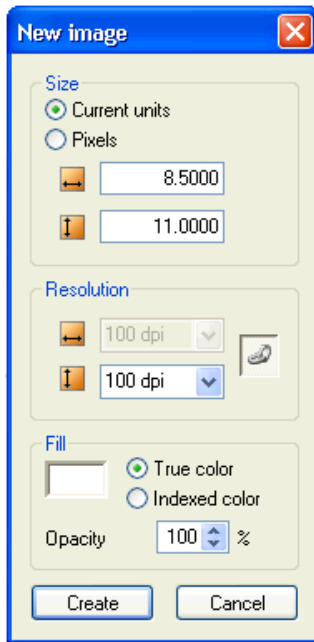


5. BASIC PAINT AND DRAW TOOLS

In Kaledo, in order to paint you need to have a canvas to paint on.



Creating a canvas:
OBJECT >> NEW IMAGE

SIZE: Set size of the canvas either in pixels or unit set in file. Fill in the width and height dimensions of the canvas.

RESOLUTION: Set the desired resolution for the file.
 150 dpi - 300 dpi

FILL: Click to select color for the canvas. Choose between True Color and Indexed Color.

OPACITY: Controls the transparency of the file.

Once you have set the options, click CREATE to execute.

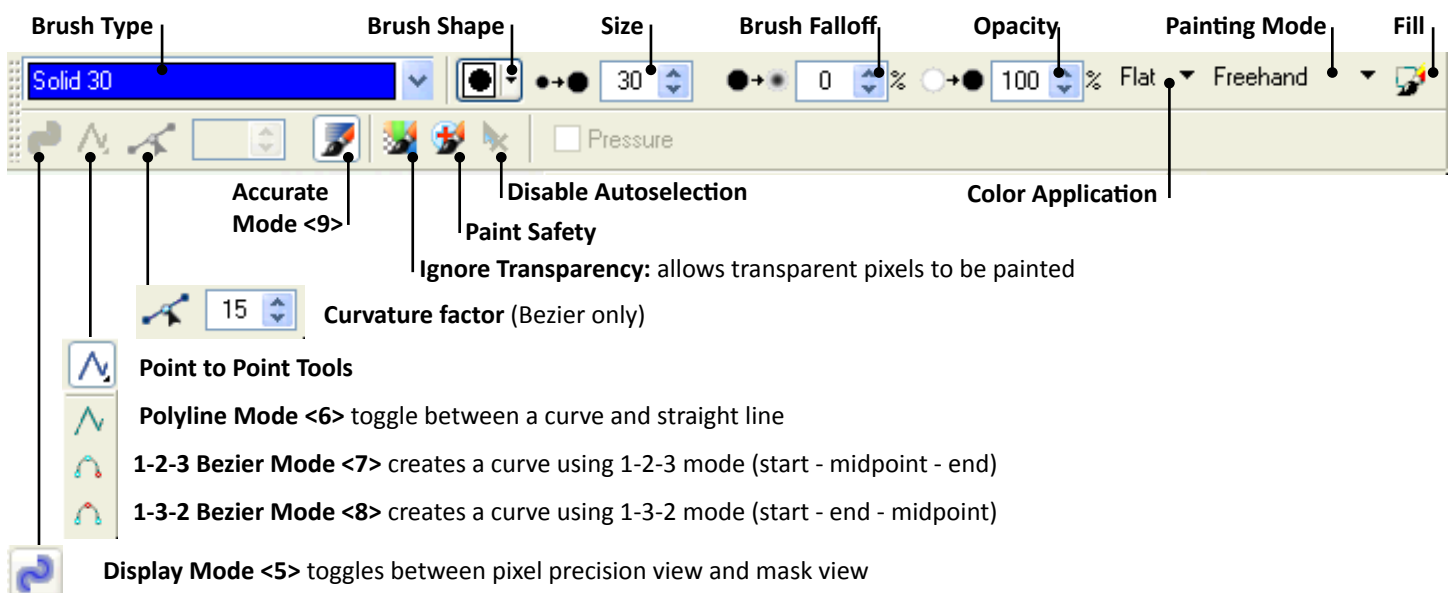
Now you are ready to learn and test the Paint tools.

PAINT Toolbar

See handout 3. Standard toolbars for complete icon descriptions



The Paintbrush Tool Options allows control over the look, size and shape of the brush.



Painting Modes

- Freehand:** create a path shape by clicking and dragging; release the mouse to finish the shape
- Rectangle/Ellipse:** click and drag to create the shape, release to mouse for the brush stroke to fill the path.
- Point to Point:** Use Polyline and Bezier Modes to create shapes by drawing points.

5. BASIC PAINT AND DRAW TOOLS

The Paint tools use the Current Color. See *handout 4. Working with Color* on how to select colors.

Most of the Paint tools have unique menus.

To Access the tools Brush Controls double click the icon, click on MISCELLANEOUS >> Brush controls or hit <F5> while the tool is active.

Paint Brush



The Paint **Brush Controls** are shown here on the right. Here you can select: the brush tip and shape (drop down menus) and also use the sliders to customize your paint brush and see a preview of of your brush.

To save a brush:

In **Brush Controls** click  **OPTIONS >> Save Brush**
Type the name of the Brush and click **OK**.

Tracing a Line:

Select the **Paint Brush** >> press **6** >> click to draw points, Right click to finish the path.

Tracing a Curve:

Select the **Paint Brush** >> **Point to Point** (under Freehand) >> select one of the Bezier tools (1-2-3 or 1-3-2). As you are drawing points use the **Q W A S** keys change the line into a curve.

Q: clockwise +1 degree

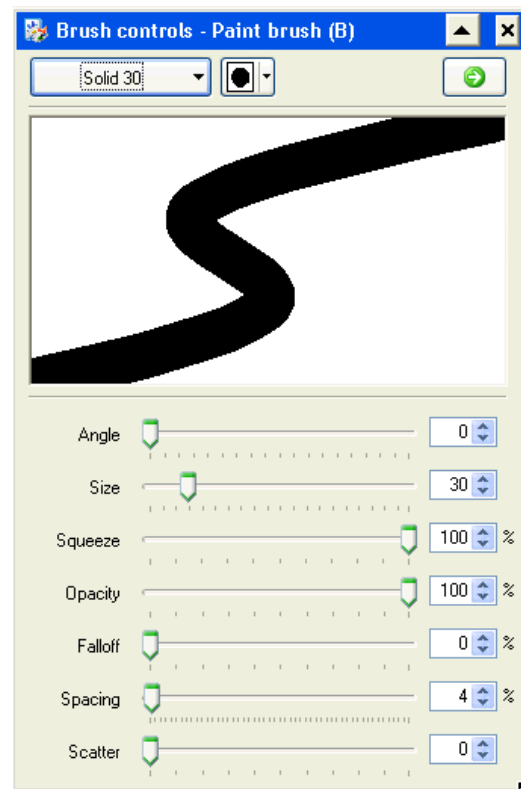
W: counterclockwise +1 degree

A: clockwise +10 degrees

S: counterclockwise +10 degrees

You can outline solid filled shapes with the **Fill Bucket** >> **Outline**

Check out the other brushes and play with them to get a feeling



6. PAINT PRACTICE ASSIGNMENT

Open the file: **Paint_Practice.tiff**

Using the Paint and Drawing tools, recreate the images in the file in the spaces provided.
This assignment is due at the beginning of next class.