

Rebelle 3

Real-Media Painting Software

**User Manual
v.3.0**

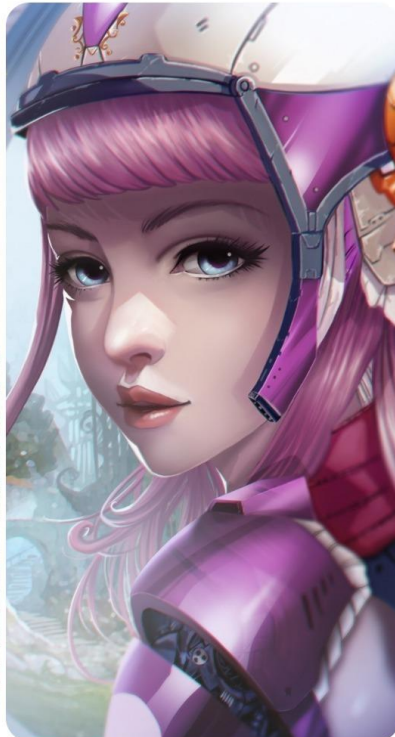


Image Courtesy: Igor Amazonenco | Havey Bunda | Kamila Stankiewicz

Introduction

Welcome to Rebelle 3!

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. Rebelle convincingly mimics the way natural media interacts with the canvas and itself. Users can paint, smear, re-wet dried colors, blow wet washes across the paper, tilt the paper to create water drops and runs and create countless fantastic watercolor effects.

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.

Rebelle 3 unites tradition and technology with an original approach. Ultra-realistic papers, the imitations of real papers and canvases with both cut and deckled edges are not just a thing of material world any more. For now on, artists can use them digitally as well. Retaining the white of the paper or the underpainting color on your computer can be done exactly the same way as if you applied a masking fluid used for centuries only by traditional artists. Rebelle 3 integrates 'DropEngine' - a new simulation system that allows recreating the behavior of paint drips. Drips now respond realistically to paper structure, stencils and selections. An inventive concept of Ruler and Perspective tools is a great enhancement appreciated not only by starters but every artist looking for precision in his paintings.

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

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Getting Started

Installing and Registering Rebelle

Download & Install

After purchasing Rebelle, you will be redirected to a page where you enter your unique password for Rebelle software. This password will serve for registering your Rebelle license and will substitute a registration key. You will also receive an email with a download link.

Mac OS X Users

Download a .dmg file from the link provided in a registration email. Locate the Rebelle installer file named "Rebelle 3.dmg". Double-click on the installer to complete the installation.

Windows Users

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 3.exe". Double-click on the .exe installer to complete the installation.

Registration

Fill in your email address and your unique password.

Please check if you are connected to the internet, the internet connection is required for activation to check the registration details.

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 i5 or equivalent AMD, 4GB RAM, 200MB harddisk space, Open GL graphics card with 1GB RAM, Windows 7 (64-bit or 32-bit) or Mac OS X 10.11.

Recommended: Intel i7 or equivalent AMD, 16GB RAM, 1GB harddisk space, Open GL graphics card with 4GB RAM, 64-bit system Windows 8, 10 or Mac OS X 10.12 and newer, Wacom or Surface compatible tablet.

Tablet Support

When Rebelle is launched for the first time you are asked to select the preferred tablet device - Wacom compatible or Microsoft Ink compatible. You can change the tablet options anytime in Preferences -> Tablet.

Languages

Rebelle is available in different languages. You can select the language of Rebelle's interface via Help menu -> Language. You need to restart Rebelle to apply these changes.

Getting Support for Rebelle

If you need help using Rebelle, please refer to this 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 visit the forum on Escape Motions Community first: escapemotions.com/community. 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

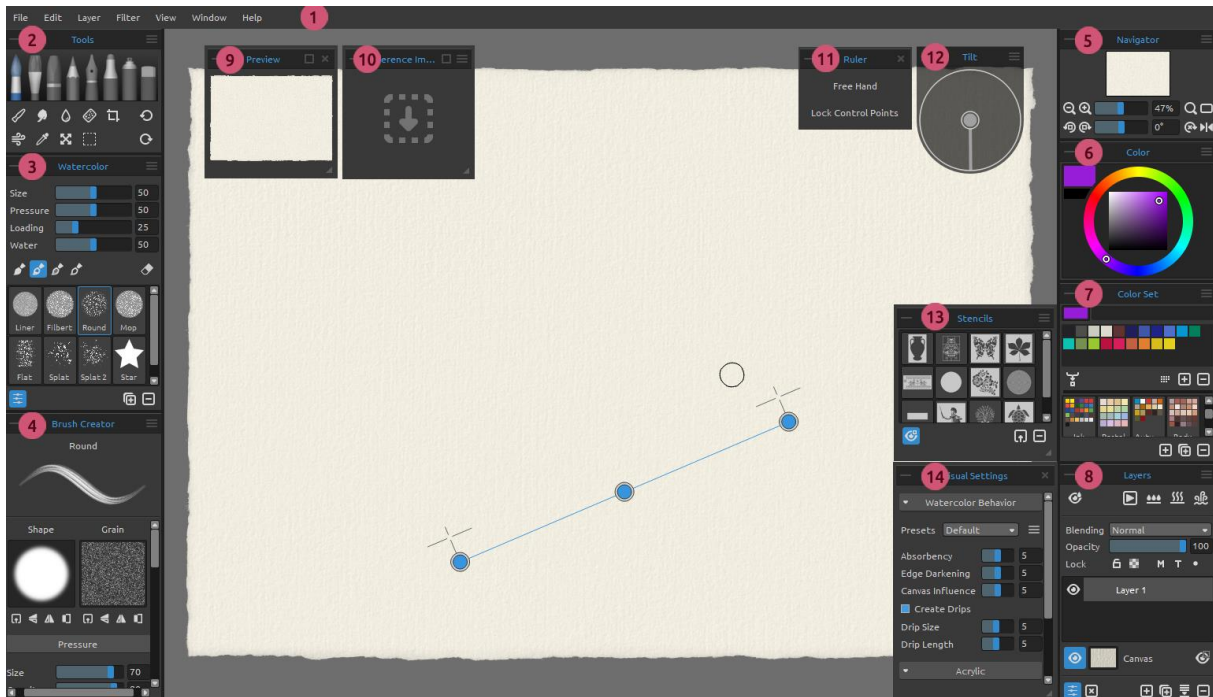
You are welcome to visit the Escape Motions Community where you can join in discussion about the software, get tips and tricks, share your feedback, create your own portfolio, post to online Gallery or download assets.

To login to Community, use your email address and your password for Rebelle 3.

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



Rebelle Interface



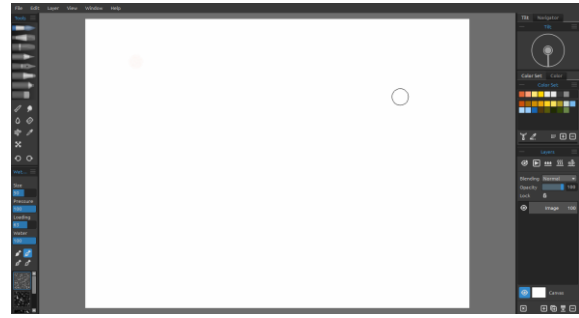
- 1 - Menu Bar
- 2 - Tools Panel
- 3 - Properties Panel
- 4 - Brush Creator Panel
- 5 - Navigator Panel
- 6 - Color Panel
- 7 - Color Set Panel
- 8 - Layers Panel
- 9 - Preview Panel
- 10 - Reference Image Panel
- 11 - Ruler Tool / Perspective Tool Panel
- 12 - Tilt Panel
- 13 - Stencils Panel
- 14 - Visual Settings Panel

TIP: All panels are dockable - you can modify, change positions and adjust the width of panels. Panels hide while painting on the canvas behind them.

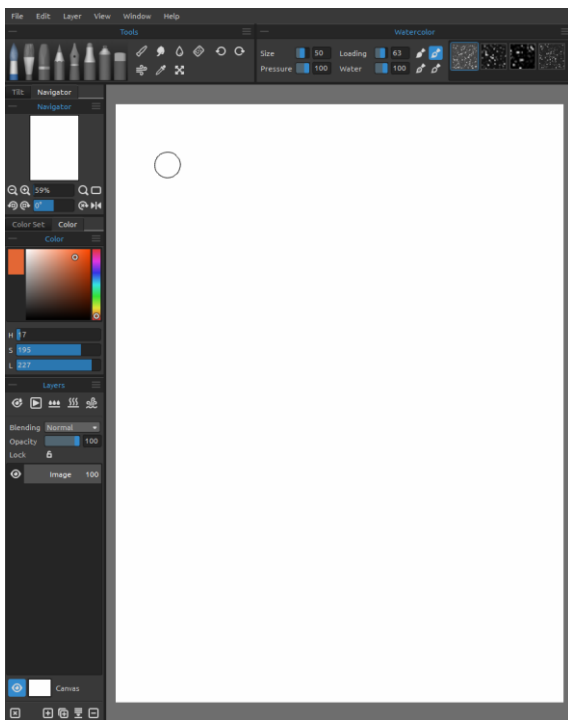
You can change Rebelle's interface according to your needs. Below are the examples of UI layout:



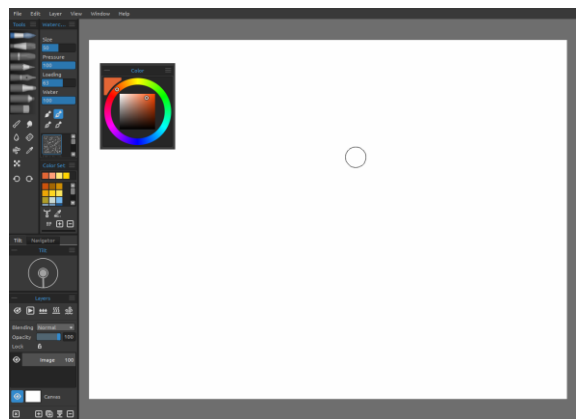
1. Default interface with undocked Tilt panel.



2. Tools and Properties Panel in vertical mode on the left side, other panels merged on the right side.



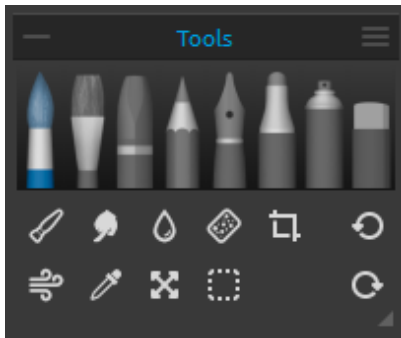
3. Tools and Properties panel in horizontal mode on the top, other panels merged on the left side.



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

TIP: You can save custom layouts of the Rebelle's interface via Window menu -> Export Layout. To open previously saved layout in Rebelle, select "Import Layout" from the Window menu.

Tools Panel



- **Brushes:** Watercolor, Acrylic, Pastel, Pencil, Ink Pen, Marker and Airbrush.

- **Eraser**

- **Tools:** Blend, Smudge, Water, Dry, Blow, Pick Color, Transform, Selection and Canvas Size.


- **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 brush marks together.



 **Smudge** - Tool for smudging colors or brush marks.

 **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.
-  **Selection** - Select and mark areas of canvas to carry out operations on this selected area.
-  **Canvas Size** - Select the Canvas Size tool to resize, scale or crop the canvas.

-  **Undo** - Undo the last painting operation you performed.
-  **Redo** - Redo the last operation you undid.

Properties Panel

This panel contains tools settings, brush presets and brush groups.

All brushes, Eraser as well as Blend, Smudge, Water and Dry tools have various brush presets available. You can create your own brush presets using **Brush Creator** panel. Show or hide the Brush Creator panel using  button in the bottom left corner of the Properties panel or via Window menu.

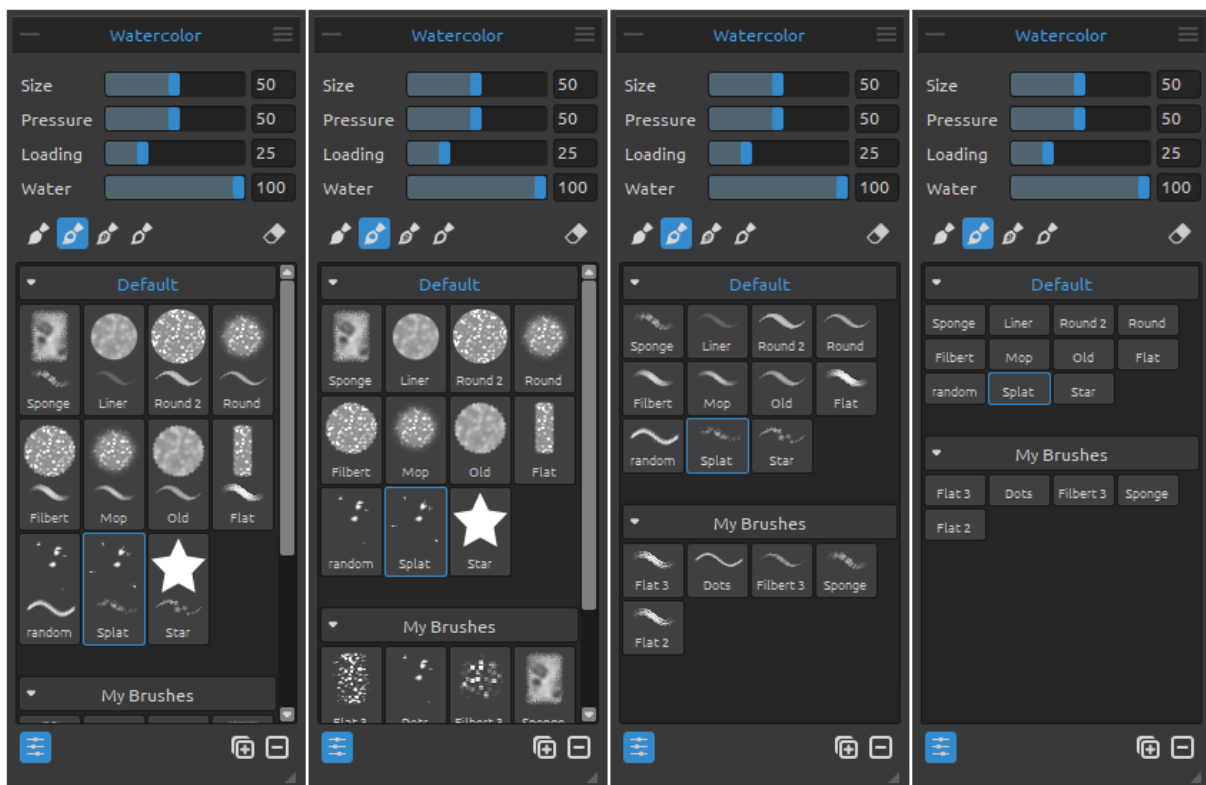
Click button  to duplicate the selected brush preset or  to remove the selected brush preset.

You can **change the order** of brushes and move brushes between brush groups with drag & drop. You can **rename** the selected brush or brush group by double-clicking on it, typing a new name and hitting Enter.

More about how to create custom brushes can be found in Brush Creator Panel section.

Properties Panel Menu:

- **Icon** - Select which parameters should be displayed in the brush icon preview: Image, Stroke or Name. See examples of various brush icons:



Brush - image, stroke, name

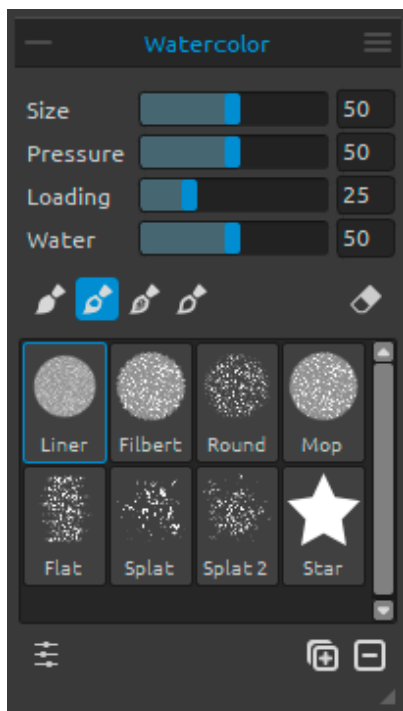
Brush - image and name

Brush - stroke and name

Brush - name only

- **Reset Properties** - Reset the current tool properties to default values.
- **Import Brush Preset** - Import brush preset from image file.
- **Export Brush Preset** - Export brush preset from Rebelle.
- **Copy Brush Preset** - Copy the selected brush preset to clipboard (*shortcut Ctrl + Shift + C*).
- **Paste Brush Preset** - Paste the brush preset from clipboard (*shortcut Ctrl + Shift + V*).
- **Add Group** - Add a new brush group to the current tool.
- **Remove Group** - Remove the selected brush group from the current tool.
- **Close** - Close the Properties panel. You can re-open the panel from the Window menu.

TIP: You can easily copy & paste the brush preset or add & remove groups for the current tool also via right mouse button click directly in the Properties panel.



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 1: You can change the brush size of any tool directly on canvas using Ctrl (Cmd) shortcut + left mouse button click and drag. Drag to the left or down to decrease brush size, drag to the right or up to increase brush size.


Change the color of the 'brush resize' mode in Preferences panel -> Tools.


TIP 2: You can set softer or firmer pen pressure sensitivity in Preferences -> Tablet. You can change the pressure individually for each tool in its Properties panel with Pressure slider.


TIP 3: 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.

 **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.

 **Erase Brush** - Use every brush as an eraser. This option is available for watercolor, acrylic, pastel, pencil, ink pen, marker and airbrush tool.

Brush Groups - You can create new brush groups for the selected tool from the Properties panel menu -> Add Group or via right mouse button click.

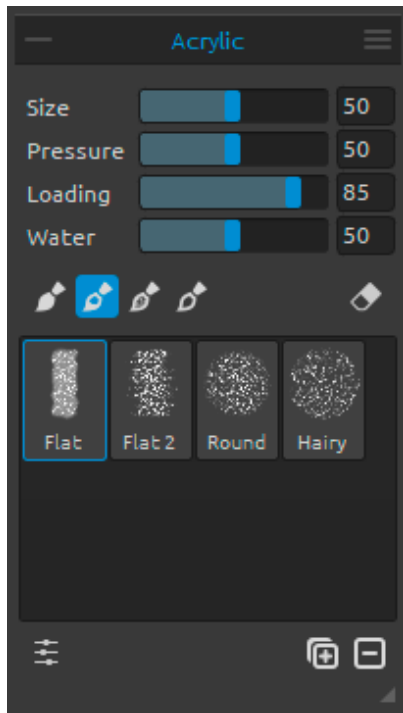
Rename the group by double-clicking its name, enter the new name of the brush group and hit Enter.

Hide the brush group using one left mouse button click on the brush group title bar.

You can remove the selected brush group from Properties panel menu -> Remove Group or via right mouse button click on the brush group title bar.

NOTE: Groups can be created for brushes as well as for stencils and canvas textures.

TIP: You can move the selected brush preset from one brush group to another using drag&drop.



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).

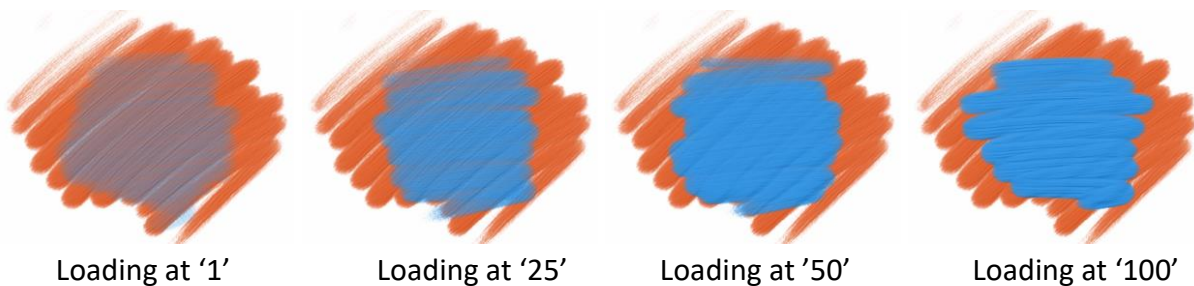
Pressure - Set the pressure of the brush (1-100) - influence the brushes thickness.


Loading - Set the amount of color loaded to the brush (1-100).

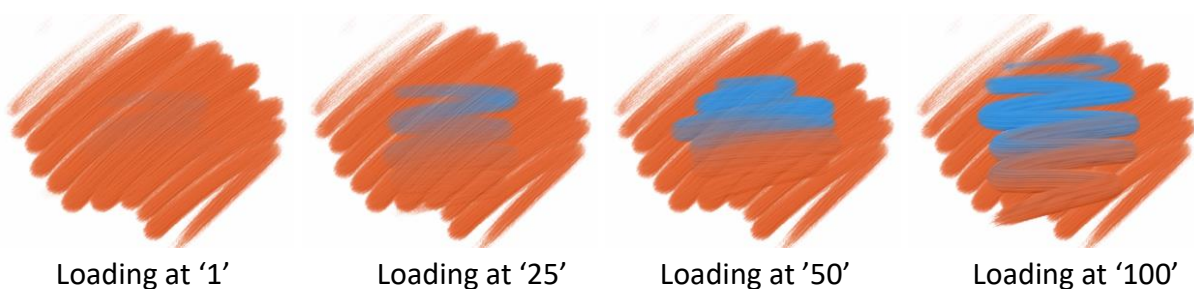
Water - Set the amount of water (1-100) in the color.


TIP: Set the "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.

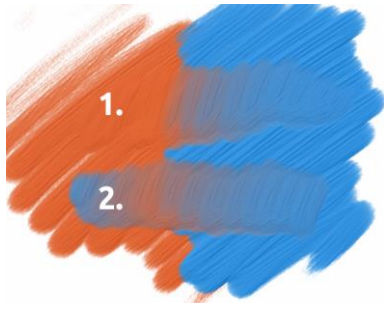
 **Permanent Brush** - When enabled, the brush keeps its loading all the time. With the "Loading" slider you can set how much paint you would like to load on the brush:




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

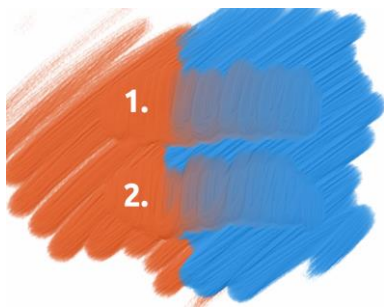


 **Dirty Brush** - Dirty brush will never clean itself and remains colored by the last color loaded onto it:



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).

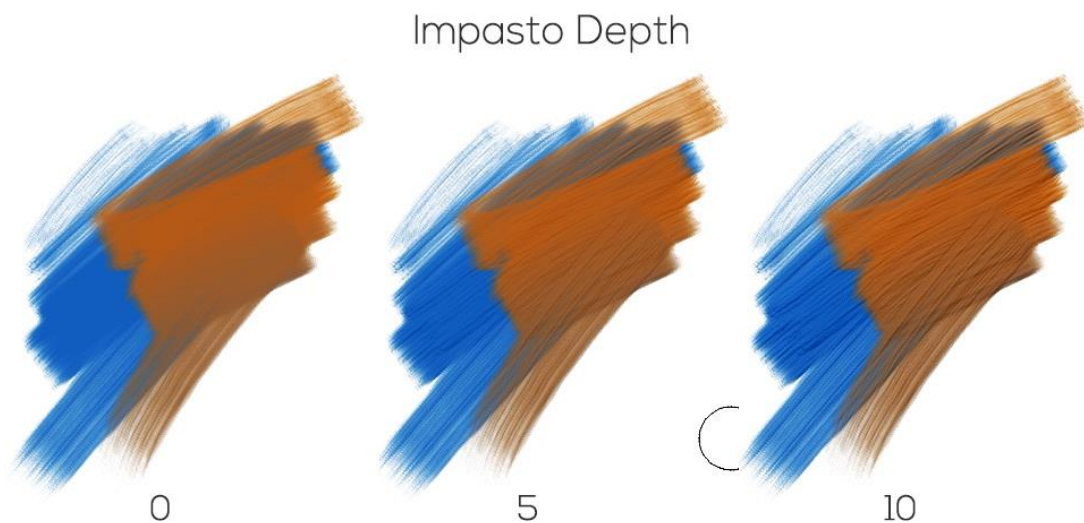
 **Clean Brush** - Clean brush is not loaded with any pigment on its own. When enabled, the brush is re-colored by any color it passes across on the canvas:

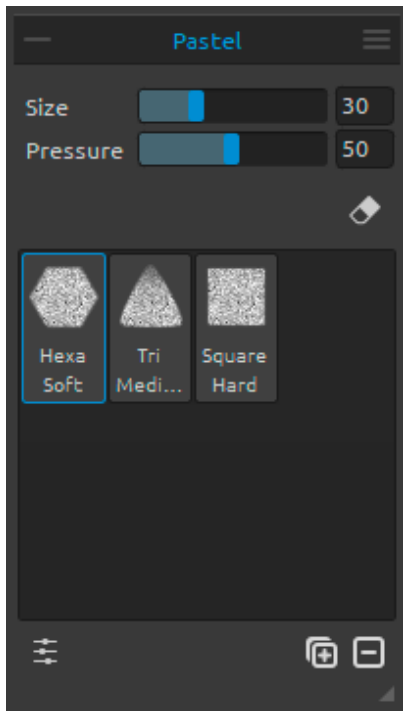


1. **stroke:** brush goes from orange to blue color. When released, the brush cleans itself.
2. **stroke:** clean brush paints again from orange to blue color.

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.

Set the visibility of the structure using the **Impasto Depth** slider (0-10) in Visual Settings panel (accessible from Layers panel or via Window menu -> Visual Settings). See the example of different 'Impasto Depth' settings below:



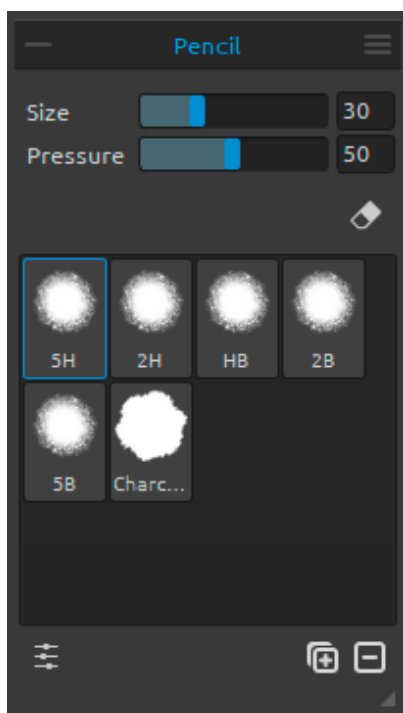


Pastel Tool Properties

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.

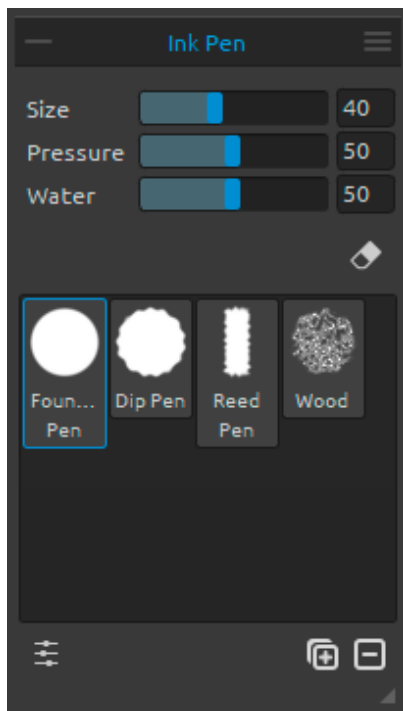


Pencil Tool Properties

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.



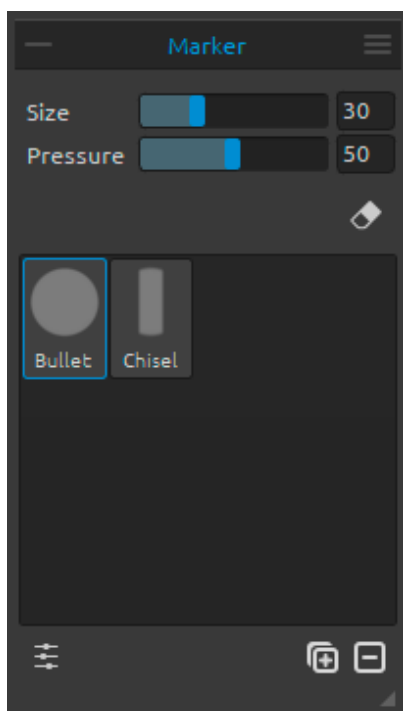
Ink Pen Tool Properties

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.

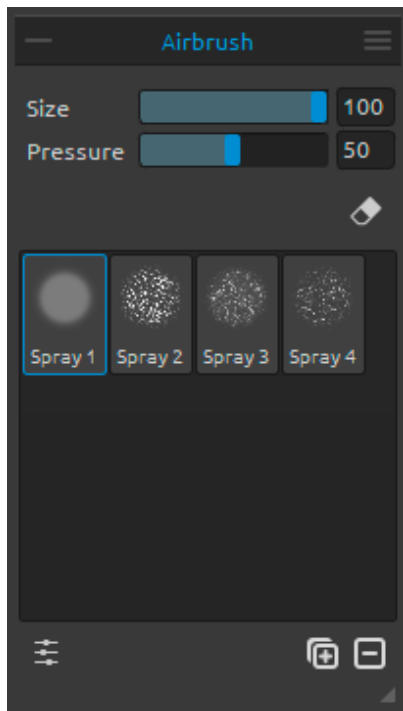


Marker Tool Properties

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).

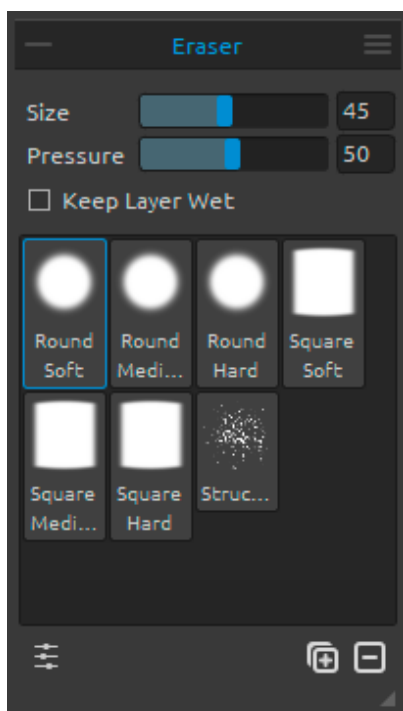


Airbrush Tool Properties

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.



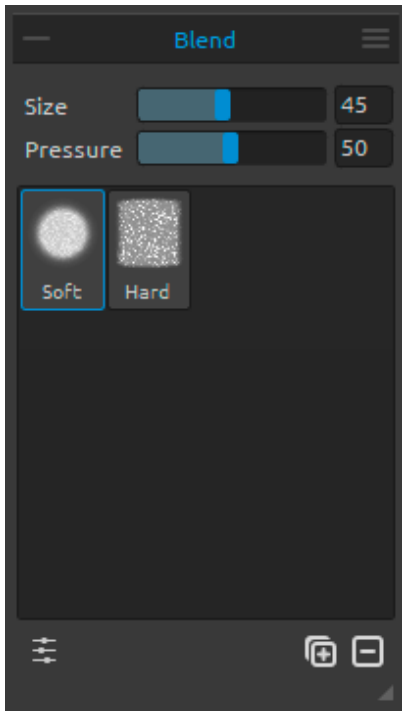
Eraser Tool Properties

Size - Select the size of the eraser.

Pressure - Select the pressure of the eraser.

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



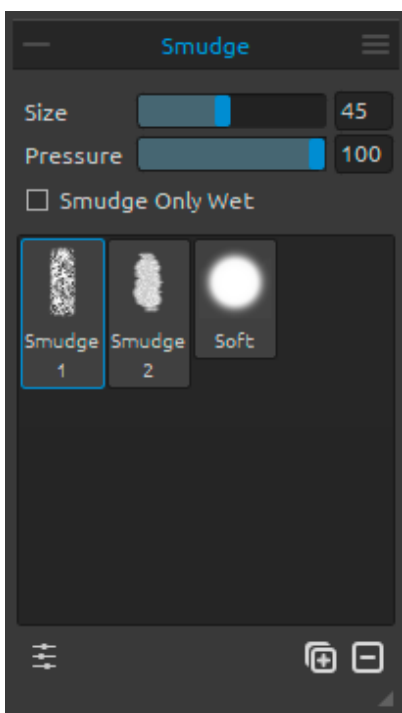
Blend Tool Properties

This tool blends the colors and brushmarks together.

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

Pressure - Select a pressure of a blend tool (1-100).

TIP: You can blend colors with a finger touch on tablets with touch displays. You can change this anytime in Preferences panel -> Tools (hold).



Smudge Tool Properties

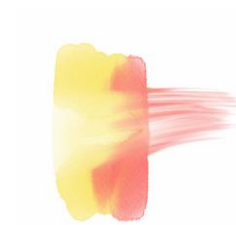
This tool smudges the wet and dry parts of the painting.

Size - Select the size of the smudge tool (1-100).

Pressure - Select a pressure of a smudge tool (1-100).

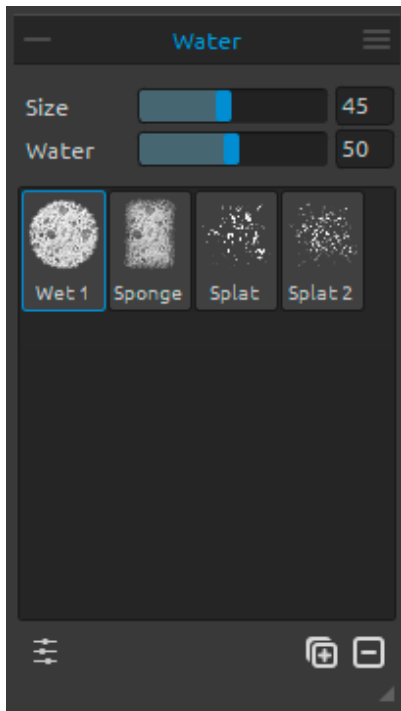
Smudge Only Wet - Enable this option if you want to smudge only wet parts of the painting. When disabled, smudge tool smudges both wet and dry painting.

Smudge - only wet



Smudge All - wet and dry



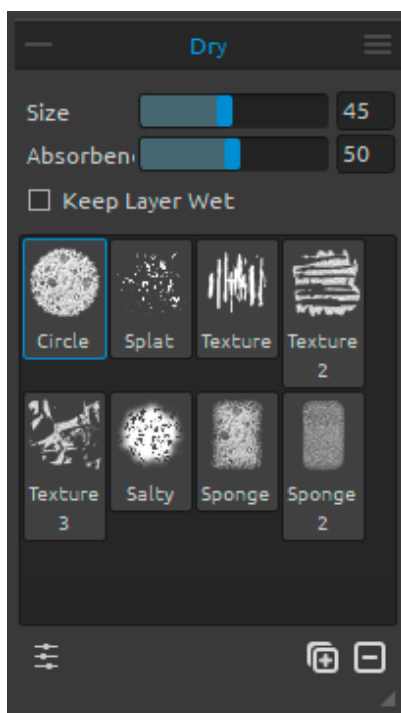


Water Tool Properties

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

Water - Select an amount of water (1-100).

The more water is selected, the wetter the canvas gets.



Dry Tool Properties

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

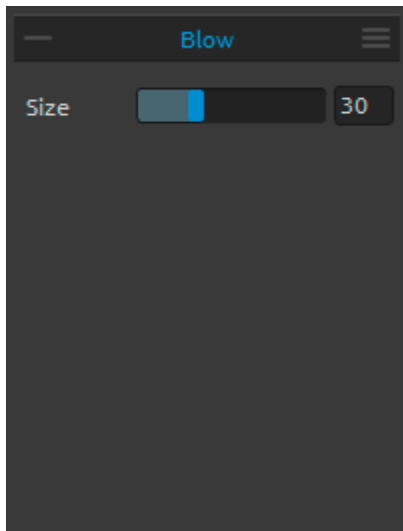
Absorbency - Select a power of dry tool absorbency (1-100).

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.

TIP: Water and Dry tools also have brushes to choose from - you can use them to create nice splatters and wet effects.

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

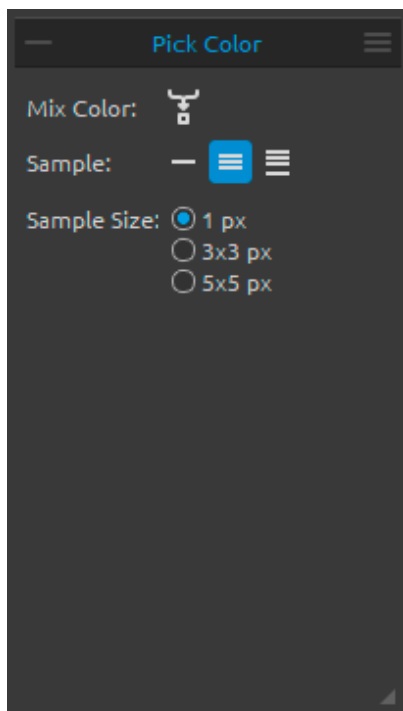


Blow Tool Properties

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


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

TIP: Moving the blow tool over the wet painting blows the wet areas. On dry areas it creates dripping effects.



Pick Color Tool Properties

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

 **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.

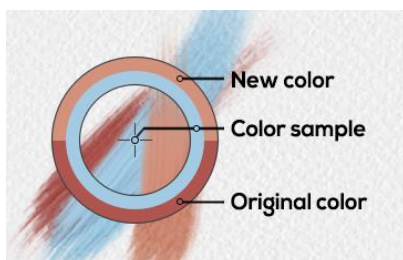
Sample:

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

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

≡ **All Layers and Canvas** - Color is picked from all layers including a background paper.

Sample Size - Average sample size.

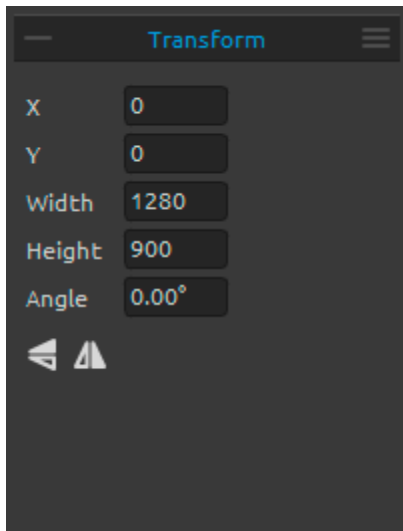


When Pick Color Tool is selected the cursor changes to a circle with three different color areas:

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 or the selected layers and their position.

X - Set the position X of the layer or layers.


Y - Set the position Y of the layer or layers.

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 or layers.

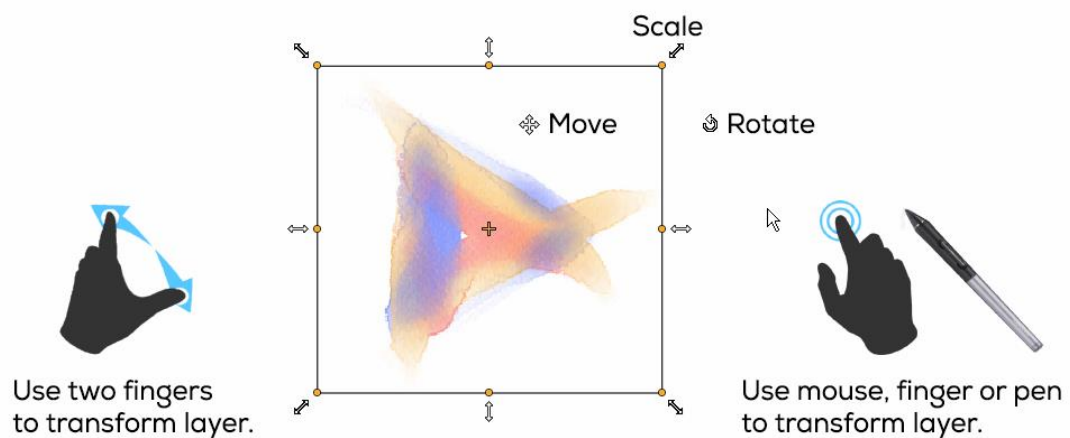
Height - Set the height of the layer or layers.

Angle - Set the rotation angle.

 **Flip Vertically** - Flip the layer or selected layers vertically.

 **Flip Horizontally** - Flip the layer or selected layers horizontally.

The following picture shows how to use transform with mouse, tablet pen and touch:



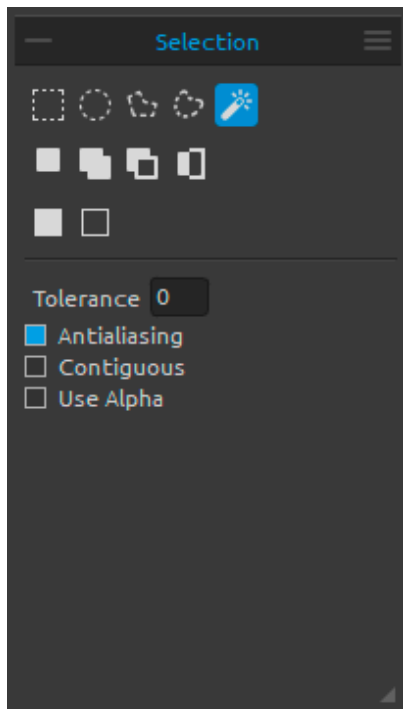
Move - Move a transformed layer or selected layers.

Scale - Scale enlarges or reduces transformed or selected layers 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 selected layers relative to their center.

Rotate - Rotate turns the transformed selected layers around the center. Use *Shift* shortcut to enable 'lock rotation' at 15 degree angles. You can change the default angle in Preferences -> Tools -> Transformation.

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


TIP: You can turn off the ability to 'Use two fingers for canvas rotation' in Preferences -> Tablet -> Tablet options. You will still be able to move or scale using two fingers afterwards.




Selection Tool Properties

Select a specific area of the canvas and perform operations on this selected area.

There are **five types** of Selection Tool available:


 **Rectangle** - Create rectangular selections by clicking and dragging on the canvas.

 **Ellipse** - Create elliptical selections by clicking and dragging on the canvas.


Use *Shift* shortcut to scale the rectangular or elliptical selection proportionally.


Use *Alt* shortcut to scale the selection relative to its center.

Use *Shift* shortcut to enable lock rotation at 15 degree angle. You can change the default angle in Preferences -> Tools -> Transformation.

 **Polygon** - Create polygonal selections. Click to place a corner point, release the mouse button and click to place the next point. To finish creating polygonal selection either click on the first point again or hit *Enter* - the last point will be linked back to the first point automatically.


NOTE: Confirm the rectangular, elliptical and polygonal selection by hitting Enter or by clicking on the viewport outside the selected area.


 **Freehand** - Create freehand selections by drawing an outline around the area you want to select. When the mouse is released the end of line will be automatically connected to its start.


 **Magic Wand** - Create selections based on tone and color of the pixels. You can specify any of the following:


- **Tolerance** - Determines the color range of selected pixels. Enter a value in pixels, ranging from 0 to 255. Value 0 means that only the pixels that are the same color as the specific pixel you clicked on will be selected. Value larger than 0 represents the shades of pixels darker and lighter that will be selected as well.
- **Antialiasing** - When enabled, Antialiasing creates a smoother-edged selection.
- **Contiguous** - Selects only adjacent areas using the same colors. Otherwise, all pixels in the entire image using the same colors are selected.
- **Use Alpha** - Determines the alpha channel of selected pixels.


There are **three modes** of how a new selection is added to any current selection on the canvas:


 **New Selection** - Replace the current selection with the new one.

 **Add to Selection** - Add a new selection to the current selection to create a new result. (*Shortcut: Shift*)

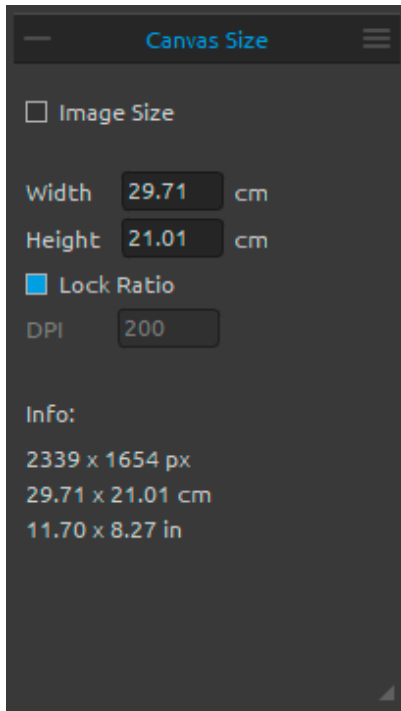
 **Subtract from Selection** - Subtract the area of the new selection from the current selection to create a new result. (*Shortcut: Alt*)

 **Invert selection** - Invert the current selection. You can invert selection also via Edit menu -> Invert Selection.

 **Select All** - Select the content of the layer. You can 'select all' also with *Ctrl + A / Cmd + A shortcut* or via Edit menu -> Select All.

 **Deselect All** - Deselect the current selection from canvas. You can 'deselect all' also with *Ctrl + D / Cmd + D shortcut* or via Edit menu -> Deselect All.

More information about how to use selections in Rebelle can be found in Working with Selections section.



Canvas Size Tool Properties

Resize the image, change the DPI, enlarge or crop the canvas.

To **resize** the image, set the width, height and DPI of the new image by typing the values in the edit-boxes. Confirm by hitting OK button in the bottom of the canvas.

You can also resize the image interactively by clicking on one of the control points and dragging the image to desired size.

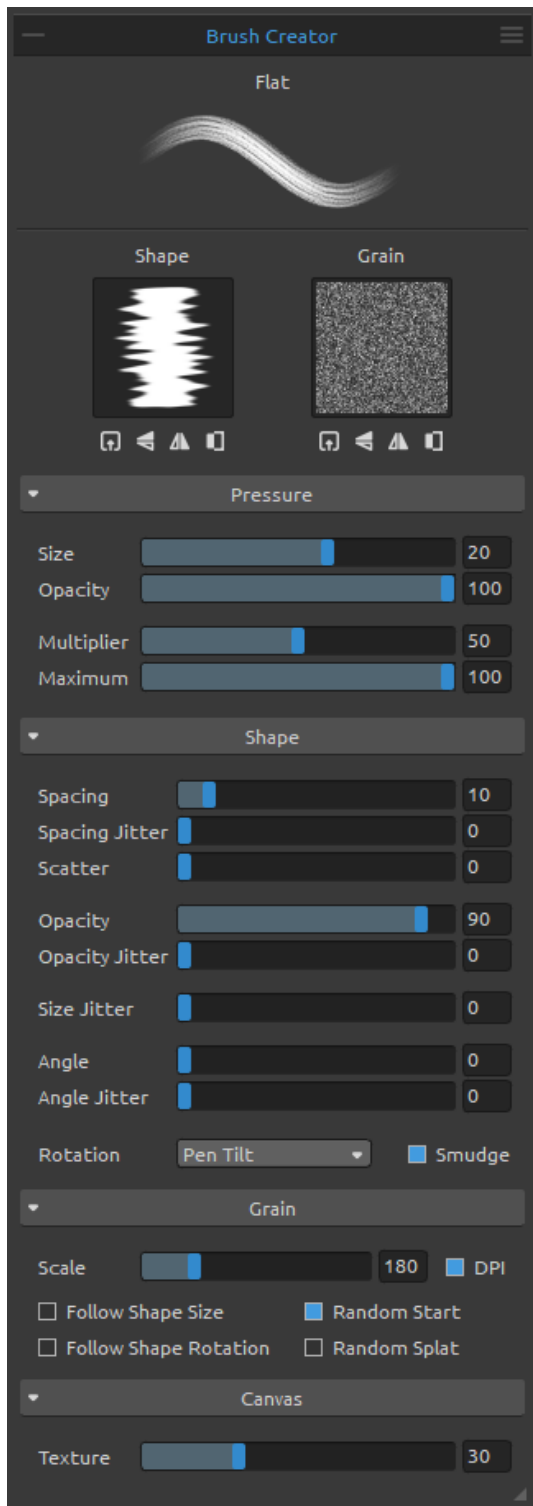
Enable '*Lock Ratio*' or use *Shift* shortcut to **scale** the image proportionally.


To **enlarge** or **crop** the canvas, deselect the 'Image Size' checkbox, then click and drag one of the control points. Confirm by hitting OK button in the bottom of the canvas.

TIP: Activate the Image size tool using Ctrl+Alt+I shortcut. Activate the Canvas size tool using Ctrl+Alt+C shortcut.

NOTE: Papers with deckled edges will adapt to a new canvas size. You can show or hide the deckled edge from 'Select Canvas' window.

Brush Creator Panel




You can set your custom brush presets in Brush Creator panel. Open the Brush Creator panel using  button in Properties panel or via Window menu.


Brush Name - Name of the brush is displayed at the top. You can change the brush name by double-clicking it in the brush list (in Properties panel).

Brush Stroke Preview - Brush stroke preview is displayed below the brush name and shows how paint stroke will look with the current brush settings. (Please note that not every parameter is displayed in the brush stroke preview).


Brush Shape - Choose the shape of your custom brush. Click the shape thumbnail to view the shape in fullscale.

Brush Grain - Choose the grain of your brush. Click the grain thumbnail to view the grain in fullscale.

 **Import** - Import the shape / grain from the list.

 **Flip Vertically** - Flip the shape / grain vertically.

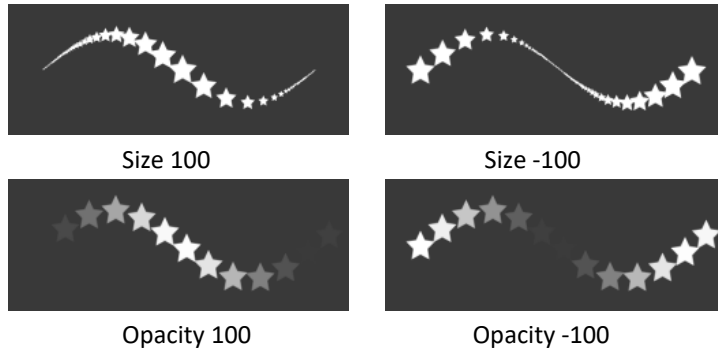
 **Flip Horizontally** - Flip the shape / grain horizontally.

 **Invert** - Invert the shape / grain.

NOTE: Shapes and Grains are accessible via Help menu -> Show Library folder, where you can paste any shape or grain to their respective folder in PNG, JPG or BMP format.

Pressure parameters

Set how the **size** and **opacity** of the brush should be influenced by pressure of the tablet pen (-100 - 100). Negative values will invert the pressure results:



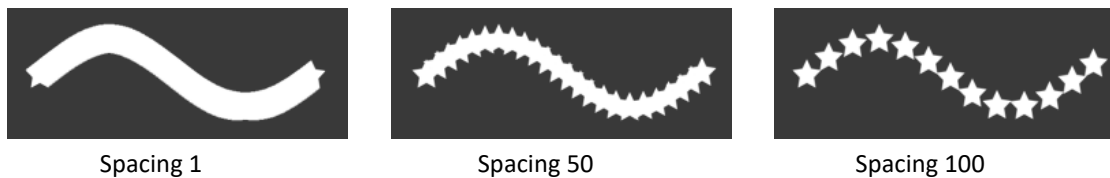
Multiplier – Multiplies the Pressure sensitivity for the brush (0-100).

Maximum - Set the maximum pressure threshold for the brush (0-100).

Shape parameters

Set various options for the shape of the custom brush:

Spacing - Control the distance between the brush marks (1-100). Each brush mark is spaced apart along the stroke by a set value, value 100 is equal to the actual full size of the brush mark:



Spacing Jitter - Randomized spacing (0-100):



Scatter - Brush scattering randomizes the placement of brush marks in a stroke up or down relative to the baseline of the stroke (0-100):



Opacity - Set the opacity of the custom brush (1-100). Overlapping parts of the brush marks will build up additional opacity:



Opacity 25

Opacity Jitter - Specify how the opacity of paint varies in a brush stroke, up to (but not exceeding) the opacity value specified on the Opacity slider (0-100):



Size Jitter - Specify how the size of brush marks varies in a stroke up to (but not exceeding) the size value specified in the Properties panel (0-100):



Angle - Set the angle of the brush shape (0-100):



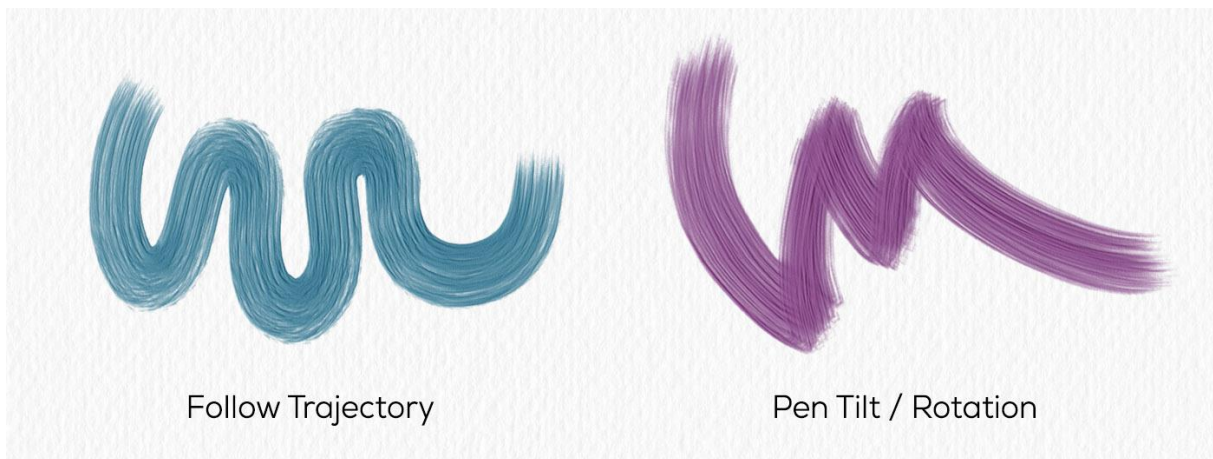
Angle 25

Angle Jitter - Each brush mark in the stroke is rotated randomly according to the actual angle (0-100):



Rotation - Select the rotation mode of the brush shape:

- **None** - The brush shape does not rotate.
- **Follow Trajectory** - The brush follows stroke's trajectory rotation.
- **Pen Tilt** - The brush shape follows pen tilt.
- **Pen Rotation** - The brush shape follows pen rotation.



NOTE: Brushes which follow trajectory, pen tilt and pen rotation have a cursor displayed as a circle with direction. You can choose other cursor type in Preferences -> Tools -> Painting Cursor.

Smudge - Select whether the brush mark of the wet media (watercolor, acrylics, ink pen) should be smudged or not. When smudge is active, the brush marks are smudged together to reduce the appearance of individual marks.

Grain parameters

Set various options for the grain of the custom brush:

Scale - Specify the scale of the grain (100-800). Type a number, or use the slider to enter a value that is a percentage of the grain size.

DPI - Select whether the scale of the grain should use canvas DPI. When selected, the brush grain will automatically resize when canvas DPI is changed.

Follow Shape Size - Select whether the grain should follow shape size or not. When active, grain matches the size of the brush shape.

Follow Shape Rotation - Select whether the grain should follow shape rotation or not. When active, grain rotates with shape within the brush mark.

Random Start - Randomize the position of the grain relative to the brush mark for each stroke, so that strokes are not identical.


Random Splat - Randomize the position of the grain relative to the brush mark for each mark, so that each brush mark is different from the previous one.

Canvas parameters


Texture - Set how much the canvas texture should influence the brush stroke (0-100).

☰ **Brush Creator Panel Menu** - **Save as New Brush Preset, Reset Brush Changes, Import Brush Preset, Export Brush Preset** or **Close** the panel. You can re-open the panel from the Window menu.

How to create custom brush preset

Click on an existing brush preset in Properties panel, then click  button - Brush Creator panel will open. If you want to make changes on the selected brush, easily set the shape and grain of the brush mark, pressure, shape, grain and canvas settings of the custom brush - these changes are automatically applied to the selected brush. When changes are made on this brush, “*Changed*” note will appear next to the brush name.

You can **Reset Brush Changes** to default anytime or **Save as New Brush Preset** via the Brush Creator panel menu.

If you want to create new preset, duplicate the selected brush using  button and make changes on this newly created brush preset.

How to import brush presets

If you want to add the brush preset to the selected tool, import it via ‘Import Brush Preset’ in Properties panel menu or via Brush Creator panel menu. A dialog window with Rebelle brushes will open. Choose the tool where your brush is placed, select it and click ‘Open’. You will be asked to choose where this brush preset should be imported: “Current Tool” or “Preset Tool”. Choose “Current Tool” to import this brush preset to the tool that is currently highlighted in Tools panel.

TIP: You can easily copy the selected preset either via Properties panel menu -> Copy Brush Preset to Clipboard or with shortcut Ctrl + Shift + C / Cmd + Shift + C. To paste the preset to the selected tool, go to Properties panel menu -> Paste Brush Preset from Clipboard or with shortcut Ctrl + Shift + V / Cmd + Shift + V.

How to export brush presets


To export the brush presets go to Properties panel menu or Brush Creator panel menu and select 'Export Brush Preset'. A dialog window will open - here you can choose where the preset should be exported to.


All Rebelle brushes are accessible via Help menu -> Show Library Folder.

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 1%).


 **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.

TIP: You can zoom in and out of the canvas also by holding "Z" on the keyboard + left mouse button click (or pen touch) and drag. Move with the mouse or pen to the right or up to zoom in and to the left or down to zoom out.


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

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

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

TIP: You can rotate the viewport by holding keyboard shortcut "R" + left mouse button click and drag.

 **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.

Color Panel



You can choose your brush color in Color Panel.

Actual Color - Set the actual color.

Secondary Color - Set the secondary color. You can switch between the actual and secondary color by clicking on the secondary 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)

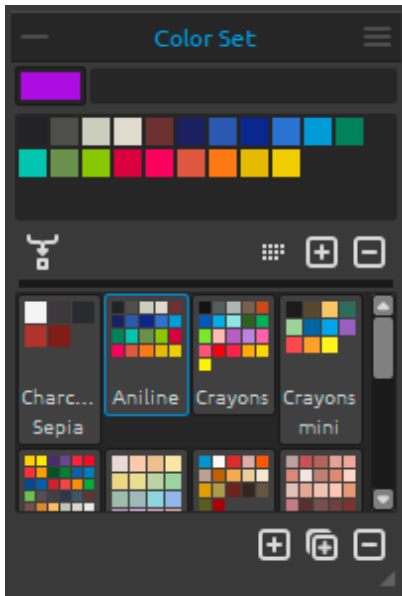
B - Blue (0-255)

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 also in Color Set Panel.


Actual Color - Set the actual color.

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.

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

 /  - **Add** and **remove** 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 with drag and drop or **rename** the selected color set by double clicking on it.

Color Set Panel Menu:

- **Large Icons** - Enable large thumbnails of swatches.

- **Show Color Names** - Show names of the colors. You can rename the selected color by double clicking on it.

- **Create Color Set from Image File** - Create color set from an image. New color set with 4, 9, 16 or 25 colors will be created.

- **Create Color Set from Last Used Colors** - Create color set from colors you recently used for painting.

- **Create Color Set from Text File** - Create color set from a text file in .txt or .colors format.

The format of a text file should be two columns divided by a tabulator key:

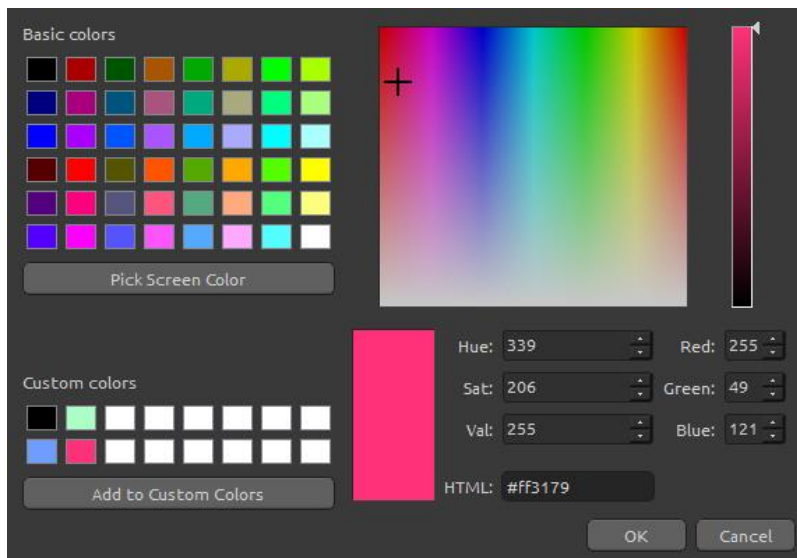
First column consists of the hexa format of the color - RGB channel (e.g black: #000000).

Second column consists of the names of the colors. If this column is empty, Rebelle will display the color's name as hexa format from the first column.

- **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

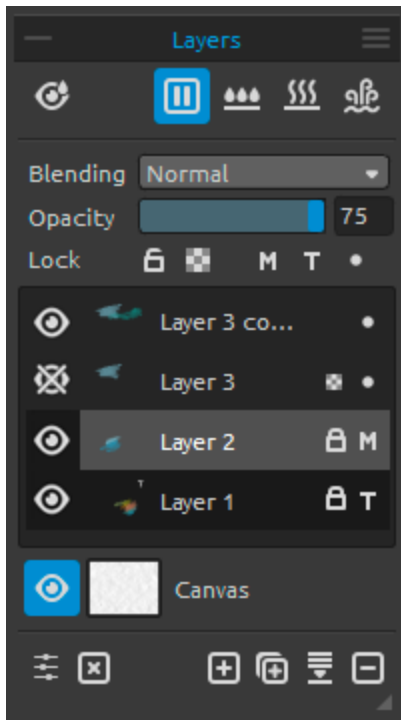
For Windows users:


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 Color Set 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 and masking fluid layer will be locked by default.

 **Lock Transparency** - Lock transparent pixels on the selected layer. When you paint a stroke on a layer and lock transparent pixels on this layer, every action will be applied only on this stroke, not on transparent pixels of the layer.


M Masking Fluid Layer - Lock opaque pixels on the selected layer. This layer will serve as a mask and will be marked with letter 'M'. When painting on 'Influenced layer' ● all pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring sketches and images.

You can activate other layers to take the masking layer into consideration by clicking the dot ● on the right side of the layer.

More about how to use masking tools in Rebelle can be found in Working with Masking Tools section.


T Tracing Layer - Set the image layer as a tracing layer to trace the image and its colors to a separate layer. Tracing layer will be marked with letter 'T'. This layer is a guide for shapes and colors as you paint - it can be an image or a photo.

- **Influenced Layer** - Set a layer which will be influenced by Tracing or Masking Fluid layer. You can easily turn tracing and masking on and off for selected layers.

 **Eye** - Show or hide the layer.

Canvas - Choose from default canvas textures and canvas colors.

You can scale the texture by using the **Texture Scale** slider (50-400%) in Select Canvas Window.

Use Deckled Edges - Select whether you want to apply deckled edges on selected paper (papers with deckled edges are marked with the icon ).

Get more papers... - Click to be redirected to our website where you can get more papers.


 /  - **Import** or **remove** selected canvas texture from the list.

Canvas Color - Select custom canvas color via default system palette.


List of Canvas Colors - Select canvas color from the list of colors. Every paper has its default color. The default color of the selected paper is first in the list and is marked as 'Default Color'.


 /  - **Add** and **remove** colors from Color Set.

Click **OK** to apply the changes or **Cancel** if you decide not to.

TIP: Click on the  eye next to a canvas preview icon to show or hide canvas texture. When the canvas texture is hidden, you can save your artwork with transparent background.

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

 **Show Selection** - Show an actual selected area on the canvas where further operations will be performed. The inactive area outside the selection is colored.

 **Visual Settings** - Open or close the Visual settings panel.

 **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.

TIP: Drag the selected layer above any of these buttons to execute their functions on that layer.

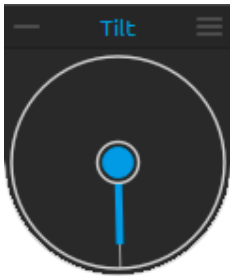
You can **rename** a selected layer by double-clicking on it in the Layers list.

You can **move** the layers by drag & dropping to sort them into the desired order.



Layers Panel Menu - Close the panel. You can re-open the panel from the Window menu.

Tilt Panel



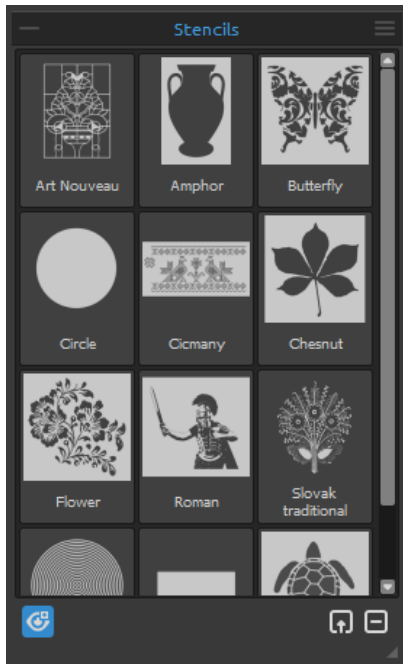
Tilt affects the movement of wet paint and represents a circle with a pointer, which you can move and rotate. Turn Tilt on and off by clicking on the middle circle. Set the direction and angle of a canvas tilt by clicking on the pointer. The longer the tilt line, the greater is the angle.

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.


Stencils Panel





Stencils are tools used to place a particular pattern, shapes or lines on the canvas. Stencil works like a thin sheet of card or plastic with a pattern or letters cut out of it used to produce the cut design on the surface below by applying paint through the cuts.

Stencil Group - You can create new stencil groups from the Stencils panel menu -> Add Group or via right mouse button click in the Stencils panel -> Add Group. Rename the group by double-clicking its name, enter the new name of the stencil group and hit Enter. Hide the stencil group using one left mouse button click. You can remove the selected stencil group from Stencils panel menu -> Remove Group.

Stencil List - List of available default stencils in Rebelle. You can re-arrange the list by dragging a selected stencil to a desired position. Double-click the stencil to rename it.

 **Show | Hide Stencils** - Show or hide all active stencils on / from the canvas.

 **Create Stencil from Image File** - Create stencil from an image file. After selecting the file, the stencil is automatically created and added to Stencils panel.

 **Remove Stencil from the Library** - Remove selected stencil from the Library.

Stencils Panel Menu:

- **Large Icons** - Enable large thumbnails of stencils in the Stencil list.
- **Create Stencil from Image File** - Create stencil from an image file. After selecting the file, the stencil is automatically created and added to Stencils panel.
- **Create Stencil from Layer (alpha)** - Create stencil from the current layer's alpha pixels.
- **Create Stencil from Layer (image)** - Create stencil from the current layer's image.
- **Create Stencil from Selection** - Create stencil from the current selection.
- **Add Group** - Add new group of stencils.
- **Remove Group** - Remove the current group of stencils.
- **Keep Stencils Active When Hidden** - Stencils added to the canvas will be active even when hidden.
- **Remove All Stencils from Canvas** - Remove all active stencils from the canvas.
- **Close** - Close the panel. You can re-open the panel from the Window menu.


TIP: You can drag&drop stencils to Stencils panel either from your disk or directly from web browser.


How to work with Stencils


To add a stencil to canvas, select it from Stencils list by clicking on it.



When a stencil is placed on canvas a **Stencil Menu** appears in its top right corner:

 **Move stencil** - Move the stencil by clicking the move button and dragging on the canvas. You can select and move the stencil also by *right mouse button* or by holding *Spacebar + LMB*. On tablets with touch screen select and move the stencil with *one finger touch*.

 **Rotate stencil** - Rotate the stencil by clicking the rotate button and drag on the canvas. On tablets with touch display rotate the stencil using *two fingers*.

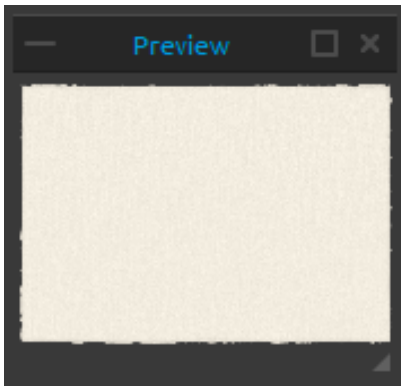
 **Scale stencil** - Scale the stencil by clicking the scale button and drag on the canvas. On tablets with touch display scale stencil using *two fingers*.

Stencil menu:

- **Invert** - Invert stencil to reverse the active area where paint can be applied.
- **Flip Horizontally** - Flip the stencil horizontally.
- **Flip Vertically** - Flip the stencil vertically.
- **Border** - Create a border around the stencil to prevent from painting on the outside canvas.
- **Tile** - Tile the stencil on canvas and create an infinite stencil.
- **Lock Size Ratio** - Enable this option to scale the stencil proportionally.
- **Lock** - Lock the current stencil to prevent it from moving, scaling or rotating actions.
- **Remove** - Remove the current stencil from canvas (*Shortcut: Backspace*).

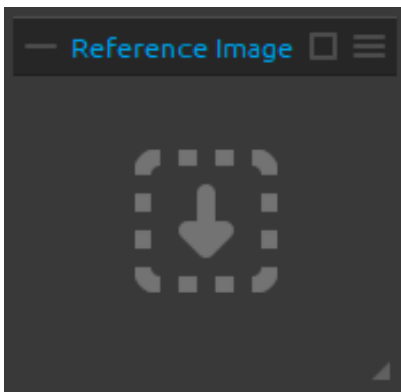
TIP: Not only the paint is prevented from the place where the stencil is placed but also water and wet painting take stencils into consideration. For example, if you wet a layer where stencil is placed the whole layer will get wet except the area covered by the stencil. This works the other way around too - if a stencil is placed on the wet layer and you hit the 'Dry the layer' button all is dry except the stencil area.

Preview Panel



Preview the current canvas in a separate panel. Open the Preview panel via Window menu or using *Ctrl+E* shortcut. Resize the panel and place it on the screen. You can set the panel to fullscreen and put it on a secondary monitor to get a large preview of your work.

Reference Image Panel



Load a reference image which will serve as a guide for painting.

Open the Reference Image panel via Window menu or using *Ctrl+R* shortcut. Resize the panel and place it on the screen. You can set the panel to fullscreen and put it on a secondary monitor to get a large preview of the reference image.

☰ Reference Image Panel Menu:


- **Open** - Open a reference image in .jpg, .png, .bmp or .tif file format.
- **Remove** - Remove the reference image from panel.
- **Greyscale** - View the reference image in greyscale mode.
- **Close** - Close the panel. You can re-open the panel from the Window menu.

TIP: You can drag&drop images to Reference Image panel either from your disk or directly from web browser.

Visual Settings Panel



Adjust the settings for watercolor behavior, acrylic and canvas.

Open the Visual Settings panel via Window menu or click on the  button in the Layers panel.

Watercolor Behavior

Presets - Select from Default, Hot Pressed, Cold Pressed, Rough and Japanese paper presets to simulate the behavior of watercolors on different types of paper.

Hot pressed paper has a smooth, hard surface and an even texture. It offers a sleek finish and it's great for mixed media work. One step up is **cold pressed** paper - is the most versatile and popular texture, it's semi-rough surface is suitable for both detailed work and smooth washes. When you glide your brush over it, some of the paint settles on it while skipping the indentations of the grainy texture, leaving them blank. This creates a beautifully textured brush strokes.

Rough paper has a pronounced texture that's good for washes and creates expressive brush strokes that can provide a lot of character and emotion to a painting. You can use **Japanese** paper, canvases and other materials too. No type of paper is inherently better than the other. It all depends on your needs, your preferred techniques and what look you are going for in your painting.

TIP: Get more papers on our website: www.escapemotions.com/products/rebelle/papers

Absorbency - Set the absorbency of paper (0-10). It represents the how fast the paper absorbs the washes. When set to 0 the washes diffuse for a longer period of time.

Edge Darkening - Set how dark the edges of watercolor strokes should get when dried (0-10). When set to 0 the edges don't darken during the diffusion.

Canvas Influence - Set how much the canvas texture should influence the washes (0-10). When set to maximum, the washes gain a heavy texture of the canvas underneath.

Create Drips - Select if drips should form from the washes or not.

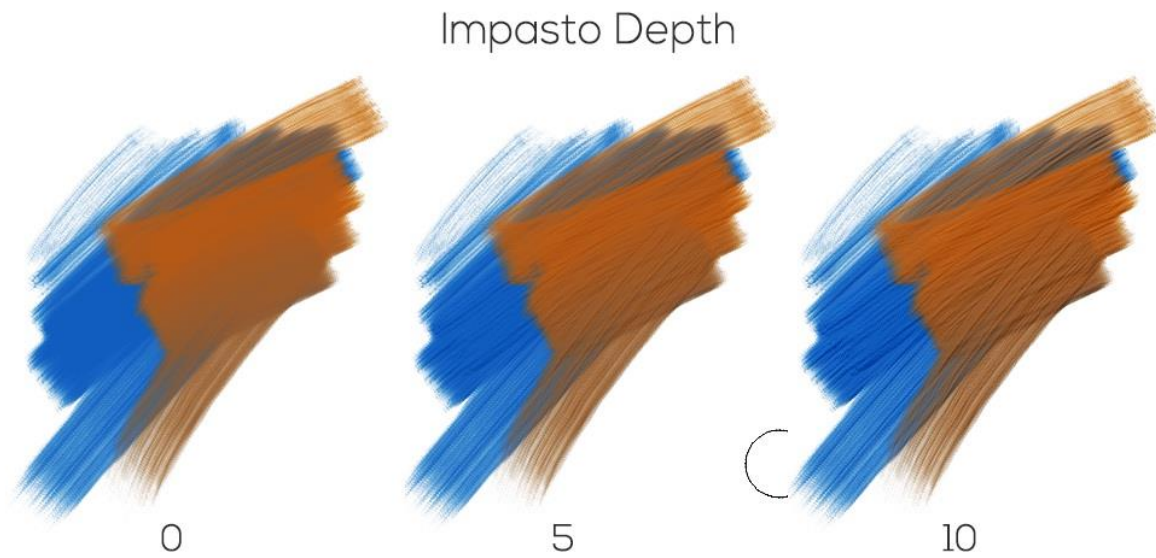
Drip Size - Set the size of drips (1-10).

Drip Length - Set the length of drips (1-10).

☰ **Presets menu** - **Reset the parameters** of the selected paper preset or **Save to 'Custom' preset**.

Acrylic

Impasto Depth - Set the visibility of the structure of acrylic strokes (1-10):



Canvas

Texture Visibility - Control the visibility of the canvas texture (0-10).

Always show texture on paint - Select whether the canvas texture should always be visible on paint even when the canvas is hidden.

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.

Filter - Contains items related to color adjustments.

View - Contains items related to the viewport.

Window - Contains items related to the user interface.

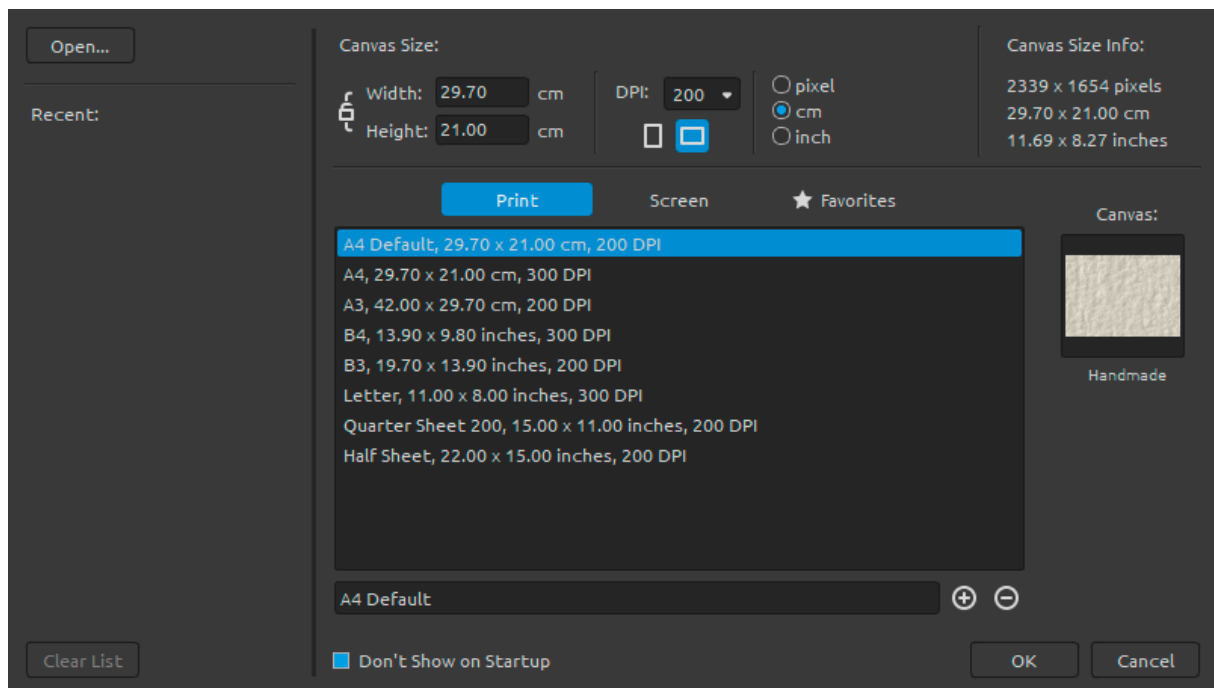
Help - Contains items that let you get help on the application, or look for updates on website.

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, open recent paintings or open images.



You can set the width and height of the new picture and a picture DPI; choose to lock aspect ratio; switch between portrait and landscape mode; set the canvas texture, color and scale (more about canvas in Art Canvases section):



You can **open** any image in .reb, .psd, .png, .jpg, .bmp and .tif file format from your computer via “Open...” button.

Your **recent works** are listed on the left side of the New artwork dialog. Click the name of the work to open it. To clear the list of the recent files, click “Clear List” button.

To create a **new canvas** you can set your own dimensions in pixels, centimeters and inches along with DPI. According to the DPI you set, picture size information will be automatically calculated in centimeters and inches.

You can also choose from variety of **Print** and **Screen** canvas size presets or add / remove presets using  /  buttons.

Save your favorite presets to ‘**Favorites**’ by marking them with a star .



Lock Aspect Ratio - Click to lock the aspect ratio. When highlighted, the aspect ratio is locked.



- Switch to portrait orientation.



- Switch to landscape orientation.

NOTE: Please be aware that setting bigger resolutions for your artwork may slow down your computer; especially if you use a lot of water when painting.

After clicking on a Canvas texture preview, a new window with a choice of pre-set art canvases appears.

Open... - Open a file dialog that allows you to load a painting from disk in .reb, .psd, .png, .jpg, .bmp and .tif format.

Open Recent - Open one of the last saved artwork. You can clear the list using ‘Clear List’ function.


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

Import Assets... - Import papers and other assets available on the website.

TIP: Rebelle automatically saves the work while painting. When this happens, you will see an icon  that will appear in the top left corner of the canvas and next to painting cursor. You can set the autosave timer or deactivate autosave feature via Preferences -> General -> Autosave.

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

Preferences... - Set General, Tools, Color, Tablet 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 & 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.

NOTE: If you are not able to undo, please check the 'Max memory used' setting in Preferences -> General -> Memory. Set it to higher values to be able to use Undo / Redo functions.

Cut - Cut the current selection or a selected layer to clipboard.

Copy - Copy the current selection or a selected layer to clipboard.

Paste - Paste the current selection or a selected layer to a new layer.

Image Size... - Resize the canvas and the image.

Canvas Size... - Enlarge or crop the canvas.

Select All - Select the whole layer.

Deselect All - Deselect the current selection from canvas.

Invert Selection - Invert the current selection.

Ruler Tool - Activate the ruler tool on canvas.

Perspective Tool - Activate the Perspective tool on canvas.

More about Ruler and Perspective can be found in Working with Ruler & Perspective Tools section.

Layer Menu

New Layer - Add a new layer.

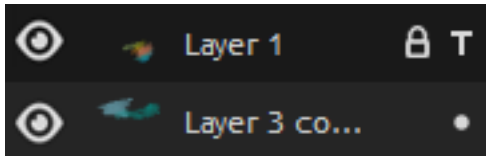
Duplicate Layer - Duplicate one or more selected layers.

Merge Layers - Merge two or more layers into one layer.

Remove Layer - Remove one or more selected layers.

Show Layer - Show or hide an individual layer.

Masking Fluid Layer - Set an active layer as a masking fluid layer (a letter M will appear in this layer). The paint on this layer will create a masked area on every Influenced layer.



Tracing Layer - Set an active layer as a reference tracing layer (a letter T will appear in this layer).

This layer is a guide for shapes and colors as you

paint - it can be an image or photo.

Influenced Layer - Set a layer as 'influenced' by masking or tracing layer. You can easily turn masking and tracing on and off for selected layers.

Transform Layer - Move and resize selected layer or layers (*shortcut Ctrl+T*).

Clear Layer - Clear the layer (*shortcut Del*).

Filter Menu

Brightness / Contrast... - Adjust the brightness and contrast of colors on a current layer or in a selection.

Hue / Saturation... - Adjust the hue, saturation and lightness of colors on a current layer or in a selection.

Color Balance... - Adjust the overall mixture of colors on a current layer or in a selection for generalized color correction.

Drag a slider toward a color that you want to increase in the image; drag a slider away from a color that you want to decrease in the image. Values can range from -100 to +100.

Choose between 'Shadows', 'Midtones', or 'Highlights' to select the tonal range in which you want to focus the changes.

Select 'Preserve Luminosity' to prevent changing the luminosity values in the layer while

changing the color. This option maintains the tonal balance in the image.

Click 'Reset' to reset the values, 'Apply' to apply the changes or 'Cancel' if you decide not to.

Color Filter... - Apply the color filter on a current layer or in a selection. Choose the color from the system color palette. To adjust the amount of color applied to the image, use the 'Strength' slider - a higher strength results in a stronger color adjustment. Select 'Preserve Luminosity' to prevent changing the luminosity values in the layer while changing the color. This option maintains the tonal balance in the image.

Colorize... - Colorize the layer with Hue, Saturation and Lightness slider.

Desaturate... - Convert all colors on a current layer or in a selection to corresponding shades of grey. The colors on the layer are still RGB values with three components. Choose shades of grey based on 'Luminosity' or 'Average' brightness. Activate the 'Preview' checkbox to check the color changes in real time.

Invert - Invert all the pixel colors and brightness values on a current layer or in a selection.

NOTE: When adjusting the filters, the diffusion will be paused on the current layer.

White to Alpha - Convert white color of a current layer to alpha channel.

Black to Alpha - Convert black color of a current layer to alpha channel.

TIP: Import a line work with white background to Rebelle 3. Apply 'White to Alpha' filter. The white background will turn into transparent while the line work remains. You can then easily create a mask from this line work and colorize it on a separate 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 1%).

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.

Snap to Canvas - Set this option to enable transformations to be snapped to canvas edges.

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.

Stencils - Show or hide the Stencils Panel.

Preview - Show or hide the Preview Panel.

Reference Image - Show or hide the Reference Image Panel.

Brush Creator - Show or hide the Brush Creator Panel.

Visual Settings - Show or hide the Visual Settings Panel.

Show Panels - Show or hide panels to get more space for painting (*shortcut: Tab*).

Lock Panels - Lock panels' setup to prevent it from any unwanted changes. When the UI is locked, it is not possible to undock panels, dock floating panels or merge panels.

Import Layout - Import previously saved Rebelle user interface layout.

Export Layout - Save a custom Rebelle user interface layout.

Reset Layout 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. 😊

Feedback type:

Bravo Idea Bug

Email:

email@email.com

Message:

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.

Language - Select language of Rebelle's user interface. Restart Rebelle to apply changes.

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

Rebelle allows you to customize many settings and keyboard shortcuts in Preferences window accessible from Rebelle's File menu. Set General, Tools, Color, Tablet and Keyboard preferences in Rebelle.

General Preferences

Startup Screen - Don't show "New Artwork" dialog at application startup - Check this option if you don't want the New Artwork dialog to open every time you launch the application.

Interface - Set the scale to resize the interface (70-200%). The default scale is 100%.

Canvas - Zoom at cursor - Select this option if you want to zoom at the cursor, not at the canvas center.

Jpeg Options - Set the quality of jpeg file (0-100). The lower the setting the poorer the quality of saved .jpeg file.

Edit Box Sensitivity - Set the sensitivity of spinbox editing for Mouse or Tablet (1-100) - Set higher value to make the editboxes in Rebelle more sensitive to pen/mouse drag.

Memory - Set the maximum used memory Rebelle can use.

Language - Select the user interface language. Choose whether the languages should update automatically or not.

Autosave - Enable autosave function that will automatically save the current work from Rebelle. Set the time (in minutes) you'd like Rebelle to autosave. You can find your autosaved works from menu Help -> Show Library Folder -> AutoSave.

Tools Preferences

Painting Cursor - Select the cursor's appearance for painting. Choose from circle, circle with direction, circle with crosshair and crosshair cursor.

- Set the custom color of the brush cursor in resize mode.

Brushes - Select the last paint brush when color is picked from palette - Enable 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 - Enable this option if you want the Water and Dry tools automatically activate 'Show wet' mode.

Brush Engine - Set CPU or GPU (experimental) brush engine. If you have a dedicated graphic card you can set Rebelle to run on GPU - this engine is still unstable and may crash unexpectedly, because it is for now only experimental.

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) - The higher number you set the more sensitive will be the tilt when using tablet's inclination which results in faster watercolor flow.

Transformation - Set the custom locking angle for transform when using *Shift* with rotate.

Color Preferences

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 (1-100). 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 (1-10). The sensitivity influences the distance between two colors. When sensitivity is high, the distance between two colors on color palette will be smaller.

Show Wet - Set the color of the wet preview in 'Show Wet' mode.

Stencils - Set the custom color of the stencils and their opacity (1-100).

Selection - Set the custom color of the selection and its opacity (1-100).

Tablet Preferences

Tablet Options - Choose whether your tablet should use mouse or pen position and Wacom device (WinTab) or Microsoft Ink device. You will need to restart Rebelle to apply changes.

- Enable / disable multitouch gestures in Rebelle - When disabled, you will not be able to use finger touch for move, scale or rotate functions on the canvas.

- Use two fingers for canvas rotation - When disabled, you are not able to rotate with two fingers for rotate in Rebelle. Two finger touch will still work for scaling and moving.


- Touchpad sensitivity - Set the sensitivity for touchpads and trackpads (1-100%) - when set to higher values, sensitivity of 'move' action using touch on trackpads will be more significant.

Pen Pressure Sensitivity - Set the sensitivity of the pressure pen. When set to Soft less pressure is required, when set to Firm more pressure is required.

Keyboard Preferences

Set custom keyboard shortcuts in keyboard Preferences.

Click **Reset** to reset the selected shortcut or **Delete** to delete the selected shortcut.

 Keyboard shortcuts menu:

- **Import Shortcuts** - Open previously saved keyboard shortcuts.
- **Export Shortcuts** - Save current shortcuts as a custom .xml file.
- **Reset All** - Click Reset All to reset all shortcuts to default.

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 artwork 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 third 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

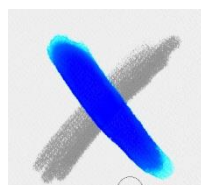
When painting with a wet medium (watercolor, acrylic and ink pen) you can set the amount of water to be used. With more water, the color will spread faster on the layer and wet colors are mixed.

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.

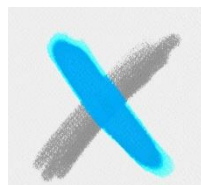
To see whether or where a painting is wet, click on **'Show Wet'** button . A light blue color shows the wetness of the canvas and color - the more water that is applied, the darker the blue color will be shown.



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. Select this layer and click on Menu -> Layer -> Tracing Layer. A layer is set as a reference tracing layer (a letter T will appear on the layer). This layer is a guide for shapes and colors as you paint.
2. Add a new layer. To trace the colors of the traced image on this layer, activate it as an "Influenced layer" either from Menu -> Layer -> Influenced Layer or by clicking the in Layers panel.
3. 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.


Working with Selections


In Rebelle you can easily select area on the canvas to perform specific operations only inside this selected area. Selections serve as masking tools that block off the areas of the canvas you do not wish to change.

Operations which can be performed on the selection in Rebelle include painting, transform, cut, copy and paste. It is also possible to create stencil from selection.

When a selection is active it is outlined on the canvas by dashes. Everything inside the area outlined is selected, everything outside is unselected.

Paint within selection

Create a simple mask on the canvas using selection tool. Choose between rectangular, elliptical, polygonal, freehand or magic wand selection and create selection on canvas. You will paint within the selection, outside area will stay untouched. To paint on the areas outside selection, click 'Invert selection' button  in Selection Properties panel.

NOTE: You can quickly view your current selection via Show Selection button  in Layers panel. The non-active area on the canvas is colored red.

Transform selection

Select specific parts of your painting using the selection tool. To transform this selection, click Transform tool in Tools panel or shortcut Ctrl+T / Cmd+T. You can move, scale, rotate or flip selection horizontally or vertically.

More about transform can be found in Transform Tool Properties section.

*NOTE: When a portion of the painting on the layer is selected and transformed, confirming the transform will place the transformed area on a new layer.
When the whole painting on the layer is selected and transformed, it will stay in the same layer.*

Cut, Copy and Paste selection

You can perform simple cut, copy and paste functions on the selected area of the canvas either using Edit menu or keyboard shortcuts.

Use *Ctrl + X / Cmd + X* to **cut selection** and *Ctrl + V / Cmd + V* to **paste selection**. You can cut and paste also from the *Edit menu*. Your selection will be pasted to a separate layer.

Use *Ctrl + C / Cmd + C* to **copy selection** and *Ctrl + V / Cmd + V* to **paste selection**. You can copy and paste also from the *Edit menu*. Your selection will be pasted to a separate layer.

Select All / Deselect All

Select the content of the current layer using *Ctrl / Cmd + A* shortcut, via Selection properties panel or via Edit menu -> Select All.

Deselect the current selection by hitting *Ctrl / Cmd + D* shortcut, via Selection properties panel or via Edit menu -> Deselect All.

You can change these shortcuts anytime via Preferences panel -> Keyboard -> Edit.

Invert selection

Invert the current selection. The selected area will become unactive. Invert selection using *Ctrl / Cmd + Shift + I* shortcut or via Edit menu -> Invert Selection.

You can change the shortcut anytime via Preferences panel -> Keyboard -> Edit.

Create stencil from selection

In Rebelle you can create stencil from your selection via Stencils panel menu. Draw your selection on the canvas and confirm selection, then go to Stencils panel menu and click "Create Stencil from Selection". New stencil will be automatically created and added to Stencils panel. This way you can mask out the specific area of the canvas (similar to using masking fluid).

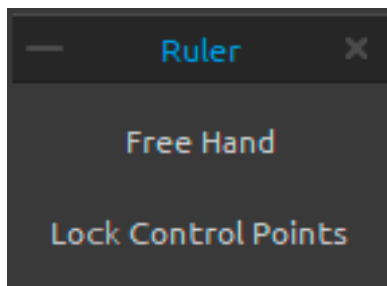
Working with Ruler & Perspective Tools

Straight line with Shift key

The easiest way to paint a straight line in Rebelle 3 is to press a 'Shift' key while using any drawing tool. Pressing *Shift* sets one end of the ruler. Manually set the other end, press the mouse button or a pen and naturally draw the line between these two points.

The tool snaps to vertical and horizontal position when in proximity of the right angle - to disable this, hold *Shift + Ctrl* keys.

Ruler tool



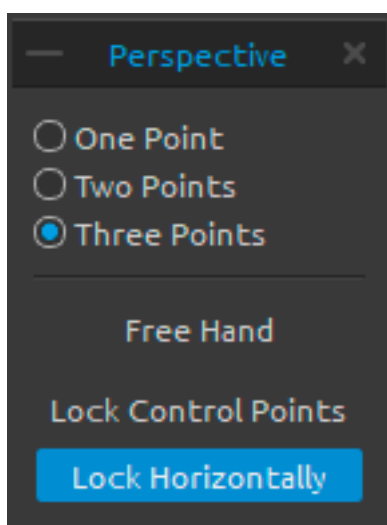
Activate the Ruler tool from Edit menu or by hitting *Shift + R*.

Ruler tool consists of three control points. Reposition the ruler on canvas by clicking and dragging the middle control point without changing the angle.

Freehand - Activate freehand to give the straight lines a hand-drawn appeal.

Lock Control Points - Lock ruler's control points to prevent it from accidentally moving the points.

Perspective tool



Activate the Perspective tool from Edit menu or by hitting *Shift + P*.

Choose between **one, two or three points** perspective.

Freehand - Activate freehand to give the straight lines a hand-drawn appeal.

Lock Control Points - Lock perspective tool's control points to prevent it from accidentally moving the points.

Lock Horizontally - Lock the perspective horizontally.

Working with Masking Tools

Rebelle offers several ways of creating a mask on the layer: Stencils, Selections and Masking Fluid layer:

Stencils - Stencils are tools used to place a particular pattern, shapes or lines on the canvas. Stencil works like a thin sheet of card or plastic with a pattern or letters cut out of it used to produce the cut design on the surface below by applying paint through the cuts. Rebelle comes with default stencils that can be found under Stencils panel. You can create custom stencils from image file, from a layer or from a selection via Stencils panel menu.

Selections - Selections are easy masking tools that allows you to block off areas of the canvas you do not wish to change. When an area is selected the operations you carry out are limited to that specific area. For example if you select an area and paint, the paint will only be applied inside the selected area. You can also paint a selection using Freehand selection and create a stencil from it via Stencils panel menu -> Create Stencil from Selection. The new stencil will be automatically created and added to your 'Stencils' list.

Masking Fluid Layer in Layers panel - Use masking fluid layer to lock opaque pixels on the selected layer. This layer will serve as a masking layer and will be marked with letter "M". When painting on „Influenced layer“ (.), all pixels will be masked by the „Masking fluid layer“. This is a quick and easy way of coloring sketches and images. You can activate other layers to take the masking layer into consideration by clicking the dot in the right part of the layer.

TIP: Masking Fluid Layer is useful for coloring images. Example: Paint or import any black & white image (clipart) into Layer 1. You can use „White to Alpha“ filter from „Filter“ menu if the image has no alpha channel. Add new Layer 2. Set Layer 1 as a „Masking Fluid Layer“ and Layer 2 as „Influenced Layer“. Use „Wet the Layer“ from „Layers“ panel on Layer 2, so the layer will be completely wet. Then paint with watercolors on Layer 2, watercolor will diffuse in water, and Layer 1 will behave as a masking fluid. You can paint on Layer 1 too (unlock the layer), and repaint the masking borders.

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, individual layers or stencils. This provides a seamless and responsive way of positioning and navigating the canvas.



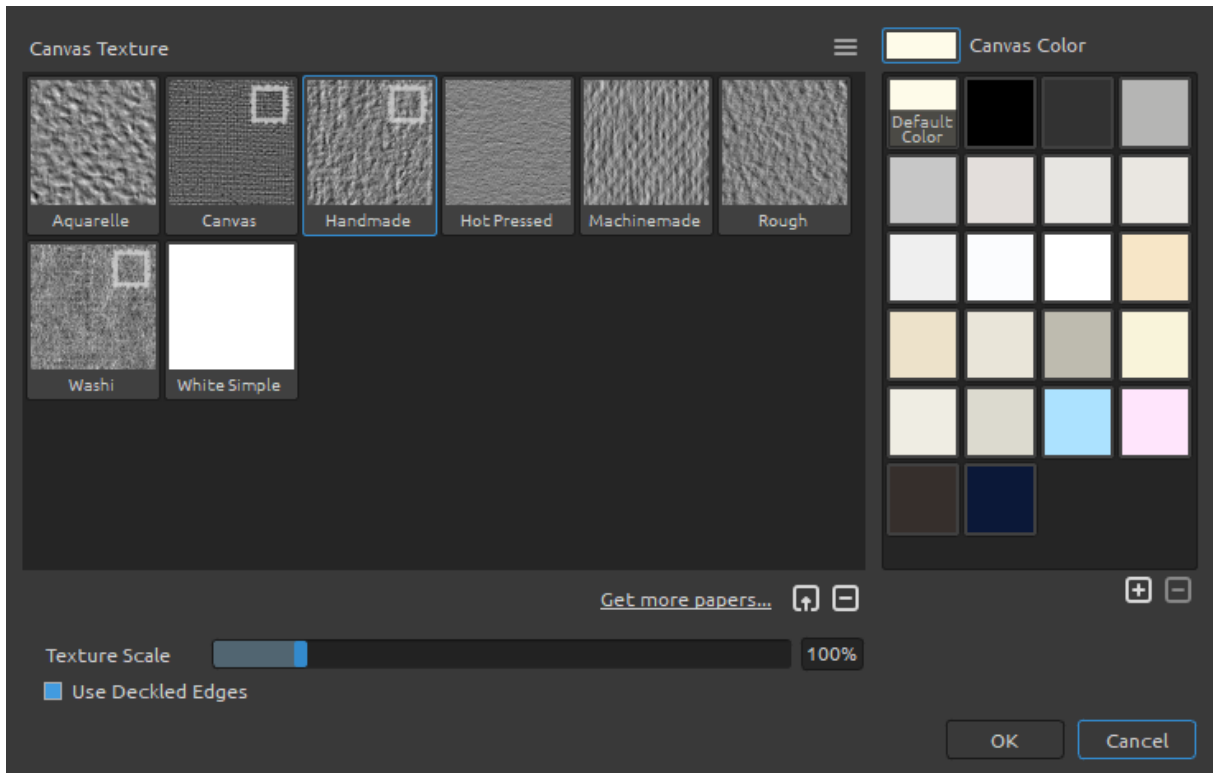
Use *two fingers* to **rotate and move** the canvas at the same time by moving them in a circular motion while simultaneously swiping them across the tablet. At the same time you can **zoom** the viewport by pinching the fingers together or pulling them apart.



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 various default canvas textures and canvas colors to choose from Select Canvas window:



 /  - Import or remove canvas texture to / from Canvas Texture window.

Get more papers... - Click to be redirected to our website where you can get more papers.

You can scale the texture by using **Texture Scale** slider.

Use Deckled Edges - Select whether you want to apply deckled edges on selected paper (papers with deckled edges are marked with the icon ).

Canvas Color - Choose canvas color from system color palette.

Canvas Texture Groups - You can create new Canvas texture groups from the Canvas Texture menu -> Add Group or via right mouse button click -> Add Group. Rename the group by double-clicking its name, enter the new name of the group and click Enter. To hide the group, click the arrow on the left side of the canvas texture group.

You can remove the selected group from Canvas Texture menu -> Remove Group.

 /  - Add or remove canvas color to / from Canvas Color window.

☰ **Canvas Texture Menu** - **Add** a new texture **group** or **Remove** the selected texture **group**.

NOTE 1: Canvas texture affects how brushes and tools behave when painting, blending, erasing or using any available tool.

NOTE 2: 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.

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

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, scale and impasto depth.

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, .psd, .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, .psd, .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 PSD, 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. Individual layers are saved in REB and PSD file format.

NOTE: Please be aware that only REB file contains all artwork information. PSD, PNG, TIF and BMP file save only color and transparency information. Transparency is not saved in JPG format.

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.

Saving with Transparency

You can save your work with transparent background from Rebelle by hiding the Canvas layer that serves as a background to all Layers. To hide the canvas, click the 'Eye' next to "Canvas" in Layers panel. Such work can be saved in PNG file format with transparency. If you want the texture to be visible on the strokes you painted, you can turn on: "Always show texture on paint" in Visual Settings panel:

Always show canvas texture on paint

ON



OFF



Closing an Application

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

Windows user

- click on File Menu -> Quit, or
- press a Close button in the upper right corner of an application, or
- use a shortcut Ctrl+W or Alt+F4

Mac OS user

- click on Rebelle Menu -> Quit, or
- press a Quit button in the upper left corner of an application, or
- use a shortcut Cmd-Q on Mac OS

NOTE: Please don't forget to save your artwork before closing an application.

Publish a Painting to Gallery

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

Publish from application

Go from Rebelle's menu **File** -> **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 Rebelle 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 Rebelle 3.

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

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
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
Cut	Ctrl+X	Cmd+X
Copy	Ctrl+C	Cmd+C
Paste	Ctrl+V	Cmd+V
Select All	Ctrl+A	Cmd+A
Deselect All	Ctrl+D	Cmd+D
Invert Selection	Ctrl+Shift+I	Cmd+Shift+I
Ruler Tool	Shift+R	Shift+R
Perspective Tool	Shift+P	Shift+P
Draw Straight Line	Shift	Shift
Straight Line (no locking)	Shift + Ctrl	Shift + Cmd
Copy Brush Preset	Ctrl+Shift+C	Cmd+Shift+C
Paste Brush Preset	Ctrl+Shift+V	Cmd+Shift+V
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
Selection	M	M
Image Size	Ctrl+Alt+I	Cmd+Alt+I
Canvas Size	Ctrl+Alt+C	Cmd+Alt+C
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	[[
Resize Brush on Canvas	Ctrl	Cmd
Move Selection Up	Up	Up
Move Selection Down	Down	Down
Move Selection Left	Left	Left
Move Selection Right	Right	Right
Rectangle Selection	7	7
Ellipse Selection	8	8
Polygon Selection	9	9
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
Open Color Dialog	/	/
Preview	Ctrl+E	Cmd+E
Reference Image	Ctrl+R	Cmd+R
Brightness/Contrast	Ctrl+G	Cmd+G
Hue/Saturation	Ctrl+U	Cmd+U
Color Balance	Ctrl+B	Cmd+B
Desaturate	Ctrl+Shift+U	Cmd+Shift+U
Invert	Ctrl+I	Cmd+I
Rotate Canvas	R	R
Move Canvas	Right MouseButton (RMB) or Space Bar + LMB	
Select Stencil	Right MouseButton (RMB) or Space Bar + LMB	
Remove Stencil	Backspace	Backspace
Show Hide All Panels	Tab	Tab

Zoom In	+ / Ctrl + + or Z + LMB click + move (right)	+ / Cmd + + or Z + LMB click + move (right)
Zoom Out	- / Ctrl + - Z + LMB click + move (left)	- / Cmd + - Z + LMB click + move (left)
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

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Original user interface icons "Batch" by Adam Whitcroft, redesigned by Peter Blaškovič.

Used Libraries:

This application has been developed with the following libraries:

Qt, 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, 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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