

# Flame Painter Manual

version 1.5

## Introduction

Welcome to Flame Painter.

Flame Painter is a painting program 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 is often the reason why we people are not creative, however, the tools that we use can become the inspiration for creativity. I think with tools which inspire you, everyone can be an artist.

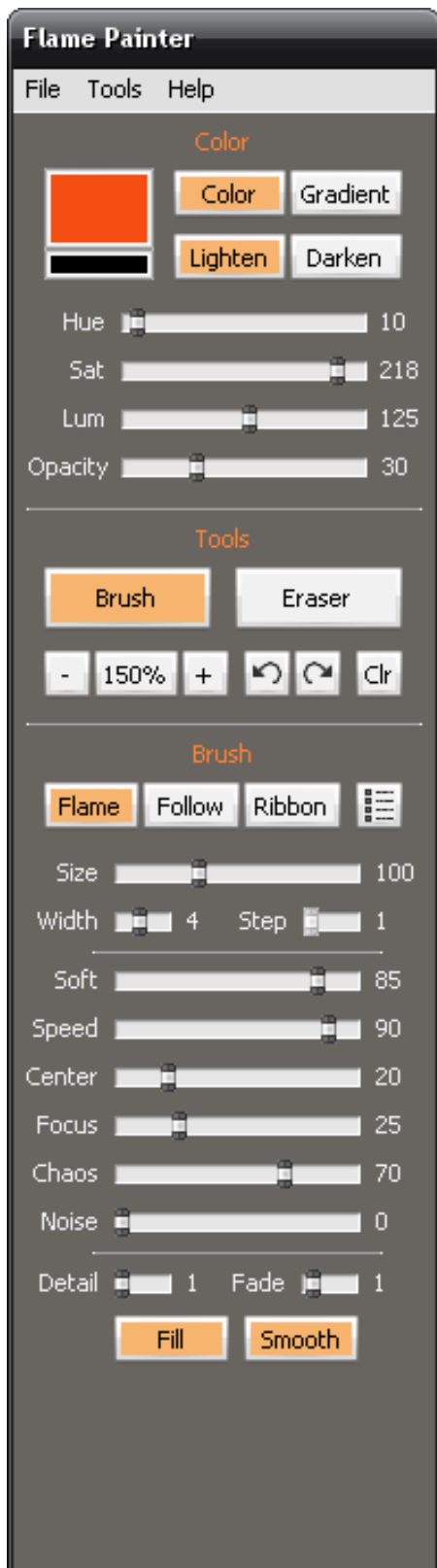
This is why Flame Painter was born.

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



User interface window

## Color Panel

**Brush Color** – Select the brush color when choosing a “Color” brush. To setup a gradient transition pickup a “Gradient” brush.

**Background Color** - You can clear a scene with the selected color here.

**Color | Gradient** - Choose whether you want to paint with one color brush or with gradient colors

**Lighten | Darken** - Color painting mode. There are two painting modes - *Lighten* (additive mode) is usually for darker background and *Darken* (subtractive mode) for lighter background.

Choose your brush color here:

**Hue** – Brush hue (0 - 240)

**Sat** - Brush saturation (0 - 240)

**Lum** - Brush luminance (0 - 240)

**Opacity** - Brush opacity (0 - 100)

The color you use for painting 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 white or black background.

## Tools Panel

**Brush** – Select the Brush tool

**Eraser** – Select the Eraser tool

**Zoom In** – Zoom in on your artwork (at a maximum size of 200%).

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

**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.

**Clr** - Clear the artwork.

## Brush Panel

There are three different painting modes:

**Flame** – The classic flame painting mode.

**Follow** – The stroke will follow the mouse more precisely.

**Ribbon** – The ribbon painting mode.

(Tip: Try to set *Center* and *Focus* parameters to "0" for beginning.)

**Brushes** – Open brush presets window, you can open or save your brush settings here.

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

**Size** - Brush Size (1 – 300)

**Width** - Brush Width (0 – 10)

**Step** - Brush Step (1 – 20) - you can set this if the "Fill" is switched to "Off"

**Soft** - Brush Softness (1 – 100)

**Speed** - Brush Speed (1 – 100)

**Center** - Global Forces (0 - 100)

**Focus** - Local Forces (0 – 100)

**Chaos** - Very Chaotic Parameter (0 – 100)

**Noise** - Crazy Noise Parameter (0-100)

(Tip: If you need slow brush movement, try: *Soft* = 90, *Speed* = 100, *Center* = 1 and *Focus* = 1.)

**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. When setting the parameter higher the application can slow because it's compute intensive.

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

**Fill** - Switch Fill Brush On/Off

**Smooth** - Switch Smoothed Brush curve On/Off

## Eraser Panel

Set the Eraser tool parameters:

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

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

## Gradient Tool

Setup your gradient transition. Simply click on the color button you want to change and select the color from Palette menu. You can switch on/off the color you want to use in the gradient.

**Use Gradient Timing** - Choose whether you want to change the Gradient Timing or use the gradient as a brush. Choose the timing for the gradient changes.

To save the gradient settings, click **New** button, write your new gradient name and click **OK** to save the settings.

## The Menu Bar

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

**Tools** - Contains items related to the painting tools and the canvas.

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

### File Menu

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

**New Settings...** - 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 choose a file format and enter a name.

**Save As...** - Save a copy of your current painting as a new one. Select a file format and fill in the name.

**Open Back Layer...** - Open a reference picture to the back layer. Reference picture is resized to actual canvas size.

**Export...** - Export your painting for usage in third party applications such as Photoshop or Gimp. Select a file format, transparency settings and a name.

**Quit** - Close the application.

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

### Tools Menu

**Brush** - Select the Brush tool

**Eraser** - Select the Eraser tool

**Tool size +** - Increase Tool Size

**Tool size -** - Decrease Tool Size

**Brushes** - Open brush preset window, you can open or save your brush settings here.

To save the brush settings, click **New** button, paint your new brush icon, write the brush name and click **OK**. A new brush will appear in Brushes menu immediately.

**Layers** - Open a layers preview icons.

**Back Layer** - Show or hide the back layer. Small "A" symbol in the icon corner means that picture has also Alpha channel.

**Swap Layers** - Swap front and back layer.

**Collapse to Back** - Collapse front and back layer into back layer.

**Clear Back** - Clear the back layer with selected background color.

Back layer is independent from the front layer, and is not possible to paint to this layer directly. If you need to copy the front layer to back, you can collapse the layers or swap the layers. The reference picture is always resized to actual canvas size. Between front and back layer is a regular light/dark painting mode. If you open a picture to back layer and the front layer has transparency (small "A" symbol in the icon corner), back layer has automatically transparency too.

Note: If you collapse layers and one of the layers doesn't contain an alpha channel you may lose your transparency.

Note: If your front layer has a white background and back layer has a black background, you may not see the front layer painting due the light/dark painting mode. Simply use **Clear Back** function to fill the back layer background with a white color.

**Zoom In** - Zoom in on your artwork (at maximum size of 200%).

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

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

**Undo** - Undo the last painting operation you performed. Number of undo-steps depends on your memory settings in the Help | Preferences... menu. Maximum number of undo steps is 100.

**Redo** - Redo the last operation you undid.

**Reset Brush** – Reset the painting brush to default settings.

**Clear Artwork** - Clear the artwork canvas.

## Help Menu

**Help** – Open this document.

**Preferences...** - A sub-menu is containing Undo Memory settings. You can choose how much computer memory you want to reserve for application.

**Flame Painter Online** – Link to website: [www.escapemotions.com/products/flamepainter](http://www.escapemotions.com/products/flamepainter)

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

# Creating, Loading and Saving Paintings

## Creating a New Painting

To create a new painting, select the **New settings...** option from the File Menu, or press Ctrl-N. 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. 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 **White** or **Black** background. If you want to compose the artwork in other applications, switch to **Transparent** (also called Alpha channel). It is the best to select black or white background if you would like to compose the flame painting with other pictures later.

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, or press Ctrl-O. This panel lets you open a picture or previously saved artwork and set up the properties.

The **Color Button** lets you select the color of the background, including the choice of the preset **White** or **Black** background. If you want to set a background color automatically from the picture, choose **Auto Background Color**. If the artwork had been saved as a PNG file format, which is the Flame native format, the background color will be set from the file. Otherwise the application analyzes the picture and tries to set a background color from the picture color palette. It is the best to select black or white background if you would like to compose the flame painting with other pictures later.

Use **Premultiply Alpha** if you want to open picture with unpremultiplied alpha (for example from Photoshop or Gimp).

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

## Saving and Exporting a Painting

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

The save function saves only the front layer, so if you would like to save both layers, collapse them to the front layer before saving.

You can also choose another file formats such as TGA, TIF, BMP, JPG, but these 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 **Export...** option in the File Menu. It allows you to save your painting as a PNG, TGA, TIF, BMP, or JPG file.

Choose a **Transparent background (alpha)** if you have created a painting with a transparent background and you want to save its alpha (transparency) channel. JPG file format doesn't contain an alpha channel and fills in the transparent areas with background color.

Select a **Straight Alpha (unmultiplied)** if you want to compose a painting as a layer with another picture in the third party applications (Photoshop, Gimp). Straight Alpha works best with black or white background and it is the best to select black or white background if you would like to compose the flame painting with other pictures.

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

## Keyboard Shortcuts:

New...	Ctrl-N
Open...	Ctrl-O
Save	Ctrl-S
Save As...	Ctrl-Shift-S
Brush Tool	Q
Eraser Tool	E
Increase Tool Size	[
Decrease Tool Size	]
Show   Hide Back	Ctrl-B
Swap Layers	Ctrl-F
Collapse to Back	Ctrl-G
Clear Back	Ctrl-H
Zoom In	+
Zoom Out	-
Reset Zoom	/
Move a canvas	Space Bar or Right MouseButton
Undo	Ctrl-Z
Redo	Ctrl-Shift-Z
Reset Brush	Ctrl-R
Clear Artwork	Delete
Show User Interface	~
Help	F1

## Copyright & Credits

Flame Painter © 2011 Peter Blaškovič | escape motions

Concept, Technology Design, Interface & Code: Peter Blaškovič  
Backbone Design, Security & Code: Rastislav Hornák

### Special Thanks to:

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