

Flame Painter Manual

v.3.3 Personal | Professional

Introduction

Welcome to Flame Painter.

Flame Painter is a unique paint application that lets you easily create original artworks, light effects, unconventional design or fantastic backgrounds with flame brushes.

It was created as an experimental project in my 'I am an Artist' series. The initial vision was to create an application where anyone could create something beautiful. It was made both as a tool for artists as well as for people without artistic skills who want to create something unique.

Lack of inspiration and motivation are often the reasons why we people are not creative, however, the tools that we use can become the inspiration for creativity. I think that with tools which inspire you, everyone can be an artist.

This is why Flame Painter was born.

This is the third version of Flame Painter. There are many new features included - Flame Painter Connect - a Photoshop plug-in which works as a live link between Flame Painter and Photoshop, ability to use Wacom tablet pressure pen and Leap Motion camera, a smooth import and export of layered PSD and SVG vector files. Multi-core engine, new high resolution renderer and Photoshop blending modes have made this software a powerful tool for creating professional artworks.

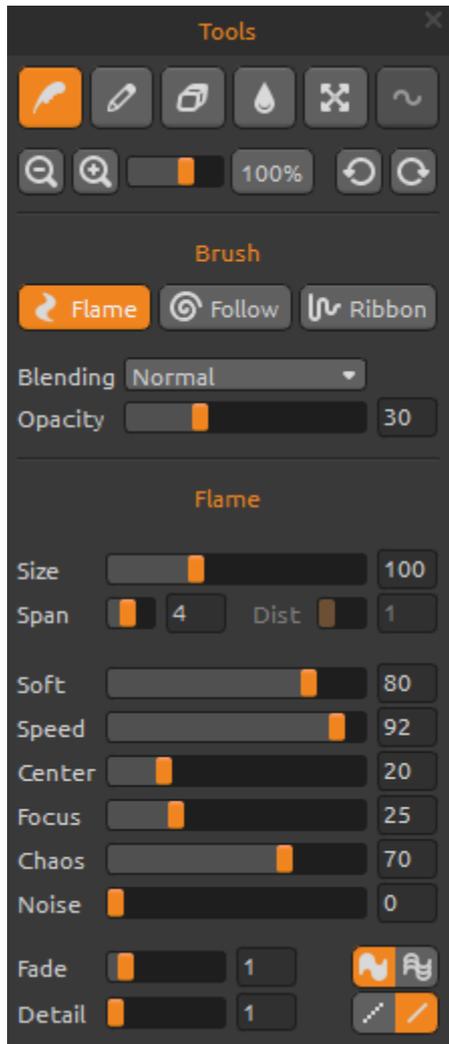
This manual covers the features of the application and tells you what you need to know to get painting. There is a range of flame brush parameters available, just experiment with different brush settings and maybe you'll find a whole new creative way of self-expression.

Thanks for purchasing Flame Painter. I hope you'll have a great time painting!

Peter Blaškovič
creator of Flame Painter

User Interface Window

Tools Panel



Brush - Select the Brush tool



Pen - Select the Pen tool



Eraser - Select the Eraser tool



Fill - Select the Fill tool



Transform - Move and resize selected layer



Edit Vector Layer - Edit mode for selected vector layer



Zoom Out - Zoom out from your artwork (at a minimum size of 5%).



Zoom In - Zoom in on your artwork (at a maximum size of 800%).



Reset Zoom - Check the zoom value here. Press the button to reset the zoom to 100%.



Undo - Undo the last painting operation you performed.



Redo - Redo the last operation you undid.

Brush

There are three different painting modes:



Flame - The classic flame painting mode.



Follow - The stroke will follow the mouse more precisely, a line-based brush.



Ribbon - The ribbon painting mode, a stroke spreads a bit wider.

Blending - Color blending mode. There are three blending modes:

- *Normal* for regular painting,
- *Lighten* (additive mode) is usually for light effects and darker backgrounds and
- *Darken* (subtractive mode) for lighter backgrounds.

Opacity - Brush opacity (0 - 100)

Flame, Follow and Ribbon brush parameters

These are parameters of the Brush tool for you to experiment with:

Size - Brush Size – number of painting brush dots (1 – 300)

Span - Brush Width (0 – 10)

Dist - Distance between brush dots (1 – 20) - you can set this if the "Lines" is switched to "On"

Soft - Brush Softness (1 – 100) - more global effect of the brush

Speed - Brush Speed (1 – 100) - brush reaction time; the higher speed, the more precise brush

Center - Global Forces (0 - 100)

Focus - Local Forces (0 – 100)

Chaos - Very Chaotic Parameter (0 – 100) - how chaotically brush dots oscillate around a brush

Noise - Crazy Noise Parameter (0-100) - the higher number, the brush is more noisy.

All these parameters are in mutual correlation. Each setting influences how a result brush will look like.

Fade - Fade In/Out Brush (0-10). Set the timing for fading in/out.



Fill | Lines - Switch between "Fill" and "Lines" mode.

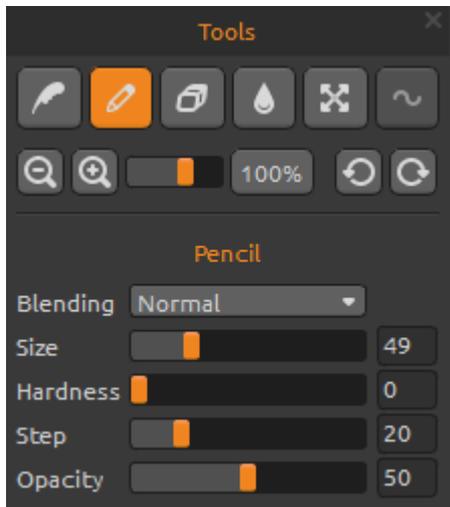
Detail - Brush Detail (1-4). Set the quality detail of the flame stroke. Use it if you want a smooth detailed stroke, or if you've set up a larger canvas size.

Note: It's compute-intensive parameter; when setting the parameter higher, the painting can slow down.



Antialiasing (AA) - Switch between "Normal Antialiasing" and "Supersmooth

Antialiasing". Note: When setting the parameter to "Supersmooth Antialiasing", the application can slow down, because it's more compute-intensive than "Normal Antialiasing". This feature is available in Pro edition.



Pen

Set the Pen tool parameters:

Blending - Color blending mode. There are three blending modes

- *Normal* for regular painting,
- *Lighten* (additive mode) is usually for light effects and darker backgrounds and
- *Darken* (subtractive mode) for lighter backgrounds.

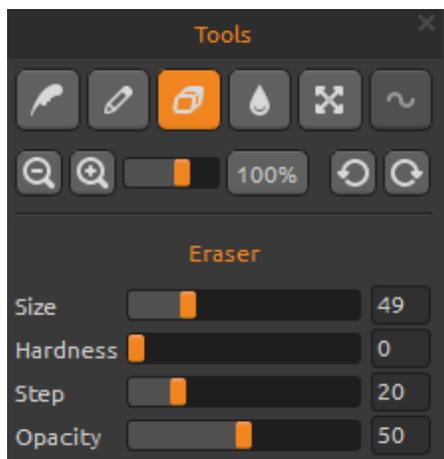
Size - Size of the Pencil Brush tool (1-200)

Hardness - Hardness of the Pencil Brush tool (0-100)

Step - Step of the Pencil Brush tool (0-100)

Opacity - Brush opacity (0 - 100)

Use only with Color. Gradient transitions are not available in Pencil Brush tool.



Eraser

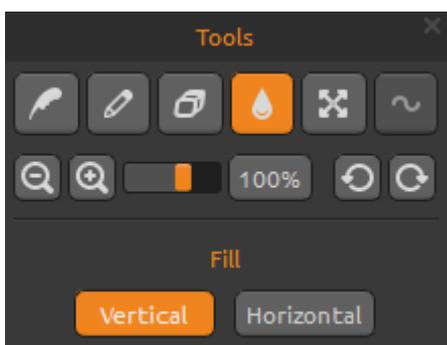
Set the Eraser tool parameters:

Size - Size of the eraser tool (1-200)

Hardness - Hardness of the eraser tool (0-100)

Step - Step of the eraser tool (0-100)

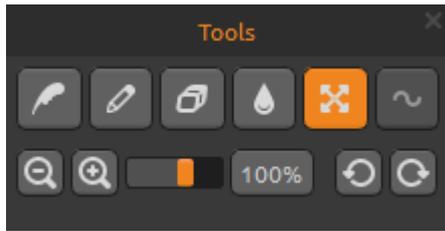
Opacity - Opacity of the eraser tool (0-100)



Fill

You can fill the layer with "Color" or "Gradient" palette. If you choose the gradient, you can fill layer vertically or horizontally.

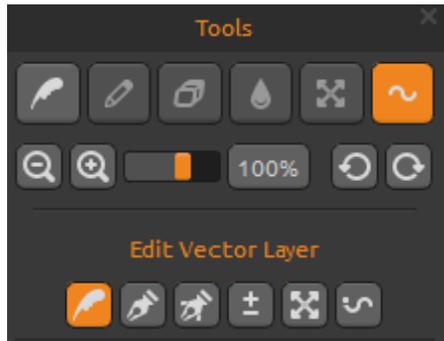
Vertical | Horizontal - Switch between "Vertical" and "Horizontal" fill.



Transform Layer

Move and scale selected layer. Click **OK** to accept changes, or **Cancel** if you decide not to.

If you would like to transform and edit *Vector Layer* (available in Pro edition), press "*Edit Vector Layer*" button.



Edit Vector Layer - Pro edition



Paint Tool - Paint a new brush stroke. You can paint *one brush stroke on one vector layer*.



Edit Tool - Edit key vertices (yellow dots) and modify the created vector. Click on vertices (grey) to switch them to key vertices (yellow).



Group Edit Tool - Edit group of key vertices (yellow dots).



Add & Remove Tool - Remove editable vertices from the flame line. (*shortcut: Ctrl on Windows/Cmd on Mac OS*)



Curve Transform - Resize, rotate and scale a brush stroke.



Init Curve Transform - Resize, rotate and scale an initial curve for brush stroke.

Vector layers have a great advantage of additionally editing the painted strokes. In vector layer you can paint *one brush stroke* which you can additionally transform and edit. After painting a stroke you can change any brush parameter, blending mode, opacity, color and gradient palettes or change the whole brush preset for another one. It's very flexible edit mode if you would like to balance the parameters to get the perfect brush shape.

Note: Please be aware that after creating a new stroke in a vector layer the previous one is deleted. A new vector layer for each editable stroke is recommended.

Palette Panel

Color | Gradient - Choose whether you want to paint or fill layer with one color or with gradient transition.



Color

Choose your brush color here.

H - Brush hue (0 - 359)

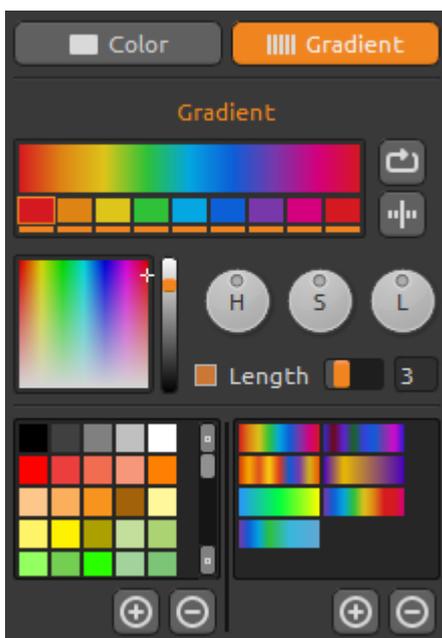
S - Brush saturation (0 - 255)

L - Brush luminance (0 - 255)

Palette - select brush color

(+) (-) - add and remove colors from custom colors.

Single click on color box opens a palette selector. The color you use for painting in *Lighten* or *Darken* mode might not appear exactly the same as you see at the "Brush Color". This is typical of the application and the *Lighten / Darken* painting modes. If you would like to have the exact color, choose *Normal* painting mode.



Gradient

Choose and setup your gradient transition.

Click on the color button you want to change and select the color from palette. You can switch on/off the color you want to use in the gradient.

Rotate - Rotate gradient transition.

Flip - Flip gradient transition.

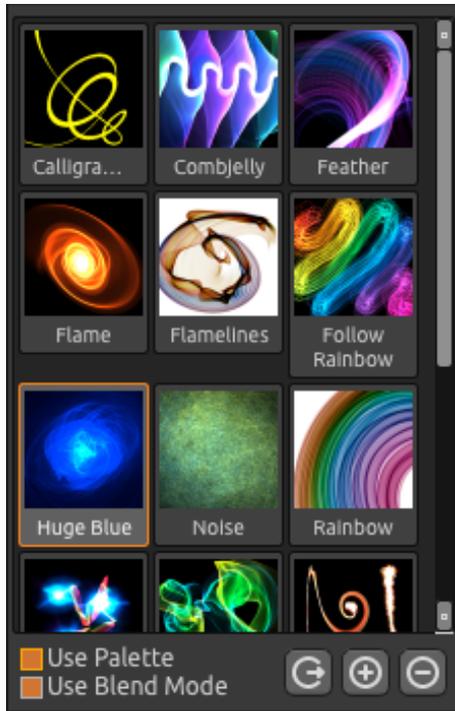
H | S | L - Change hue, saturation and lightness for all colors in gradient.

Set Gradient Length - Choose whether you want to use gradient for brush width or length and set the gradient length (1-10). The higher number, the gradient colors change more frequently.

(+) (-) - add and remove colors and gradients from the lists.

Brushes Panel

Brush presets window, you can open or save your brush settings here.



Use palette - Use palette saved in brush.

Use blend mode - Use blend mode (normal, lighten or darken) which is saved in brush.

Share Brush - upload your brush to the online Brushes Gallery. Click **Yes** to confirm.

(+) (-) - add and remove brush presets from the list.

To add new brush preset, click "Add brush" **(+)**, paint yourself your brush icon, enter the brush name and click **Save**.

A new brush will appear in Brushes menu immediately.

Note: When saving brush in "Darken" mode, only white background is available. When saving brush in "Lighten" mode, only black background is available.

To download more free brushes, follow the link, and drag & drop them from browser to Flame Painter window:

<https://www.escapemotions.com/products/flamepainter/brushes/index.php>

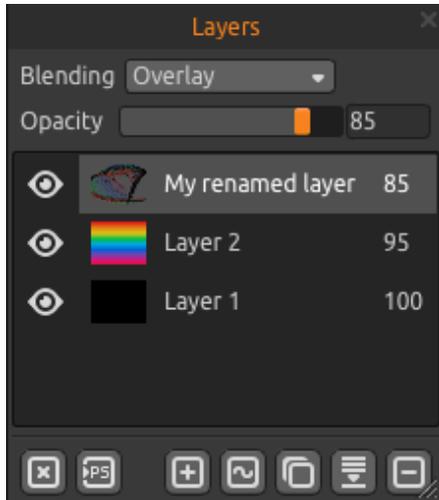
Note: Some browsers cannot transfer brushes' metadata. If drag & drop from the browser does not work, use other browser for the drag & drop function, or download the brush from the above link to the folder, which can be found from Flame Painter's menu: "Help" -> "Show Brushes Folder" -> "Brushes". All brushes, which are in the "Brushes" folder, will appear in the Brushes Panel.

Manual on how to drag & drop and how to download the brushes can be found in FAQ's section on our website:

<https://www.escapemotions.com/products/flamepainter/support.php>.

Layers Panel

Use Layers panel window to edit and manipulate with layers.



Blending - 22 Photoshop blending modes: Normal, Darken, Multiply, Color Burn, Linear Burn, Lighten, Screen, Color Dodge, Linear Dodge, Overlay, Soft Light, Hard Light, Vivid Light, Linear Light, Pin Light, Hard Mix, Difference, Exclusion, Hue, Saturation, Color, Luminosity and Subtract mode.

Opacity - Set the opacity of the layer (0-100).



Eye - Show or hide the active layer (next to layer icon).



Clean Layer - Clear layer content (shortcut *Del*).



Export to "PS" - Export selected layer to Photoshop.

You can find more information about Flame Painter Connect - the **Photoshop Plug-in** later in this manual.

This feature is available in Pro edition.



New Layer - Add new layer



New Vector Layer - Add new editable vector layer.

This feature is available in Pro edition.



Duplicate Layer - Duplicate active layer or layers.



Merge Layers - Merge more layers into one layer.



Remove Layer - Delete active layer or more layers.

You can rename an active layer by double-clicking on it in a Layer list.

You can convert Vector Layer to Bitmap from menu.

Palette, Brushes and Layers Panels are dockable – it is possible to modify, change positions and adjust the width of panels.

The Menu Bar

File - Contains items related to loading, saving and exporting your paintings.

Edit - Contains items related to editing the painting process and the canvas.

Layer - Contains items related to the layers.

Filter - Contains items related to image filters and effects.

View - Contains items related to the viewport.

Window - Contains items related to the user interface.

Community - Contains links to Community forum, gallery, your account and publish option.

Help - Contains items that let you get help on the application, or look for updates on website.

File Menu

The File Menu contains items related to your painting. They work as follows:

New... - Open a dialog that allows you to create a new painting with new settings.

Open... - Open a file dialog that allows you to load a painting from disk.

Save - Save your painting. If you have not saved it before, you are prompted to enter a name.

Save As... - Save a copy of your current painting as a new one.

Import... - Open a picture to a new layer. Picture is automatically resized to actual canvas size, but it's possible to move and modify it to any size.

Export layer to SVG... - Export active vector layer as polygons to scalable vector graphics format. Set the number of polygons with Detail slider from 1 - 4.

This feature is available in Pro edition.

Example: If the vector layer consists of 100 000 polygons and Detail is set to 1, it renders and saves 100 000 polygons. If it is set to 2, it quadruples the number of polygons, so the number of polygons will be 400 000. If it is set to 3, the number will be 1 600 000. If it is set to 4, the number of polygons will be 6 400 000.

Preferences... - Set Safe Boundary, Wacom Tablet and Leap Motion preferences

- **Safe Boundary** - You can set an extended canvas with more visible space than the canvas size. Turn on and off a visibility and set a Size and Opacity of a Safe Boundary.

- **Wacom Tablet** - Settings for working with tablets which support pen pressure sensitivity. You can set intensity of parameters which should be influenced by the pen pressure.

- **Leap Motion** - Settings for Leap Motion controller. It allows to paint with using the motion control of a hand. Select **Shift Key** to paint with one finger and use "Shift" key as a mouse button, or select **Show Two Fingers** to paint with two fingers.

Quit - Close the application. *(Only on Windows)*

For more information on creating, loading and saving your paintings, see the 'Creating, Loading and Saving Paintings' section later on in the manual.

Edit Menu

Undo - Undo the last painting operation you performed. Number of undo-steps depends on your computer memory. Maximum number of undo steps is 100.

Redo - Redo the last operation you undid.

Image Size... - A sub-menu is containing Width, Height of resized image in pixels and Safe Boundary in percentage.

Example: If you create an image with size 1200 x 1200 pixels and Safe Boundary is set to 10%, the safe boundary size is 120 pixels.

Check **Keep Aspect Ratio** if you would like to resize the image with the same aspect ratio as the actual picture.

Example: If the actual image width is 1200 pixel and height is 800 pixels and you want to resize the image width to 2400 pixels with the same aspect ratio, switch the Keep Aspect Ratio on, and application will calculate the remaining dimension - 2400 x 1600 pixels.

Note: Please make sure you save your artwork before you resize your image. Undo after image resize is not available.

Copy - Copy the layer to any third party application which supports image with alpha channel in clipboard.

Paste - Paste image from clipboard (from any third party application) to the layer.

You can also **Drag and Drop** picture from any application or internet browser directly to Flame Painter 3 if the application allows it.

Following tools work with vector layers only, otherwise these options are grayed out.

These features are available in Pro edition.

Paint Tool - Paint a new brush stroke. **You can paint one brush stroke on one vector layer.**

Edit Tool - Edit key vertices (yellow dots) and modify the created vector. Click on vertices (grey) to switch them to key vertices (yellow).

Group Edit Tool - Edit group of key vertices (yellow dots).

Add & Remove Tool - Remove editable vertices from the flame line. (*shortcut: Ctrl on Windows / Cmd on Mac OS*)

Curve Transform - Resize, rotate and scale a brush stroke.

Init Curve Transform - Resize, rotate and scale an initial curve for brush stroke.

Layer Menu

New Layer - Add new layer.

New Vector Layer - Add new vector layer (*available in Pro edition*).

Duplicate Layer - Duplicate active layer or layers.

Merge Layers - Merge layers into one layer.

Delete Layer - Delete active layer or layers.

Show Layer - Show or hide the active layer.

Transform Layer - Move and scale active layer.

Clear Layer - Clear the layer.

Export to Photoshop - Export the layer with layer settings, blending mode and opacity from Flame Painter to Photoshop.

You can find more information about Flame Painter Connect - the **Photoshop Plug-in** later in this manual.

Convert to bitmap - convert vector layer to bitmap layer. *This feature is available in Pro edition.*

HiRes render... - Set the detail of a High Resolution Renderer (1 - 5). A HiRes Renderer is a polygonal renderer. It fills the space between dots and makes the picture smoother without the appearance of Moire artifacts. It can be used only with vector layers.

When Hires rendering is finished, the rendered image will replace the current layer. "HQ" appears in the top panel and means "high quality". When additional edits are made to the rendered vector layer, HQ disappears and the vector layer needs to be rendered again.

Press *Esc* key to cancel the rendering. Please wait till the process stops.

This feature is available in Pro edition.

Note: HiRes renderer is very compute-intensive, it can render a vector layer even few hours. The time of rendering highly depends on the length of the brush as well as on the "Size" parameter settings. The larger the brush stroke and the size, the longer it takes to render.

Example: If the vector layer consists of 100 000 polygons and HiRes renderer Detail is set to 1, it can render 1 minute. If it is set to 2, it quadruples the number of polygons, so the number of polygons will be 400 000 and it will render the layer 4 minutes. If it is set to 3, the number will be 1 600 000 and the time will be 16 minutes. If it is set to 4, the number will be 6 400 000 and the time will be 64 minutes. If it is set to 5, the number will be 25 600 000 and the time will be 256 minutes, cca 4 hours.

Filter Menu

Blur - Set blur radius from a pop-up window.

- Preview - Show or hide the result in real time.

Glow - Set glow radius and strength from a pop-up window.

- Preview - Show or hide the result in real time.

Tile Layer - Tiles layer horizontally and vertically.

View Menu

Zoom In - Zoom in on your artwork (at maximum size of 800%).

Zoom Out - Zoom out from your artwork (at a minimum size of 5%).

Zoom 100% - Check up a zoom value. Press the button to reset the zoom to 100%.

Show Cursor - Show or hide a cursor.

Show Brush Dots - Show or hide brush dots.

Window Menu

Tools - Show or hide a Tools Panel

Palette - Show or hide a Palette Panel

Brushes - Show or hide a Brushes Panel

Layers - Show or hide a Layers Panel

Stay on Top - Application will stay always on a top of other applications.

Fullscreen - Switch the application window to full screen mode. (Press *Esc* to quit).

Show Main Menu - Show or hide a Main Menu (Press *Esc* to quit). (*Only on Windows, on Mac OS main menu hides automatically.*)

Community Menu

Forum - Visit Escape Motions Community forum to browse the FAQs, find useful information, join in discussion about the software, get tips and tricks, share your feedback and more.

Gallery - Browse the Community gallery and post your paintings.

My Account - Visit your Community account where you can upload your painting to the gallery, edit your profile and change password, or download your purchased software and assets.

Publish... - Publish your painting to the Community Gallery. Enter the name of the painting; optionally write a description and tags.

Help Menu

Help - Open this document.

Send Feedback... - Send us feedback if you have any problem, some idea or just like the program. Enter your email and message.

Flame Painter Website - Link to website: *flame.escapemotions.com*

About Flame Painter - Get some basic information on Flame Painter, copyright and credits.

Show Brushes Folder - Show folder where brushes are saved.

Online Brush Library... - Show online library with downloadable brushes.

Check for updates... - This button is visible when there are new updates available.

Upgrade to Pro edition - Click if you would like to upgrade from Personal to Professional edition. *Available in Personal edition.*

Flame Painter Connect

Flame Painter Connect is a plug-in for Photoshop CS5, CS6 and Photoshop CC. It is a communication channel between Photoshop and Flame Painter 3 Pro for transferring layers between these applications.

Installation

Your installation package contains of 3 folders:

Mac OS

Windows

Photoshop plugin

Installation for Photoshop CS5 & CS5.5

Copy "*Flame_Painter_Connect_1.2.swf*" file from "*Photoshop plugin*" folder to Photoshop installation folder:

- **Windows 32bit:** *C:\Program Files (x86)\Adobe\Adobe Photoshop CS5\Plug-ins\Panels*
- **Windows 64bit:** *C:\Program Files\Adobe\Adobe Photoshop CS5 (64 Bit)\Plug-ins\Panels*
- **Mac OS:** */Applications/Adobe Photoshop CS5/Plug-ins/Panels/*

Installation for Photoshop CS6 & CC

STEP 1: Open "*Photoshop plugin*" folder and double-click on included "*Flame_Painter_Connect_1.2.zxp*" file. If the file is not associated with Extension Manager automatically, open your **Extension Manager** and choose from menu: *File -> Install Extension*.

STEP 2: Extension Disclaimer window opens - click "*Accept*".

STEP 3: A window saying a publisher cannot be verified opens – click "*Install*".

STEP 4: In case you have more Adobe products and extensions installed on your computer, a new window may open requiring you to choose the Photoshop version you want a plug-in to be installed.

If **Extension Manager** is not installed on system or plug-in installation is not valid, manually copy "*Flame_Painter_Connect_1.2.swf*" file to Photoshop installation folder:

- **Windows 32bit:** *C:\Program Files (x86)\Adobe\Adobe Photoshop CS6\Plug-ins\Panels*
- **Windows 64bit:** *C:\Program Files\Adobe\Adobe Photoshop CS6 (64 Bit)\Plug-ins\Panels*
- **Mac OS:** */Applications/Adobe Photoshop CS6/Plug-ins/Panels/*

Installation for Photoshop CC, CC 2014

Download Extension Manager from here: <https://creative.adobe.com/products/extension-manager>

STEP 1: Open "Photoshop plugin" folder and double-click on included "Flame Painter Connect PS_CC.zxp" file.

If the file is not associated with Extension Manager automatically, open your Extension Manager and choose from menu: File -> Install Extension.

STEP 2: Extension Disclaimer window opens - click "Accept".

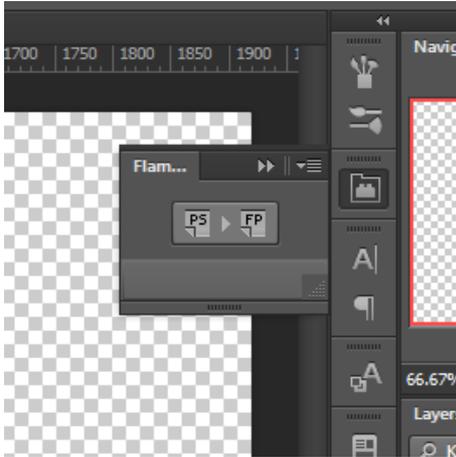
STEP 3: A window saying a publisher cannot be verified opens - click "Install".

STEP 4: In case you have more Adobe products and extensions installed on your computer, a new window may open requiring you to choose the Photoshop version you want a plug-in to be installed.

Installation for Photoshop CC 2015 - CC 2018

Either from the folder "Flame Painter Connect PS_CC_2018" drag & drop the "Installer.jsx" file to Photoshop, or in the Photoshop's main menu, select File -> Scripts -> Browse, and select the "Installer.jsx" file.

How to run Flame Painter Connect



STEP 1: Run both Photoshop and Flame Painter 3 Pro

STEP 2: In Photoshop create new document from menu: *File -> New...*

STEP 3: In Photoshop click from menu: *Window -> Extensions -> Flame Painter Connect*. A new Flame Painter Connect panel on the right side of the screen appears.

How to export layers

Export from Photoshop to Flame Painter

Select a layer that you want to be exported to Flame Painter and click **PS to FP** button. If you select an empty layer in Flame Painter, a layer from Photoshop will be exported to this empty layer, otherwise a new layer will be created.

Export from Flame Painter to Photoshop

Select a layer you want to be exported to Photoshop and click button "**PS**" in *Layers* panel, or from menu: **Layer -> Export to Photoshop** (shortcut *Ctrl-F* for Win, *Cmd-F* for Mac OS). If you select an empty layer in Photoshop, a layer from Flame Painter will be exported to this empty layer, otherwise a new layer will be created.

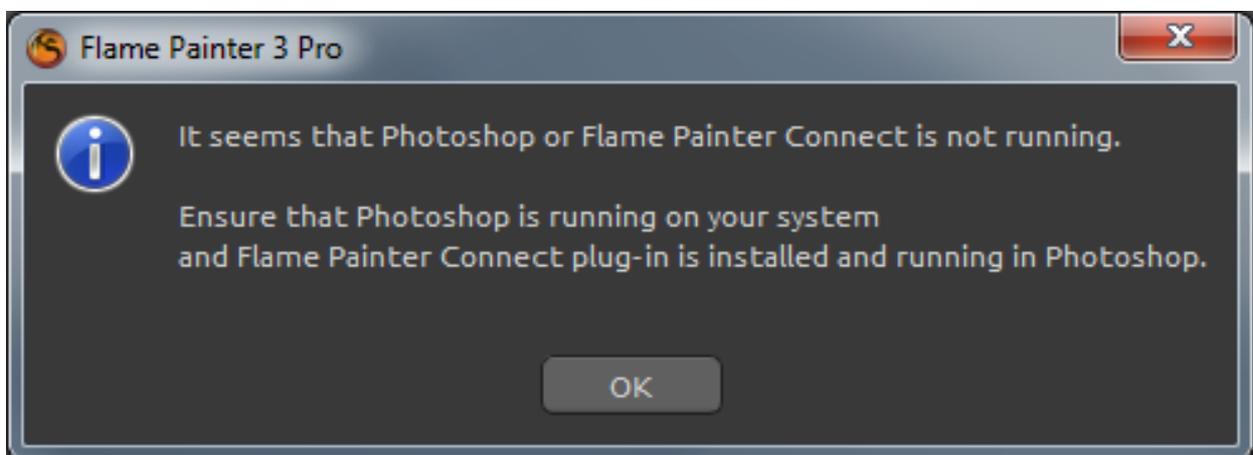
Exported layers keep their original name and opacity. Most of blending modes copy their original presets as well.

How to keep the same canvas size in Photoshop and Flame Painter 3 Pro

Option 1: Run Photoshop.
When you export the Photoshop layer, Flame Painter application will be opened with the exported layer size.

- Option 2: Run both Photoshop and Flame Painter 3 Pro.
When you export the Photoshop layer and there is a New document with no changes in Flame Painter, the new document will be resized to the exported layer size.
- Option 3: Run both Flame Painter 3 Pro and Photoshop.
Open Flame Painter Connect in Photoshop. When exporting layer from Flame Painter, the new document will be created in Photoshop with exported layer size.
- Option 4: Manually set the same canvas size in both applications.

Note: In case the message below appears while working with the Flame Painter Connect, check whether both Flame Painter and Photoshop are running.



If everything is set up correctly, this message might appear while exporting from Photoshop and means that it takes too long for Photoshop to process the request. Click "OK" and wait few seconds for the exported image to appear in Flame Painter.

Creating, Loading and Saving Paintings

Creating a New Painting

To create a new painting, select the **New...** option from the File Menu. When you do this, the New file panel appears. This panel lets you set the size of your new painting, and set up the settings of the canvas you're going to be painting on. It can be resized during your painting as well. In "Picture Size Info" section you can check the picture print size.

The **Color Button** lets you select the color of the background, including the choice of the preset **Black** or **White** background.

Finally, click **OK** to create a new painting, or **Cancel** if you decide not to.

Opening a Painting

To open a painting, select the **Open...** option from the File Menu. This panel lets you open a picture or previously saved artwork and set up the properties.

Finally, click **OK** to open the painting, or **Cancel** if you decide not to.

You can also *Drag and Drop* picture directly from any source - folder, browser or website and it opens as a new layer.

Saving a Painting

To save your painting, use the **Save...** option in the File Menu. The native format is a **FPA file format**, which contains all the information about the artwork and the layers. Use this format if you want to carry on with the painting later.

With Flame Painter 3 Pro you are able to **open and save layered PSD files** for Photoshop, Gimp or other bitmap programs supporting PSD file format - with all layer settings, blending modes and opacity. It's possible to export vector layers as a **SVG vector format file** to Illustrator or other vector graphics editors, where you can continuously edit your flame picture in vectors.

You can also choose another file formats, please be aware that some of them don't contain all the artwork information and may not be opened correctly (background color may be different, or transparency might not be saved in JPG format).

If you wish to save your painting with specific settings or in a form that can be read by other applications, use the **Save As...** option in the File Menu. It allows you to save your painting as a PSD, PNG, TIF, BMP, or JPG file.

Finally, click **OK** to save the painting or **Cancel** if you decide not to.

Publish a Painting to Gallery

You can publish a painting to online Gallery directly from Flame Painter application or via Escape Motions Community website escapemotions.com/community.

Publish from application

Go from Flame Painter's menu Community -> Publish. Set Picture name, Descriptions and Tags and click Publish button. Your picture will be published on the Gallery from your Community account.

Publish from Community website

When you purchased Flame Painter 3 you entered a unique password - this password can be used to login to Escape Motions Community. Go to escapemotions.com/community, click login, enter your Email and password for Flame Painter 3.

*NOTE: You can find your Email in Flame Painter's menu **Help** -> **About Flame Painter**.*

To publish your painting, go to **My Profile** and click the **Upload** icon. You can drag and drop your files or upload files from your computer (Browse). Select file you want to upload and click **Upload** button. After the uploading is finished, enter the Picture name, Tags, Description and select the Software it was created in. To finish, click **Save**.

Edit your Community profile and artworks in Gallery

On your profile, click **Edit Profile** button - you can edit your username, first and last name, change the password, write a short bio and add your social accounts.

If you wish to delete your account, click "**Delete my account**" - you will be sent a confirmation email. After you confirm, your Community account will be deleted.

To upload or edit your artworks, click the **Portfolio** tab.

To access download links to your purchased Escape Motions software, go to **Purchases** tab.

Keyboard Shortcuts:

	Windows	Mac OS
New...	Ctrl-N	Cmd-N
Open...	Ctrl-O	Cmd-O
Save	Ctrl-S	Cmd-S
Save As...	Ctrl-Shift-S	Cmd-Shift-S
Import...	Ctrl-Shift-O	Cmd-Shift-O
Publish...	Ctrl-P	Cmd-P
Quit	Ctrl-W	Cmd-Q
Undo	Ctrl-Z	Cmd-Z
Redo	Ctrl-Shift-Z	Cmd-Shift-Z
Copy	Ctrl-C	Cmd-C
Paste	Ctrl-V	Cmd-V
Export to Photoshop	Ctrl-F	Cmd-F
Brush	Q	Q
Pencil Brush	A	A
Eraser	E	E
Fill	F	F
Transform	T	T
Edit Vector Layer	V	V
Increase Value +1	Up	Up
Decrease Value -1	Down	Down
Increase Value +10	Pg Up	Pg Up
Decrease Value -10	Pg Down	Pg Down
Clean Layer	Del	Del
Move a Canvas	Right Mouse Button or Space Bar + LMB	
Zoom In	Ctrl - +	Cmd - +
Zoom Out	Ctrl - -	Cmd - -
Zoom 100%	Ctrl - 0	Cmd - 0
Zoom In Out	Mouse Scroll or Alt + Mouse Scroll	
Quit Hires Rendering	Esc	Esc
Safe Boundary	Ctrl-B	Cmd-B
Cursor Show Hide	Alt-C	Alt-C
Brush Dots Show Hide	Alt-D	Alt-D
Fullscreen	Ctrl - L	Cmd - L
Show Main Menu	Ctrl - M	Cmd - M
Help	F1	Cmd + ?
Paint Tool	1	1
Edit Tool	2	2
Group Edit Tool	3	3
Add & Remove Tool	4	4
Curve Transform	5	5
Init Curve Transform	6	6

Personal versus Professional Version

Personal version is more suitable for users who want to have complete creative tool, but do not need to use advanced features and do not sell the pictures created or modified in Flame Painter. The license allows installing Flame Painter on multiple computers for single user for the personal non-commercial use or non-profit activities.

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Escape Motions Team:

Peter Blaškovič, Michal Fapšo, Ľuboš Tóth, Miroslav Sedlák, Anton Poživenec, Pavol Obuch, Veronika Klimeková, Andrea Hornáková, Jaroslav Kaša.

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User Interface Icons: "Batch" by Adam Whitcroft

Used Libraries:

This application has been developed with the following libraries:

Qt 4.8, LGPL license - <http://qt-project.org/downloads/>
QuaZIP, LGPL license - <http://sourceforge.net/projects/quazip/>
CryptoPP, Boost Software license - <http://www.cryptopp.com/>
ImageMagick, Apache license - <http://www.imagemagick.org/>
AntiGrain Geometry 2.4, LGPL license - <http://agg.sourceforge.net/antigrain.com/index.html>
MB WebSockets, LGPL license - <https://qt.gitorious.org/qtplayground/mbwebsockets>

Thanks to God for all creative ideas.

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