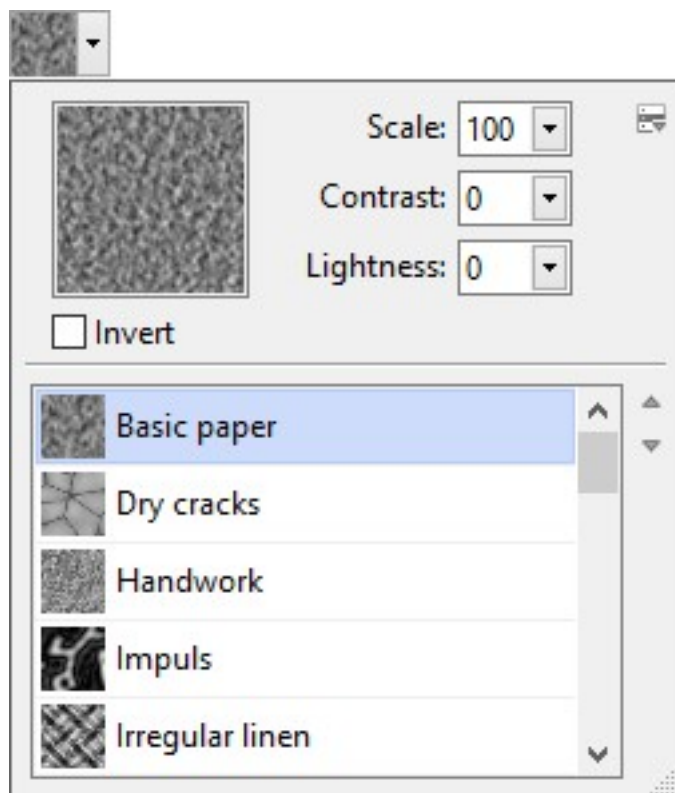
Paper palette.

To choose a paper texture

- Click the arrow next the paper texture preview 🔲▾ . The *Paper* palette is expanded
- Choose a paper texture from the *Paper* palette

💡 Artweaver tiles the paper texture to cover as much canvas as needed.

💡 Artweaver uses the currently selected texture. You can make a few strokes, and then change the paper and make a few more strokes to get different results.

To capture paper texture

- Open or create an image
- Select all or a piece of your image
- Click the arrow next the paper texture preview 🔲▾ . The *Paper* palette is expanded
- Click the palette menu arrow ▤ , and choose *Capture Paper*
- Type the name of your new texture, and click OK

To import paper texture

- Click the arrow next the paper texture preview ⬚▾ . The *Paper* palette is expanded
- Click the palette menu arrow ⬚ , and choose *Import Paper*
- Choose the file you want to import, and click on OK

To edit paper texture

- Click the arrow next the paper texture preview ⬚▾ . The *Paper* palette is expanded
- Click the palette menu arrow ⬚ , and choose *Edit Paper*
- Modify the image
- Select all of your image
- On the *Paper* palette, click the palette menu arrow ⬚ , and choose *Capture Paper*
- Type the name of your new texture, and click OK

Controlling Brightness and Contrast of Paper Texture

Brightness can be thought of as controlling the depth of the paper texture. Paper that is less bright acts as if the texture is shallow.

Contrast can be thought of as controlling the steepness of the paper texture. The texture in higher-contrast paper changes from high to low more quickly and with fewer intermediate levels than the texture in lower-contrast paper.

To change paper texture brightness

- Click the arrow next the paper texture preview ⬚▾ . The *Paper* palette is expanded
- Adjust the *Brightness* slider to modify the brightness of the paper texture

To change paper texture contrast

- Click the arrow next the paper texture preview ⬚▾ . The *Paper* palette is expanded
- Adjust the *Contrast* slider to modify the contrast of the paper texture

Inverting and Scaling Paper Textures

Think of paper texture as a three-dimensional landscape. Usually, brushes react to paper texture by coloring peaks and ignoring valleys. You can enable the *Invert Paper* option to make color fill the valleys instead of the peaks. You can also adjust the paper texture scale to resize the paper texture. Scaling texture affects how the texture appears in brush strokes and images.

To invert paper texture

- Click the arrow next the paper texture preview . The *Paper* palette is expanded
- Activate the option *Invert Paper*
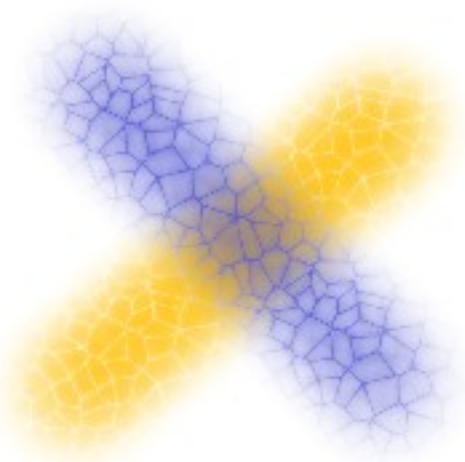
Two brush strokes overlapping. The blue one was painted with the texture inverted.

To change paper texture scale

- Click the arrow next the paper texture preview . The *Paper* palette is expanded
- Use the *Scale* slider to resize the paper texture

Scaling large textures can use a great deal of RAM. Most textures are from 50 to 400 pixels square at 100% scaling.
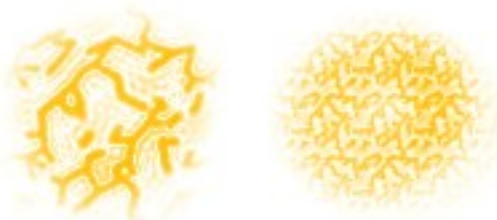
Brush strokes on paper textures with different scale values.

4. Color

4.1 Color

You can select colors in several ways. You can use:

- The color squares on the *Color* palette
- The *Dropper* tool 🖊 , which samples color from the image
- The *Use Clone Color* setting 🖊 , which pulls color from a source
- The *Color Sets* palette
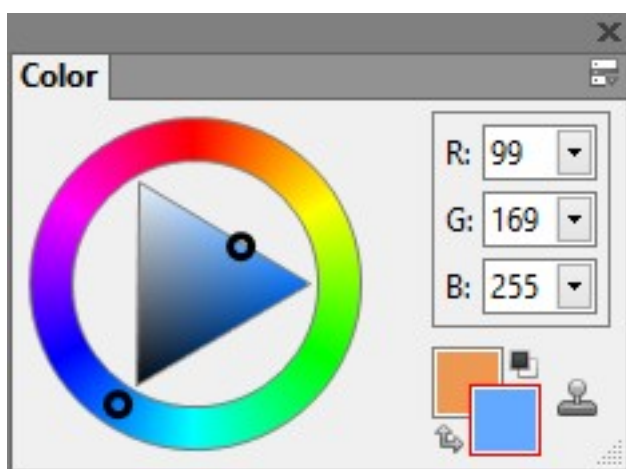
The Color palette.

Changing the Paper Color

You can change a document's paper color, thus the color of the background canvas, at any time. This color appears when you delete a filled area or use a brush from the Erasers category to remove color.
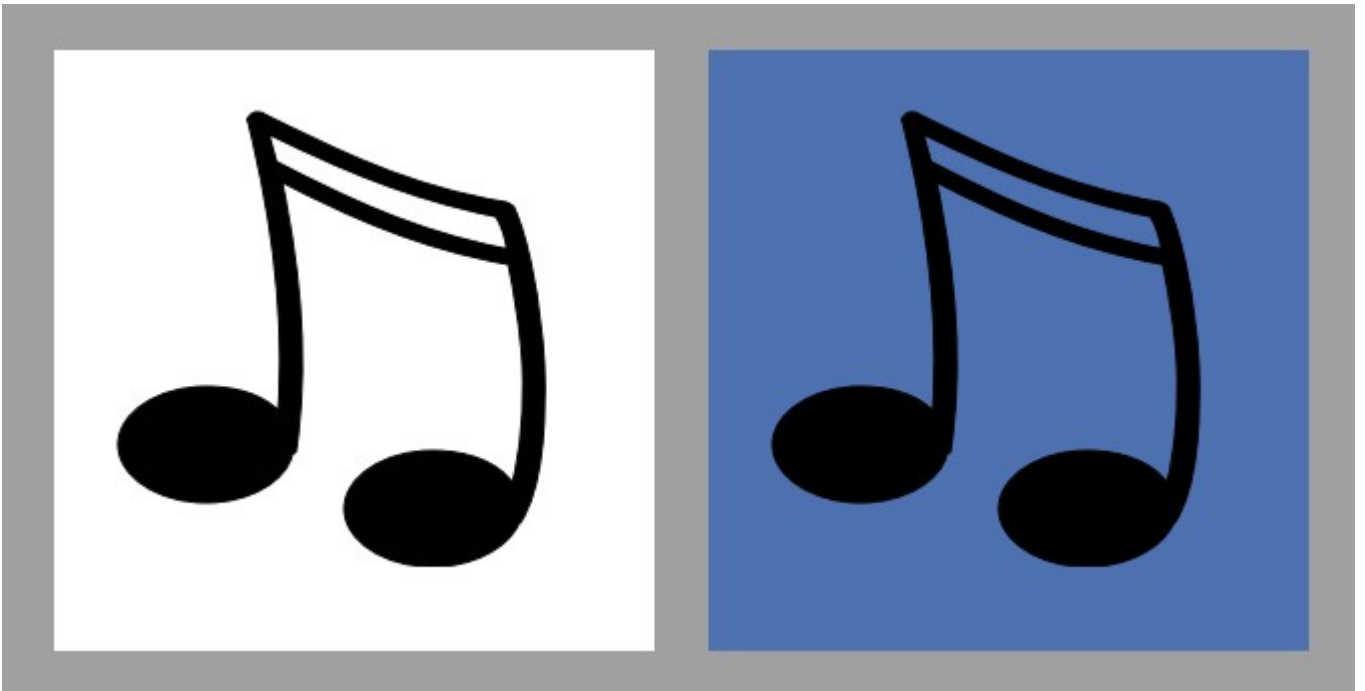
An example of changing the paper color.

To display the Color palette

- Choose *Main Window menu -> Window -> Show Color*

To change the existing paper color

- Choose a foreground color from the *Color* palette
- Choose *Main Window menu -> Image -> Set Paper Color*
- To expose the new paper color, do one of the following:
    - Make a selection, and cut or delete it
    - Use a brush from the *Erasers* category and erase part of your image

Using the Color Palette

The Color palette displays the Hue Ring and the Saturation/Value Triangle.

Hue Ring and Saturation/Value Triangle.

- Values span the triangle from top to bottom, with the top of the triangle being the highest value (white) and the bottom being the lowest value (black)
- Saturation levels go from left to right. Dragging or clicking to the right produces the purest color within the predominant hue. Dragging or clicking to the left reduces the level of color saturation, producing "muddier" or grayer colors

To choose a hue and color from the Color palette

- Drag the circle on the Hue Ring to select the predominant hue. The Saturation/Value Triangle displays all available colors within that selected hue
- Select a color on the Saturation/Value Triangle by dragging the circle or by clicking the color you want

You can also select a hue by clicking once anywhere on the Hue Ring.

Foreground and Background Color

The color you select appears in one of two overlapping squares displayed on the Color palette. The front square represents the selected foreground color. The back square shows the selected background color. By default, black is the foreground color, and white is the background color. Most of the time, you work with the foreground color.

Overlapping squares display the current foreground and background color.

To chose the foreground color

- Choose *Main Window menu -> Window -> Show Color* to display the *Color palette*
- Double-click the front square
- Choose a color from the Color Picker dialog

To choose the background color

- Choose *Main Window menu -> Window -> Show Color* to display the *Color palette*
- Double-click the back square
- Choose a color from the Color Picker dialog

To swap foreground and background colors

- Click the *Color Swap* Icon 🖰

💡 You can also swap the foreground and background color by pressing ☒ on the keyboard.

Sampling Colors from Images

In addition to choosing colors on the *Color* palette, you can use the *Dropper* tool 🖊 to select, or pick up a color from an existing image.

To use the Dropper Tool

- Click the front or back square to select a foreground or background color
- In the *Tools* palette, click the *Dropper* tool 🖊
- Move the cursor to the cursor you want to pick up, and click it

💡 The *Dropper* tool 🖊 picks up visible color only; it cannot be used to select a hidden color.

💡 You can quickly access the *Dropper* tool 🖊 by pressing ⬚ on the keyboard.

To access the Dropper tool from other tools

- Press ⬚Alt on the keyboard

Cloning Color

The Clone Color option offers another way to choose color. This feature lets the brush pick up dabs of color from an original (source) image. This produces realistic results.

To set up a clone source

- Choose *Main Window menu -> File -> Open* , and choose the file you want to use as a clone source

---

- Choose *Main Window menu -> File -> Clone*
- Choose *Main Window menu -> Select -> All* , and press [Del] on the keyboard
- Now you can work in the new file, taking data from the original source file

To use clone colors

- Set up a clone source. If you don't set a file, the first opened file is used
- Choose a brush from the Brush Selector
- Choose *Main Window menu -> Window -> Show Color* to display the Color palette
- Click the *Clone Color* button 🔲 on the *Color* palette
- When you paint in the clone file, the colors from the clone source image are used

💡 Enabling the *Clone Color* option 🔲 disables the *Color* palette. This is a reminder that your color information is coming from the clone source.

4.2 Color Sets

You can organize groups of colors in the *Color Set* palette and choose one by clicking a color. Only one color set can be open at a time, but you can easily load a different set.
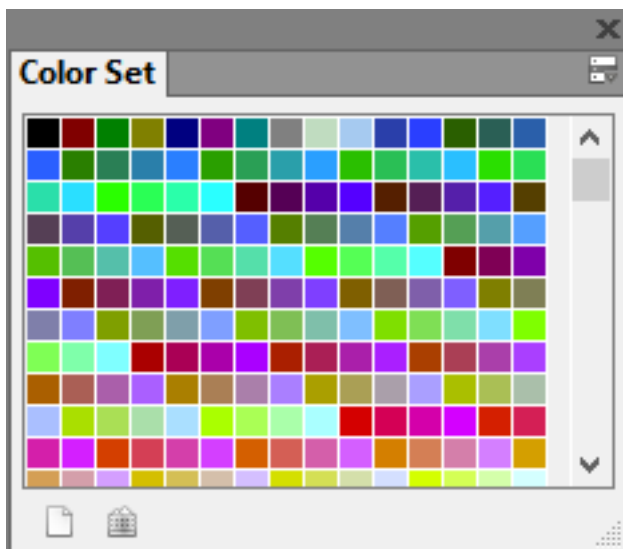
The Color Set Palette.

To display the Color Set palette

- Choose *Main Window menu -> Window -> Show Color Set*

To choose a color from a color set

- On the *Color Set* palette, click a color

To open a color set

- On the *Color Set* palette, click the palette menu arrow 🔲 and choose one of the following:
  - *Load Color Set* add new colors to the current Color Set. Select a Color Set you want to use, and click *Open*
  - *Replace Color Set* replaces the current Color Set with a new Color Set. Select a Color Set you want to use, and click *Open*
  - Click a Color Set file and choose if the current Color Set should be replaced or new colors should be added

To save a color set

- On the *Color Set* palette, click the palette menu arrow 🔲 and choose *Save Color Set*
- Enter a name for the Color Set in the *Filename* box
- Click *Save*.

💡 You can save a Color Set everywhere. If you save a Color Set in the Artweaver *Standard\Color Sets* directory, Artweaver loads all Color Sets in this directory and show their names in the *Color Set* palette.

To revert to the default color set

- On the *Color Set* palette, click the palette menu arrow 🔲 and choose *Reset Color Set*
- Click *Yes*.

Customize Color Set Layouts

You can determine the size of color swatches into three different sizes.

To adjust color swatch size

- On the *Color Set* palette, click the palette menu arrow 🔲 and choose *Palette Options*

- Choose a color swatch size and click *OK*

Creating Color Sets

You can create your own color sets to control the colors in particular projects or to create groups of favorite painting colors.

You can create color sets from:

- An Image
- A selection on an image
- A layer

Before you create a new color set, you may be prompted to save the current color set.

To create a color set form an image, selection, or layer

- On the *Color Set* palette, click the palette menu arrow and choose one of the following:
    - *New Color Set from Image* is available only if you have an image open. A color set appears, containing all the colors in the image
    - *New Color Set from Layer* is available only if an active layer is selected in your image. A color set appears, containing all the colors in the active layer
    - *New Color Set from Selection* is active only if you have an active selection on your image. A color set appears, containing all the colors in the selected area of the image

Editing Color Sets

You can customize color sets by adding, or deleting colors. You can also append colors to a color set.

To add a color

- Choose the color you want to add from the *Color* palette, a color set, or an existing image
- On the *Color Set* palette, click the *Add Color* button
- Repeat this procedure for all colors you want to add

To delete a color

- Choose *Main Window menu -> Window -> Show Color Set*
- On the *Color Set* palette, click the *Delete Color* button 🏛
- The last color will be deleted in the current color set

To append colors to a color set

- On the *Color Set* palette, click the palette menu arrow 🖳 and choose *Load Color Set*
- Select the Color Set you want to use, and click *Open*

4.3 Color Variability

Color variability allows you to create brush strokes of more than one color. Variability can be used to enhance the Natural-Media appearance of your work. Color variability can be set for HSL or RGB mode, and it can be based on the current gradient or color set.
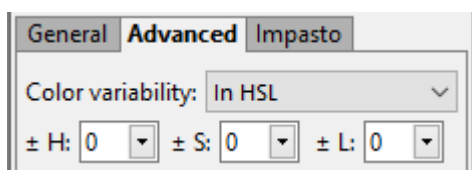
Color Variability.

To display the option Color Variability

- Choose *Main Window menu -> Window -> Show Brush*
- On the *Brush* palette, click the tab *Advanced*

To set color variability in HSL mode

- On the *Color* palette, choose a foreground color
- Display the option Color Variability
- Choose in the *Color Variability* box *In HSL*
- Adjust the Hue (±*H*), Saturation (±*S*), and Luminance (±*L*) sliders to control hue, saturation, and luminance ranges for color variability
  - Moving the Hue (±*H*) slider to the right increases the number of hues in the resulting brush stroke. These colors are the ones adjacent to the selected color on the color wheel
  - Moving the Saturation (±*S*) slider to the right increases variability in the color intensity of the brush stroke
  - Moving the Luminance (±*L*) slider to the right increases variability in the brightness

of the brush stroke

💡 When you save a brush variant, the current color variability setting is also saved.

To set color variability in RGB mode

- On the *Color* palette, choose a foreground color
- Display the option Color Variability
- Choose in the *Color Variability* box *In RGB*
- Move the ±R (Red), ±G (Green), and ±B (Blue) sliders to control color variability of red, green, and blue values

To set color variability based on the current color set

- On the *Color* palette, choose a foreground color
- Display the option Color Variability
- Choose in the *Color Variability* box *From Color Set*
- Color variability is now based on random colors from the current color set

To set color variability based on the current gradient

- On the *Color* palette, choose a foreground color
- Display the option Color Variability
- Choose in the *Color Variability* box *From Gradient*
- Color variability is now based on random colors from the current gradient

4.4 Gradients

A gradient is a gradual transformation from one color into another. Sometimes gradients are called blends or fountains. Artweaver provides several different types of gradients: linear, radial, square, bilinear, spiral, and conical.
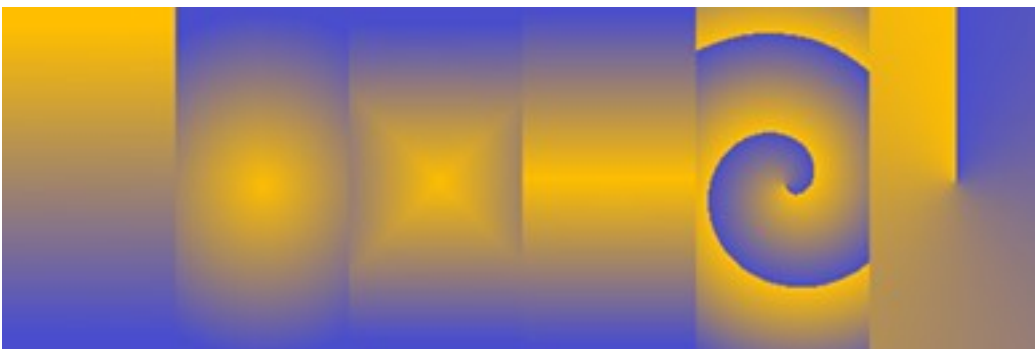
Left to right: linear, radial, square, bilinear, spiral, and conical gradients.

You can use gradients to:

- Fill an image or layer
- Express the gradient in an existing image by mapping gradient colors to image luminance
- Paint with gradient in conjunction with Color Variability
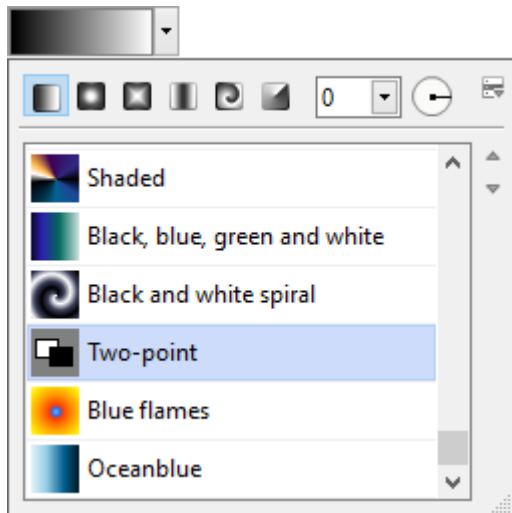
The Gradient palette.

To select a gradient

- Click the arrow next the gradient preview . The *Gradient* palette is expanded
- Choose a gradient from the *Gradient* Palette
- Click one of the gradient types on the top of the *Gradient* palette: Linear Gradient, Radial Gradient, Square Gradient, Bilinear Gradient, Spiral Gradient, and Conical Gradient
- The Gradient Preview Window shows how current settings affect a selected gradient

To change gradient angle

- Click the arrow next the gradient preview . The *Gradient* palette is expanded
- Drag the red ball in the Gradient Angle Ring, or click once anywhere on the ring to change the gradient angle
- A corresponding numeric value appears below the Gradient Preview Window

Creating and Editing Gradients

You can create very simple to very complex gradients. For a simple two-point gradient, you only need to choose a foreground and an background color. For more complex gradients, you can use the *Edit Gradient* dialog box or capture gradients from existing artwork. Color Segments in

the *Edit Gradient* dialog box specify the point at which a new gradient starts.
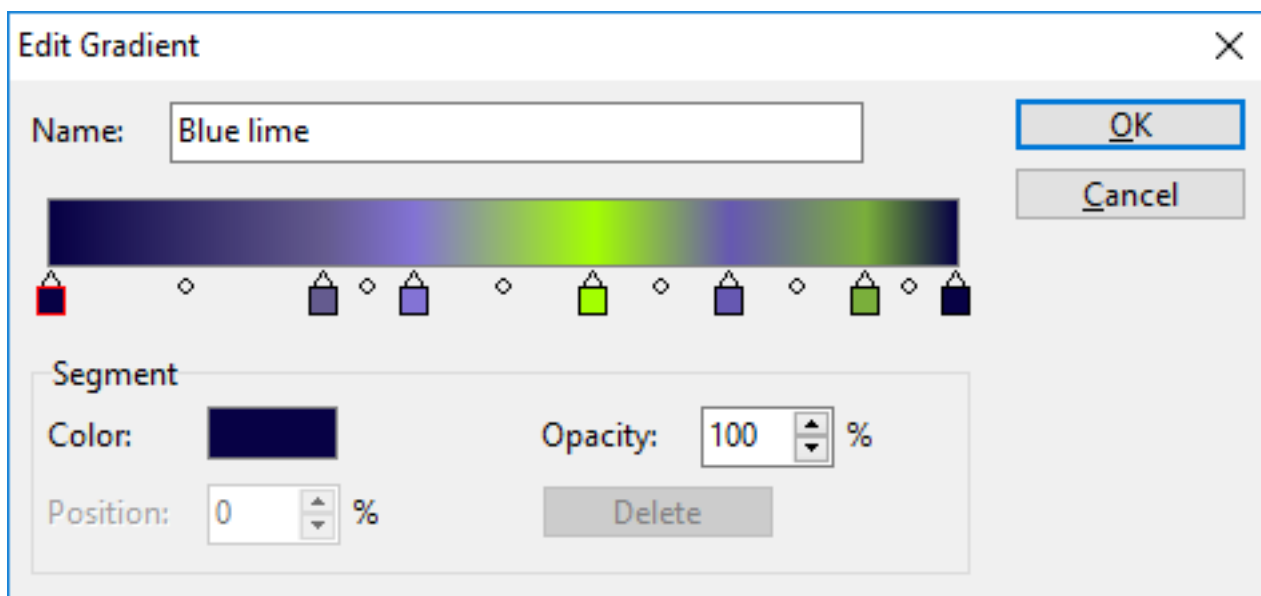
Edit Gradient dialog box.

To create a two-point gradient

- Choose *Main Window menu -> Window -> Show Color*
- On the *Color* palette, click the Foreground Color square, and choose a foreground color
- Click the Background Color square, and choose a background color
- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Choose *Two-Point* gradient.

To edit or create a complex gradient

- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Click the palette menu arrow , and choose *Edit Gradient*
- The color ramp bar across the top of the *Edit Gradient* dialog box displays the current gradient. The colored squares along the bottom of the color ramp bar are color segments. You can position these segments to change the color of the blend at individual gradient points
- Click a color segment to select it
- Click the *Segment Color* square, and choose a segment color
- Repeat both prior steps for each color segment you want to edit

To add color segments

- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Click the palette menu arrow , and choose *Edit Gradient*

- In the *Edit Gradient* dialog box, click anywhere below the color ramp bar. The color segment is added
- Click the new color segment to select it
- Click the *Segment Color* square, and choose a segment color

To delete color segments

- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Click the palette menu arrow , and choose *Edit Gradient*
- Click a color segment to select it
- Press [Del] on the keyboard to delete the color segment

For a two-point gradient, you set a color for the right color segment and then set a color for the left color segment.

To save a gradient

- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Click the palette menu arrow , and choose *Save Gradient*
- In the Save *Gradient* dialog box, enter a name for the gradient

Changing Gradient Color Hue

Color hue is represented in the *Edit Gradient* dialog box by circles located at the midpoints between the adjacent color segments. They allow you to change the hue of the blend within that segment.

To change the color hue

- Click the arrow next the gradient preview [ ] . The *Gradient* palette is expanded
- Click the palette menu arrow , and choose *Edit Gradient*
- Drag one of the circles below the color ramp bar to change the color hue

Capturing a Gradient from an Image

You can use any existing image as a source for creating new gradients.

To capture a gradient

- Select a area, making the selection as narrow as possible. Artweaver uses the first row starting at the upper left for the gradient
- Click the arrow next the gradient preview [gradient preview] . The *Gradient* palette is expanded
- Click the palette menu arrow [icon] , and choose *Capture Gradient*
- In the *Save Gradient* dialog box, type a name for the gradient

Mapping a Gradient to Luminance in a Image

You can map a gradient to an existing image, replacing an image's colors with those of the gradient. This effect applies gradient colors to the pixels of the image, based on their luminance values.

Map Gradient.

To map a gradient in an image

- Open the image you want to use
- Click the arrow next the gradient preview [gradient preview] . The *Gradient* palette is expanded
- Click the palette menu arrow [icon] , and choose *Map Gradient*

5. Painting

5.1 Painting

Artweaver lets you draw and paint as you might with real artist's tools and media. Thereby an infinite variety of marks are possible.

The Brush tool offers users a wide range of preset painting and drawing tools called brush variants. Brush variants are organized into categories, such as Airbrushes, Calligraphy and

Pencils. They are designed with real media in mind, so you can select a tool with an expectation of how it will behave. The *Brush* palette lets you choose a category and brush variant quickly and easily.
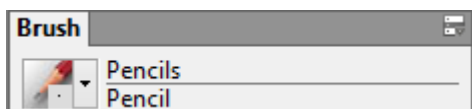

The Brush palette lets you choose a brush variant from a category quickly and easily.

You can use the brush variants as they are, or you can adjust them to suit your purposes. If you want to make more extensive modifications to a brush or create a totally new brush variant, you can do just that by using the *Brush* palette.

Most brushes apply color to an image. Some brushes, however, do not apply color. Instead, they make changes to color already in the image. For example, the *Smear* brush variant (in the *Smear* brush category) smudges existing colors in the image with smooth strokes. Using one of these brushes on a blank area of the canvas has no effect.

Selecting a Brush

On the *Brush* palette, you can choose from brush variants that are arranged in recognizable categories. Those brushes are built to emulate Natural-Media tools, which lets you select a tool with a reasonable expectation of how it will behave.
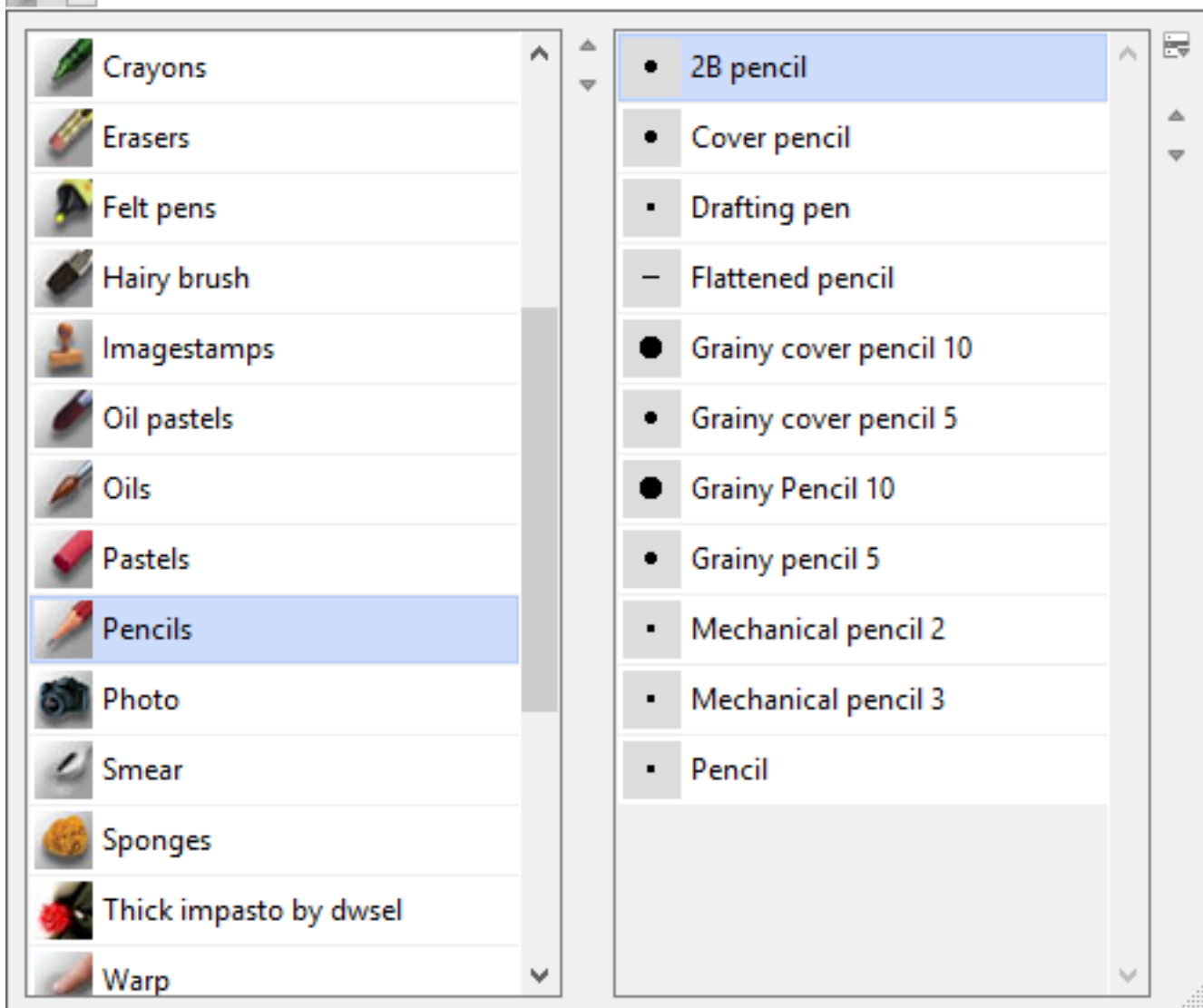
Brush selector.

To display the Brush palette

- Choose *Main Window menu -> Window -> Show Brush*

To choose a brush

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- Click the arrow next the brush preview ![icon] . The *Brush selector* is expanded
- Choose a brush category and variant from the *Brush selector*

💡 You can also choose a brush on the property bar of the *Brush* tool ✏️

Choosing Brush Settings

Basic brush controls for *size*, *opacity*, and *grain* are located on the property bar. The property bar may also contain additional controls for the selected brush category, such as *resaturation*, *bleed*, and *jitter* .

When a brush is selected and positioned over the canvas, the cursor changes, by default, into a ghost of the brush (mirroring size and shape) so you can see the area that you're about to paint. This ghost brush provides a handy way to see if a change in size is required.

The *Brush* palette contains other controls, depending on the selected variant. The *Brush* palette offers more sophisticated controls for resizing and shaping brushes, including a *Minimum Size* setting. When a brush takes advantage of the *Minimum Size* setting, you'll see strokes taper and widen as pen pressure or direction is varied.

To set brush size

- In the *Tools* palette, click the *Brush* tool
- Choose a brush from the *Brush* palette
- On the property bar, type a value in the *Size* box, or adjust the slider

To use the resize shortcut

- Hold down ⇧ on the keyboard
- With the *Brush* tool, drag in the image window
- A circle representing the brush size is displayed beside the pointer. When the circle is the size you want, release the mouse button
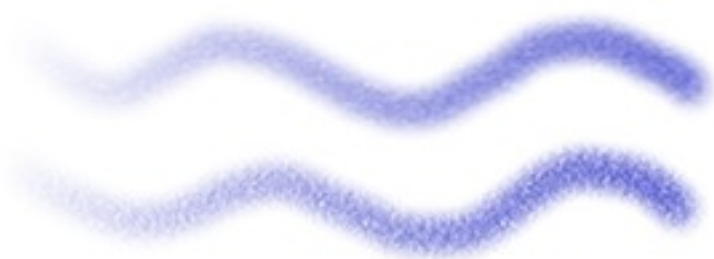
Adjusting Opacity and Grain

The *Opacity* slider controls the degree to which a stroke covers or builds up on the underlying pixels.

100 % opacity (top) and 30 % opacity (bottom).

The *Grain* slider controls how much color penetrates into the paper texture. Lower settings show less of the paper texture.

30 % grain (top) and 100 % grain (bottom).

To set opacity

- In the *Tools* palette, click the *Brush* tool
- Choose a brush from the *Brush* palette
- On the property bar, type a percentage in the *Opacity* box, or adjust the slider

💡 When Opacity setting is low, the applied color is thin, allowing you to see through to the underlying colors. When the setting is high, the applied color covers underlying pixels more completely.

To set grain

- On the property bar, type a percentage in the *Grain* box, or adjust the slider
- Move the slider to the right to reduce penetration and reveal more paper texture. Move it to the left to increase penetration and reveal less paper texture

💡 For Imagestamp brushes, Grain controls the mixture with the background color. For other brushes, such as airbrushes, the Grain slider is not available.

5.2 Exploring Painting

You can paint on the canvas or on a layer above the canvas. When you select a layer on the *Layer* palette, that layer becomes the target for your brush strokes. When you have an active selection, painting is confined to the selection.

You mark the canvas by selecting the Brush tool and dragging in the document window with a brush variant that applies colors or images. Each time you drag, you create a brush stroke.

When you use complex brush variants, you may see a delay before the mark appears. When you experience a delay, you can queue up strokes, without losing any stroke data.

Freehand Drawing

You can draw freehand lines by using the *Brush* tool. The Brush tool can be selected in the *Tools* palette.

With the Brush tool, you drag to create strokes.

To draw freehand lines

- In the *Tools* palette, click the *Brush* tool 🖌
- Choose a brush from the *Brush* palette
- Drag on the canvas

💡 You can use shortcut keys to toggle between the tools. Press ⓑ to choose the *Brush* tool.

Undoing Strokes

If you apply a stroke, but want it to be less opaque or faded. You can use the Undo command to remove it. You can repeat the command to remove previous strokes.

To undo a stroke

- Choose *Main Window menu -> Edit -> Undo*

💡 You can also undo a stroke by pressing ⌨Ctrl + ⌨Z on the keyboard.

Letting Color Pool

The *Brush* tool allow color to build up or pool when you move a brush slowly. Pooling creates very realistic strokes, especially with airbrushes. You can also cause media to pool by simply touching and pausing with the selected brush. You can enable this feature in the *Brush* Palette.

To enable color pooling

- Choose *Main Window menu -> Window -> Show Brush*
- On the *Brush* palette, click the tab *General*
- Enable the *Continuous Time Deposition* 🕐 check box

💡 When the *Continuous Time Deposition* 🕐 check box is disabled, you must move the brush (even just slightly) to cause color to be deposited.

With an airbrush, paint pools when you pause a stroke for 4 seconds (left), 2 seconds (middle), and 1 second (right).

5.3 Mirror Painting

In Artweaver, you can create a symmetrical painting by using the *Mirror Painting* mode. When you enable the *Mirror Painting* mode, a plane appears in the drawing window that lets you paint one half of an object while Artweaver automatically replicates a mirror image of the opposing side of the object by reproducing the brushstrokes. For example, if you want to paint a symmetrical face, simply paint one half of the face and Artweaver automatically completes the other half.

When using the *Mirror Painting* mode, the brushstrokes that you apply on one side of the plane

may occasionally look different in the opposite plane. For example, if you start the *Mirror Painting* on a canvas that contains previously applied brushstrokes, the mirrored brushstrokes blend with the colors that are already on the canvas. In addition, if you're applying randomized brushstrokes, such as a Imagestamp, the mirrored brushstrokes are also randomly applied.
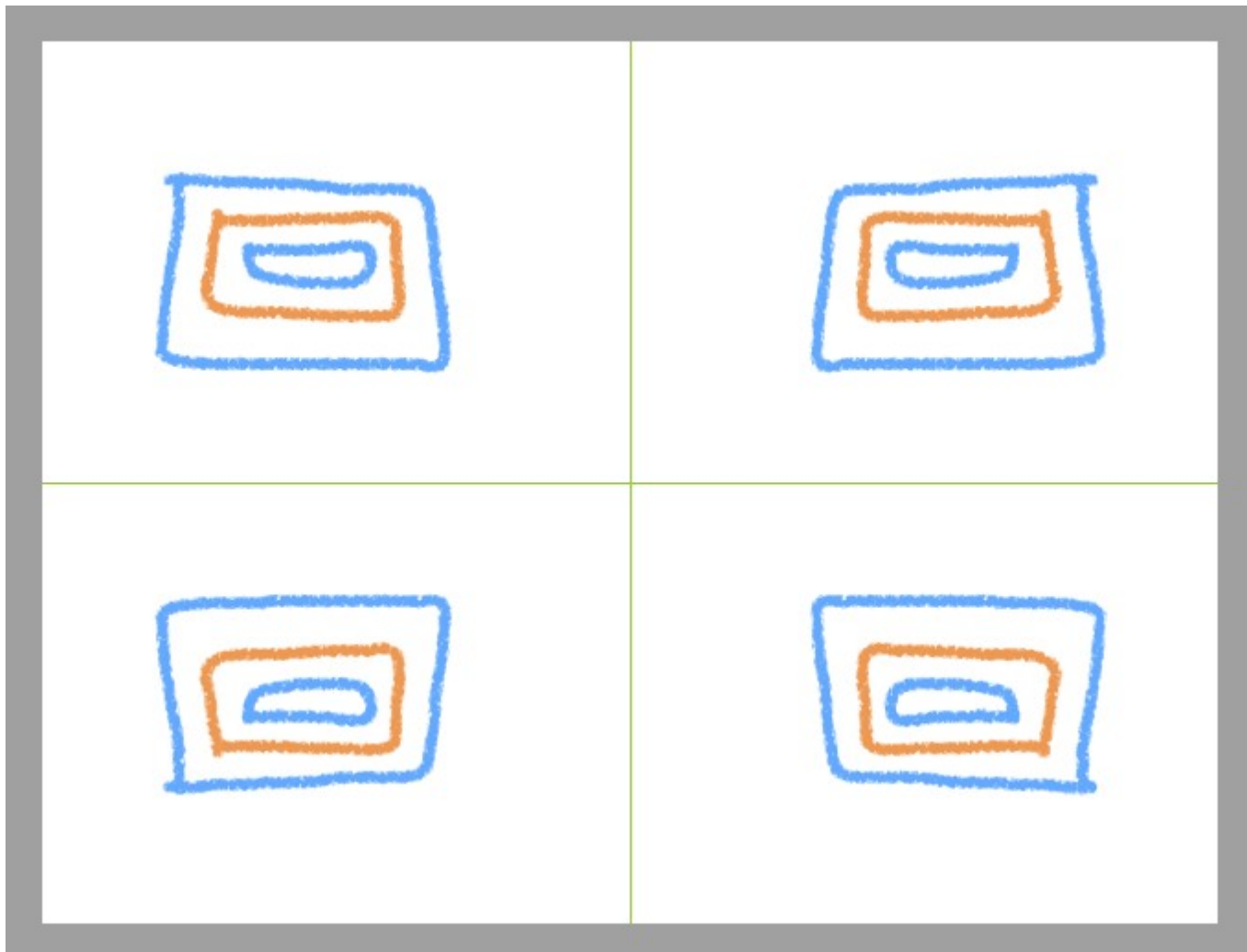
The green line that displays in the middle of the document window represents the mirror plane.

You can display the mirror plane vertically, horizontally, or display both at the same time. You can also control the placement of the mirror plane in the drawing window by moving the plane.

⚠ This feature is only available in Plus version.

To create a mirror painting

- In the *Tools* palette, click the *Mirror Painting* tool ⌄
- On the property bar, enable the *Enabled* check box
- On the property bar, click any of the following buttons:
  - *Mirror vertical* ▯ — positions the mirror plane vertically in the drawing window
  - *Mirror horizontal* ▭ — positions the mirror plane horizontally in the drawing window

- *Mirror vertical and horizontal* ⊞ — positions the mirror plane vertically and horizontally in the drawing window
- On the *Brush* Palette, choose a brush from the Brush selector
- Apply a brushstroke on either side of the mirror plane

💡 The *Brush* tool ✏ is the only tool that you can use to create mirror paintings. Other tools, such as the *Shape* tool, are not supported.

To disable mirror painting mode

- In the *Tools* palette, click the *Mirror Painting* tool ↓
- On the property bar, disable the *Enabled* check box

To change the plane position

- In the *Tools* palette, click the *Mirror Painting* tool ↓
- Hover over the center point of the plane until the cursor changes into a four-headed arrow, and then drag the plane to a new location in the drawing window

5.4 Working with Fill

Artweaver gives you many options for filling images with media. You can use a gradient, or color to fill an area of an image. You can also use the Paint Bucket tool to fill image areas based on pixel color.

To fill an area of an image

- Do one of the following:
    - If you want to fill only part of an image, select the area of the image you want to fill
    - If you want to fill the entire image, make sure there are no selections
- Choose *Main Window menu -> Image -> Fill*, or press Ctrl + F on the keyboard
- In the *Fill* dialog box, enable one of the following filling options:
    - Paper Color
    - Foreground Color
    - Background Color
    - Black
    - 50% Gray
    - White
    - Gradient
- Adjust the *Opacity* slider

💡 Artweaver uses a color, or the current gradient. Before filling, choose the media you want from the corresponding selector in the *Brush* palette.

Filling Images Based on Color

You can use the Paint Bucket tool to fill image areas based on pixel color. The areas are filled based on color boundaries and the current *Tolerance* setting.

Tolerance sets the amount of variance allowed from the color of the pixel you choose. With a low Tolerance setting, the Paint Bucket fills only pixels that are very close to your chosen pixel color. With a high Tolerance setting, the Paint Bucket fills a greater range of colors.

To fill an image based on color

- In the *Tools* palette, click the *Paint Bucket* tool 🪣
- On the property bar, chose one of the following options form the *Fill* box:
  - *Paper Color* , which fills with the paper color
  - *Foreground Color*, which fills with the current foreground color
  - *Background Color*, which fills with the current background color
  - *Gradient* , which fills with the current gradient
- Type a value in the *Tolerance* box, or adjust the slider, to specify the range of colors to be filled
- Click the area of the image you want to fill

💡 If the result is not what you want, undo the fill, change the settings, and try again.

6. Brushes

6.1 Brush Palette

The *Brush* palette makes it easy to create brush variants. You can adjust brushes in many different ways. In fact, the default brush variants in the Brush Selector on the *Brush* palette are built with the same set of controls used to build every other variant. They have just been adjusted until the results emulate a real-life drawing tool.

Although these default brushes do excellent work, you will probably want to adapt them to your particular needs, refining them to fit your own style of working. You can change their *Size*, *Shape*, *Angle*, *Spacing* , and much more.

Changes you make to brush variants, including basic controls like *Size* and *Opacity*, are saved

until the *Restore Default Variant* command is selected.

💡 When Artweaver starts, it references the folder Brushes in the user folder. Any customizations made to brushes are saved to this folder and are referenced by Artweaver in place of the original default brushes and settings stored in the application folder.
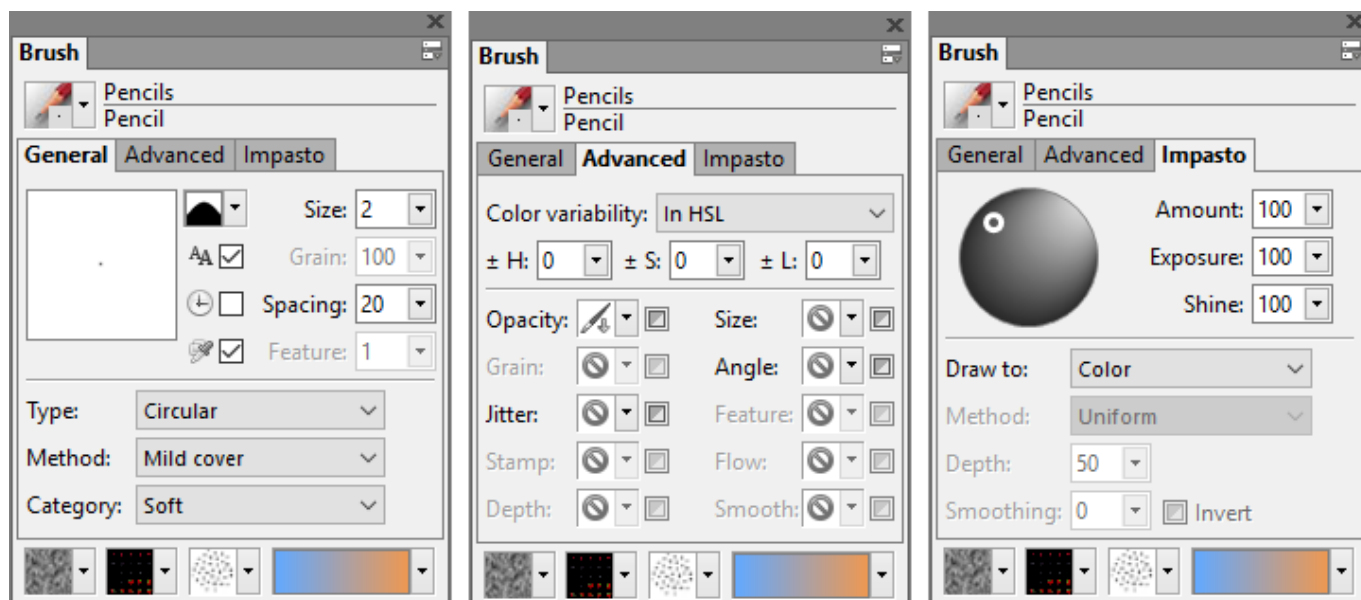
Brush palette with active tab General (left), Brush palette with active tab Advanced (center) and Brush palette with active tab Impasto (right).

To display the Brush palette

- Choose *Main Window menu -> Window -> Show Brush*

To save current settings as a custom variant

- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Save Variant*
- In the Save Variant dialog box, type a name for the new variant
- Click *OK*

To save current settings as a default variant

- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Set Default Variant*

To return the current brush variant to default settings

- On the *Brush* palette, click the palette menu arrow ▣ and choose *Restore Default Variant*

To return all brush variants to default settings

- On the *Brush* palette, click the palette menu arrow ▣ and choose *Restore All Default Variants*

💡 Please note, that with the command *Restore All Default Variants* all custom brush settings are lost.

6.2 Adjusting and Editing Brushes

You can access settings and controls on the Brush palette to modify and customize brush variants.

Brush Types

Brush *Types* are methods of media application.

To choose a brush type

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Choose a brush from the *Brush* palette

Type	*Description*
Circular	Dabs are controlled by the sliders *Size* and *Angle* and have a circular look.
Airbrush	Creates brushes that act like airbrushes. The *Feature* slider on the property bar controls the size of the individual droplets of media.
Pixel Airbrush	Creates brushes that work like airbrushes. Brushes that use Pixel Airbrush cannot use the *Feature* slider to control the size of individual droplets of media.
Captured	Shapes that you create and capture.

Imagestamp	Uses one or more images as dab.
Pixel *	Dabs are controlled by the slider *Size* and have a square look.
Hairy Brush *	Creates brushes that act like hairy brushes. The *Feature* slider on the property bar controls the amount of the individual bristles.

* Only available in Plus version.

Methods and Categories

The brush method defines the most basic level of brush behavior and is the foundation on which all other brush variables build.

Because the method sets a brush variant's most basic behavior, you can alter a variant's behavior by changing its method.

Each method can have several variations, called method categories. These categories further refine the brush behavior. The following terms are used in describing most method categories:

- *Soft* methods produce strokes with feathered edges
- *Flat* methods produce hard, aliased strokes with pixelated edges
- *Hard* methods produce smooth strokes
- *Grainy* methods produce brush strokes that react to paper texture

Combining a method with a method category results in a specific brush style that you can assign to a given brush.

To choose a method and category

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Choose a method from the *Method* box
- Choose a category from the *Category* box

Method	Description
Cover	The *Cover* method produce brush strokes that cover underlying and the own strokes.
Soft Cover	The *Soft Cover* method produce brush strokes that cover underlying strokes.
Buildup	The *Buildup* method produce brush strokes that build toward black as you

overlay them.

Eraser	The *Eraser* method erase the underlying colors, or replace the underlying colors by the paper color.
Smear	The *Smear* method interact with the underlying colors to distort the image.
Clone	The *Clone* method take images from a clone source and re-create them in another location.
Colorize *	The *Colorize* method produce brush strokes that are bounded by underlying colors.
Warp *	The *Warp* method interact with the underlying colors to warp the image.
Other	The *Other* method lighten, or darken the underlying colors, or apply effect filter.

⚠ * Only available in Plus version.

Size Controls

The *Size* slider determines the width of the brush stroke. The *Minimum Size* slider determines the minimum width of the brush stroke. You can use the Expressions settings to link *Size* to pen or mouse data.

The Brush Preview Window shows how your changes affect the brush.

To set brush size

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Move the *Size* slider to the right to increase brush size, or to the left to reduce brush size

💡 You can also set the brush size on the property bar.

To use the resize shortcut

- Hold down ⇧ on the keyboard
- With the Brush tool, drag in the image window
- A circle representing the brush size is displayed beside the pointer. When the circle is the size you want, release the mouse button

To set minimum size

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Move the *Minimum Size* slider to the right to increase the minimum width of the brush stroke. Move it to the left to reduce the minimum width

Opacity and Grain

The *Opacity* slider determines how the density of the media should be applied. It sets the maximum opacity of the selected brush. You can use the Expressions settings to link *Opacity* to pen or mouse data.

The *Grain* slider determines the maximum amount of paper texture that should reveal in a brush stroke. You can use the Expressions settings to link *Grain* to pen or mouse data. You can also use the paper's brightness and contrast settings to control *Grain* interaction.

To set brush opacity

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Move the *Opacity* slider to the left to reduce opacity, or to the right to increase opacity

To set brush grain

- Choose *Main Window menu -> Window -> Show Property Bar* to display the *Property Bar*
- Move the *Grain* slider to the left to increase the penetration into the paper texture. Move it to the right to reduce the penetration

Adjusting Paper Texture behavior

When you use a brush that interacts with paper texture, the results appear with each stroke. If you have a stylus and tablet, you can adjust paper texture by changing the stroke of the stylus on a pressure-sensitive tablet. In most cases, a light stroke colors only the peaks and ridges of the texture. A heavy stroke fills color deep into the pockets and valleys. You can also affect the brush interaction with paper texture by changing the brush *grain* settings.

By default, paper texture is fixed, which means that the texture is in the same position each time you apply a brushstroke. You can change this setting if you want texture to be applied

randomly.

⚠ This feature is only available in Plus version.

To randomize paper texture

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔲 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Grain*
- Enable the *Randomize texture* check box

Brush Tip Profiles

The brush tip, or profile, shows a cross-section of density distribution across the diameter of the dab.

Different media have different density distributions. Changes in the density distribution produce different marking qualities in a brush stroke.

The following brush tip profiles are available:

▲	*Medium Profile*	Has a wide area of greater density at the center, with rapid falloff to the edge.
▲	*Dull Profile*	Provides maximum density at the center, with high density weighting to the edge.
▲	*Linear Profile*	Provides maximum density at the center, with even falloff to the edge.
⊔	*Watercolor Profile*	Provides maximum density at the outer edge in a ringlike fashion, with medium internal density.
▬	*1-Pixel Edge*	1-Pixel Edge provides maximum density throughout, with rapid falloff at the edge, producing a 1-pixel, anti-aliased edge.
▲	*Soft profile*	Provides maximum density at the center, with soft falloff to the edge.

Anti-aliasing

Artweaver can draw dabs in an anti-aliased fashion. This anti-aliasing gives brushes a smooth edge, as opposed to the jagged edges without anti-aliasing.

To enable drawing dabs in an anti-aliased fashion

- Choose *Main Window menu -> Window -> Show Brush*
- On the *Brush* palette, click the tab *General*
- Enable the *Anti-aliased* 🅰🅰 check box

Spacing Controls

When a brush is used, the stroke consists of a series of dabs. By adjusting the spacing between those dabs, you can control the continuity of the brush stroke.

The *Spacing* slider controls the distance between brush dabs in a stroke. Each dot or dash represents one brush dab.

Continuous Time Deposition controls whether you must move a brush before a medium is applied. With *Continuous Time Deposition* enabled, the medium begins flowing at the first touch.

💡 When the *Continuous Time Deposition* 🕘 check box is disabled, you must move the brush (even just slightly) to cause color to be deposited.

To set brush spacing

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Do one of the following:
    - To increase the spacing between dabs, move the *Spacing* slider to the right bringing it closer to the size of the dab itself
    - To decrease the distance between dabs, move the *Spacing* slider to the left until the dabs begin to overlap

To set Continuous Time Deposition

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Enable the *Continuous Time Deposition* 🕘 check box

Stroke Controls

The *Smoothing* slider allows you to soften the appearance of brushstrokes by adding additional points into dab paths which are used to replot brushstrokes.

You can also apply a *merge mode* to a brush variant to control how brushstrokes interact with the underlying colors within the currently selected layer or the canvas. This technique allows you to produce similar results to applying blend method to layers. In addition, it allows you to control where the effect is applied.

⚠️ This feature is only available in Plus version.

To set smooth strokes

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Stroke*
- Move the *Smoothing* slider to the right to add points and even out jagged strokes. Move it to the left to decrease the number of additional points

To apply a merge mode

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Stroke*
- From the *Merge Mode* list box, choose one of the merge modes
- Move the *Stroke Opacity* slider

Merge Mode	*Description*
Normal	Edits or paints each pixel to make it the result color.
Darken	Looks at the color information in each channel and selects the base or blend color—whichever is darker—as the result color.
Multiply	Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color.
Lighten	Looks at the color information in each channel and selects the base or blend color—whichever is lighter—as the result color.
Screen	Looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is always a lighter color.
Difference	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.

Exclusion	Creates an effect similar to but lower in contrast than the *Difference* mode.
Color burn	Looks at the color information in each channel and darkens the base color to reflect the blend color by increasing the contrast between the two.
Linear burn	Looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing the brightness.
Color dodge	Looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing contrast between the two.
Hard light	Multiplies or screens the colors, depending on the blend color.
Soft light	Darkens or lightens the colors, depending on the blend color.
Average	Applies the *Normal* mode with 50% opacity.
Overlay	Multiplies or screens the colors, depending on the base color.

Angle Controls

The *Angle* slider controls the angle of an elliptical brush and the length of the ellipse. You can use the Expressions settings to link *Angle* to pen or mouse data.

The *Shape* slider controls the shape of the brush. Squeezing a brush changes it from round to elliptical.

You can use the *Angle* and *Shape* controls with Circular, Captured and Imagestamp brush types.

⚠️ This feature is only available in Plus version.

To set brush shape

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Size*
- Move the *Shape* slider to the left to make the brush more elliptical. Move it to the right to make it rounder

To set angle for a elliptical brush

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Size*
- Move the *Angle* slider to the right to rotate the brush counterclockwise. Move the slider to the left to rotate the brush clockwise

Color Controls

The *Color* controls determine how a brush conveys its medium (color) to the paper. You can choose from several preset to suit your needs.

Whether you are painting with a single color or blending two or more colors on a layer, the *Pickup color from underlying layers* option can help you produce brushstrokes without white fringes.

The *Resaturation*, *Bleed*, and *Dryout* controls work together to determine how much color a brush has at the start and finish of a stroke.

The *Resaturation* slider controls the amount of color that is replenished in a stroke. If it is set at zero, the brush does not produce any color.

The *Bleed* slider controls how much the brush colors smear underlying colors, including the paper color.

The *Dryout* control determines how quickly a brush runs out of medium. Dryout is measured in pixels.

To set resaturation

- Choose *Main Window menu -> Window -> Show Property Bar* to display the *Property Bar*
- Move the *Resaturation* slider to the left to reduce the amount of color replenished in stroke. Move it to the right to increase the amount of color

To set color bleed

- Choose *Main Window menu -> Window -> Show Property Bar* to display the *Property Bar*
- Move the *Bleed* slider to the left to reduce the amount of interaction with underlying pixels. Move it to the right to increase the interaction

To set brush dryout

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *Advanced*
- Move the *Dryout* slider to the left to shorten the distance the brush can move before it dries out. Move it to the right to lengthen the distance

To choose pickup color from underlying layers

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Enable the *Pickup color from underlying layers* 🖋 check box

Color Variability Controls

Color Variability allows you to create brush strokes of more than one color. Variability can be used to enhance the Natural-Media appearance of your work For more information, see Color Variability .

Random Controls

The *Jitter* control introduces a randomized jitter to the brush stroke. Instead of appearing directly along the stroke, dabs appear randomly outside the brush stroke path.

To set brush Jitter

- Choose *Main Window menu -> Window -> Show Property Bar* to display the *Property Bar*
- Move the *Jitter* slider to the left to decrease deviation from the stroke path, or to the right to increase the deviation

Airbrush Controls

The *Airbrush* controls allow you to adjust the amount and the displacement of the media that is applied by an airbrush.

Feature lets you set the size of individual paint droplets.

Flow controls how much media is applied by an airbrush stroke. The *Flow* control acts like the needle control on a real airbrush. Because the airbrush dab types deposit many small dabs to create their spray-paint look, you might need to cut down on the flow to speed up the airbrush.

Pressure controls how fast the medium flows when *Continuous Time Deposition* is enabled.

You can also link an Expression setting to both the *Flow* and *Feature* controls. This lets you link the controls to a stylus or mouse movement.

To set Airbrush feature

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Move the *Feature* slider to the left to reduce the size of individual paint droplets, or to the right to increase it

To set ink flow

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 📠 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Airbrush*
- Move the *Flow* slider to the left to reduce the smallest amount of media applied with a stroke, or to the right to increase it

To set Airbrush pressure

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 📠 and choose *Edit Brush*
- Choose in the *Edit Brush* dialog *Airbrush*
- Move the *Pressure* slider to the left to reduce the smallest amount of media applied by *Continuous Time Deposition*, or to the right to increase it

💡 *Continuous Time Deposition* 🕒 must be enabled to apply this option.

Expression Settings

You can control brush effects along the stroke based on a number of real-time input factors. You can use the Expression settings on the *Brush* palette to vary these effects.

To choose a Expression setting

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *Advanced*
- Choose a option from the Expression menu

Expression	*Description*
None	Applies no adjustment to the brush feature.
Pressure	Adjusts the brush feature based on pen pressure. Greater pressure increases the setting for that brush feature.
Random	Adjusts the brush feature on a random basis.
Direction	Adjusts the selected brush feature based on the direction of the stroke.
Sequential	Increases the brush feature to maximum to begin again at minimum.
Speed	Adjusts the brush feature based on the dragging speed. Dragging quickly minimizes the setting; dragging more slowly increases it.
Growing	Increases the brush feature to maximum.
Shrinking	Decreases the brush feature to minimum.

6.3 Managing Brushes

After you have customized a variant, you can use it immediately. In fact, adjusting brushes as you paint is something you will probably do often. Changes you make to brush variants are saved until the *Restore Default Variant* command is selected.

Saving Brush Variants

If you want to keep a customized version of a brush variant, you can save it as a new variant.

To save current settings as a custom variant

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🖳 and choose *Save Variant*
- In the Save Variant dialog box, type a name for the new variant
- Click *OK*.

💡 If you save a new brush variant, a new XML file is created in the Brushes folder.

To return the current brush variant to default settings

- Choose a brush variant from the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Restore Default Variant*

To delete a brush variant

- Choose a brush variant from the *Brush* palette
- On the *Brush* palette, click the palette menu arrow 🔳 and choose *Delete Variant*
- Click *Yes* to delete the variant

💡 The variant's related XML file is deleted from the Brushes folder.

Capturing Brushes

You can create your own brush shapes. Any shape is possible.

When you have created a shape you like, select and capture it.

To capture a brush shape

- On a white background, draw a brush shape in black. Use shades of gray to define what you wish to be partially transparent areas of the brush
- Select the brush shape
- On the *Brush* palette, click the palette menu arrow 🖳 and choose *Capture Brush*
- Type a new name for the captured brush and click *OK*

💡 You can paint with a captured brush just as you would with other brushes.

7. Impasto

7.1 Impasto

Impasto is the classic technique of applying thick paint on a canvas to create depth. In Artweaver, Impasto refers to the brush feature that allows brushes to paint with the illusion of depth. You can use different brushes to simulate different types of natural media, such as thick oil paint or chalk with texture.

To display or hide the Impasto Effect

- Choose *Main Window menu -> View -> Show Impasto* or *Hide Impasto*

To create an Impasto Effect

- Choose *Main Window menu -> View -> Show Impasto*
- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *Impasto*
- Choose a drawing method from the *Draw To* pop-up menu
- Choose an application method from the *Method* pop-up menu
- Adjust the *Depth* slider to set how much depth the brush applies
- Adjust the *Smoothing* slider to set the transitions in the texture
- Paint on the canvas or layer

💡 The *Smoothing* slider controls how much a stroke interacts with other Impasto brush strokes. When a stroke with a high *Smoothing* value encounters another Impasto stroke, it keeps the depth of the existing stroke. A low *Smoothing* value against replaces the depth of the existing stroke.

To adjust Draw To and Application Method

- Impasto has three methods for *Draw To* :
    - *Color* applies only color. You can set the color on the Color palette
    - *Depth* applies only depth to the image
    - *Color and Depth* applies both color and depth to the image
- You can choose from three depth methods:
    - *Uniform* applies depth evenly. Strokes have little texture
    - *Erase* levels the depth. If you've created texture strokes that you don't like, you can use this setting to remove them
    - *Paper* uses the current paper texture to control depth

💡 Erase applies only to depth, not to color. With the *Color and Depth Draw To* method, the *Erase* method removes depth while applying color. The amount of depth removed depends on the value of the *Depth* slider. If you want to remove the entire Impasto stroke, set *Depth* to 100.

To invert a Depth Method

- You can invert the depth method by using the *Invert* option. When a method is inverted, the negative of the source is used in the stroke

7.2 Adjusting Impasto Effect

Adjusting Surface Lighting

Lighting can be a big part of the overall depth effect that Impasto creates. Just as the right lighting can bring out the deep-textured look of a stroke, the wrong lighting can wash out the effect altogether. The Surface Lighting controls let you set up the position and attributes of the light source that shine on your Impasto brush strokes. These controls are global — they affect all the Impasto brush strokes.

Setting Light Position

The lighting sphere shows all of the possible surface angles. The light indicator on the sphere shows the current position of the light source.
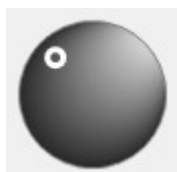
The lighting sphere.

Setting Light Properties

- The *Exposure* slider globally adjusts the overall lighting amount from darkest to brightest

Adjusting Depth

You can control the appearance of depth using the *Amount* and *Shine* settings. At any time, you can change these settings to produce different texture effects.

Adjustments affect the entire document. To change the depth of individual brush strokes, you can vary stylus settings or build up media.

- The *Amount* setting affects the thickness of the entire document. It does not affect individual brush strokes, nor does it affect other Impasto strokes
- The *Shine* setting controls how much highlight appears on the surface of strokes

8. Cloning

8.1 Cloning Images

Painting with a clone brush is similar to painting with any tool, except that clone brush variants take their color information from a clone source instead of from the *Color* palette.

Painting in the Clone

When you paint with a clone brush, it picks up color from the clone source while you control the size and direction of brush strokes.

A sample of painting with clone brush variants.

To paint with clone brushes

- Create a clone of the document you wish to paint
- With the clone selected, choose *Main Window menu -> Select -> All*
- Press ⌈DeL⌉ on the keyboard to clear the entire canvas
- Choose *Main Window menu -> Select -> Deselect*
- Choose a clone brush variant from the *Brush* palette
- Paint in the image

💡 If you don't set a clone source, clone brushes paint with imagery from the first opened image.

To set a clone source

- Choose *Main Window menu -> File -> Clone Source* , and choose the image you want to reference

To change to a crosshair cursor

- Choose *Main Window menu -> Edit -> Preferences*
- Choose in the Preferences dialog box *Painting*
- Enable the *Indicate Clone Source with Crosshairs while Cloning* option

💡 The crosshairs indicate which area of the original image you are cloning as you paint.

8.2 Turning Brushes into Cloners

Artweaver offers two ways to use other brushes as Cloners:

- The *Clone Color* button
- The Clone Method

Using Clone Color

You can turn almost any brush into a cloner with the *Clone Color* button. The *Clone Color* button causes a brush to pick up color from the source image while staying true to its own stroke nature.

To use Clone Color

- Choose *Main Window menu -> Window -> Show Color* to display the *Color* palette
- Click the *Clone Color* button 🏛 on the *Color* palette

💡 If you change brushes while cloning images, you must click the *Clone Color* button 🏛 again.

Choosing a Clone Method

You can turn almost any brush into a clone variant by setting its method to Clone on the *Brush* palette and choosing the Clone method category appropriate to the intended media style.

Because the clone methods use a full set of pixels from the original document for each brush, you get a truer copy of the original than you might by using the *Clone Color* option. Unlike the *Clone Color* option, the clone methods preserve the original image texture in the clone.

To choose a clone method

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *General*
- Choose from the *Method* box *Clone*
- Choose from the *Category* box a category appropriate to the intended media style

9. Selections

9.1 Selections

A variety of tools and commands for creating selection in a document are available. Each time you create a new selection, the old one is deactivated.

You can use selections in several ways:

- To constrain brush strokes
- To isolate an area of the canvas for applying an image effect
- To choose the area of the canvas you want to cut or copy

You can save and reload selections. Loading a selection reactivates it on the canvas.

Artweaver uses Pixel-based selections which are defined at the pixel level. Pixel-based selections provide 256 levels of protection to the canvas. Each pixel in the selection sets a level of protection for its corresponding color pixel in the RGB image. Opaque areas of the selection provide 100% protection and prevent brush strokes and effects from marking the canvas. Clear areas of the selection provide no protection and allow brush strokes and effects to mark the canvas. Where the selection is shaded, or semitransparent, brush strokes and effects are partially applied. This lets you paint and apply effects with varying levels of intensity within a selection.

Turning Selections Off

To turn off a selection

- Choose *Main Window menu -> Select -> Deselect*

Inverting Selections

Inverting a selection switches the selected and nonselected areas.

To invert a selection

- Choose *Main Window menu -> Select -> Inverse*

Softening the edges of selections

You can soften the edges of a selection by anti-aliasing or feathering. Anti-aliasing smooths the edges of a selection by modifying the color transition between the pixels. Feathering, on the other hand, softens the edges by gradually increasing the transparency of the pixels along the edge of the selection.

To create a selection with anti-aliasing

- In the *Tools* palette, select one of the selection tools
- On the property bar, enable the *Anti-aliased* check box

- Create a selection

To feather the edge of a selection

- Choose *Main Window menu -> Select -> Feather*
- In the *Feather* dialog box, specify the number of pixels that you want to feather

Expanding or contracting selections

You can expand or contract a selection by a set number of pixels.

To expand or contract a selection

- Choose *Main Window menu -> Select -> Modify*
- In the *Modify* dialog box, adjust any of the following settings:
  - *Command* to expand or contract a selection
  - *Modify by* to specify the number of pixels
- Click *OK*

9.2 Creating Selections

Creating Shaped Selections

You can create rectangular selections, oval selections, or freehand selections and you can also select the entire canvas.

To select an area

To select	*Do the following*
An oval area	Choose the *Shape Selection* tool ⬚ from the *Tools* palette and set the *Shape* to Oval ◯ . Drag in the document window to select an area.
A rectangular area	Choose the *Shape Selection* tool ⬚ from the *Tools* palette and set the *Shape* to Rectangular ⬚ . Drag in the document window to select an area.

A freehand area	Choose the *Lasso* tool from the *Tools* palette. Draw a freehand border around the area you want to select in the document window.
The entire canvas	Choose *Main Window menu -> Select -> All*.

💡 When working with the *Shape Selection* tool, you can constrain your selection to a square or a circle by holding down ⇧ on the keyboard while making your selection.

💡 If you draw an open path with the *Lasso* tool, Artweaver connects the endpoints with a straight line before creating the selection.

Creating Selections Automatically

The *Magic Wand* tool lets you create selections automatically. Groups of pixels are selected based on color. You can adjust settings to control the range of colors, and you can choose to include contiguous or noncontiguous pixels.

You can also use the *Color Range* command to create a noncontiguous selection based on a range of colors.

To select an area using the Magic Wand tool

- In the *Tools* palette, click the *Magic Wand* tool
- On the property bar, adjust any of the following settings:
    - *Tolerance* controls the amount of variance allowed from the selected color. Higher values create a larger range of colors
    - *Contiguous* , when enabled, selects contiguous pixels
- On the *property bar* , click on the following buttons:
    - New Selection
    - Add to Selection
    - Subtract from Selection
    - Intersect with Selection
- In the document window, click to select the color to make the selection

💡 You can restore the default settings by clicking the tool symbol on the property bar and choose *Reset Tool* .

To create a selection with the Color Range command

- Choose *Main Window menu -> Select -> Color Range*
- In the Color Range dialog box, click on the Preview window to select a color
- Adjust the *Tolerance* slider to control the color range
- Down the Preview window, enable the *Selection* box to show the selected area. Enable the *Image* box to show the source image

Creating Selections from Layers

You can create a selection from a layer. The new selection outlines the contents of the layer, without modifying the layer.

To create a selection from a layer

- On the *Layers* palette, select a layer
- Choose *Main Window menu -> Select -> Layer Content*

10. Layers

10.1 Layers

When you open a new document and create an image, your work appears on a Background layer. You can add additional layers to a document, which allows you to manipulate the visual elements in the image independently of the Background layer.

Think of layers as several clear slides laminated one above the other. Areas of a layer that don't contain images remain transparent and under laying layers seem through. You can change the structure of an image, by changing the arrangement and properties of layers.
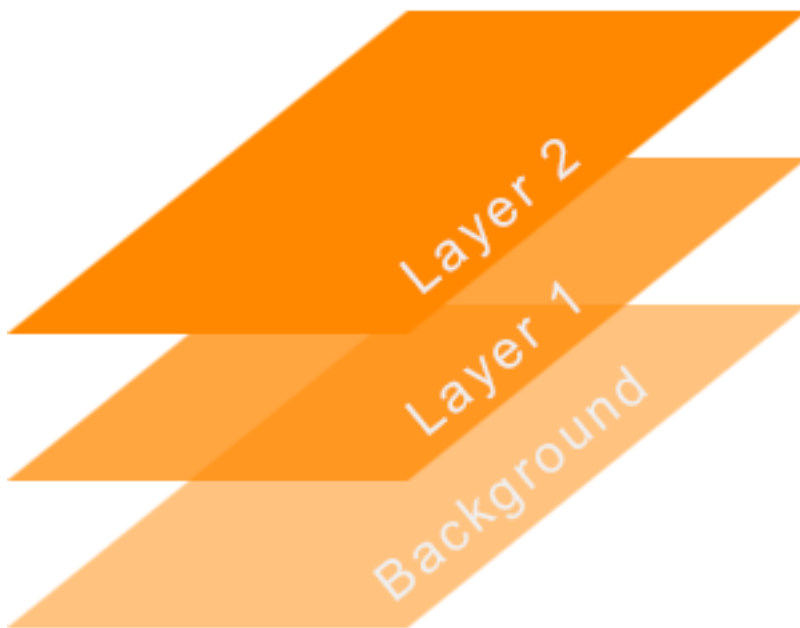
Functionality of layers.

The Layers Palette

All layers in a document are listed on the *Layers* palette. The *Layers* palette manages the hierarchy of layers and includes controls for selecting, hiding, locking, deleting, and grouping layers.
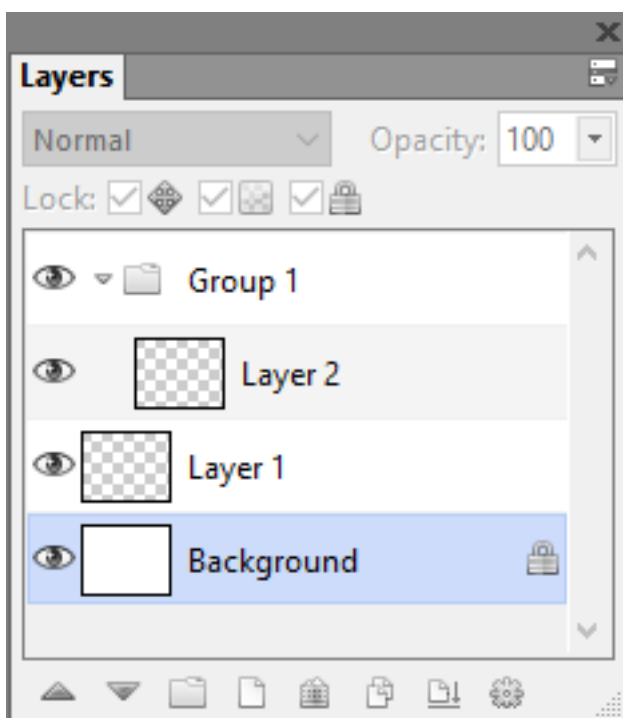
The Layers palette.

You can access many layer functions and commands using the buttons at the bottom of the palette, and the palette menu (accessed by clicking the palette menu arrow ⊞ in the upper-right corner of the palette).

The *Layers* palette displays icons next to each layer to indicate the layer's characteristics. The following table lists the icons that appear in the *Layers* palette:

▷	Grouped layer
▽	Expanded group
👁	Visible layer
⬯	Hidden layer
🔒	Locked layer

On the *Layers* palette, you can set layer opacity and choose a blend method.

To display the Layers palette

- Choose *Main Window menu -> Window -> Show Layers*

10.2 Editing Layers

Creating Layers

You can create new layers directly from the *Layers* palette and also duplicate layers. When you create a layer, the new layer is placed directly above the selected layer. If the selected layer belongs to a group, the new layer is added to the group.

To create a new layer

- Click on the *New Layer* button ▯ at the bottom of the *Layers* palette

💡 You can also create a new layer by clicking the palette menu arrow ⊞ and choosing *New Layer* .

To duplicate a layer

- On the *Layers* palette, select a layer you want to duplicate

- Click the palette menu arrow ▤ , and choose *Duplicate Layer*

Naming Layers

When you create a layer or group, a default name is assigned. As you add more layers and groups to a document, it can become difficult to remember which image data each layer contains. By assigning descriptive names to layers and groups, you can easily keep track of the separate pieces of an image.

To name a layer or group

- On the *Layers* palette, select a layer or group
- Click the palette menu arrow ▤ , and choose *Layer Properties*
- In the Layer Properties dialog box. type a new name in the *Name* box

💡 You cannot change the name of the Background layer.

Deleting Layers

You can delete layers from the *Layers* palette, but you cannot delete the Background layer.

To delete a layer

- On the *Layers* palette, select a layer
- Click the palette menu arrow ▤ , and choose *Delete Layer*

💡 You can also delete a layer by clicking on the *Delete Layer* button 🗑 at the bottom of the *Layers* palette.

Merge Layers with the Background Layer

Merging a layer or group flattens its contents with the Background layer. Once you merge a layer, you can no longer access the layer's content separately.

To merge Layers with the Background Layer

- On the *Layers* palette, click the palette menu arrow 🔳 , and choose *Flatten Image*

Changing Layer Size

When you create a layer, the new layer has always the same size and position as the Background layer. If the layer position is changed or the layer is transformed, the layer size is not equal to the Background layer anymore. While working on this layer, not editable areas can appear.

To change Layer Size to Background Layer size

- On the *Layers* palette, click the palette menu arrow 🔳 , and choose *Expand Layer*

10.3 Managing Layers

To manage layers in a document, you can select, lock, view, or hide them, or change their position in the hierarchy.

Selecting Layers

Selecting a layer lets you make changes to it. If no layers are selected, any changes you make apply to the Background layer. The *Auto Select Layer* option changes your ability how to select and move layers with the *Move* tool.

To select a layer

- Do one of the following:
  - Click a layer on the *Layers* palette
  - Choose the *Move* tool ✛ from the *property bar* and click anywhere in a layer's content. If the option *Auto Select Layer* on the *property bar* is enabled, the corresponding layer under the cursor is selected automatically

💡 You can also press Ⓥ on the keyboard to activate the *Move* tool ✛ .

Moving Layers

When a layer is selected, you can move its content anywhere in the document to create a new image layout.

To move a layer

- On the *Layers* palette, select a layer or group
- In the *Tools* palette, click the *Move* tool ✛ , and drag the selected layer in the document window

Locking Layers

You can lock layers to avoid accidentally changing them. Different properties in a layer can be locked.

To lock or unlock a layer

- On the *Layers* palette, select a layer
- On the *Layers* palette, click one of the following buttons to lock or unlock the layer:
  - ✛ *Position* locks the ability to move a layer
  - ▦ *Transparency* locks the ability to modify the transparency information of a layer
  - 🔒 *All* locks the ability to move a layer and to modify the transparency information of a layer

💡 The Locked Layer icon 🔒 appears next to a locked layer on the *Layers* palette.

Viewing Layers

You can control your view of an image in the document window by changing layer visibility settings.

To show or hide a layer or the Background layer

- On the *Layers* palette, click the eye icon 👁 next to the layer name or the background layer

💡 When the eye is shut 👁, the layer is hidden in the document window. When the eye is open 👁 , the layer is visible in the document window.

Changing Layer Hierarchy

The hierarchy of layers determines how the layers in a document interact. When you create a new layer, it appears on top of the existing layers. Depending on its transparency, and blend characteristics, the layer will obscure or otherwise affect the underlying layers.

A document's layer hierarchy is reflected on the *Layers* palette. The bottom layer is always the Background layer.

Change the hierarchy of layers to create different effects.

To change a layer's position in the hierarchy

- On the *Layers* palette, select the layer you want to reposition in the hierarchy
- From the *Main Window menu*, choose Layer, and one of the following:
    - Send To Back
    - Bring To Front
    - Send Backward
    - Bring Forward

💡 You can also reposition a layer by clicking the *Send Backward* ▼ , or *Bring Forward* ▲ buttons on the *Layers* palette.

Blending layers by using blend methods

Blend methods control how layers interact with the underlying image. You can change blend methods to create special effects without changing the actual images that make up a document.

To change a layer's blend method

- On the *Layers* palette, select a layer
- On the *Layers* palette, choose a blend method from the *Blend Method* list box

Blend Method	*Description*
Normal	Allows the layer to cover and hide the underlying image.
Darken	Looks at the color information in each channel and selects the base or blend color—whichever is darker—as the result color.
Multiply	Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color.
Lighten	Looks at the color information in each channel and selects the base or blend color—whichever is lighter—as the result color.
Screen	Looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is always a lighter color.
Difference	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.
Exclusion	Creates an effect similar to but lower in contrast than the *Difference* mode.
Color burn	Looks at the color information in each channel and darkens the base color to reflect the blend color by increasing the contrast between the two.
Linear burn	Looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing the brightness.
Color dodge	Looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing contrast between the two.
Hard light	Multiplies or screens the colors, depending on the blend color.
Soft light	Darkens or lightens the colors, depending on the blend color.

Color	Creates a new color by combining the luminance of the image color with the hue and saturation of the layer color. This method is the opposite of *Luminosity* .
Hue	Creates a color by combining the luminance and saturation of the image color with the hue of the layer color.
Saturation	Creates a color by combining the luminance and hue of the image color with the saturation of the layer color.
Luminosity	Creates a new color from the hue and saturation of the image color and the luminance of the layer color. This method is the opposite of *Color* .
Average	Applies the *Normal* mode with 50% opacity.
Overlay	Multiplies or screens the colors, depending on the base color.

11. Imagestamp

11.1 Imagestamp

With the Imagestamp you can instead of painting with color, paint with images, not just one or two at a stroke, but a variety of changing images. The images change thereby while painting the stroke.

To use the Imagestamp, you must first load it with images. The images are kept in special Imagestamp files. A Imagestamp file can contain any number of images. Usually, the images are similar and form a logical series.

Content of a Imagestamp file with different images.

The images in a Imagestamp file are indexed, e.g. when you paint with the Imagestamp, you can request specific images from the Imagestamp index. You can select images from the Imagestamp index sequentially, randomized, by pen pressure, by stroke direction, or dragging speed.

The *Imagestamp* palette allows you to select and manage Imagestamps.
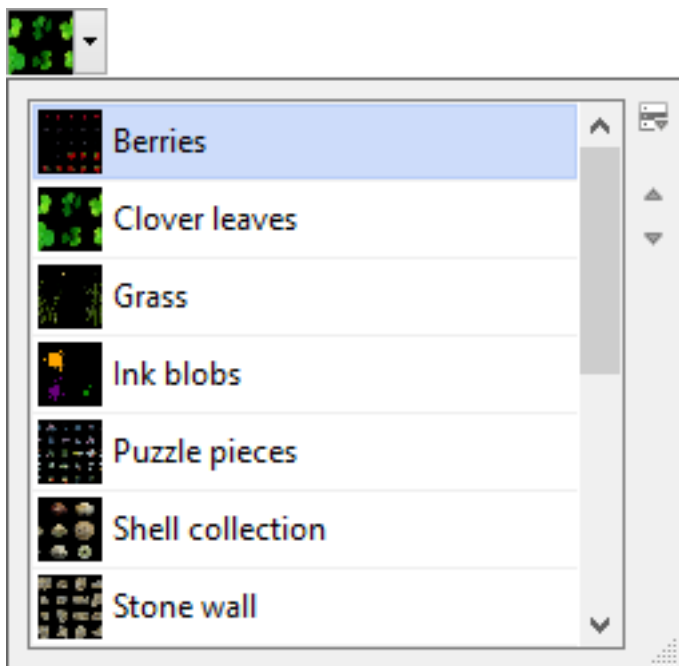
The Imagestamp palette.

To select a image and use the Imagestamp

- In the *Tools* palette, click the *Brush* tool
- On the *Brush* palette, choose the *Imagestamp* from the *Brush Type* selector
- Click the arrow next the Imagestamp preview . The *Imagestamp* palette is expanded
- Choose a image from the *Imagestamp* palette
- Make a brush stroke on the canvas

11.2 Adjusting and Editing

You can change the Opacity, Size, and Spacing of Imagestamp images and determine the placement of images in the stroke. In addition, brush expression settings let you use different pen attributes, such as pressure, and direction to change the size of images on the fly.

Adjusting Opacity, Size, and Color

You can use the property bar to adjust the *Opacity* and *Size* of Imagestamp images or to mix them with the background color.

The *Opacity* slider allows you to make Imagestamp images semitransparent. If you move the slider all the way to the left, the images become invisible.

The *Size* slider lets you control the size of image elements delivered by the Imagestamp. If you move the slider all the way to right, the images become very huge.

The *Grain* slider allows you to mix the background color with the Imagestamp images. As you move the slider to the left, more of the background color appears in the images.

Spacing Images

You control the space between images with the *Spacing* settings on the *Brush* palette. Moving the *Spacing* slider to the right increases the spacing between image elements.

Placing Images (Indexing)

When you paint with the Imagestamp, the Imagestamp images are requested by rules. This operation is called indexing and controls, how particular images from the many images in a Imagestamp file are selected.

Left: Indexing with the rule Sequential. Right: Indexing with the rule Random.

To choose Indexing Rules

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- On the *Brush* palette, click the tab *Advanced*
- Choose an Indexing rule for the expression *Imagestamp*

Expression	Description
None	Returns one element only; the first in the rank.

|	Pressure	Indexes images based on pen pressure. Greater pressure selects images from later in the rank.
	Random	Selects images from the rank at random.
	Direction	Indexes images from the rank based on the direction of the stroke.
	Sequential	Indexes images in the order they appear in the rank; moving left to right, and top to bottom.
	Speed	Indexes images from the rank based on the speed of the stroke. A faster stroke delivers elements from later in the rank.
	Growing	Indexes images once from moving left to right, and top to bottom.
	Shrinking	Indexes images once from moving right to left, and bottom to top.

12. Captured

12.1 Captured Brushes

You can create your own brush shapes. Any shape is possible. All custom brush shapes are stored as captured brushes and can be reused.

Choosing Captured Brushes

All captured brushes are store in the *Captured* palette. The Captured palette allows you to select and manage captured brushes.
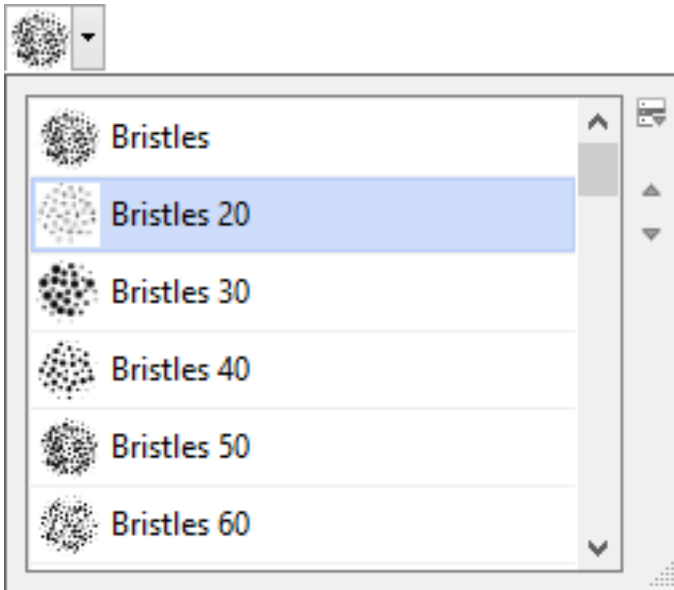
Captured palette.

To choose captured brushes

- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- Click the arrow next the captured preview ⬚ . The *Captured* palette is expanded
- Choose a captured brush from the *Captured* palette

To import captured brushes

- Click the arrow next the captured preview ⬚ . The *Captured* palette is expanded
- On the *Captured* palette, click the palette menu arrow ⬚ , and choose *Import Captured*
- Choose the file you want to import, and click on *OK*

To edit captured brushes

- Click the arrow next the captured preview ⬚ . The *Captured* palette is expanded
- On the *Captured* palette, click the palette menu arrow ⬚ , and choose *Edit Captured*
- Modify the image
- Select all of your image
- On the *Captured* palette, click the palette menu arrow ⬚ , and choose *Capture Brush*
- Type a new name for the captured brush and click *OK*

Capturing Brush Shapes

You can create your own brush shapes from any shape.

When you have created a shape you like, select and capture it.

To capture a brush shape

- On a white background, draw a brush shape in black. Use shades of gray to define what you wish to be partially transparent areas of the brush
- Select the brush shape. Artweaver uses the selected area to map brush size
- Choose *Main Window menu -> Window -> Show Brush* to display the *Brush* palette
- Click the palette menu arrow and choose *Capture Brush*
- Type a new name for the captured brush and click *OK*

You can paint with a captured brush just as you would with other brushes.

Generating Captured Brushes

You can automatically create captured brushes. With different options you can specify how the captured brushes should look like.
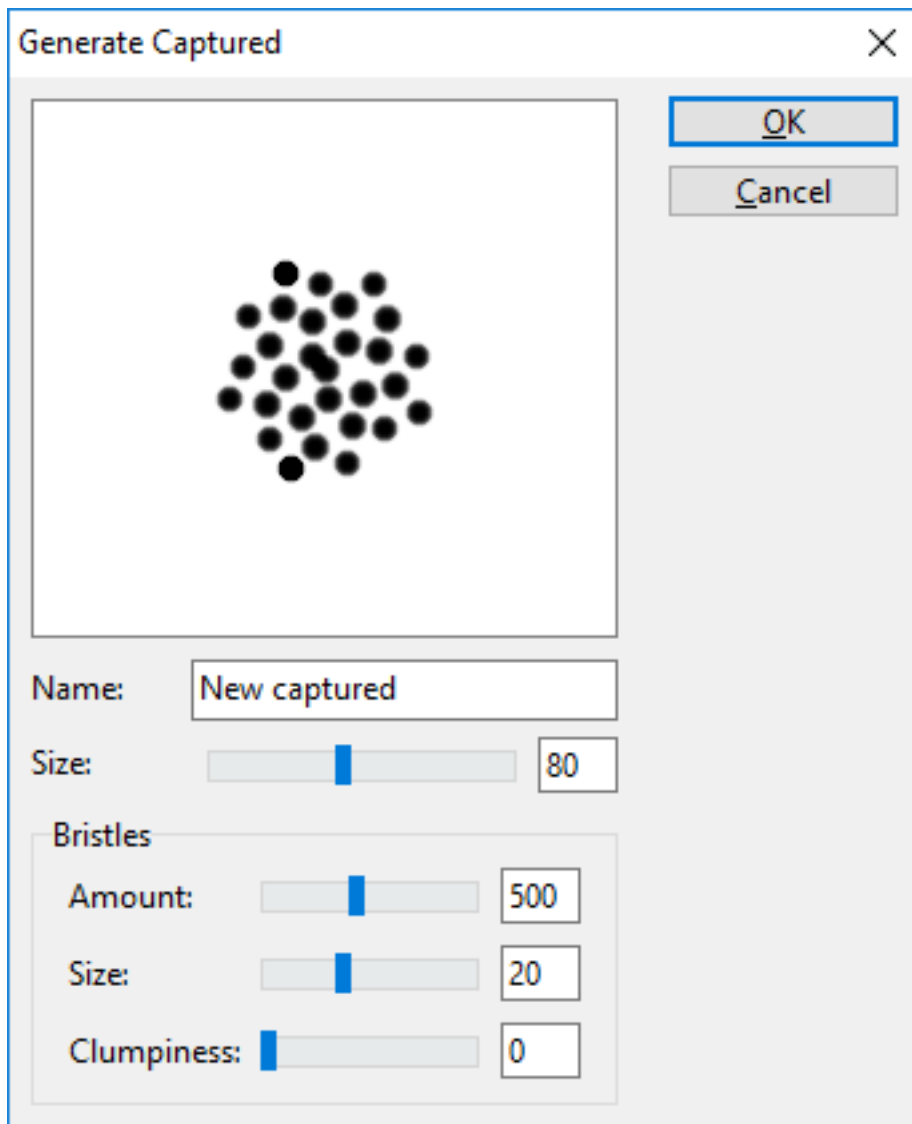
Generate Captured dialog box.

To generate a captured brush

- Click the arrow next the captured preview ⬚ . The *Captured* palette is expanded
- On the *Captured* palette, click the palette menu arrow ⬚ , and choose *Generate Captured*
- Adjust the settings to modify the captured brush
- Type a new name for the captured brush and click *OK*

13. Working with Text

13.1 Text Layers

A text layer holds a single text block. When you create a new text layer with the Text tool, that layer becomes visible on the *Layers* palette, and is represented by a T icon. With the text on a separate layer, you can work with your image without changing any text attributes. You can select the text layer and edit it at any time.

Creating Text

The *Text* tool property bar contains all controls for setting text appearance. You can change the font, size, and color of the text.

To add text to an image

- In the *Tools* palette, click the *Text* tool T
- Click anywhere in the document window, and type
- Confirm the text input ✔ to create the text layer

Changing the Font, Size, and Color of Text

You can change the font and size of text by selecting a text layer on the *Layers* palette and then setting options on the property bar.

To change the font, size, and color of text

- In the *Tools* palette, click the *Text* tool T
- On the *Layers* palette, select a text layer
- Do one of the following:
  - *Choose a font* : On the property bar, choose a font from the *Font* menu
  - *Choose a size*: On the property bar, choose or type a size in the *Size* box
  - *Choose a color* : On the property bar, choose a color from the *Color* square

Rasterize Text Layers

You can convert text layers into normal layers so that you can apply effects, and gradations.
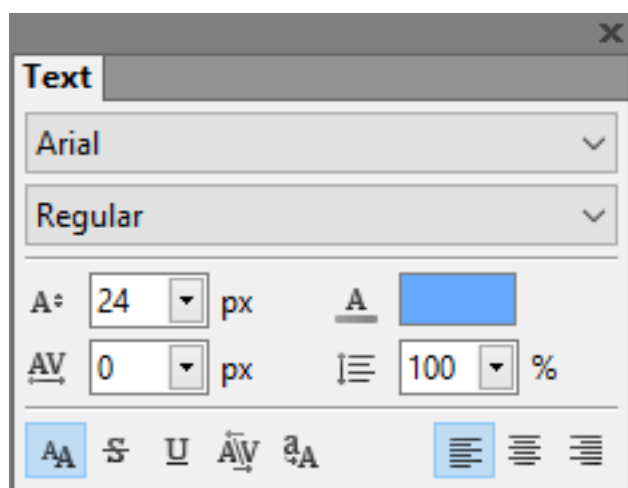
To rasterize text layers

- On the *Layers* palette, select a text layer
- Click the palette menu arrow ⬔ and choose *Rasterize Layer*

💡 When a text layer is rasterized, you cannot convert it back to a text layer.

13.2 Text Palette

You can change any text attributes of selected text layers in the *Text* palette.

The Text palette.

⚠️ This feature is only available in Plus version.

To display the Text palette

- Choose *Main Window menu -> Window -> Show Text*

Adjusting text tracking and leading

You can fine-tune the spacing between letters by adjusting the *tracking*. You can also adjust the amount of space between lines of text by adjusting the *leading*. You may want to change the *leading* from the default setting which is set at 100%.

To adjust tracking

- On the *Layers* palette, select a text layer
- On the *Text* palette, adjust the *Tracking* AV slider

To adjust leading

- On the *Layers* palette, select a text layer
- On the *Text* palette, adjust the *Leading* ≣ slider

Anti-aliasing text

Anti-aliasing produces smooth-edged type by partially filling the edge pixels. As a result, the edges of the type blend into the background.

To enable anti-aliasing

- On the *Layers* palette, select a text layer
- On the *Text* palette, enable the *Anti-aliased* A̅A̅ button

Underline or strike through text

You can place a line under text. You can also place a line through text.

💡 The line is always the same color as the text color.

To underline or strike through text

- On the *Layers* palette, select a text layer
- On the *Text* palette, enable any of the following buttons:
    - *Strikethrough* S̶
    - *Underline* U̲

Kerning

Kerning is the process of adding or subtracting space between specific pairs of characters. *Kerning* uses kern pairs, which are included with most fonts. Kern pairs contain information about the spacing of specific pairs of letters. Some of these are: LA, P., To, Tr, Ta, Tu, Te, Ty, Wa, WA, We, Wo, Ya, and Yo.

To enable kerning
- On the *Layers* palette, select a text layer
- On the *Text* palette, enable the *Kerning* ᴬᵥ button

Apply all caps

You can enter or format text as uppercase characters.

To enable all caps

- On the *Layers* palette, select a text layer
- On the *Text* palette, enable the *All Caps* ᵃA button

Aligning text

You can align a text block to the left, right, or center. The text baseline origin is used as the reference point for the text alignment.

To align text

- On the *Layers* palette, select a text layer
- On the *Text* palette, enable one of the following buttons:
    - *Align Left* ≣
    - *Align Center* ≣
   - *Align Right* ≣

14. Preset Manager

14.1 Preset Manager

You can use the Preset Manager to manage all Artweaver materials. Following materials can be

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managed: Brushes, Paper Textures, Imagestamps, Captured Brushes, Gradients, and Color Sets. You can name, delete, rearrange, import, and export materials.

For brushes, you can additional move brush variants into several brush categories. And you can also create new brush categories and rearrange them.
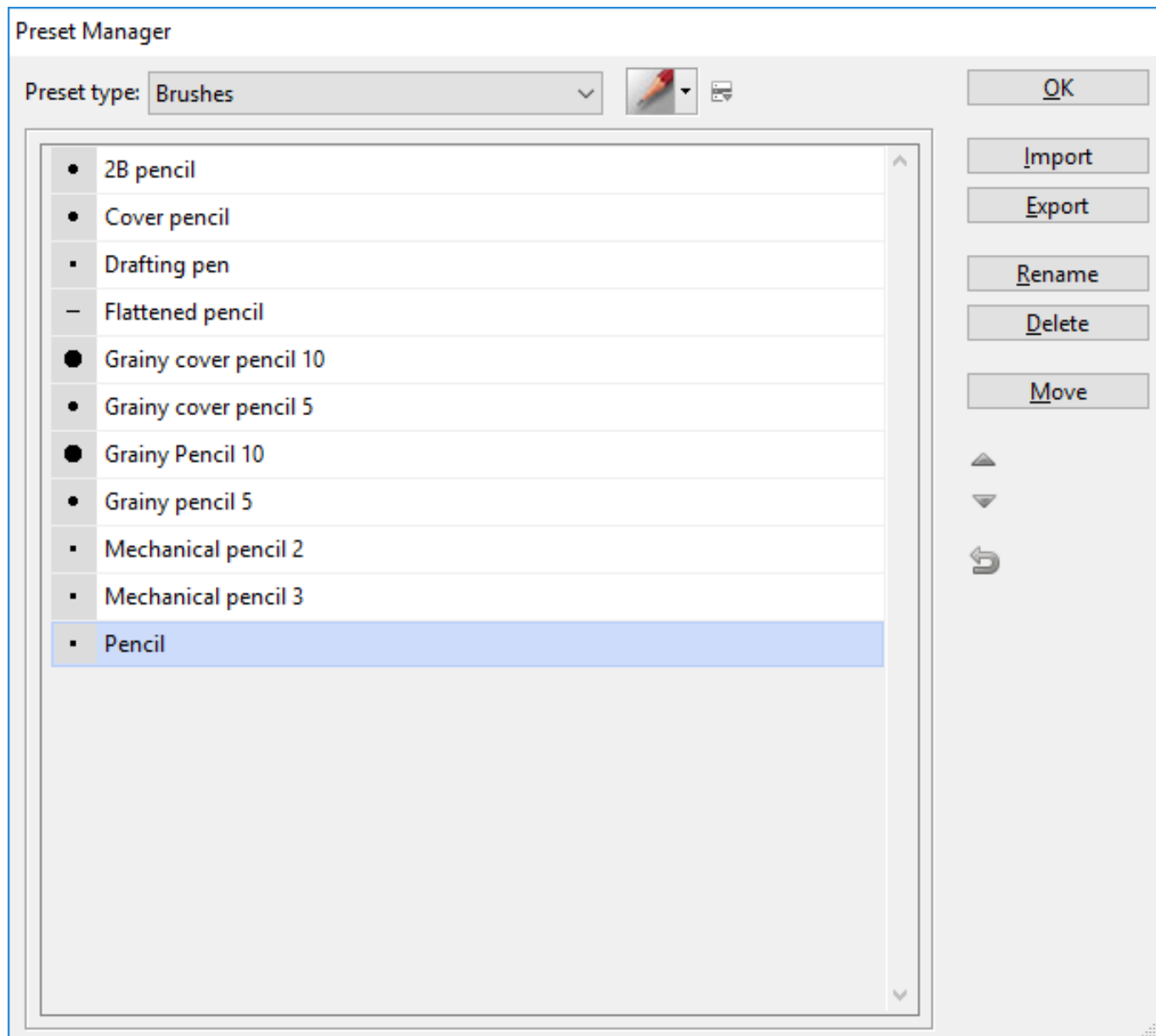
The Preset Manager.

To name materials

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose a material from the *Preset* box
- Select a material and click the *Rename* button
- Type a new name for the material and click *OK*

💡 When you choose the *Brushes* preset, you can expand the brush *category selector* and select a brush category by clicking the arrow next the brush category preview 🖌️▾ .

To delete materials

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose a material from the *Preset* box
- Select a material and click the *Delete* button

To rearrange materials

- Choose Main *Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose a material from the *Preset* box
- Select a material
- Click the arrow buttons to move the material one up or one down

⚠️ This feature is only available in Plus version.

To import materials

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose a material from the *Preset* box
- Click the *Import* button
- Choose the file you want to import, and click on *OK*

To export materials

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose a material from the *Preset* box
- Select a material and click the *Export* button
- Enter a name for the material in the *Filename* box, and click *OK*

💡 It is not possible to use the export command in any material category. In such categories the *Export* button is disabled.

To move brush variants

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose *Brushes* from the *Preset* box
- Select a brush variant and click the *Move* button
- Choose a brush category in the *Destination* box and click *OK*

To move a brush variants into a new brush category

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose *Brushes* from the *Preset* box
- Select a brush variant and click the *Move* button
- Choose *Create new Category* in the *Destination* box and enter a name for the new category in the *New Category* box
- Click *OK* to create the new category

💡 You can only create new brush categories by moving existing brush variants. Creating a brush category without brush variants is not possible.

To rearrange brush categories

- Choose *Main Window menu -> Edit -> Preset Manager* to display the Preset Manager
- Choose Brushes from the *Preset* box
- Expand the *Brushes* palette by clicking the arrow next the brush category preview 🖌▾
- Click the arrow buttons to move the category one up or one down

⚠️ This feature is only available in Plus version.

15. Team

15.1 Team

Artweaver Team allows you to work together on a document with your friends at the same time. Connect with Artweaver to a team over LAN/internet and work together on a document simultaneously.

💡 You can create a team directly in Artweaver.

The built-in chat feature on the *Team* palette allows you to communicate with your friends while working together on the same document. You also get all important team status information over the *Team* palette to be informed.
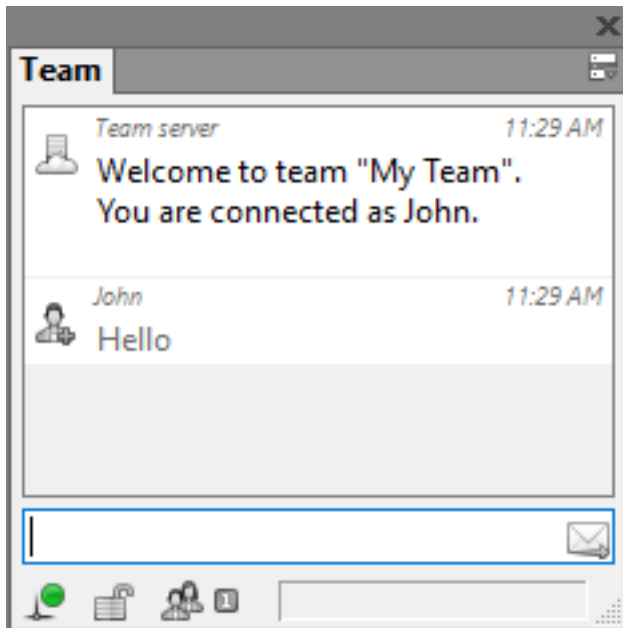
The Team Palette.

To display the Team palette

- Choose *Main Window menu -> Window -> Show Team*

15.2 Managing Team

Connect to a Team

You can establish a connection to a team and manage it in the *Team* palette. Furthermore messages can be sent to all connected people and read.

To establish a team connection

- On the *Team* palette, click the palette menu arrow and choose *Connect to Team*
- Enter a *Server address* and a *Username*
- Click *Connect*

💡 A password is only needed if the server requires it. Mostly this field can be left blank.

💡 No other opened documents are allowed when establishing a team connection.

To send a chat message

- Enter a text in the input box on the *Team* palette
- Press ⏎ on the keyboard

To work while connected

You can directly apply any tool or filter when connected. There is no need to lock the team.

Only when another connected user is changing the document the team will be locked until he has finished. While the team is locked the whole application interface is disabled except some fundamental commands like disconnecting from the team or exiting Artweaver.

To show team connection details

- On the *Team* palette, click the palette menu arrow 🔲 and choose *Status*

To close a team connection

- On the *Team* palette, click the palette menu arrow 🔲 and choose *Close Connection*

Create a team

You can also create a new team in the *Team* palette where other people can connect to.

💡 Adjustments to the network configuration might be needed that other people can connect.

To create a team

- On the *Team* palette, click the palette menu arrow 🔲 and choose *Start Team*
- In the *Artweaver Team* dialog box, enter values for the following:
    - *Name* of the team

- *Width* and *Height* determine the dimensions of the canvas
- *Resolution* is the number of pixels per inch that make up an image
- Click *Start*

Team status

The *Team* palette shows the status of the team connection with some symbols for an easier understanding. The symbols change their appearance depending of the current status.

No team connection established.

A team connection is established.

Team connection is busy (e.g sending or receiving data).

Team connection is establishing.

All team events are synchronizing.

Team is unlocked.

Team is locked.

Team lock is invalid.

Number of connected user.