Real-Media Painting Software

User Manual
v. 1.5.5

Introduction

Welcome to Rebelle!

Rebelle is a one-of-a-kind paint application that lets you create realistic wet and dry media artwork, complete with stunning real-world dynamic simulation of fluid flow, color blending, wet diffusion, and drying.

We designed Rebelle for CG artists as well as for traditional painters who want to explore and broaden their artistic repertoire, using the latest groundbreaking digital painting technology.

In this manual you'll find general information covering all necessary details you need to know for a hassle-free use of this software. We've prepared for you explanations of its features, useful hints and some technical background of Rebelle.

Thank you for purchasing Rebelle, I hope you have a great time painting!

Peter Blaškovič
Creator of Rebelle

Table of Contents

Getting Started

Installing and Registering Rebelle

Download & Install

After purchasing Rebelle from our website, you receive an email with a download link and registration details.

<u>Mac OS X Users</u>
Download a .dmg file from the link provided in a registration email. Locate the Rebelle installer file named "Rebelle.dmg". Double-click on the installer to complete the installation.

<u>Windows Users</u>
Download an .exe file for 32 or 64 bit system from the link provided in a registration email. Locate the Rebelle installer file named "Rebelle.exe". Double-click on the .exe installer to complete the installation.

Registration

Fill in your registration details provided in your registration email. Please check if you are connected to the internet, the internet connection is required for activation to check the registration details.

*TIP: We recommend to **copy & paste** your Registration Key and ID in order to avoid misspelling numbers with letters and vice versa.*

Application Launch

You'll see an Intro Tutorial during first launch of an application, or after every updating to the newer version. This tutorial will guide you through the most essential Rebelle tools. You can run an Intro Tutorial from a Menu -> Help anytime.

System Requirements

Minimum: Intel i3 or equivalent AMD, 4GB RAM, 100MB harddisk space, Open GL graphics card with 1GB RAM, Windows XP, Vista, or OS X 10.7 - on this configuration watercolor simulation may work slower, faster processor and more memory is better.

Recommended: Intel i7 or equivalent AMD, 16GB RAM, 100MB harddisk space, Open GL graphics card with 2GB RAM, Windows 7, 8 or OS X 10.9, 10.10, 10.11, Wacom tablet.

Getting Support for Rebelle

If you need help using Rebelle, please refer to the included manual first. We tried to make it easy to read and full of information you may need to know.

You are welcome to send us an email at support@escapemotions.com if you have any question, technical issue with Rebelle, or you would like just to greet us.

Before asking questions please read **FAQ** in support section on the website *rebelle.escapemotions.com* first. If the answer is not there, please add your computer configuration to your email (Windows / Mac OS, 32 / 64bit OS, processor, graphics card, memory). This will help us provide answers much faster.

Community

Let's keep in touch on our social channels - click on any icon and visit our pages on Facebook, Twitter, Pinterest, Google+, Tumblr, YouTube, DeviantArt and Behance.

Rebelle Interface
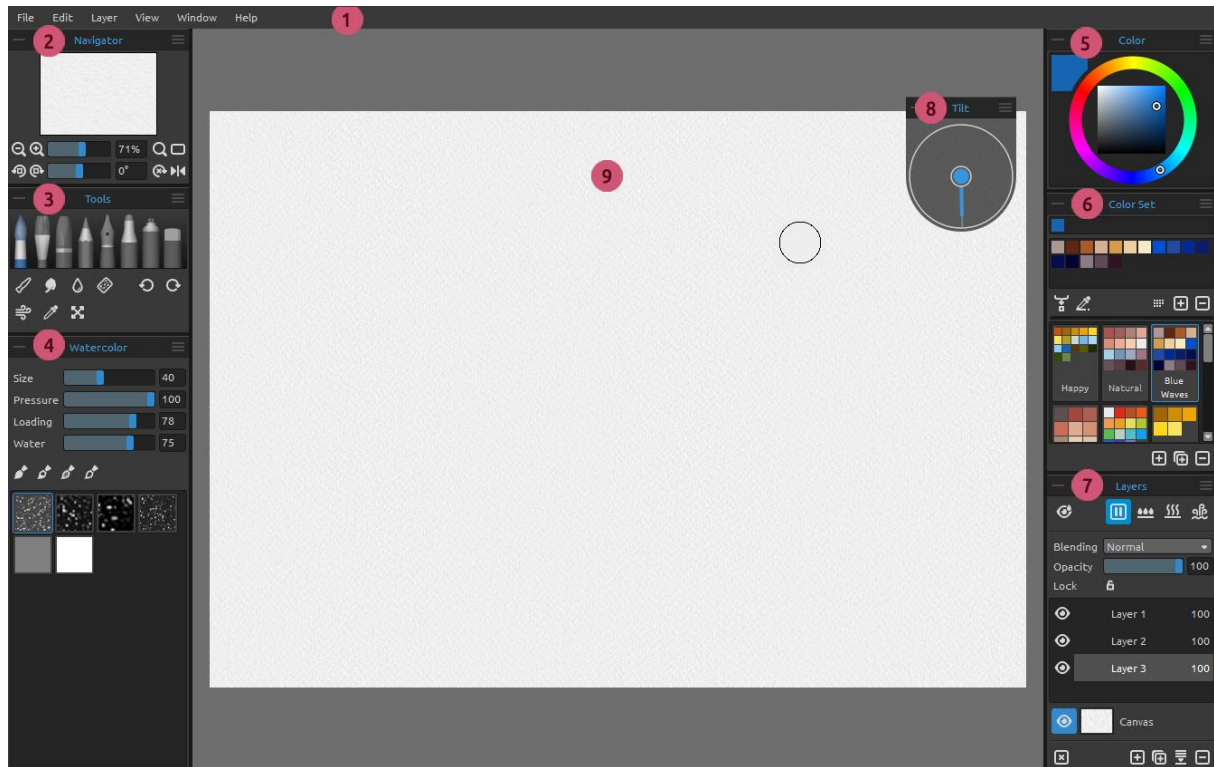
1 - Menu Bar

2 - Navigator Panel

3 - Tools Panel

4 - Properties Panel

5 - Color Panel

6 - Color Set Panel

7 - Layers Panel

8 - Tilt Panel

9 - Canvas

TIP: Navigator, Tools, Properties, Color, Color Set, Layers and Tilt Panels are dockable - you can modify, change positions and adjust the width of panels. Panels hide while painting on the canvas behind them.
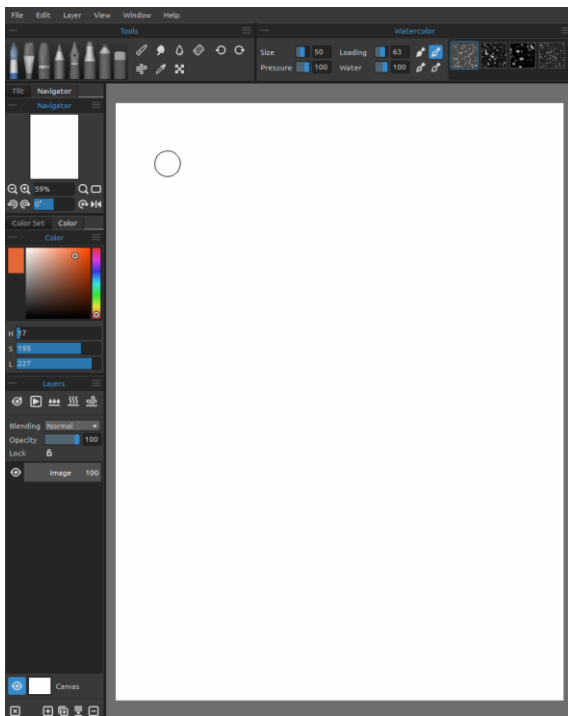
You can change Rebelle's interface according to your needs. Below are the examples of UI layout:
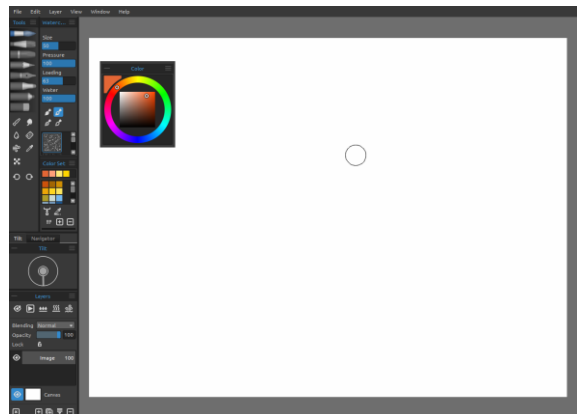

1. Default interface with undocked Tilt panel.
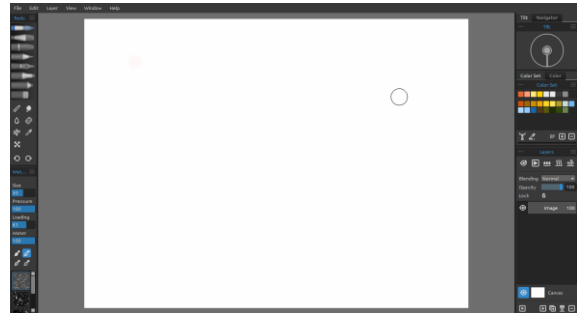
2. Tools and Properties Panel in vertical mode on the left side, other panels merged on the right side.
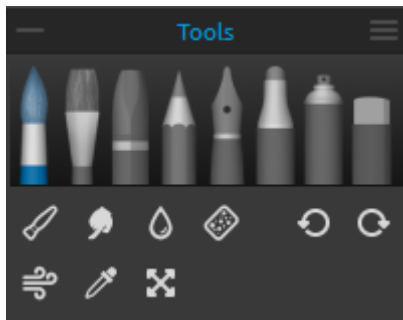

4. Tools, Properties and Color Set panels in vertical mode with other panels merged on the left side with undocked Color panel.

3. Tools and Properties panel in horizontal mode on the top, other panels merged on the left side.

Tools Panel

- **Brushes:** Watercolor, Acrylic, Pastel, Pencil, Ink Pen, Marker and Airbrush.
- **Eraser**
- **Tools:** Blend, Smudge, Water, Dry, Blow, Pick Color and Transform.
- **Undo / Redo**

— **Collapse Panel** - Collapse Tools panel. This button is present in every panel of Rebelle interface.

≡ **Tools Panel Menu** - **Close** the panel. You can re-open the panel from the Window menu.

The following picture shows the behavior of each painting technique:

✎ **Blend** - Tool for blending colors or brushmarks together.

🖌 **Smudge** - Tool for smudging colors or brushmarks.

💧 **Water** - Select the Water Tool to wet a specific part of the canvas.

▨ **Dry** - Select the Dry tool to remove water from a specific part of the canvas.

≋ **Blow** - Select this tool to blow the wet colors.

🖊 **Pick Color** - Select the Pick Color Tool to choose a color from your canvas.
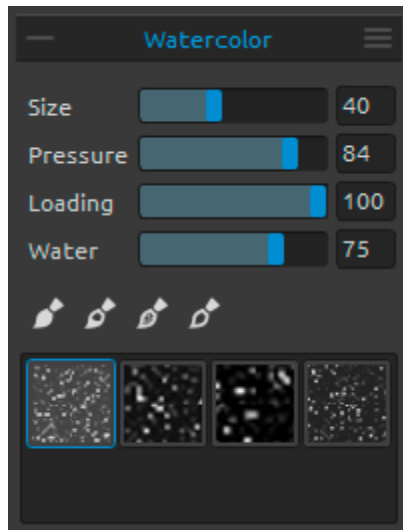
✖ **Transform** - Move, resize, scale, rotate or flip selected layer.

↻ **Undo** - Undo the last painting operation you performed.

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

Watercolor Tool Properties

Parameters are set by default to simulate the behavior of watercolors. For different effects, you can adjust them according to your needs:

Size - Set the size of the brush (1-100).
Pressure - Set the pressure of the brush (1-100). If tablet pen pressure is used, you can set the pressure sensitivity.
Loading - Set the amount of color loaded to the brush (1-100). It influences the paint thickness.
Water - Set the amount of water (1-100). The more water, the more realistic the effect of watercolor runs you can get.

TIP: Set "Water" to 1 to slightly wet the layer, or set "Water" to higher values to put more water to the specific part of the canvas. You don't need to use much water to get nice watercolor effects.

🖌 **Permanent Brush** - When enabled, the brush keeps its loading all the time. With the "Loading" slider you can set how much paint you would like to load on the brush.

🖌 **Normal Brush** - Normal mode of the brush. The amount of paint pigment loaded on the brush depends on the "Loading" slider.

🖌 **Dirty Brush** - Dirty brush will never clean itself and remains colored by the last color loaded onto it.

🖌 **Clean Brush** - Clean brush is not loaded with any pigment on its own. When enabled, the brush is re-colored by any color it passes across on the canvas.

≡ **Properties Panel Menu** - **Reset to Default** values or **Close** the panel**.** You can re-open the panel from the Window menu.
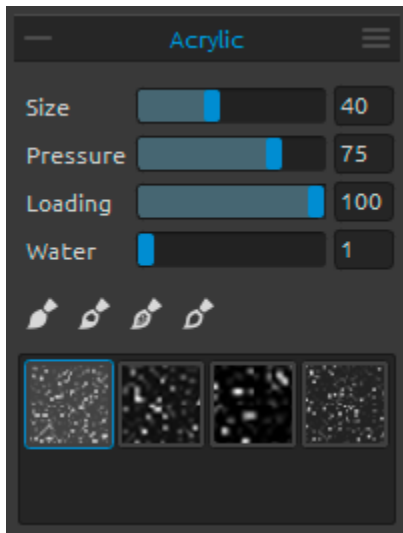
Acrylic Tool Properties

Acrylic color is a wet medium used mostly with flat brushes. You can adjust color parameters according to your needs:

Size - Set the size of the brush (1-100).
Pressure - Set the pressure of the brush (1-100) - influence the brushes thickness.
Loading - Set the amount of color loaded to the brush (1-100).
Water - Set the amount of water (1-100) in the color.

TIP: Set the "Pressure" and "Loading" to lower value and you'll get a thin brush. Set both to higher values and get thicker brush with a lot of mass.

Permanent Brush - When enabled, the brush keeps its loading all the time. With the "Loading" slider you can set how much paint you would like to load on the brush:


| Loading at '1' | Loading at '25' | Loading at '50' | Loading at '100' |

Normal Brush - Normal mode of the brush. The amount of paint pigment loaded on the brush depends on the "Loading" slider:

| Loading at '1' | Loading at '25' | Loading at '50' | Loading at '100' |

11

Dirty Brush - Dirty brush will never clean itself and remains colored by the last color loaded onto it:

1. stroke: brush goes from orange to blue color.
2. stroke: brush remains colored by the last color loaded onto it (in our case it's blue color).

Clean Brush - Clean brush is not loaded with any pigment on its own. When enabled, the brush is re-colored by any color it passes across on the canvas:
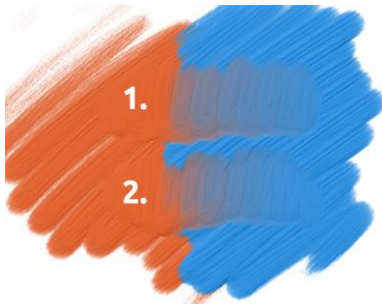
1. stroke: brush goes from orange to blue color. When released, the brush cleans itself.
2. stroke: clean brush paints again from orange to blue color.

Tip: Set custom shortcuts for Permanent, Normal, Dirty and Clean brush in Preferences panel. If set in Tools, the shortcut will switch to particular brush mode. If set in Tools (hold), the shortcut will only be active when on hold.
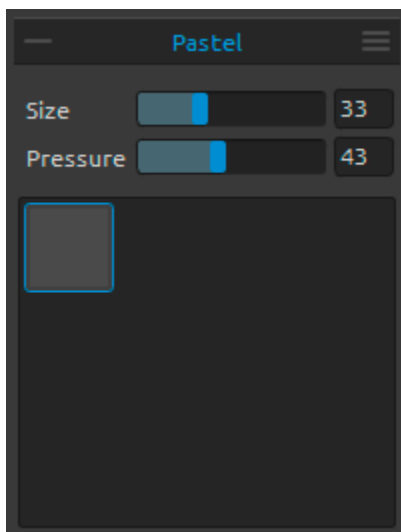
Pastel Tool Properties

Pastel is a dry art medium in the form of a stick, consisting of pure powdered pigment and a binder. You can adjust its parameters according to your needs:

Size - Set the size of the pastel (1-100).
Pressure - Set the pressure of the pastel (1-100) - It influences thickness of the pastel stroke.
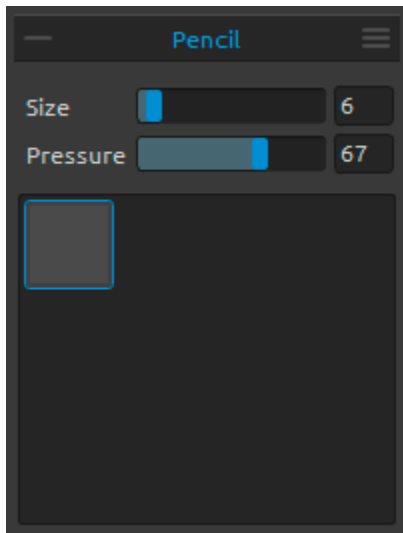
Pencil Tool Properties

Colored pencil is an art medium constructed of a narrow, pigmented core encased in a wooden cylindrical case. You can adjust its parameters according to your needs:

Size - Set the size of the pencil (1-100).
Pressure - Set the pressure of the pencil (1-100) - It influences the pencil stroke thickness.
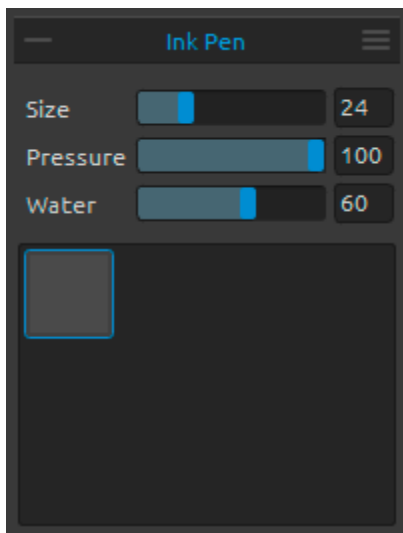
Ink Pen Tool Properties

Ink is a liquid that contains pigments or dyes. You can adjust its parameters according to your needs:

Size - Set the size of the ink pen (1-100).
Pressure - Set the thickness of the ink pen (1-100).
Water - Set the amount of water (1-100) in the color.
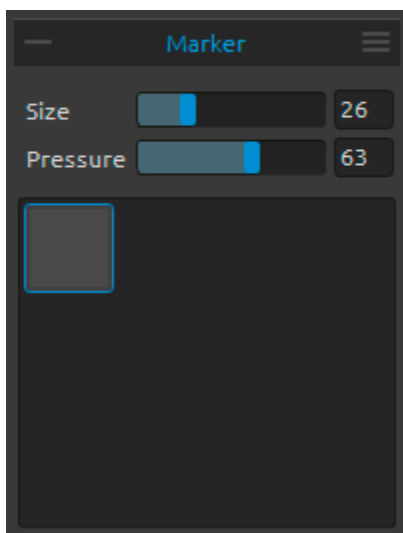
Marker Tool Properties

Marker is a pen which has its own ink-source, and usually a tip made of porous, pressed fibers such as felt. You can adjust its parameters according to your needs:

Size - Set the size of the marker (1-100).
Pressure - Set the marker stroke thickness (1-100).
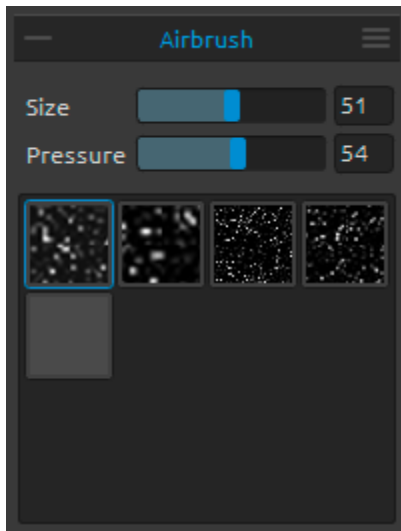
Airbrush Tool Properties

Airbrush is a small, air-operated tool that sprays various media including ink and dye. You can adjust its parameters according to your needs:

Size - Set the size of the airbrush (1-100).
Pressure - Set the pressure of the airbrush (1-100) - It influences the airbrush density.
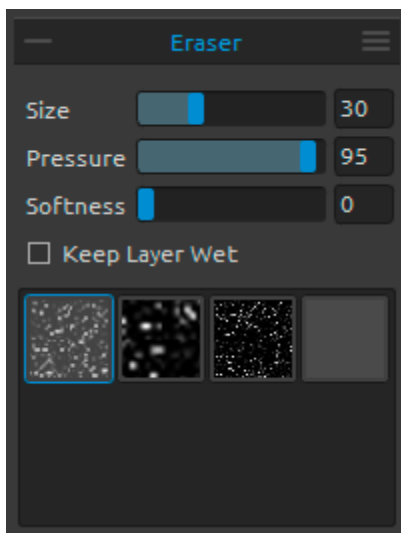
Eraser Tool Properties

Size - Select the size of the eraser.
Pressure - Select the pressure of the eraser.
Softness - Select the softness. A high value makes the eraser softer, whereas a low value scratches the paper and leaves the paper structure more visible.

Keep Layer Wet - Enable this option if you want the eraser to keep the erased area wet for further painting. By default Eraser completely dries the erased area.

TIP 1: Set "Pressure" to the low values and eraser will lightly scratch the painting.

Tip 2: You can set tablet's pen eraser tip to eraser or other tools in Rebelle via Preferences -> Tools (hold). Select Eraser and set it to Pen (Eraser) at the bottom of the Preferences window.

14
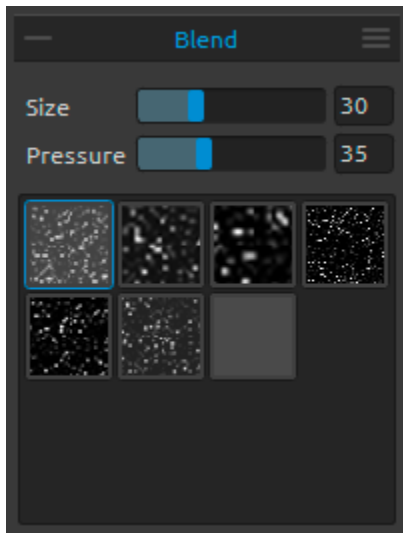
Blend Tool Properties

This tool blends the colors and brushmarks together.

Size - Select a size of a blend tool.
Pressure - Select a pressure of a blend tool.

Tip: You can blend colors with finger touch on tablets with touch displays. You can change this anytime in Preferences panel.
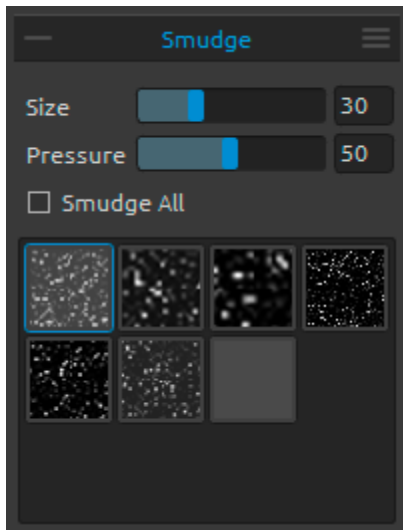
Smudge Tool Properties

This tool smudges the wet and dry parts of the painting.

Size - Select the size of the smudge tool.
Pressure - Select a pressure of a smudge tool.

Smudge All - Enable this option if you want to smudge both wet and dry painting. When disabled, smudge tool smudges only wet parts of the painting:
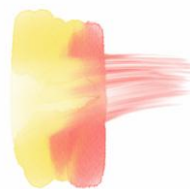
Smudge - only wet   *Smudge All - wet and dry*

In each of the Tool Panels you can choose various brush structures.

Note: Brush textures are accessible via menu: "Help" -> "Show Library folder", where you can paste any brush to the "Brushes" folder (brush image must be 512x512 pixels, PNG format).
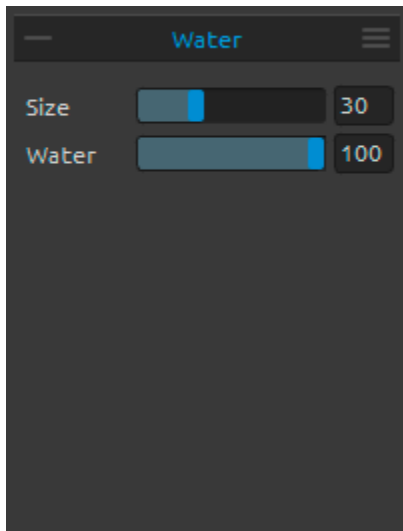
Water Tool Properties

Size - Select a size of a water brush tool.
Water - Select an amount of water.
The more water is selected, the wetter the canvas gets.
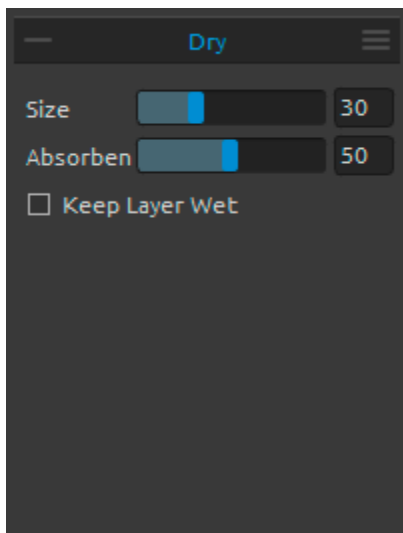
Dry Tool Properties

Size - Select a size of a dry tool.
Absorbency - Select a power of canvas absorbency.
The higher the number selected, the faster the water is absorbed.

Keep Layer Wet - Enable this option if you want to keep dried area on canvas wet for further painting. Dry tool completely dries the areas by default.

Note: Water and Dry Tools automatically switch the 'Show wet' mode. You can change this via menu: File -> Preferences -> Tools by disabling 'Show wet layer when using Water or Dry tools' option.
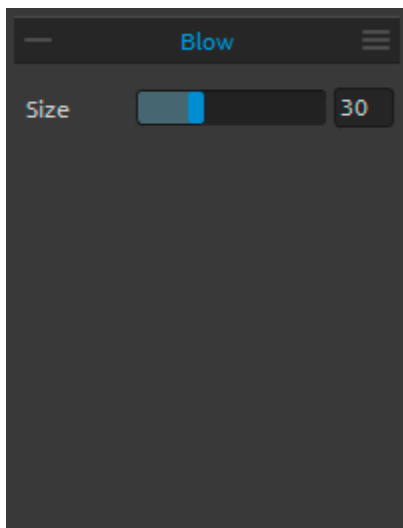
Blow Tool Properties

This tool blows a color that is wet in a direction of your stroke.

Size - Select a size of a blow tool (1-100).

16
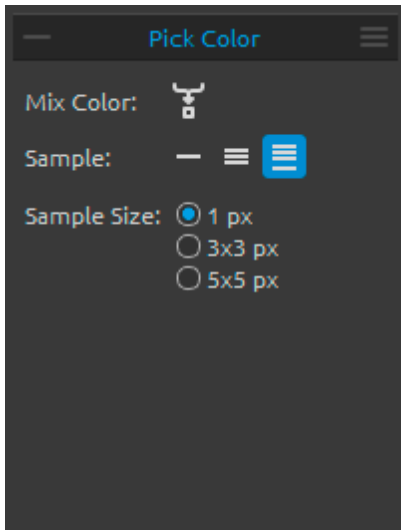
Pick Color Tool Properties

This tool enables you to pick a color from layer and canvas and mix it with other color.

Y̆ **Mix Color** - Switch the "Mix Colors" button on or hold "X" key to mix picked color with previous color. You can set the Mix mode sensitivity in Preferences.

Sample:

— **Layer** - Color is picked only from an active layer.

☰ **All Layers** - Color is picked from all layers except a background paper color.

☰ **Canvas** - Color is picked from all layers including a background paper.

Sample Size - Average sample size.
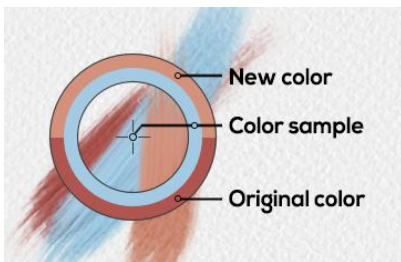
When Pick Color Tool is selected the cursor changes to a circle with three different color areas:

New Color - The new selected color.
Color Sample - The canvas color underneath the target.
Original Color - The old, originally used color.
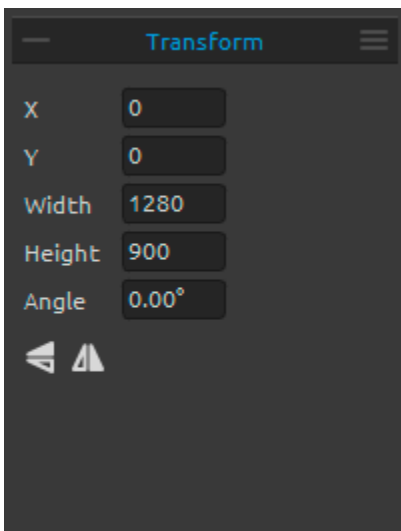
Transform Tool Properties

Transform the current layer and its position.

X - Set the position X of the layer.
Y - Set the position Y of the layer.
When both positions are set to 0, the layer is transformed to the left and upper canvas side.

Width - Set the width of the layer.
Height - Set the height of the layer.
Angle - Set the rotation angle.

◁ **Flip Vertically** - Flip the layer vertically.
◢◣ **Flip Horizontally** - Flip the layer horizontally.

The following picture shows how to use transform with mouse, tablet pen and touch:
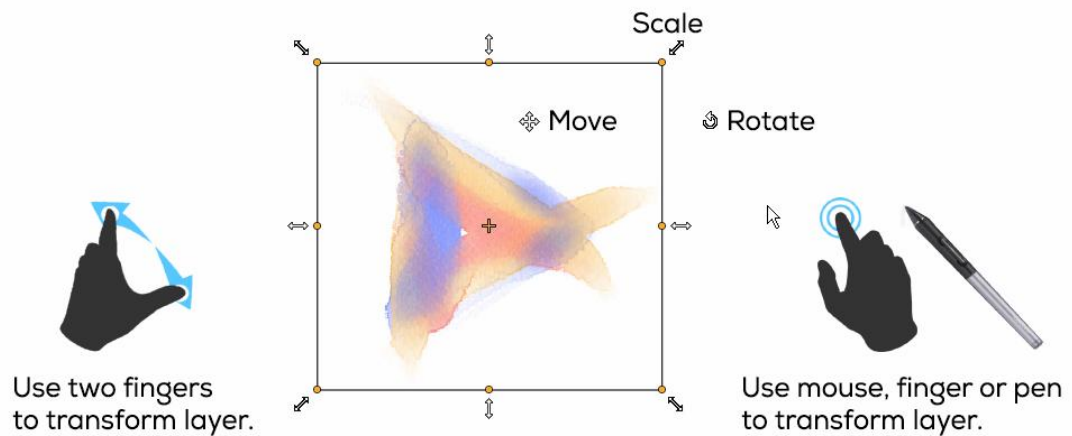
Move - Move a transformed layer.

Scale - Scale enlarges or reduces a transformed layer relative to its top-left corner. You can scale a layer horizontally, vertically, or both. Use *Shift* shortcut to scale it proportionally. Use *Alt* shortcut to scale a layer relative to its center.

Rotate - Rotate turns a transformed layer around its center. Use *Shift* shortcut to enable lock rotation at 45 degree angles.

Move, scale and rotate using mouse, tablet pen or touch. Use *two fingers* to simultaneously move, rotate and scale the layer. More information about touch support in Rebelle can be found in Multi-touch Support section.

Navigator Panel

Use the Navigator panel to quickly change the view of your artwork using a thumbnail display. The black box in the Navigator corresponds to the currently viewable area in the window.

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

⊕ **Zoom In** - Zoom in on your painting (at a maximum size of 2000%).

Zoom Slider - Set the zoom using the zoom slider (1 - 2000%)

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

▭ **Fit to Screen** - Set the canvas to fit the screen.

↺ **Rotate Counterclockwise** - Rotate the viewport counterclockwise.

↻ **Rotate Clockwise** - Rotate the viewport clockwise.

Rotation Slider - Set the rotation value with the rotation slider (-180° ~ 180°).

⟳ **Reset Rotation** - Press the button to reset the rotation value to 0°.

▶◀ **Flip** - Flip the viewport. The flip tool in Navigator flips the viewport non-destructively and does not transform the image. The button is highlighted when the viewport is flipped.

☰ **Navigator Panel Menu** - Switch on **Greyscale** view or **Close** the panel. You can re-open the panel from the Window menu.

Tilt Panel
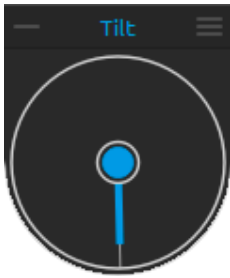
Tilt affects the movement of wet paint and represents a circle with a pointer, which you can move and rotate. Turn Tilt on and off by clicking on the middle circle. Set the direction and angle of a canvas tilt by clicking on the pointer. The longer the tilt line, the greater is the angle.

Note: The speed of the color run off depends on the tilt of the canvas, amount of water and color on the painting.

Tilt Panel Menu **- Lock tilt to canvas** - Lock the tilt to keep its direction when rotating the canvas.
- Use accelerometer - Use tablet's accelerometer and influence the canvas tilt and color run by the tablet inclination. You can set accelerometer sensitivity in Preferences -> Tools.
- Center accelerometer - Center accelerometer to set a zero degree.
- Close - Close Tilt Panel. You can re-open the panel from the Window menu.

Color Panel

You can choose your brush color in Color Panel.
Actual Color - Set the actual color.
Color Palette - Select brush color from color palette or enter exact numerical parameters to set your required color.

You can switch between HSL and RGB color model:
H - Brush hue (0 - 359)
S - Brush saturation (0 - 255)
L - Brush luminance (0 - 255)
or
R - Red (0-255)
G - Green (0-255)
B - Blue (0-255)

Note: RGB is a device-dependent color model - different devices/monitors may reproduce a given RGB value differently.

≡ **Color Panel Menu -** Switch between **circle** (color wheel) and **square** color palette, show or hide **sliders**, switch between **HSL** and **RGB** color palette or **close** the Color Panel. You can re-open the panel from the Window menu.

TIP: You can set custom keyboard shortcuts for increasing / decreasing hue, saturation and lightness from Preferences Panel. It is also possible to set the sensitivity of the adjustment.

Color Set Panel
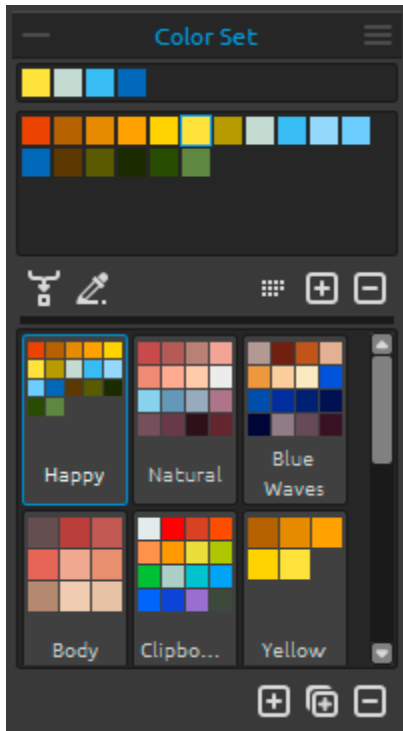
You can choose your brush color in Color Set Panel as well.

Set of last used colors - You can create your custom colors by picking and clicking on the color in color palette. Last used color will be sorted first.

Color Set - A palette of the selected set of colors. You can add custom colors - they will be saved for a further painting project even when an application is closed.

⬦ **Mix Color** - Switch the *"Mix Color"* button on or hold "X" on your keyboard to mix picked color with previous color. You can mix colors from color set, palette or canvas.

Example: If you want your red color to be more orange in tint, click on the orange color swatch or orange pixel on canvas - the spectrum will move towards the red-orange tint. The more you click on the orange color, the more orange tint it gets.

✎ **Use Color Tracing** - When selected, a color is automatically picked from the tracing layer. Set an active layer as a reference tracing layer from panel Layers -> Tracing Layer (a small T in Layer preview will appear). This layer is a guide for shapes and colors as you paint.

⊞ **Order by Hue -** Sort colors by their Hue value. When disabled, last added color will be sorted first.

⊞ / ⊟ - Add and remove custom colors from Color Set.

Custom Color Sets - Create your own color sets. Click button ⊞ to add new color set, button ⊞ to duplicate selected color set or ⊟ to remove selected color set.

You can **change the order** of color sets by drag and drop or **rename** the selected color set by double clicking on it.

☰ **Color Set Panel Menu**   **- Show color names** - Show names of the colors. You can rename the selected color by double clicking on it.

- Create color set from image - Create color set from an image. New color set with maximum 16 colors will be created.

- Close - Close the Color Set Panel. You can re-open the panel from the Window menu.

System Color Palette

After clicking on an actual color in upper left corner of Color Panel, a new Select Color window with a System Color Palette appears. This palette looks and behaves differently on Mac OS and Windows:
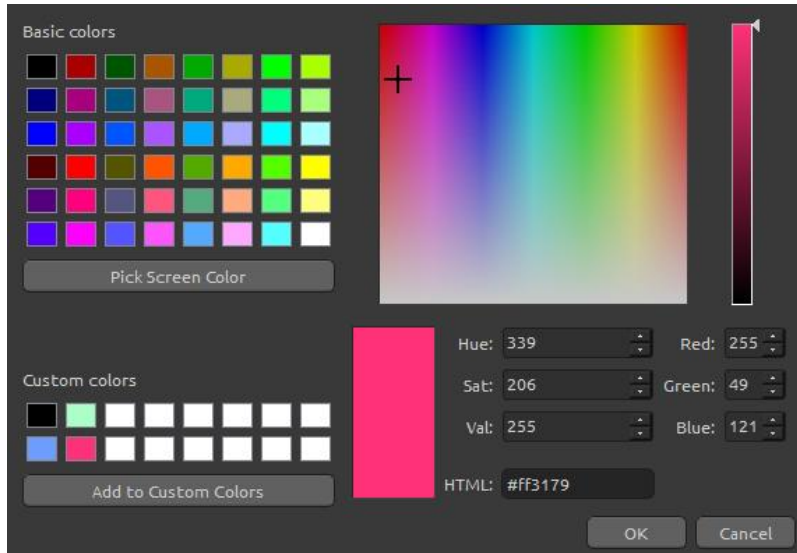
System Color Palette on Windows
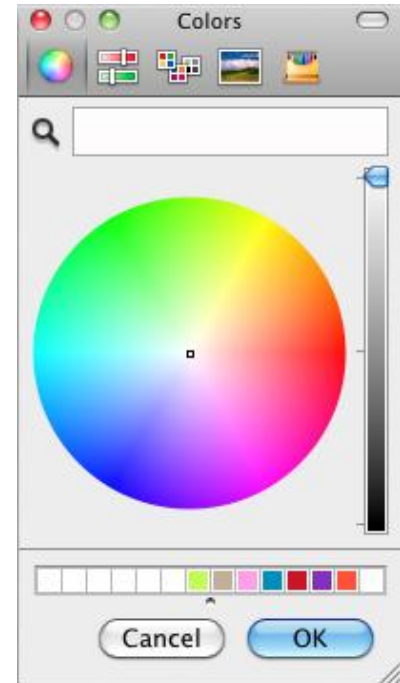
System Color Palette on Mac OS

For Windows users:
You can pick any color from your screen by clicking on a "Pick Screen Color" button. Hovering over your screen you'll see a color's HSV, RGB and HTML parameters.

Using the 'Custom colors' option in Color Palette window for saving colors is not necessary. If you wish to save your custom color, we recommend you use the 'Add' button directly in the Palette Panel.

Layers Panel
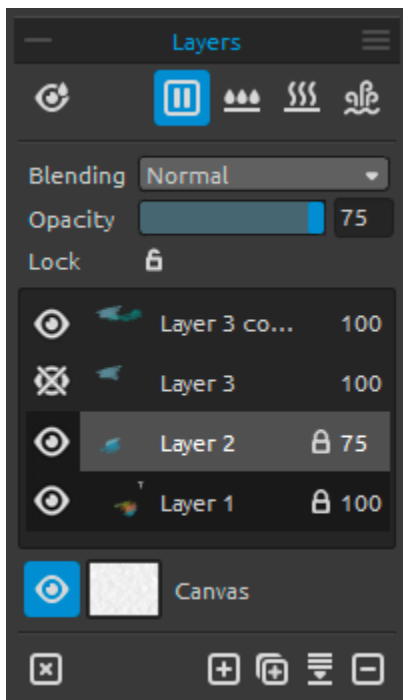
Show Wet - Show the wet parts of the actual layer.

▶/⏸ **Pause Diffusion** - Pause the paint diffusion. When the diffusion is paused, the button is highlighted.

Wet the Layer - Wet the actual layer.

Dry the Layer - Dry the actual layer, canvas is not wet.

Fast Dry - Dry the actual layer, water is removed from the painting, but the canvas remains wet.

Note: When you switch layers, the actual layer will "fast dry" (the water is dried, but the canvas remains wet) and after that the new layer is selected.

Blending - 23 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, Subtract, Hue, Saturation, Color and Luminosity.

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

Lock Layer – Lock the selected layer or layers to protect them from unwanted changes. Tracing layer will be locked by default.

Eye - Show or hide the layer.

Letter T in a Layer preview - This letter indicates a Tracing Layer. Select a layer from a Layer list, set this layer as a reference tracing layer from a Menu -> Layer -> Tracing Layer. This layer is a guide for shapes and colors as you paint - it can be an image or a photo.

Canvas - Choose from 10 canvas textures and 15 canvas colors.
You can control the canvas texture visibility by using the **Texture Visibility** slider (0-100) in Select Canvas window.
You can set the texture scale by using the **Texture Scale** slider (50-400%) in Select Canvas Window.

Find more information about canvas textures in the Art Canvases section.

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

⊞ **New Layer** - Add the new layer.

⧉ **Duplicate Layer** - Duplicate one or more selected layers.

≣ **Merge Layers** - Merge more layers into a single layer. If only one layer is selected, it will be automatically merged with the layer underneath it.

⊟ **Remove Layer** - Delete one or more selected layers.

You can **rename** a selected layer by double-clicking on it in the Layers list.
You can **move** the layers by drag & dropping to sort them into the desired order.

≡ **Layers Panel Menu** - Select a **Tracing layer** or **Close** the panel. You can re-open the panel from the Window menu.

The Menu Bar

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

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

Layer - Contains items related to the layers.

View - Contains items related to the viewport.

Window - Contains items related to the user interface.

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.
You can set the width and height of the new picture in pixels, centimeters or inches and a picture DPI; set the canvas texture and color, texture visibility and scale (more about canvas in Art Canvases section):
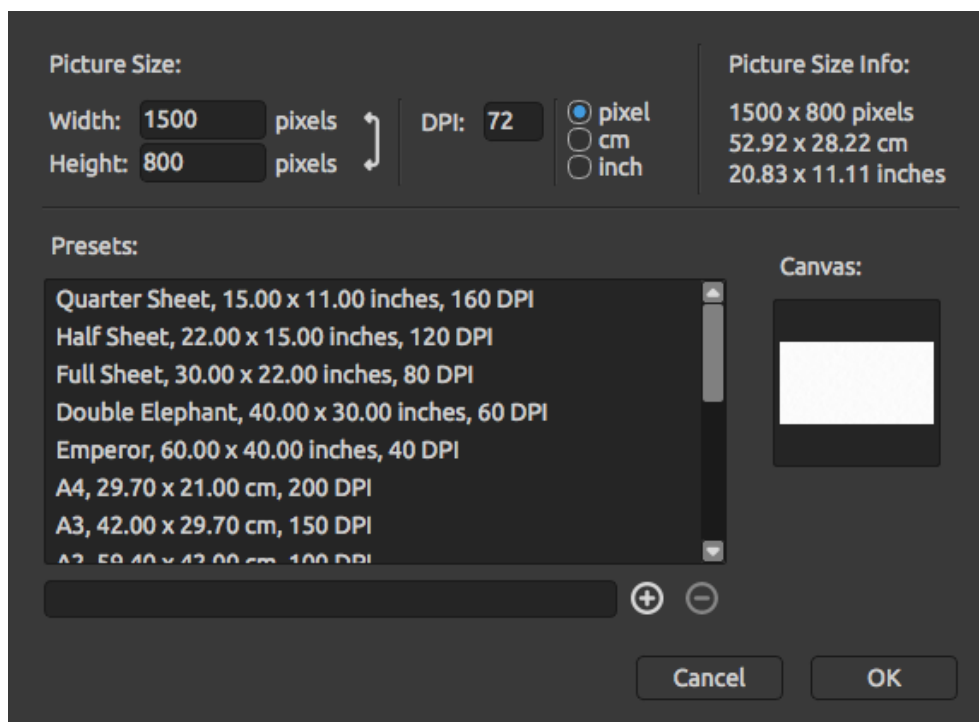
You can also choose from variety of canvas size presets or add / remove presets using ⊕ / ⊖ buttons.

After clicking on a Canvas texture icon, a new window with a choice of preset art canvases appears.

According to the DPI you set, picture size information will be automatically calculated both in centimeters and inches.

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

Open Recent - Open one of the last saved artwork.

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 in .reb, .png, .jpg, .bmp and .tif file formats.

Iterative Save - Save sequentially numbered versions of an artwork. The first time Iterative Save is used, "_1" is appended to the file name. Each subsequent time the number increments by 1 and a new sequentially numbered file is created.

Import… - Import any image file in .png, .jpg, .bmp and .tif format as a new layer.

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

Publish preferences… - A sub-menu is containing Gallery preferences.

Preferences… - Set General, Tools, Palette and Keyboard Preferences. You can find more information in Preferences section later on in the manual.

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

*TIP: You can also **Drag and Drop** a picture from any application, file manager or internet browser directly to Rebelle if the application allows it.*

For more information on creating, loading and saving your paintings, see the Creating, Opening 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 set to 30.

Redo - Redo the last operation you undid.

Layer Menu

New Layer - Add new layer.

Duplicate Layer - Duplicate one or more selected layers.

Merge Layers - Merge layers into one layer.

Remove Layer - Remove one or more selected layers.

Show Layer - Show or hide an individual layer.

 Tracing Layer - Set an active layer as a reference tracing layer (a small T in Layer preview will appear). This layer is a guide for shapes and colors as you paint - it can be an image or photo. You can set a Tracing layer also from the Layers panel menu.

Use Color Tracing - When selected, a color is automatically picked from the tracing layer.

Transform Layer - Move and resize selected layer.

Clear Layer - Clear the layer.

View Menu

Zoom In - Zoom in on your artwork (at maximum size of 2000%).

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%.

Fit to Screen - Set the canvas to fit the screen.

Greyscale - View the canvas in greyscale mode.

Show Cursor - Show or hide the cursor.

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

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

Window Menu

Tools - Show or hide the Tools Panel.

Properties - Show or hide the Properties Panel.

Color - Show or hide the Color Panel.

Color Set - Show or hide the Color Set Panel.

Tilt - Show or hide the Tilt Panel.

Navigator - Show or hide the Navigator Panel.

Layers - Show or hide the Layers Panel.

Show Panels - Show or hide panels to get more space for painting.
Reset to Default - Reset user interface to default.

Help Menu

Help - Open this Users' Manual document.
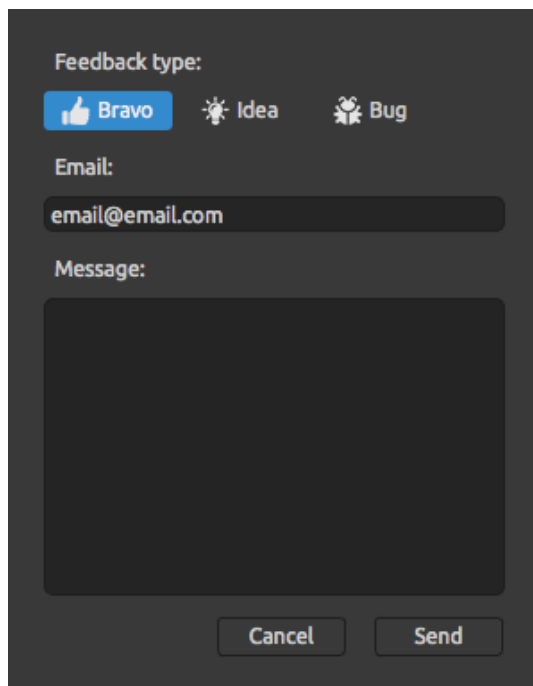
Send Feedback... - Send us feedback if you have any problem, some ideas or just tell us if you like Rebelle. You can choose from 3 feedback types:

   Bravo - Would you like to express how cool Rebelle is? Then...
   Idea - Do you have any feature in mind that would be a great addition to Rebelle? Then…
   Bug - Did you spot any strange behavior when using Rebelle? Then…

… just enter your email address and write us a message - we read each and every one. ☺

Rebelle Website - Link to website: *rebelle.escapemotions.com*
Intro Tutorial - Show the Intro Tutorial. This tutorial will guide you through the most essential Rebelle tools.
About Rebelle - Get some basic information on Rebelle, copyright and credits.
Show Library Folder - Show folder where brushes, data, documents and canvases are saved.
Check for updates... - This button is visible when there are new updates available.

Preferences

Set General, Tools, Palette and Keyboard preferences form application menu.

- **General**   - Startup Screen - Show "New Artwork" dialog at application startup - Check this option if you want the New Artwork dialog to open every time you launch the application.
                  - Tablet Options - Choose whether your tablet should use mouse or pen position and Wacom device (WinTab) or Microsoft Ink device. Please restart Rebelle to apply changes.
                                  - Enable / disable multitouch gestures in Rebelle.
                  - Interface - Set the scale to resize the interface (70-200%).
                  - Canvas - Zoom at cursor - Check this option if you want to zoom at the cursor, not at the canvas center.
                  - Jpeg Compression - Set the quality of jpeg file (0-100).
                  - Edit Box Sensitivity - Set the sensitivity of spinbox editing for Mouse or Tablet (1-100).
                  - Language - Select the user interface language. Choose whether the languages should update automatically or not.

- **Tools**   - Brushes - Select the last paintbrush when color is picked from palette - Check this option if you want the last used paintbrush to be automatically selected after picking a color from color panel.
                  - Show wet layer when using Water or Dry tool - Check this option if you want the Water and Dry tools automatically activate Show wet mode.
                  - Lazy Mouse - Set the strength of the lazy mouse (0-10). The higher number on lazy mouse strength slider, the smoother lines you can draw.
                  - Accelerometer - Set the sensitivity of the accelerometer (1-10).

- **Palette**   - Tracing Color Sample Size - Choose the average sample size of color tracing (1 pixel, 3x3 pixels, 5x5 pixels).
                  - Mix Color - Set the sensitivity of Mix Color. The sensitivity influences the number of steps between two mixed colors. When sensitivity is low, fewer steps (clicks) are required to reach the second mix color. When sensitivity is high, it takes more clicks to reach the second mixed color.
                  - Adjust color with keyboard shortcut - Set the sensitivity for color adjustment. The sensitivity influences the distance between two colors. When sensitivity is high, the distance between two colors on color palette will be smaller.

- **Keyboard**   - Set custom keyboard shortcuts. Click Reset to reset the selected shortcut. Click Reset All to reset all shortcuts.

Click **OK** to confirm the changes you made in Preferences or **Cancel** if you decide not to.

Starting Painting

Workflow options

Start a new painting with a blank canvas

1. Click File -> New… and a new window appears.
2. Set the width, height of the image, canvas texture, color and the image DPI.
3. Choose the brush color from the Color or Color Set Panel.
4. Choose the tool, set brush size and other parameters from the Properties Panel and start painting.

Start with a photo or a reference picture

1. Click File -> Open… and choose your reference picture.
2. Click Add Layer from Layers Panel to create a new layer on the top of the reference layer.
3. Choose the brush color from the Color or Color Set Panel.
4. Choose the tool, set brush size and other parameters from the Properties Panel and start painting.

You can import a sketch previously scanned or drawn in a 3rd party software in .png, .jpg, .bmp and .tif format by clicking on Menu -> File -> Import....

You can also **Drag and Drop** a picture from any application or internet browser directly to Rebelle as a new layer.

Working with Water

When painting with a wet medium (watercolor, acrylic and ink pen) you can set the amount of water to be used. With more water, the color will spread faster on the layer and wet colors are mixed.

Not only colors can be wet, with a '**Wet the Layer**' button ▵▵▵ (in Layers Panel) you can wet the whole layer. How the painting is blended and dried depends on the water and the wetness of the canvas underneath it.

To see whether or where a painting is wet, click on '**Show Wet**' button ⊙. A light blue color shows the wetness of the canvas and color - the more water that is applied, the darker the blue color will be shown.
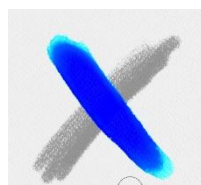
| Color Layer | Show Wet | Fast Dry | Wet the Layer | Dry the Layer |

To speed up your painting process we implemented 2 functions:

'**Dry the layer**' button ⌇⌇⌇ completely dries the active layer with all its contents - painting, canvas and water applied.

You can use a '**Fast Dry**' button 🕸 when you want water to be removed from your active layer but you want to keep the canvas wet.

TIP: Pause the fluid simulation anytime during painting by clicking Pause Diffusion button in Layers panel: ▶ / ⏸ *. When diffusion is paused, the button is highlighted.*

You can use different painting techniques to get various effects. On the following picture you'll see how different combinations interact with each other. The wetter the canvas and color, the more color runs. However, dry tools (pastel, pencil, marker and airbrush) don't diffuse on less wet paint; they diffuse according to how wet your painting is.

If you want to learn more about proper watercolor technique, we recommend watching our tutorials on YouTube.

Tracing Option

Rebelle enables you to create paintings by tracing colors from a selected image. You can Drag and Drop picture directly from any source - folder, browser or website and it opens as a new layer. Using a tracing option allows you to recreate existing images in your own way.

When using color tracing, the color is applied for each stroke. It means that each brush stroke picks the color pigment from the first "click" and uses it until you do another click. Rebelle does not trace all colors from a reference tracing layer during a single stroke.

How to trace an existing or imported image:
1. Click on Menu -> File -> Import... to open the Import dialog box. A picture is imported as a new layer. You can also drag & drop image directly from any folder or a browser.
2. Select this layer and click on Menu -> Layer -> Tracing Layer. A layer is set as a reference tracing layer (a small T in layer preview will appear). This layer is a guide for shapes and colors as you paint. You can set a Tracing layer also from the Layers panel menu.
3. Add a new layer and click on Menu -> Layer -> Use Color Tracing or click a button "Use Color Tracing" from Palette Panel.
4. Now you are ready to trace colors from your reference image into an active layer.

If color tracing isn't selected you can paint with other colors. Deselect tracing layer from Menu -> Layer -> Tracing Layer.
Tracing layer is locked by default to protect it from unwanted changes. You can unlock the layer by clicking the "lock" button.

Multi-touch Support

Multi-touch support is available for both Windows and Mac OS and provides enhanced support for tablets with touch and multi-touch displays. You can pan, rotate and zoom the viewport or individual layers. This provides a seamless and responsive way of positioning and navigating the canvas.

Use *two fingers to* **rotate and move** the canvas at the same time by moving them in a circular motion while simultaneously swiping them across the tablet. At the same time you can **zoom** the viewport by pinching the fingers together or pulling them apart.

Use *one finger* to use **Blend** tool by default. You can set it to any other tool (or move the canvas) in Preferences Panel -> Keyboard -> Tools (hold) and set it to 'Touch'.

Art Canvases

There are 10 canvas textures and 15 canvas colors to choose from Select Canvas window:
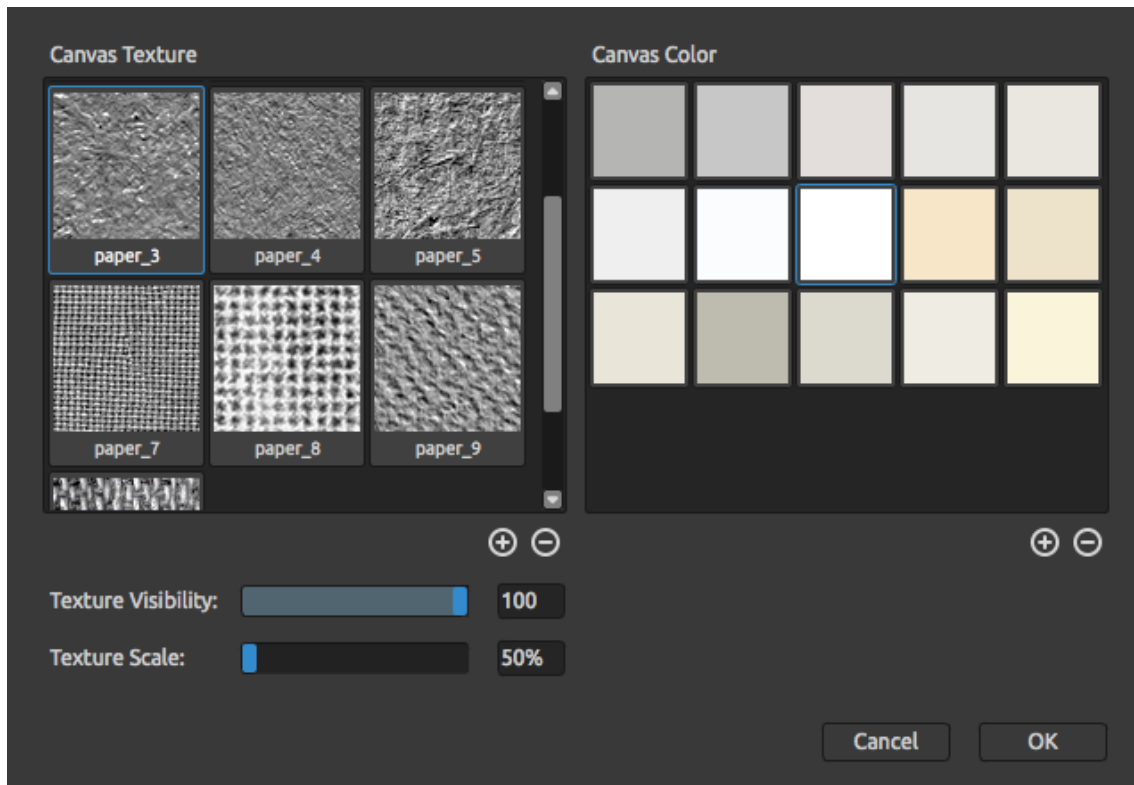
⊕ / ⊖ - Add or remove canvas texture to / from Canvas Texture window.
⊕ / ⊖ - Add or remove canvas color to / from Canvas Color window.
You can control the canvas texture visibility by using the **Texture Visibility** slider.
You can scale the texture by using **Texture Scale** slider.

Please note that canvas texture affects how brushes and tools behave when painting, blending, erasing or using any available tool.

Finally, click **OK** to confirm, or **Cancel** if you decide not to.

Note: Canvas textures are accessible via the menu "Help" -> "Show Library Folder", where you can paste any seamless texture to the "Papers" folder. Restart an application to reload new canvases.

Creating, Opening 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 artwork window will appear. This window lets you set the size of your new painting, and choose the settings of the canvas you want to paint on. In "Picture Size Info" section you can check the picture print information, such as width, height and DPI.

By clicking on **Canvas icon** you can select the canvas texture, color, texture visibility and scale.

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 in the .reb, .png, .jpg, .bmp and .tif file formats as a new project.

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

To open a recently saved painting, select the **Open Recent** option from the File Menu. This option lets you select one of the last saved artworks in .reb, .png, .jpg, .bmp and .tif file formats.

Saving a Painting

To save your painting, use the **Save...** option in the File Menu. The native format is a **REB 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. We advise you to save your work regularly to avoid any problems while getting used to new software.

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 PNG, TIF, BMP, or JPG file. You do not need to merge layers to create a copy of your painting for printing or to display on the web.

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

Iterative Save - Save sequentially numbered versions of an artwork. The first time Iterative Save is used, "_1" is appended to the file name. Each subsequent time the number increments by 1 and a new sequentially numbered file is created.

Closing an Application

If you want to close an application, you can choose from the following options depending on your operating system:

Windows user	**Mac OS user**
- click on File Menu -> Quit, or	- click on Rebelle Menu -> Quit, or
- press a Close button in the upper right corner of an application, or	- press a Quit button in the upper left corner of an application, or
- use a shortcut Ctrl+W or Alt+F4	- use a shortcut Cmd-Q on Mac OS

Publish a Painting to Gallery

Creating a Gallery account

To publish your artworks, firstly you have to create an account. To create an account you have two options:

From application:
Create your Gallery account from Rebelle's menu **File -> Publish Preferences**. Set *Your name*, *Email ("Your ID")* and *Password* to gallery and optionally a link to your *Website*.

From website:
On the Gallery website press **login -> Create Account** and enter *"Your ID"* (registration email). We will send you a *Password*, which you can change later on.

Note: You can find *"Your ID"* in Rebelle's menu **Help -> About Rebelle**. If *"Your ID"* does not exist, enter your active email.

Publish artwork from Rebelle to Gallery

To publish your painting, use the **Publish...** option in the File Menu. Enter the *Artwork Name*, a picture *Description* and *Tags*. Click **Publish** button. Your picture will be published on the Gallery website (www.escapemotions.com/gallery) where you can edit pictures later on.

Edit your profile and artworks in Gallery

If you have already created an account, go to Gallery website, press **login** and enter *"Your ID"* and *Password*.
In **Edit Pictures** section you can edit your artworks name, description, tags and other settings.
In **My Profile** section you can change your *Password*.

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
Iterative Save	Ctrl+Alt+S	Cmd+Alt+S
Import...	Ctrl+Shift+O	Cmd+Shift+O
Preferences	Ctrl+,	Cmd+,
Quit	Ctrl+W	Cmd+Q
Undo	Ctrl+Z	Cmd+Z
Redo	Ctrl+Shift+Z	Cmd+Shift+Z
Brushes	B	B
Eraser	E	E
Blend	N	N
Smudge	S	S
Water	W	W
Dry	D	D
Blow	Shift or O	Shift or O
Pick a color	Alt or I	Alt or I
Transform Layer	T or Ctrl+T	T or Cmd+T
Lock proportions at scale	Shift	Shift
Scale around center	Alt	Alt
Lock rotation at 45 degrees	Shift	Shift
Mix	X	X
Show Wet	H	H
Fast Dry	F	F
Paint	B	B
Increase Brush Size	]	]
Decrease Brush Size	[	[
Move Layers Up	Ctrl + [	Cmd + [
Move Layers Down	Ctrl +]	Cmd +]
Select Prev Layer	Alt + [	Alt + [
Select Next Layer	Alt +]	Alt +]
Clear Layer Content	Del	Del

Increase Value +1	Up	Up
Decrease Value -1	Down	Down
Increase Value +10	Pg Up	Pg Up
Decrease Value -10	Pg Down	Pg Down
Rotate Canvas	R	R
Move Canvas	Right MouseButton (RMB) or Space Bar + LMB	
Show | Hide All Panels	Tab	Tab
Zoom In	+ / Ctrl + +	+ / Cmd + +
Zoom Out	- / Ctrl + -	- / Cmd + -
Zoom 100%	0 / Ctrl + 0	0 / Cmd + 0
Fit to Screen	.	.
Greyscale	G	G
Zoom In | Out	Mouse Scroll or Alt + Mouse Scroll	
Help	F1	F1

Note: You can set custom shortcuts for these and other functions from the File menu: Preferences -> Keyboard.

Copyright & Credits

Rebelle © 2016 Escape Motions, s.r.o.

Escape Motions Team:

Peter Blaškovič, Michal Fapšo, Ľuboš Tóth, Miroslav Sedlák, Anton Poživenec, Veronika Klimeková, Andrea Vachová, Jaroslav Kaša

Special Thanks to:

Everyone who contributed with ideas, suggestions, or helped to finalize Rebelle, especially to Keith Alford, Nigel Brewster, Harvey Bunda, Kris Cooper, Jeanne Corbeil, Sylvia van Dervis, Rana Dias, Matúš Fedorko, Daniel Innes, Vladimir J., Umin Kang, Jim Kanter, Iulia Khestanova, Suawek Kolakowski, John LaBrie, Tomáš Lancz, Francis McKeon, Michelle Parsley, Rastislav Piovarči, Corey Pollack, Elke Schnabel, Kristin Schuricht, Martina Sesterhenn, Tim Shelbourne, Gina Startup, Martin Surovček, Maťo Tondáš, Gregorii Trombo, Oliver Wetter and Blaze Wu.

User Interface Icons: "Batch" by Adam Whitcroft

Used Libraries:

This application has been developed with the following libraries:

Qt 5.4, 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.

Rebelle End-User Software License Agreement

Copyright 2015-2016 Escape Motions, s.r.o. All Rights Reserved.

This license is a legal agreement between you and Escape Motions for the use of Rebelle software (the "Software"). By downloading, installing, copying, or otherwise using the Software, you acknowledge that you have read terms and conditions of this license, understand them, and agree to be bound by them. If you do not agree with these terms and conditions, Escape Motions is unwilling to license the Software to you, and you are not authorized and may not use the Software.

Permitted Use

Users of the Rebelle may use the Software for commercial, or for-profit activities as well as for personal, non-commercial, or non-profit activities.
The Software may be installed on a computer that is for multiple users but it may not be installed on more than one computer regardless of whether those computers are operated simultaneously or not.
You may install the Software on multiple computers provided that not more than one of those computers is in use simultaneously and that those computers are solely for your own personal use.

You may not remove the copyrights notices from the Software. You may make one (1) copy of the Software for back-up or archival purposes.

Restrictions

This is a SINGLE COPY SOFTWARE LICENSE. The Software is copyrighted and protected by law and international treaty. This is a license, not a transfer of title, and unless you have been granted prior, written consent from Escape Motions you may not:
a, Reproduce, distribute, or transfer the Software, or portions thereof, to any third party.
b, Sell, rent, lease, assign, or sublet the Software or portions thereof.
c, Grant rights to any other person.
d, Modify, decompile, reverse engineer, disassemble, or create derivative works based on the Software or the documentation in whole or in part.
e, Use the Software in violation of any international law or regulation.

You must not intentionally or unintentionally make the Software available on any web server, ftp server, file sharing network, shared directory, or other location where any other person can acquire a copy of the Software. You are responsible for keeping the Software safe from being copied by others.

Display of Copyright Notices

All copyright and proprietary notices and logos within the Software files must remain intact.

Indemnity

You agree to indemnify and hold harmless Escape Motions for any third-party claims, actions or suits, as well as any related expenses, liabilities, damages, settlements or fees arising from your use or misuse of the Software, or a violation of any terms of this license.

The Software may contain technical inaccuracies or typographical errors, so changes and/or updates may be affected without notice.
Escape Motions may also make improvements and/or other changes to the Software at any time without notice.

Disclaimer Of Warranty

THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, AS TO THE SOFTWARE OR ITS OPERATION, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF QUALITY, PERFORMANCE, NON-INFRINGEMENT, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. FURTHER, ESCAPE MOTIONS DOES NOT WARRANT THAT THE SOFTWARE OR ANY RELATED SERVICE WILL ALWAYS BE AVAILABLE.

Limitations Of Liability

YOU ASSUME ALL RISK ASSOCIATED WITH THE INSTALLATION AND USE OF THE SOFTWARE. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS OF THE SOFTWARE BE LIABLE FOR CLAIMS, DAMAGES OR OTHER LIABILITY ARISING FROM, OUT OF, OR IN CONNECTION WITH THE SOFTWARE. LICENSE HOLDERS ARE SOLELY RESPONSIBLE FOR DETERMINING THE APPROPRIATENESS OF USE AND ASSUME ALL RISKS ASSOCIATED WITH ITS USE, INCLUDING BUT NOT LIMITED TO THE RISKS OF PROGRAM ERRORS, DAMAGE TO EQUIPMENT, ANY LOST PROFITS, BUSINESS INTERRUPTION, LOSS OF DATA OR SOFTWARE PROGRAMS, OR UNAVAILABILITY OR INTERRUPTION OF OPERATIONS.