User Manual
v.4.0

Introduction

Welcome to Rebelle 4!

Rebelle is a one-of-a-kind paint application that lets you create realistic wet and dry media artwork, complete with a 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.

The most realistic digital watercolors paved the way for the introduction of Oils. Their impasto is dynamic and offers a great variety in appearance, no artist should miss out on. Other wet and dry media have undertaken a great improvement as well: Rebelle 4 comes with authentic glazing for watercolors, enhanced acrylics or pencils. The new version is packed with exciting features and tweaks, such as new mixing of wet and dry media, transparent watercolors, inks, and markers, natural RYB colors, and gamma correction. These features will significantly change the authentic appearance of any artwork.
Rebelle 4 introduces major changes in the Brush Creator, offers individual customization of each brush, options for brush line stabilization, color management, and more. This version is performance-optimized and allow you to paint faster with larger brushes.

In this manual, you'll find general information covering all necessary details you need to know for hassle-free use of this software. We've prepared 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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Installing and Registering Rebelle

Download & Install

After purchasing Rebelle, you will be asked to create a Community account. If you already have an active Community account on Escape Motions website, Rebelle 4 will be automatically added to it. You will also receive an email with a download link.
After you download and install, register the software using your Community account's credentials (Email address/Username and Password) in the registration window.

Mac OS X Users
Download a .dmg file from the link provided in a registration email. Locate the Rebelle installer file named "Rebelle 4.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 4.exe". Double-click on the .exe installer to complete the installation.

Registration

Upon the first start, you will be asked to register. Fill in your Community account's credentials (Email address/Username and Password) to the Rebelle's registration window. Please check if you are connected to the internet, the internet connection is required for registration to check the registration details.

Application Launch

You will see an Intro Tutorial during the 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 open this Intro Tutorial anytime from *Rebelle's Menu > Help* anytime.

System Requirements

Minimum: Intel i5 or equivalent AMD processor, 4GB RAM, 200MB hard disk space, graphics card with 1GB RAM, Windows 7 (64-bit or 32-bit) or Mac OS X 10.13.

Recommended: Intel i7 or equivalent AMD processor, 16GB RAM, 1 GB hard disk space, graphics card with 1GB RAM, 64-bit system Windows 8, 10 or Mac OS X 10.13 - 10.15, 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 (Windows only).
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 the *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.

Before asking questions please visit the forum on Escape Motions Community first: escapemotions.com/community.

You can also send us an email at support@escapemotions.com if you have any questions, technical issue with Rebelle, or you would like just to greet us. If you experience an issue in Rebelle, please add your computer configuration to your email (Windows / Mac OS, 32 / 64-bit 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 the discussion about the software, get tips and tricks, share your feedback, create your own portfolio, post to online Gallery or download assets.
Login to the Community at escapemotions.com/community with your Community account.

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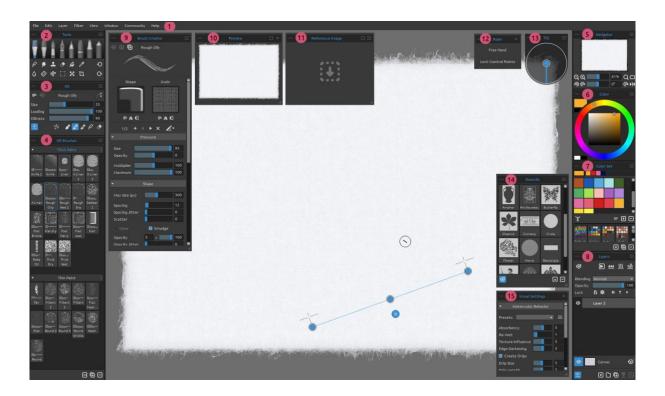
Rebelle Interface

1 - Menu Bar

2 - Tools Panel

3 - Properties Panel

4 - Brushes panel

5 - Navigator Panel

6 - Color Panel

7 - Color Set Panel

8 - Layers Panel

9 - Brush Creator Panel

10 - Preview Panel

11 - Reference Image Panel

12 - Ruler Tool / Perspective Tool Panel

13 - Tilt Panel

14 - Stencils Panel

15 - 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.
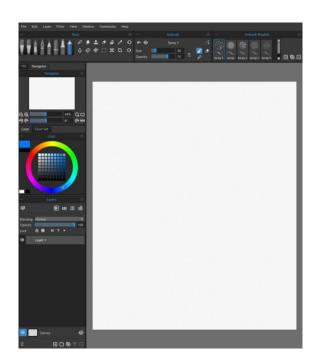
You can customize Rebelle's interface according to your needs. Below are a few examples of possible UI layout:

1. Default interface with a floating Tilt panel.

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

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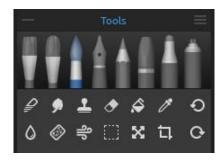
4.Tools, Properties and Color Set panels in vertical mode with other panels merged on the left.

TIP 1: You can enable docking Tools, Properties, Brushes and Navigator panel to the top and bottom of the user interface in Preferences > General > Interface.

TIP 2: You can save custom layouts of the Rebelle's interface via Window menu > Export Layout. To open the previously saved layout in Rebelle, select "Import Layout" from the Window menu.
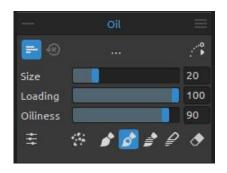
Tools Panel

Tools panel contains the brushes, painting and editing tools.

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

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

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

- Tools:

✎ **Blend** - A tool for blending colors or brush marks together.

🖑 **Smudge** - A tool for smudging colors or brush marks.

⚒ **Clone** - A tool for duplicating pixels to new locations in a layer.

◇ **Eraser** - A tool for erasing pixels of a layer.

◈ **Fill** - A tool for filling a selection or a layer with color or filling adjacent pixels that are similar in color value to the pixels you click.

✐ **Pick Color** - Select the Pick Color Tool to select a color from your canvas.

◌ **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.

⬚ **Selection** - Select and mark areas of canvas to carry out operations on this selected areas.

⤢ **Transform** - Move, resize, scale, rotate or flip selected layer or layers.

⌗ **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 the settings for the selected tool. Each tool's properties are described separately below.

Save Volumes - This option enables you to save *size*, *opacity* (or *loading*), *water* (*oiliness* or *wetness*) and *paint modes* (paint, paint & mix, paint & blend, blend, and erase) into the brush preset.

There are three options:

- Save volumes (size, opacity, and water) into the brush preset.

- Save volumes and paint mode into the brush preset.

- Don't save volumes and paint modes into the brush preset.

You can display the saved volumes in the icon of the brush via the *Brushes panel menu > Icon > Volumes*. The volumes are displayed as horizontal lines that indicate the setting of saved slider values.
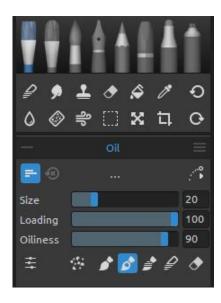
Reset Brush Changes - Reset brush preset to default (saved) state.

Line Smoothing Options:
1. **Position Smoothing** - Set the smoothing for a pen or a mouse position. Here you can select from the following options:
- Moving Average - This option will enable you to create smoother lines when painting dynamic strokes with curves and soft corners.
- Pulled String - This option creates smoother lines in your detailed work with sharp corners as it is more precise thanks to the string that pulls the cursor on a more controllable way.
- No Position Smoothing - No stabilization for the drawings. The cursor follows your stylus or mouse movement without any line smoothing.
2. **Pressure Smoothing** - Set the pressure smoothing for your lines. When set to **Min**, there is a minimum smoothing when a different pressure is used for drawing the line. When set to **Max**, the transition between different pressure in the line is smoother.
3. **Pressure Sensitivity** - Set the sensitivity of your pressure pen in Rebelle. When set to **Soft** less pressure is required, when set to **Firm** more pressure is required.

≡ **Properties Panel Menu:**

- **Reset Brush Changes** - Reset brush preset to default (saved) state.
- **Save Changes as Default** - Save the changes you have made to the brush as default settings.
- **Save as New Brush Preset** - Save the brush as a new brush preset.
- **Show Sliders** - Select which sliders should appear in the Properties panel (Pressure).
- **Use Preset Volumes** - Select which slider settings should be saved in the brush preset.
- **Close** - Close the Properties panel**.** You can re-open the panel from the Window menu.

Oil Tool Properties

Oil is comprised of a ground-up colored pigment suspended in a drying oil, usually linseed oil. You can adjust its parameters according to your needs:

Size - Set the size of the oil tool (1-100).
Loading - Set the amount of color loaded to the brush (1-100).
Oiliness - Set the oiliness of the brush (1-100). With low settings you will get a dry brush, with higher settings you will get more oily, smudgy brush.

Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually.

The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.
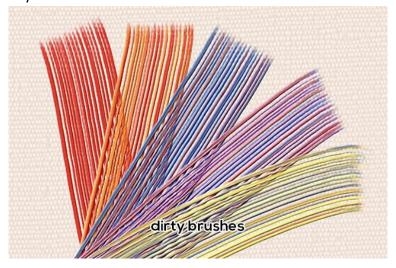
You can change the brush size, loading and opacity of any tool directly on the canvas using *Ctrl* (*Cmd*) shortcut + *left mouse button or stylus click and drag*:

- Drag to the left to **decrease brush size**.
- Drag to the right to **increase brush size**.
- Drag down to **decrease the loading/opacity** of the brush.
- Drag up to **increase the loading/opacity** of the brush.

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

≂ **Brush Creator** - Open the Brush Creator panel by clicking on the button in the Properties panel. Brush Creator offers more settings for brush customization.

Dirty brush - This option leaves the traces of the previously picked color on a brush and mixes it with a newly selected color:

Painting modes - You can select from the following painting modes modes:

Paint - When paint mode is selected, the brush keeps its color and does not mix it with the colors of the existing painting (Permanent brush in Rebelle 3). Shortcut: "1" or "Hold: 1".

Paint & Mix - The default paint mode. The colors start to mix when less pressure is used (Normal brush in Rebelle 3). Shortcut: "2" or "Hold: 2".

Paint & Blend - Perfect mode for shading. Depending on the pressure you either paint or blend with the brush. Shortcut: "3" or "Hold: 3".

Blend - When Blend mode is selected, the brush is not loaded with any color and can be used for blending. Shortcut: "4" or "Hold: 4".

◇ **Erase Brush** - Use every brush as an eraser. Shortcut: "5" or "Hold: 5".

Set the following options for oils and acrylics in the Visual Settings panel (accessible from the Layers panel or via the *Window menu > Visual Settings*):

- **Impasto Depth** (0-10) - Set the depth of the paint structure.
- **Gloss** (0-10) - Set the illumination of the paint structure.

high impasto and gloss　　high impasto and no gloss

medium impasto and gloss　　no impasto and no gloss

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).
Loading - Set the amount of color loaded to the brush (1-100).
Wetness - Set the wetness (1-100) of the brush. With low setting you will get a dry brush, with higher settings you will get wet, smudgy brush.
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this

slider to set the amount of pressure manually.

The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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

Dirty brush - This option leaves the traces of the previously picked color on a brush and mixes it with a newly selected color.
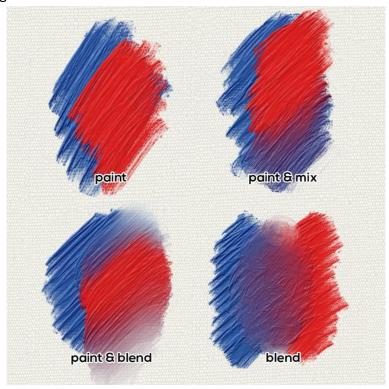
Painting modes - You can select from the following painting modes modes:

Paint - When paint mode is selected, the brush keeps its color and does not mix it with the colors of the existing painting (Permanent brush in Rebelle 3). Shortcut: "1" or "Hold: 1".

Paint & Mix - The default paint mode. The colors start to mix when less pressure is used (Normal brush in Rebelle 3). Shortcut: "2" or "Hold: 2".

Paint & Blend - Perfect mode for shading. Depending on the pressure you either paint or blend with the brush. Shortcut: "3" or "Hold: 3".
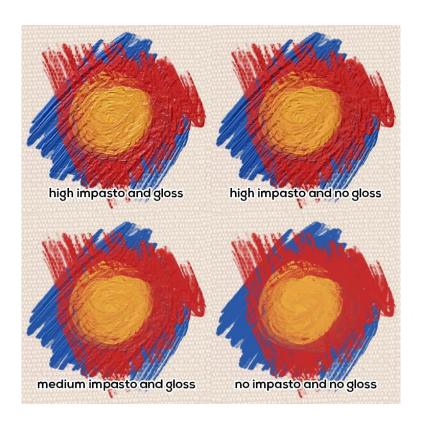
Blend - When Blend mode is selected, the brush is not loaded with any color and can be used for blending. Shortcut: "4" or "Hold: 4".
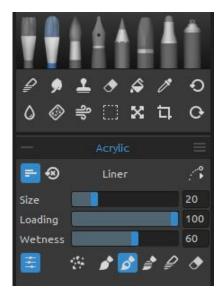
Erase Brush - Use every brush as an eraser. Shortcut: "5" or "Hold: 5".

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).
Opacity - Set the opacity of the brush (1-100).
Water - Set the amount of water (1-100). With more water, the paint will diffuse in the larger area.
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity.

If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually.

The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

Mixing color modes - There are three modes for mixing watercolors:

⊘ **Transparent** - Very practical while glazing, the light passes through the color (partially similar to multiply blend mode).

◐ **Semi-opaque** - A mixture of transparent and opaque. Painting with lower opacity is transparent and with higher opacity, becomes more opaque.

◑ **Opaque** - Great for painting gouache, color mixing as we know from Rebelle 3.
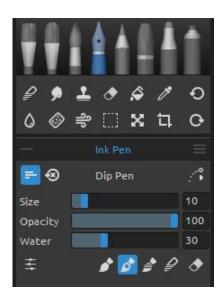
Painting modes - You can select from the following painting modes:

🖌 **Paint** - When paint mode is selected, the brush keeps its color and does not mix it with the colors of the existing painting (Permanent brush in Rebelle 3). Shortcut: "1" or "Hold: 1".

🖌 **Paint & Mix** - The default paint mode. The colors start to mix when less pressure is used (Normal brush in Rebelle 3). Shortcut: "2" or "Hold: 2".

🖌 **Paint & Blend** - Perfect mode for shading. Depending on the pressure you either paint or blend with the brush. Shortcut: "3" or "Hold: 3".

🖌 **Blend** - When Blend mode is selected, the brush is not loaded with any color and can be used for blending. Shortcut: "4" or "Hold: 4".

paint   paint & mix

paint & blend   blend

◇ **Erase Brush** - Use every brush as an eraser. Shortcut: "5" or "Hold: 5".

Ink Pen Tool Properties

Ink is a liquid that contains pigments or dyes. You can adjust its parameters according to your needs:
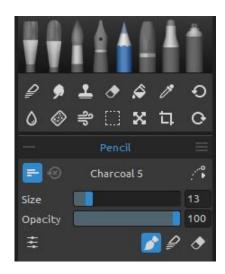
Size - Set the size of the ink pen (1-100).
Opacity - Set the opacity of the ink pen (1-100).
Water - Set the amount of water (1-100) in the color.
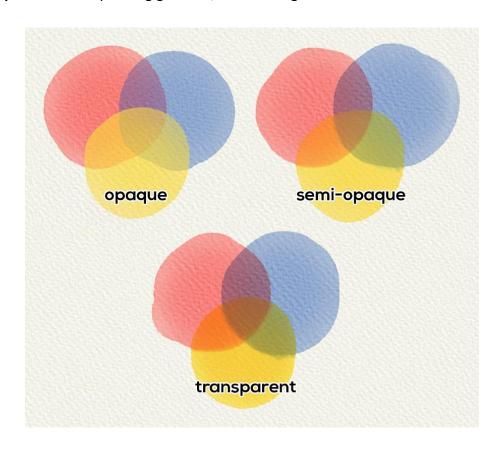**Pressure** - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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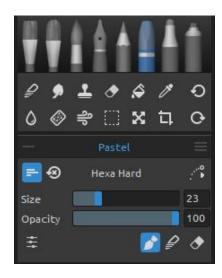
Colored pencil is an art medium constructed of a narrow, pigmented core encased in a wooden cylindrical case. You can adjust its parameters according to your needs:

Size - Set the size of the pencil (1-100).
Opacity - Set the opacity of the pencil (1-100).
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity.

If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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:
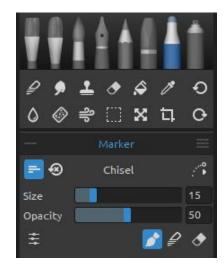
Size - Set the size of the pastel (1-100).
Opacity - Set the opacity of the pastel (1-100).
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity.

If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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:
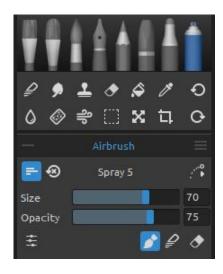
Size - Set the size of the marker (1-100).
Opacity - Set the opacity of the marker (1-100).
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity.
If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

Airbrush Tool Properties

Airbrush is a small, air-operated 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).
Opacity - Set the opacity of the airbrush (1-100).
Pressure - Set the pressure of the brush (1-100) - influence the brush's thickness. If tablet pen pressure is used, you can set the pressure sensitivity.
If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

For dry media (Pencil, Pastel, Marker and Airbrush) you can use three paint modes:

Paint - When paint mode is selected, the brush keeps its color and does not mix it with the colors of the existing painting (Permanent brush in Rebelle 3). Shortcut: "1" or "Hold: 1".

Blend - When Blend mode is selected, the brush is not loaded with any color and can be used for blending. Shortcut: "4" or "Hold: 4".

Erase - Use every brush as an eraser. Shortcut: "5" or "Hold: 5".

Blend Tool Properties

This tool blends the colors and brushmarks together.

Size - Select the size of the blend tool (1-100).
Opacity - Set the opacity of the blend tool (1-100).
Pressure - Select the pressure of the blend tool (1-100). If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

TIP: You can blend colors with a single touch on tablets with touch displays. Set the single touch for the Blend tool in Preferences panel > Keyboard > Tools (hold). Select "Blend" and set it to "Single touch" at the bottom of the Preferences window.

Smudge Tool Properties

This tool smudges the wet and dry parts of the painting.
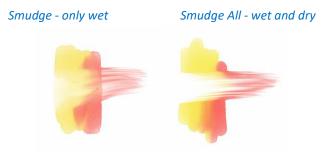
Size - Select the size of the smudge tool (1-100).
Opacity - Set the opacity of the smudge tool (1-100).
Pressure - Select the pressure of the smudge tool (1-100). If tablet pen pressure is used, you can set the pressure sensitivity.

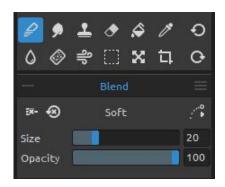If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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

Smudge - only wet   *Smudge All - wet and dry*

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Clone Tool Properties

The Clone tool is useful for duplicating objects or removing an irregularity in the current layer.
To use the Clone tool, first set a starting point on the area of the layer you want to clone the pixels from and paint over another area.
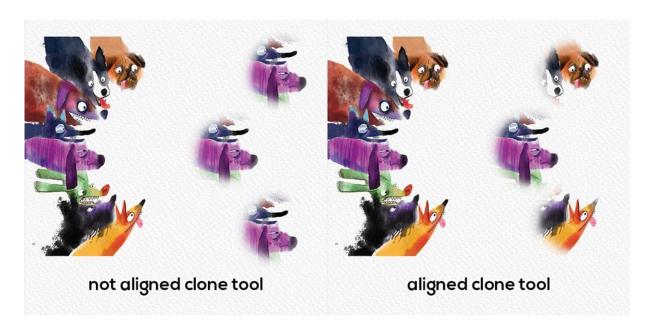
To set the starting point for cloning, position the pointer in a layer and click *Alt* (*on Windows*) or *Option-key* (*on macOS*).
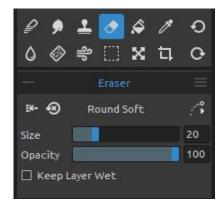
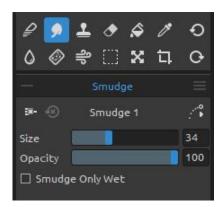**Size** - Select the size of the clone tool (1-100).
Opacity - Set the opacity of the clone tool (1-100).
Pressure - Select the pressure of the clone tool (1-100). If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

Aligned - Enable this option if you want to paint with the most current sampling point whenever you stop and resume painting. Deselect the **Aligned** option to paint starting from the initial sampling point no matter how many times you stop and resume painting:

not aligned clone tool   aligned clone tool

Eraser Tool Properties
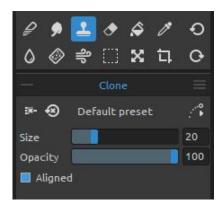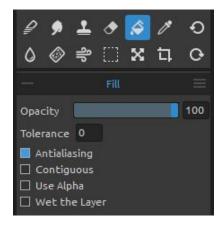
Size - Select the size of the eraser (1-100).
Opacity - Select the opacity of the eraser (1-100).
Pressure - Select the pressure of the eraser (1-100). If tablet pen pressure is used, you can set the pressure sensitivity. If you don't have a pen pressure sensitive stylus or use a mouse, you can use this slider to set the amount of pressure manually. The Pressure slider is hidden by default. You can view it anytime via the *Properties panel menu > Show Sliders*.

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 the 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.

Fill Tool Properties
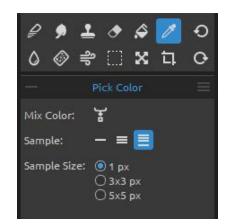
Fill a selection or layer with color. The Fill tool also fills adjacent pixels that are similar in color value to the pixels you click.

Opacity - Set the opacity of the fill color (1-100).
- **Tolerance** - Determines the color range of the filled 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 filled. A value larger than 0 represents the shades of pixels darker and lighter that will be filled as well.
- **Antialiasing** - When enabled, Antialiasing creates a smoother-edged filled selection.
- **Contiguous** - To fill only pixels contiguous to the one you click, select Contiguous; leave Contiguous unselected to fill all similar pixels in the image.
- **Use Alpha** - Determines the alpha channel of the filled pixels.
- **Wet the Layer** - When enabled, the fill automatically wets the filled pixels.
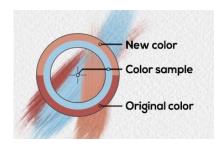
Pick Color Tool Properties

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

Mix Color - Switch the *"Mix Colors"* button on or hold the "X" key to mix the picked color with the 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.
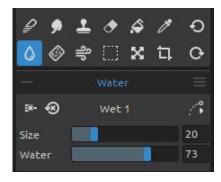
When Pick Color Tool has been selected the cursor changes to a circle with three different color areas:

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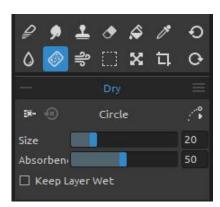
Water Tool Properties

Size - Select the size of a water brush tool (1-100).
Water - Select the amount of water (1-100).
The more water is selected, the wetter the canvas gets.

Dry Tool Properties

Size - Select the size of the dry tool (1-100).
Absorbency - Select the power of the dry tool's 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 the dried area on canvas wet for further painting. The 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 wet effects.

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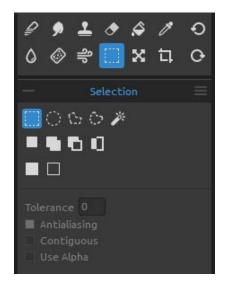
Blow Tool Properties

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

Size - Select the 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.

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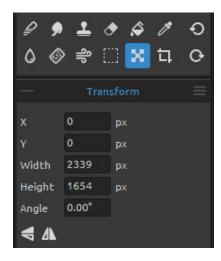
Freehand - Create freehand selections by drawing an outline around the area you want to select. When the mouse is released, the end of the line will be automatically connected to its start.

Magic Wand - Create selections based on the 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. A 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 can be 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 the 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 the 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.

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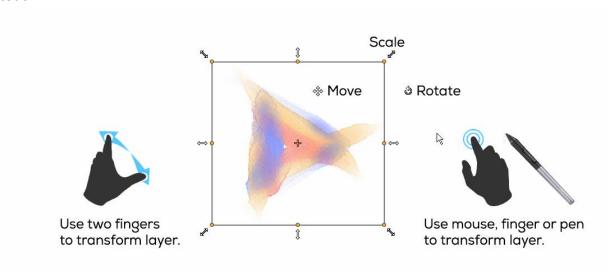
◤ **Flip Vertically** - Flip the layer or selected layers vertically.

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

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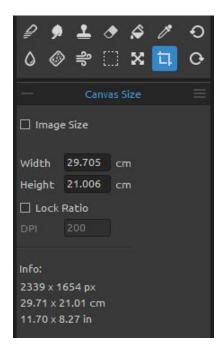
Move - Move a transformed layer or selected layers.

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 a 15-degree angles. You can change the default angle in *Preferences > Tools > Transformation*.

Move, scale and rotate using the 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 the 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 afterward.

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 the OK button at 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 the 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 the OK button at the bottom of the canvas.

TIP: Activate the Image size tool using the Ctrl+Alt+I shortcut (Cmd+Alt+I on macOS).
Activate the Canvas size tool using the Ctrl+Alt+C shortcut (Cmd+Alt+C on macOS).

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

Brushes panel

This panel contains brush presets and brush groups of the selected tool.

Every brush, Erase, Blend, Smudge, Clone, Water and Dry tool have various brush presets available. You can create your own brush presets using the **Brush Creator** panel. Show or hide the Brush Creator panel using the button in the bottom left corner of the Properties panel or via the Window menu.

Click the button to **share** the brushes and brush groups to the online Brushes library.

Click the button to **duplicate** the selected brush preset or the button 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 the Brush Creator Panel section.

Brush Groups - You can **create new brush groups** for the selected tool from the *Brushes panel menu > Add Group* or via the right mouse button click.
Rename the brush 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 the *Brushes panel menu > Remove Group* or via the right mouse button click.
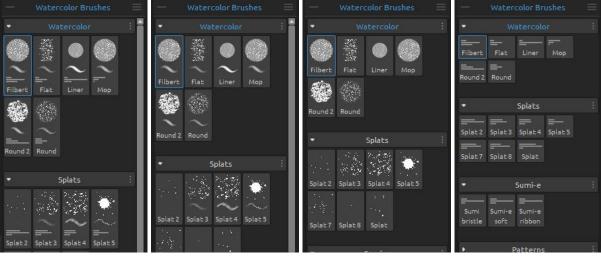
NOTE: Groups can be created for brushes as well as for layers, stencils and canvas textures.

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

≡ Brushes Panel Menu:

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

| Image, stroke volumes, name | Image, stroke, name | Image and name | Volumes and name |

- Duplicate Brush Preset - Duplicate the selected brush preset.
- Remove Brush Preset - Remove the selected brush preset.

- Copy Brush Preset - Copy the selected brush preset to the clipboard
(*shortcut Ctrl + Shift + C*).
- Paste Brush Preset - Paste the brush preset from the clipboard (*shortcut Ctrl + Shift + V*).
- Import Brush Preset - Import brush preset from the image file.
- Export Brush Preset - Export brush preset from Rebelle to another tool or save it to your computer.

- Add Group - Add a new brush group to the current tool.
- Remove Group - Remove the selected brush group from the current tool.

- Share Brushes… - Share your custom brushes or brush groups with others. This option will open a new window where you enter the details for the brushes you would like to share.
- Get More Brushes… - Visit Rebelle's online brush library from where you can download more brushes.

- Close - Close the Brushes panel. You can re-open the panel from the Window menu.

TIP: You can easily duplicate or remove brush preset, copy & paste the brush preset or add & remove groups for the current tool also via the right mouse button click directly in the Brushes panel.
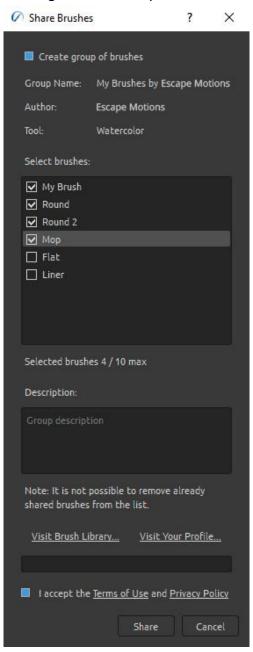
How to share brushes

Share your brushes with other to the online Brushes Library:
escapemotions.com/products/rebelle/brushes

…where you can share your custom brushes or the whole brush groups with other Rebelle users.

To share the selected brush or brush group, click the "Share brushes" button ⬚ located at the bottom of the Brushes panel. This option is also available via the *Brushes panel menu > Share Brushes…*

A dialog window will open:

Here you can decide whether you would like to share the brushes as **individual presets** or as a **brush group**.

The **name of your brush group** in the Brushes panel will be the name of the shared brush group.

You can select which brushes of the brush group you would like to share by ticking the **checkboxes**.

The **maximum brushes** you can share within a brush group **is 10**. To share more brushes, please share them as a new group.

Add your description for your shared brushes. This will give other users an idea about the usability of your brushes.

Accept the **Terms of Use** and **Privacy Policy** at the bottom of the window.

Confirm by clicking the "**Share**" button. The selected brushes or a brush group will be automatically uploaded to the online Brushes Library for other Rebelle artists to use.

Brush Creator Panel

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

⊗ **Reset Brush Changes** - Reset the brush settings to default.

⬇ **Save Changes as Default** - Save the changes you have made to the brush as default settings.

⊕ **Save as New Brush Preset** - Save the brush as a new brush preset.

Brush Name - The 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 - Brushstroke preview is displayed below the brush name and shows how the 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 open the image library of shapes.
Brush Grain - Choose the grain of your brush. Click the grain thumbnail to open the image library of grains.
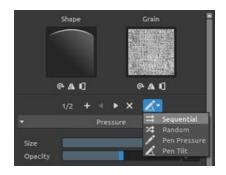
⟳ **Rotate** - Rotate the shape/grain clockwise.

◭ **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.
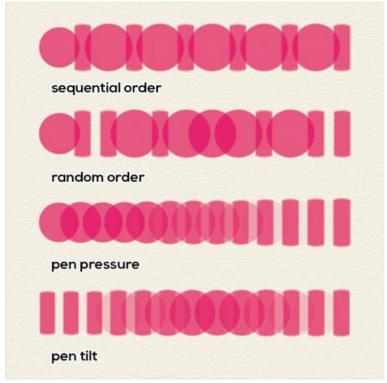
It is possible to add multiple shapes and grains into one brush, the maximum number is four shapes and four grains.

(1/4) Number of Shapes/Grains - Number of shapes and grains in the brush. Maximum is four.

+ **Add Image** - Add a new shape and grain to the brush.

◀ **Previous Image** - Go to the previous shape and grain.

▶ **Next Image** - Go to the next shape and grain.

✕ **Remove Image** - Remove the currently displayed shape and grain from the brush.

Texture Order - Set the order of the brush shapes and grains in the stroke. The order can be:
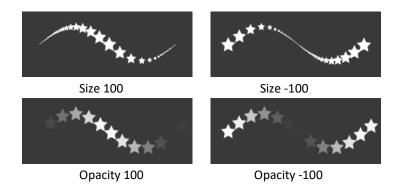
⇒ **Sequential** - The images alternate regularly in the stroke.

⤨ **Random** - The images alternate randomly in the stroke.

✐ Based on **Pen Pressure** - The images alternate based on the pressure of the stylus.

✐ Based on **Pen Tilt** - The images alternate based on the tilt of the stylus.

Example of different types of texture orders using two brush shapes.

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Pressure parameters

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

Size 100

Size -100

Opacity 100

Opacity -100

Multiplier - Multiplies the Pressure sensitivity for the brush (0-200).
Maximum - Set the maximum pressure threshold for the brush (0-100).
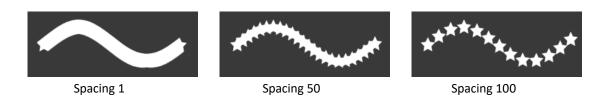
Shape parameters

Set various options for the shape of the custom brush:
Max Size (px) - Set the maximum size per brush in pixels (10-700).
Spacing - Control the distance between the brush marks (1-200). 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 1

Spacing 50

Spacing 100

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):

Glaze - Turn glazing on to build up the transparent layers of pigment on the canvas. Glazes are used on top of one another to build up depth and modify colors in a painting:

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

Opacity - Set the multiple for the opacity (1-10x). 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 brushstroke, 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):
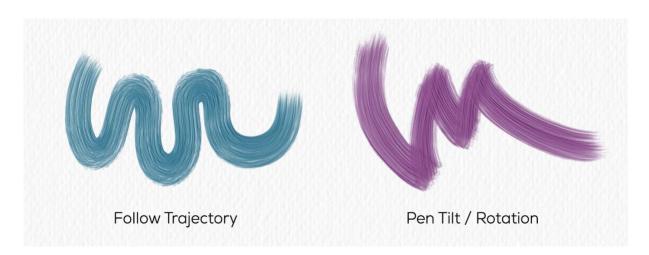
Angle 25

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 the stroke's trajectory rotation.
- **Pen Tilt** - The brush shape follows the pen tilt.
- **Pen Rotation** - The brush shape follows pen rotation.

Follow Trajectory   Pen Tilt / Rotation

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

🔒 **Force Rotation Mode** - Lock the currently selected rotation setting for the particular brush so that no other settings override the rotation mode.

Tip Tilt - Set the tilt sensitivity of the brush (0-100). Tilt allows shading just like a real pencil when the stylus is tilted at an angle.

Max. Loading - Set the maximum loading of color on the oil and acrylic brushes (0-200).
Max. Smudge - Set the maximum smudge for the oil and acrylic brushes (0-200):
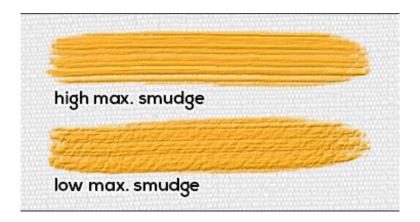
Image Sequence - Set how often the brush images (consisting of a shape and grain) repeat in a brushstroke (1-100).
When "*Random Texture Order*" is set, the lower the number on the Image Sequence slider, the less often the other brush images are used. The first image is always used the most frequently.
When **Texture Order** based on *"Pen Pressure"* or *"Pen Tilt"* are set, the Image Sequence slider is divided into parts. The number of parts refers to the number of images on the brush. You can set these parts differently to determine how much pressure or tilt needs to be used in order to switch to the next brush image in a brushstroke.

Grain parameters

Set various options for the grain of the custom brush:
Scale - Specify the scale of the grain (10-800). 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's grain will automatically resize when canvas DPI is changed.

Tiled Texture - Enable this option to create a brush with tiled structure and halftone texture:

with tiled grain   without tiled grain

Texture Smoothing - Enable this option to smoothen the texture in the brush.

Random Offset - Randomize the position of the grain in the next stroke.
Random Splat Offset - 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.

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

Random Angle -Randomize the angle of the grain in the stroke when Tiled Texture is enabled.
Angle Jitter - The grain in the stroke is rotated randomly when Tiled Texture is enabled.

Canvas parameters

Texture Strength- Set how much the canvas texture should influence the brush stroke (0-100).
Texture Contrast - Set how the texture contrast should be visible on the brush grain based on the pressure of the pen (-100 - 100):

texture strength 0%

texture strength 50%

texture strength 100%, texture strength 100%

texture strength 100%, texture contrast -100%

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

How to create custom brush preset

Select the brush preset you wish to customize in the Brushes panel.
Set the **custom Size**, **Opacity/Loading** and **Water parameters** for the brush preset in the Properties panel according to your needs. To save these parameters, click the "Save Volumes" button in the Properties panel.
To visually display which parameters have been saved to the brush preset, go to the *Brushes panel menu > Icon* and check "Volumes".

If you want to **customize more settings for the selected brush**, open the Brush Creator panel by clicking the button ⬓ at the bottom of the *Properties panel menu* or via the *Window menu > Brush Creator*. The Brush Creator panel allows you to change the Shape and Grain of the brush, modify Pressure, Shape, Grain and Canvas Settings.

The changes you make in the Brush Creator will be applied to the selected brush preset automatically. If you decide to **save the changes as a new brush preset**, click the button "Save as New Brush Preset" in the Brush Creator. A new brush preset will be added to the Brushes panel.
The "Save as New Brush Preset" is also available in the *Properties panel menu* and *Brush Creator panel menu*.

To **save the changes** you have made to the brush preset **as default**, click the "Save Changes as Default" button in the Brush Creator panel. You can find this option also in the *Properties panel menu* and *Brush Creator panel menu*.

To **reset all brush changes to default**, click the "Reset Brush Changes" button in the *Properties panel* or in the *Brush Creator panel*. You can find this option also in the *Properties panel menu* and *Brush Creator panel menu*.

How to import brush presets

To add a new brush preset to the selected tool, select the 'Import Brush Preset' option in the Brushes panel menu or via the Brush Creator panel menu. A dialog window with Rebelle brushes will open. Select the tool's folder where the brush preset is located, select the brush preset and click 'Open'. A dialog window will open asking you to choose where this brush preset should be imported: either to the "Current Tool" or the "Preset Tool".

Choose the "Current Tool" to import this brush preset to the tool that is selected in the 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 the Properties panel menu or the Brush Creator panel menu and select "Export Brush Preset". A dialog window will open asking you to choose where the brush preset should be exported to.

All Rebelle brushes are accessible via the *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 the 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 the color palette or enter exact numerical parameters to set your required color.

You can switch between HSV, HSL, HSLuv and RGB color model:

H - Brush hue (0 - 359)

S - Brush saturation (0 - 255)

L/V - Brush luminance/value (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.

HSLuv - HSLuv allows you to define a color based on three dimensions – hue, saturation, and lightness – but contrary to an HSL color model based on RGB, this color model is based on CIELUV color space so two colors with an identical lightness value will look equally bright, have better saturation and hue uniformity.

≡ **Color Panel Menu -** Switch between **circle** (color wheel) and **square** color palette, show, hide or lock **grids**, show or hide **sliders**, switch between **HSV**, **HSL**, **HSLuv** 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 the Preferences Panel. It is also possible to set the sensitivity of the adjustment.

Color Set Panel

You can choose your brush color also in the 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 the color palette. The last used colors will be added at the beginning of the list.

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 the picked color with the previous color. You can mix colors from the 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, the last used colors will be added at the beginning of the list.

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

Custom Color Sets - Create your own color sets. Click the button ⊞ to add a new color set, the button ⊡ to duplicate the selected color set or the button ⊟ to remove the 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 a 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 a color set from colors you recently used for painting.
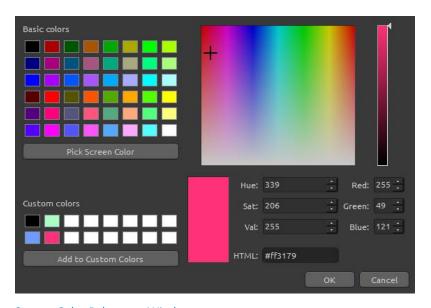
- Create Color Set from Text File - Create a color set from a text file in .txt or .colors format. The format of a text file should be two columns divided by a tabulator key:
The first column consists of the Hexa format of the color - RGB channel (e.g black: #000000). The second column consists of the 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.
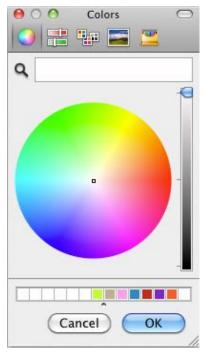
System Color Palette

After clicking on an actual color in the upper left corner of the 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
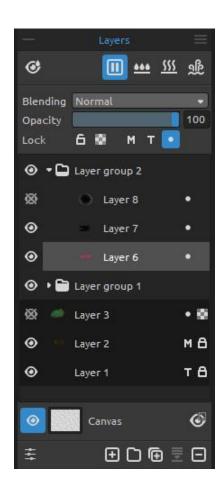
System Color Palette on Mac OS

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 HSV, RGB and HTML parameters of the color.

Using the 'Custom colors' option in the 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.

▶ / �II **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, the 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. Both the tracing and the masking fluid layers 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 the letter 'M'. When painting on the '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 the 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. The tracing layer will be marked with the 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 that will be influenced by the 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 (25-400%) 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 a custom canvas color via the default system palette.
List of Canvas Colors - Select the 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 the list.

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 a transparent background.

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

◔ **Show Selection** - Show the currently 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.

⊞ **Add Layer** - Add a new layer.

▣ **Create Group** - Create a new layer group. You can also create a group via the *Layer menu > New Group*.

▣ **Duplicate Layer** - Duplicate one or more selected layers, group or groups.

≡ **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, group or groups.

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

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

NOTE: To clear the currently selected layer, use the Delete shortcut on your keyboard or go from the menu Layer > Clear Layer.

☰ **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 runoff 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 the tablet's accelerometer and influence the canvas tilt and color run by the tablet inclination. When the accelerometer is used, the color of the tilt center and the pointer changes to yellow. You can set accelerometer sensitivity in *Preferences > Tools*.

- Center accelerometer - Center accelerometer to set a zero degree.

- Rotate 90 degree - Rotate the tilt in Rebelle by 90 degrees. Use this option in case Rebelle tilts the canvas incorrectly. This may happen on some types of tablets with opposite tilt direction.

- 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 the 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 the *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 the 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 a stencil from an image file. After selecting the file, the stencil is automatically created and added to the 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 a stencil from an image file. After selecting the file, the stencil is automatically created and added to the Stencils panel.
- **Create Stencil from Layer (alpha)** - Create a stencil from the current layer's alpha pixels.
- **Create Stencil from Layer (image)** - Create a stencil from the current layer's image.
- **Create Stencil from Selection** - Create a stencil from the current selection.
- **Add Group** - Add a 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.

How to work with Stencils

To add a stencil to canvas, select it from the 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 screens 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 a 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 outer 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*).
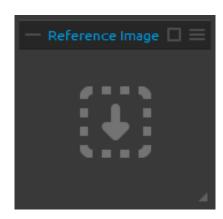
Preview Panel

Preview the current canvas in a separate panel.
Open the Preview panel via the Window menu or using *Ctrl+Shift+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 your work.

Reference Image Panel

Load a reference image that will serve as a guide for painting.
Open the Reference Image panel via the Window menu or using the *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.

Zoom the reference image using *Z+LMB* or *Ctrl+Spacebar+LMB (Cmd+Spacebar+LMB)* shortcut.
Move the reference image using the *right mouse button (RMB)* or *Spacebar+LMB shortcut*.

≡ **Reference Image Panel Menu:**
- **Open…** - Open a reference image in .jpg, .png, .bmp or .tif file format.
- **Remove** - Remove the reference image from the 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 the Reference Image panel either from your disk or directly from the web browser.

Visual Settings Panel

Adjust the settings for watercolor behavior, oils & acrylic and canvas visibility.

Open the Visual Settings panel via the 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, its 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 beautifully textured brushstrokes.

Rough paper has a pronounced texture that's good for washes and creates expressive brushstrokes 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 how fast the paper absorbs the washes. When set to 0, the washes diffuse for a longer time.

Re-wet - Set how the primary wash reacts to the newly laid strokes (1-10). If the Re-wet is set low, new paint blends softer and beautifully mixes with the paint below. If it is set high, the new paint rewets the paint below faster and creates strong watercolor edges.

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

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.

Create Drips - Select if drips should form from the washes or not.
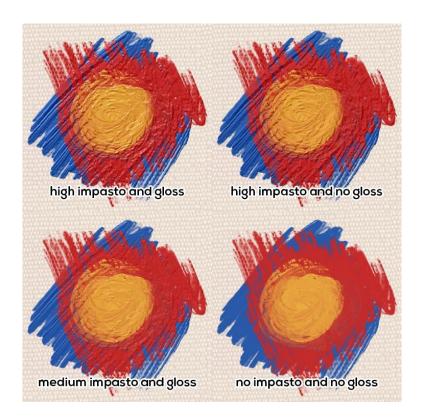
Drip Size - Set the size of drips (1-10).

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

☰ **Presets menu** - **Reset the parameters** of the selected paper preset or **Save to 'Custom' preset.**
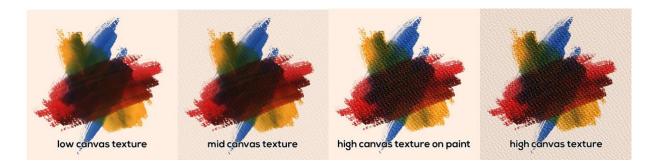
Impasto Depth - Set the visibility of the structure of oil and acrylic strokes (0-10).
Gloss - Set the illumination of the paint structure (0-10).

Canvas Visibility

Paper Texture - Control the visibility of the canvas texture (0-10).
Paint Texture - Control the visibility of the canvas texture on the painted strokes (0-10).

TIP: With these settings, you can influence the strength of the canvas texture on the canvas and the paint separately. This opens a huge range of opportunities for your works as you can create heavily textured strokes on a plain canvas as well as have neat, clean strokes on a heavily textured canvas.

The Menu Bar

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

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

Layer - Contains items related to the layers and layer groups.

Filter - Contains items related to color adjustments.

View - Contains items related to the viewport.

Window - Contains items related to the user interface.

Community - Contains links to the Community forum, gallery, your account and publish option.
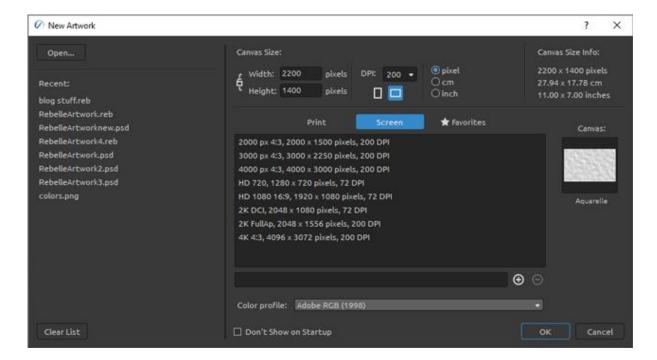
Help - Contains items that let you get help on the application, or look for updates on the website.

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 the 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 the 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 the "Clear List" button.

To create **a new canvas**, you can set custom 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 the ⊕ / ⊖ 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 a larger resolution 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.

Select the **Color profile** for your New Artwork via the drop-down menu. More about the color profiles can be found in the Color Management section.

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 artworks. You can clear the list using the '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 brushes, papers and other assets available on the website.

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

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

*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. The number of undo-steps depends on your computer memory. The 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 the clipboard.

Copy - Copy the current selection or a selected layer to the 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 the canvas.
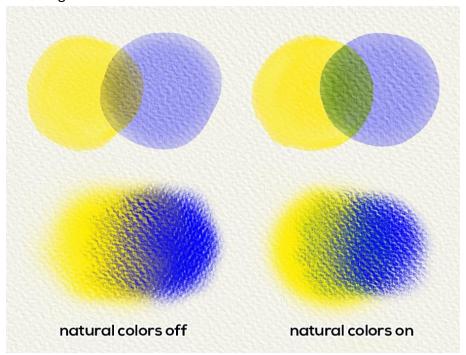
Invert Selection - Invert the current selection.

Ruler Tool - Activate the ruler tool on canvas.
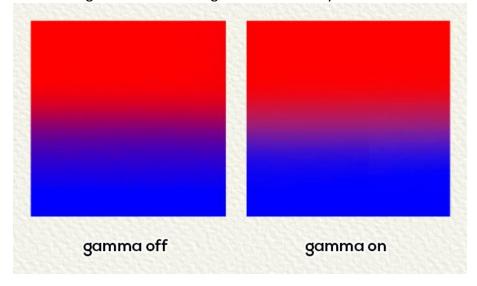
Perspective Tool - Activate the Perspective tool on canvas.

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

Natural Colors - Use the Red-Yellow-Blue (RYB) color mixing. Turn this option off to use the standard RGB mixing mode:

natural colors off   natural colors on

Gamma Correction - Lighten the dark margins on the overlay of colors:

gamma off   gamma on

At this moment, the **Natural Colors** and **Gamma Correction** works for all painting tools except Oils and Acrylics.

Color Management - Open the Color Management settings in the Preferences panel.
Assign Profile... - Assign a color profile to your current artwork.
Convert to Profile... - Convert your current artwork to a color profile.

More about the color profiles and color management can be found in the Color Management section.

Preferences… - Set General, Tools, Color, Color Management, Tablet and Keyboard Preferences. You can find more information in the Preferences section later on in the manual.
Keyboard Shortcuts - Open and edit keyboard shortcuts.

Layer Menu

New Layer - Add a new layer.
New Group - Add a new layer group.
Duplicate Layer - Duplicate one or more selected layers, group or groups.
Merge Layers - Merge two or more layers into one layer.
Remove Layer - Remove one or more selected layers, group or groups.
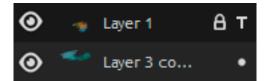
Group Layers - Create a new layer group from the selected layer or layers.
Ungroup Layers - Separate the layers from the selected layer group or groups.

Show Layer - Show or hide an individual layer or layers in the group.

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 turn the masking and tracing functions 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 Strength 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 the alpha channel.
Black to Alpha - Convert black color of a current layer to the alpha channel.

View Menu

Zoom In - Zoom in on your artwork (at a 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 top of other applications.

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

Proof Colors - Soft proofing gives you a chance to see what an image would look like when reproduced on a different output device - for example on a different monitor or when printed.

Gamut Warning - Color gamut describes the full range of colors that the printer can reproduce. If a spot color cannot be reproduced within the user-specified tolerance, Rebelle will show you the gamut warning.

Window Menu

Tools - Show or hide the Tools Panel.

Properties - Show or hide the Properties Panel.

Brushes - Show or hide the Brushes 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 the 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.

Community Menu

Forum - Visit Escape Motions Community forum to browse the FAQs, find useful information, join in the discussion about the software, get tips and tricks, share your feedback and more.
Gallery - Browse the Community gallery and post your paintings.
My Account - Visit your Community account where you can upload your painting to the gallery, edit your profile and change password, or download your purchased software and assets.
Publish… - Publish your painting to the Community Gallery or to your social channels. Enter the name of the painting; optionally write a description and tags.

Help Menu

Help - Open this Users' Manual document.
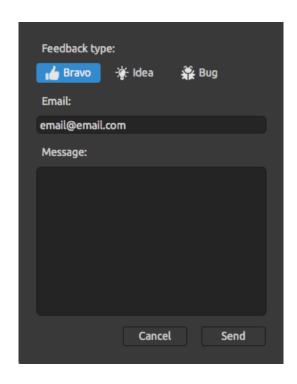
Send Feedback... - Send feedback in case you experience any problem, have ideas for future development or tell us that you like Rebelle. You can choose from 3 feedback types:
   Bravo - Would you like to express how cool Rebelle is? Then...
   Idea - Do you have any feature in mind that would be a great 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 of them. ☺

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.

Video Tutorial - Visit Escape Motions' Youtube channel to watch Rebelle tutorials.

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 the Preferences window accessible from Rebelle's Edit menu. Set General, Tools, Color, Color Management, 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 (50-200%). The default scale is 100%.
- Allow to dock panels on top and bottom (Tools, Properties, Brushes and Navigator). Check this option if you wish to dock these panels on top or bottom of the user interface. By default, these panels can be docked only to the left or right side of the interface.

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

PSD Options - Disable PSD compression. - Disable the compression of the PSD files saved from Rebelle in order to open them correctly in some third-party software.

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

Memory - Set the maximum used memory Rebelle can use.
- Never show low memory warning - Select this option if you do not wish to be notified by a warning message about the limited number of undo steps due to low memory.

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 the menu *Help > Show Library Folder > AutoSave*.

Tooltips - Show tooltips - Deselect this option if you do not wish the tooltips to show on mouse or pen hover over tools.

Panels - Don't warn me after closing all panels - When you close the last visible panel in Rebelle you will see a warning informing you that all panels are hidden. Check this option if you don't want this warning to show after closing all panels.

Tools Preferences

Painting Cursor - Show Cursor - Check this option to show the painting cursor.
- Select the cursor's appearance for painting. Choose from a circle, a circle with direction, a circle with crosshair and a crosshair cursor.
- Show crosshair while painting - Check this option if you want the crosshair cursor to appear bu default while painting in Rebelle.
- Brush Resize Color - Set the custom color of the brush cursor in resize mode.

Brushes - Select the last paintbrush when color is picked from the palette - Enable this option if you want the last used paintbrush to be automatically selected after picking a color from the color panel.
- Show wet layer when using the Water or Dry tool - Enable this option if you want the Water and Dry tools to automatically activate the 'Show wet' mode.
- Always use "Pen Tilt / Rotation" instead of "Follow Trajectory" in Brush Creator - Enable this option so that the brush shape follows the pen tilt or rotation even when "Follow Trajectory" is selected for brush rotation.

Brush Presets - Inactive Volume parameters use previous values - Enable this option if you wish to use previously set values for Volume parameters that are inactive (hidden from the UI).
- Show "Save Changes as Default" warning - When saving the changes you have made in the brush as default settings, Rebelle gives you a warning that the previous settings will be overwritten. Disable this option if you do not want that warning to pop up every time you save changes as default.

Accelerometer - Set the sensitivity of the accelerometer (1-10) - The higher number you set the more sensitive will be the tilt when using the tablet's inclination which results in faster watercolor flow.

Adjust Opacity/Water/Pressure with Keyboard Shortcut - Set the sensitivity of adjusting these parameters with the keyboard shortcut set in the Keyboard preferences.

Transformation - Set a custom locking angle when rotating a transformed area using the *Shift* shortcut.

Cursor Position Smoothing - Set the smoothing for a pen or a mouse position.

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 a color adjustment (1-10). The sensitivity influences the distance between two colors. When sensitivity is high, the distance between the two colors on the 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).

Color Management Preferences

Default color profile for new artworks - Choose the default color profile that will apply to a new artwork. The drop-down menu offers all RGB color profiles installed in your system. If you don't want the artwork to have a color profile, leave the "Don't color manage" option selected.

General - Displays the currently selected profile.
- Choose the Rendering intent: Perceptual / Relative Colorimetric / Saturation / Absolute Colorimetric.
- Black point compensation - Select this option if you would like to use the Black point compensation.

Policies - File open behavior - Select how to color manage the file upon opening.
Paste/import images without profile - Select how to color manage pasted and imported files that do not have a color profile.

Display - Monitor profile - Choose the color profile for your monitor.
Rendering intent - Perceptual / Relative Colorimetric / Saturation / Absolute Colorimetric.

Proof Colors - Soft proofing profile - Choose the color profile for soft proofing.
Rendering intent - Perceptual / Relative Colorimetric / Saturation / Absolute Colorimetric for soft proofing colors.
- Black point compensation - Select this option if you would like to use the Black point compensation when soft proofing colors.
- Gamut warning - Choose the color of the gamut warning.

Tablet Preferences

Tablet Options - Choose whether your tablet should use a mouse or pen position and Wacom device (WinTab) or Microsoft Ink device.
- Enable touch - Enable or disable touch support in Rebelle. It is possible to enable only the single touch, or enable the multi-touch support.
- Use for canvas rotation - Deselect this option if you do not wish to rotate canvas using multi-touch. Multi-touch will still work for scaling and moving.

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

- Invert pen tilt - Select this option in case the tilt of your pen goes in the opposite direction.

Pen Pressure Smoothing - Set the pressure smoothing for your lines. When set to *Min*, there is a minimum smoothing when a different pressure is used for drawing the line. When set to *Max*, the transition between different pressure in the line is smoother.

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 the keyboard Preferences.

Click **Set Default** to reset the selected shortcut, click **[x]** to delete the selected shortcut.

To **add more** shortcuts for one action, click **[+]**.

☰ 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 ![icon] (in the 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 the '**Show Wet**' button ![icon]. A light blue color shows the wetness of the canvas and color - the more water is applied, the darker the blue color will be shown.

Color Layer   Show Wet   Fast Dry   Wet the Layer   Dry the Layer
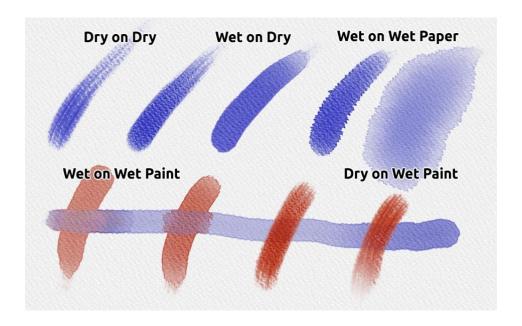
To speed up your painting process we implemented 2 functions:

'**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 the water to be removed from your active layer but you want to keep the canvas wet.

You can use different painting techniques to get various effects. In 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 pictures directly from any source - folder, browser or website and they open as a new layer. Using a tracing option allows you to recreate existing images in your 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 an 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 the 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*.
The 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 an 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 that can be performed on the selection in Rebelle include painting, transform, cut, copy and paste. It is also possible to create a stencil from a 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 the selection tool. Choose between rectangular, elliptical, polygonal, freehand or magic wand selection and create a selection on canvas. You will paint within the selection while the outside area will stay untouched. To paint on the areas outside selection, click the 'Invert selection' button ▮ in the Selection Properties panel.

NOTE: You can quickly view your current selection via the Show Selection button ◉ *in the 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 the Transform tool in the 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 the 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 the 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 also copy and paste 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 the Selection properties panel or via *Edit menu > Select All*.
Deselect the current selection by hitting *Ctrl / Cmd + D* shortcut, via the 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 inactive. 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 a stencil from your selection via the Stencils panel menu. Draw your selection on the canvas and confirm the selection, then go to the Stencils panel menu and click "Create Stencil from Selection". The new stencil will be automatically created and added to the 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 is to press the '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 the 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 the Edit menu or by hitting *Shift + R*.
The 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 the ruler's control points to prevent it from accidentally moving the points.

Perspective tool

Activate the Perspective tool from the 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 the 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 the Stencils panel. You can create custom stencils from an image file, from a layer or from a selection via the Stencils panel menu.

Selections - Selections are easy masking tools that allow you to block off areas of the canvas you do not wish to change. Once 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 the *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 the letter "M". When painting on the „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 the „White to Alpha" filter from the „Filter" menu if the image has no alpha channel. Add a new Layer 2. Set Layer 1 as a „Masking Fluid Layer" and Layer 2 as „Influenced Layer". Use „Wet the Layer" from the „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.

In order to use *one finger* for any action, first enable the "Single-touch" in *Preferences Panel > Tablet*.

You can then use *one finger* as a **Move** tool by default.
You can set it to any other tool (e.g. Blend) in Preferences *Panel > Keyboard > Tools (hold)* by setting it to 'Touch'.

Art Canvases

There are various default canvas textures and canvas colors to choose from the 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 the **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 Texture Groups - You can create new Canvas texture groups from the *Canvas Texture menu > Add Group* or via the 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 the *Canvas Texture menu > Remove Group*.

Canvas Color - Choose canvas color from the system color palette.
Default Color - Choose the default color for the selected paper.

⊞ / ⊟ - 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.

Color Management

Color management is the entire system on your computer that is used for accurate color communication between hardware and software. Each device you use to work with a design or photo (such as a digital camera, scanner, monitors, printers, etc.) has its own color settings. If these specifications are ignored during opening, editing, or saving, the colors of the image may be damaged.

Color management describes the characteristics of your digital camera's inputs, to control the display of an image on your monitor, or to set the exact printout of what you see on the monitor. It is also necessary to transfer images from one software to another without problems with color mismatches. Rebelle lets you manage the colors via the ICC profiles.

Set up the ICC profile via New Artwork Window

When creating a New Artwork via *File > New* you are able to select from the list of **RGB color profiles**. These profiles are detected by Rebelle automatically from your system. If you would like to use a different ICC profile, you would need to install it first to your system.

If you do not want to use the color management and assign a profile to your Rebelle artwork, select "Don't color manage". This option uses your monitor profile as the working space. It removes any embedded profiles when opening images, and does not tag when saving.

Assign Profile...

Assign a profile to your current document via menu *Edit > Assign Profile...*
"Assign Profile..." lets you tag an image with a specified profile or untag an image by removing its profile. It does not do any conversions; it simply attaches a to the numbers in the image, or removes one.

Use *Assign Profile...* to decide what color profile should be attached to your current document. It lets you **preview** the results of applying various profiles.

Assign Profile... dialog offers these options:

- **Discard profile (Don't color manage)** - If you have a tagged document, you can choose to discart the current profile.

- **Preferred Profile** - Choose the preferred profile which you previously selected in New Artwork window or via Color Management Preferences.

- **Profile** - Choose from the lists of available color profiles. The numbers in the image are preserved, but they are interpreted according to the profile you assign.

Convert to Profile...

Convert the current document to a profile via menu *Edit > Convert to Profile...*
Convert to Profile lets you convert a document from its profile space (or, in the case of an untagged document, the current working space) to any other profiled space, with full control over how the conversion is done.

The *Convert to Profile…* dialog displays the source profile and lets you specify a destination profile and other options. It lets you **preview** the results so that you can see the effects of conversion before confirming.

The *Convert to Profile...* dialog offers these options:

- **Destination** - Choose the destination color profile.

- **Intent** - The gamut is the color space that a device can reproduce. Rendering intents decide what to do with the out-of-gamut colors:

- **Perceptual** - With Perceptual, colors are generally desaturated in order to preserve their perceived relationship. This can make for very smooth transitions between colors.

- **Relative Colorimetric** - Relative Colorimetric tries to reproduce colors with as little desaturation as possible. Out of gamut colors are moved to the nearest point within gamut.

- **Saturation** - The Saturation rendering intent is similar to Perceptual, except that more saturation is preserved at the expense of hue accuracy.

- **Absolute Colorimetric** - Absolute Colorimetric tries to reproduce colors scaled to the white point of the source color space. This is mainly used when proofing colors.

- **Use Black Point Compensation** - Black point compensation (BPC) helps maintain shadow detail when converting between source and destination color spaces.

Set up Color Management in Preferences

Open the Color Management Preferences via *Edit menu > Color Management* or by using shortcut *Ctrl+Shift+K* (*Cmd+Shift+K on macOS*):

Default color profile for new artworks

Default profile - Select a default profile preference for your next new artworks.

General

Current profile - Displays the current profile of the artwork.

Rendering intent - Choose from Perceptual, Relative Colorimetric, Saturation and Absolute Colorimetric.

Choose to use **Black point compensation** for the rendering intent.

Policies

File open behavior - Choose what Rebelle should do when opening a new file with a color profile:

- Keep embedded profile - Rebele automatically keeps the original embedded profile of the file.

- Convert to preferred RGB color profile - Rebelle automatically converts the color profile to preferred RGB color profile set up within the software.

- Ask what to do - Rebelle asks what to do with the color profile of the file.

Paste/import images without profile - Choose what Rebelle should do when you paste or import images without a color profile to the software:

- Assume sRGB - Rebelle will assume the image has a sRGB color profile.

- Assume monitor profile - Rebelle will assume the image has a color profile of the monitor.

- Assume workspace profile - Rebelle will assume the image has a color profile of the workspace.

- Ask each time - Rebelle asks each time what color profile to assign to the pasted and imported images.

Display

Monitor profile - Set up your monitor's profile.

Rendering intent - Choose from Perceptual, Relative Colorimetric, Saturation and Absolute Colorimetric.

Proof Colors

Soft proofing profile - Set up the color profile for soft proofing colors.

Rendering intent - Choose from Perceptual, Relative Colorimetric, Saturation and Absolute Colorimetric

Choose to use Black point compensation for the rendering intent.
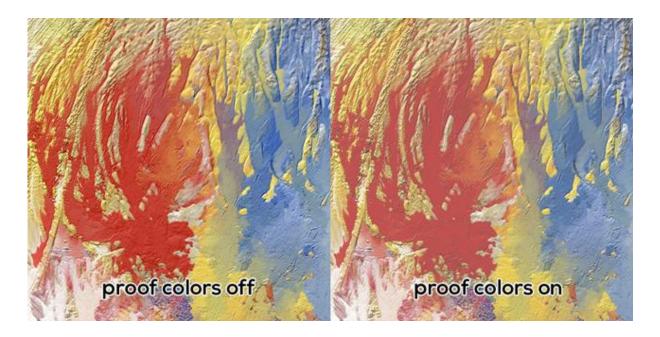
Gamut warning - Choose the color of the gamut warning.

Proof Colors

Soft proofing lets you see what an image would look like when reproduced on a different output device, for example on a different monitor or when printed.
Set up the soft proofing color profile via the Color Management Preferences.
Enable the color proofing option via the menu *View > Proof Colors* or by hitting the shortcut *Ctrl+Y* (*Cmd+Y on macOS*).

Gamut Warning

The color gamut describes the full range of colors that the printer can reproduce. If a spot color cannot be reproduced within the user-specified tolerance, Rebelle will show you the gamut warning:

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 the "Picture Size Info" section you can check the picture print information, such as width, height and DPI.

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

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

Opening a Painting

To open a painting, select the **Open...** option from the File Menu. This panel lets you open a picture or previously saved artwork in the .reb, .psd, .png, .jpg, .bmp and .tif file formats as a new project.
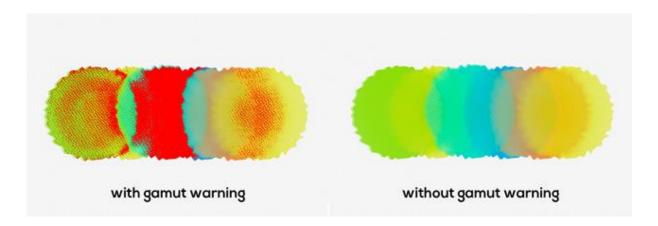
Finally, click **OK** to open the painting, or **Cancel** if you decide not to.

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 the **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 formats.

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 a 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 the Layers panel. Such work can be saved in a PNG file format with transparency.

Closing an Application

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

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

Publish a Painting

You can publish a painting to the online Gallery directly from the Rebelle application or via the Escape Motions Community website escapemotions.com/community.
You can also publish your painting to the social networks directly from Rebelle - Facebook, Twitter or Pinterest.

Publish from application

Go from Rebelle's menu *Community > Publish*. Set *Picture name*, *Descriptions and Tags* and click the **Publish** button. Your painting will be published on the Gallery from your Community account.

Click on the Facebook, Twitter or Pinterest icon to share the painting to these social networks from your account.

Publish from Community website

To publish your painting from your Community account, go to escapemotions.com/community, click **login**, enter *your Email address* or *Username* and *Password*.

*NOTE: You can find your registered Email address or Username 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 the file you want to upload and click the Upload button. When the uploading is finished, enter the *Picture name*, *Tags*, *Description* and select the *Software* the picture was created in. To finish, click **Save**.

Edit your Community profile and artworks in Gallery

On your profile, click the **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 the **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 Image…	Ctrl+Shift+O	Cmd+Shift+O
Preferences	Ctrl+,	Cmd+,
Quit	Ctrl+W , Ctrl+Q, Ctrl+F4 or Alt+F4	Cmd+W, Cmd+Q or Cmd+F4
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
Color Management	Ctrl+Shift+K	Cmd+Shift+K
Copy Brush Preset	Ctrl+Shift+C	Cmd+Shift+C
Paste Brush Preset	Ctrl+Shift+V	Cmd+Shift+V
Last Paint Brush	B	B
Eraser	E	E
Blend	N	N
Smudge	S	S
Water	W	W
Dry	D	D
Transform Layer	T or Ctrl+T	T or Cmd+T

Pick Color	Alt or I	Alt or I
Mix Mode	X	X
Blow	Shift or O	Shift or O
Selection	M	M
Clone	C	C
Image Size	Ctrl+Alt+I	Cmd+Alt+I
Canvas Size	Ctrl+Alt+C	Cmd+Alt+C
Paint mode	1 or Hold: 1	1 or Hold: 1
Paint & Mix	2 or Hold: 2	2 or Hold: 2
Paint & Blend	3 or Hold: 3	3 or Hold: 3
Blend	4 or Hold: 4	4 or Hold: 4
Erase	5 or Hold: 5	5 or Hold: 5
Lock proportions at scale	Shift	Shift
Scale around center	Alt	Alt
Lock rotation at 45 degrees	Shift	Shift
Show Wet	H	H
Fast Dry	F	F
Paint	B	B
Increase Brush Size	]	]
Decrease Brush Size	[	[
Resize Brush on Canvas	Ctrl+Drag to Left/Right	Cmd+Drag to Left/Right
Change Brush Opacity	Ctrl+Drag to Up/Down	Cmd+Drag to Up/Down
Move Up	Up	Up
Move Down	Down	Down
Move Left	Left	Left
Move Right	Right	Right
Move 10x Up	Shift+Up	Shift+Up
Move 10x Down	Shift+Down	Shift+Down
Move 10x Left	Shift+Left	Shift+Left
Move 10x Right	Shift+Right	Shift+Right
Rectangle Selection	7	7
Ellipse Selection	8	8
Polygon Selection	9	9

Merge Layers	Ctrl+E	Cmd+E
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+Shift+R	Cmd+Shift+R
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
Grid Palette	Ctrl+LMB on palette	Cmd+LMB on palette
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	+ / Cmd + + or
	Z + LMB click + move (right) or	Z + LMB click + move (right)
	Ctrl + Space Bar + LMB	Cmd + Space + LMB
Zoom Out	- / Ctrl + -	- / Cmd + -
	Z + LMB click + move (left)	Z + LMB click + move (left)
	Ctrl + Space Bar + LMB	Cmd + Space + LMB
Zoom 100%	0 / Ctrl + 0	0 / Cmd + 0
Fit to Screen	.	.
Greyscale	G	G

Zoom In | Out	Mouse Scroll or Alt + Mouse Scroll	
Proof Colors	Ctrl+Y	Cmd+Y
Gamut Warning	Ctrl+Shift+Y	Cmd+Shift+Y
Help	F1	F1

NOTE: You can set custom shortcuts for these and other functions from the Edit menu: Preferences > Keyboard.

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Used Libraries:

This application has been developed with the following libraries:

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