

User Manual v.4.1

# Introduction

#### Welcome to Rebelle 4!

Rebelle is a one-of-a-kind painting and drawing software that lets you create realistic artwork for screens and for print. Along with powerful and intuitive tools, Rebelle offers stunning real-time simulations of paint and ink flows, color blending, diffusion, and drying. It reproduces the ways media naturally behave including interactions with the canvas and with themselves. Rebelle lets you paint, smear, re-wet, tilt and blow colors across the page, direct drops and runs, and create countless other effects with one or with a combination of several media together.

We designed Rebelle for digital creatives as well as for traditional artists. In fact, Rebelle is for anyone who wants to use the latest in groundbreaking technology to expand and enhance their art-making skills.

The most realistic digital watercolors paved the way for the introduction of Oils. The oils in Rebelle are easy to use but also realistic in their dynamic behavior and appearance. Paints can be thin and translucent, thick and impasto, glossy or matte. They spread, and flow, and mix realistically, and they interact in believable ways with the canvas and with other wet and dry media.

Rebelle 4 features more options and advances in other areas too, including watercolor glazing, control over paint transparency, greatly enhanced brushes, pencils, and pens, along with exquisite control over their customization. There is improved line stabilization, color management, natural RYB colors, and gamma correction. The entire platform has also been re-optimized for performance, allowing you to paint faster and with larger brushes.

To ensure you can use all that's new in Rebelle 4, we've expanded this manual. In it you'll find detailed instructions to support your full use of the software, along with technical explanations of key features and useful hints on their application.

Thank you for your purchase and welcome to Rebelle 4! I hope you have a great time painting!

Peter Blaškovič Creator of Rebelle

# **Table of Contents**

In	troduction	2
Ge	etting Started	6
	Installing and Registering Rebelle	6
Re	belle Interface	9
	Tools Panel	12
	Understanding Tools, Brushes, and their Properties	14
	Properties Panel	16
	Oil Tool Properties	18
	Acrylic Tool Properties	22
	Watercolor Tool Properties	25
	Ink Pen Tool Properties	29
	Pencil Tool Properties	31
	Pastel Tool Properties	33
	Marker Tool Properties	35
	Airbrush Tool Properties	37
	Blend Tool Properties	39
	Smudge Tool Properties	39
	Clone Tool Properties	40
	Eraser Tool Properties	41
	Fill Tool Properties	41
	Pick Color Tool Properties	42
	Water Tool Properties	43
	Dry Tool Properties	43
	Blow Tool Properties	44
	Selection Tool Properties	44
	Transform Tool Properties	46
	Canvas Size Tool Properties	48
	Brushes Panel	49
	Brush Creator Panel	53
	Navigator Panel	65
	Color Panel	67

Color Set Panel	69
Layers Panel	72
Tilt Panel	75
Stencils Panel	76
Preview Panel	78
Reference Image Panel	78
Visual Settings Panel	79
Watercolor Behavior	79
Oils & Acrylics	80
Canvas Visibility	80
The Menu Bar	82
File Menu	82
Edit Menu	84
Layer Menu	86
Filter Menu	87
View Menu	89
Window Menu	90
Community Menu	90
Help Menu	91
Preferences	92
Starting Painting	
Workflow Options	97
Working with Water	97
Tracing Option	99
Working with Selections	100
Working with Ruler & Perspective Tools	102
Working with Masking Tools	103
Multi-touch Support	104
Art Canvases	105
Color Management	107
Creating, Opening and Saving Paintings	111
Creating a New Painting	111

	Opening a Painting	111
	Saving a Painting	111
	Saving with Transparency	112
	Closing an Application	112
Р	ublish a Painting	113
	Publish from application	113
	Publish from Community website	113
	Edit your Community profile and artworks in Gallery	113
K	eyboard Shortcuts	114
C	opyright & Credits	121
R	ebelle End-User Software License Agreement	123

# **Getting Started**

# **Installing and Registering Rebelle**

#### **Download & Install**

After purchasing Rebelle, you will be asked to create a Community account. You will then receive a registration email with a download link for the full version of the software. If you already have an active Community account on the Escape Motions website, log in to your account before purchasing - after the purchase, Rebelle 4 will be added to your account automatically.

## Mac OS X Users

- Click the link provided in the registration email to download a .dmg file.
- Locate the Rebelle installer file named "Rebelle 4.dmg" and double-click it to complete the installation.
- Move Rebelle's icon to the *Applications* folder manually or copy it to your preferred location.

#### Windows Users

- Click the link provided in the registration email to download an .exe file for either 32-bit or 64-bit systems.
- Locate the Rebelle installer file named "Rebelle 4.exe", double-click it and follow the instructions to complete the installation.
- Rebelle will be installed to the *Program Files* folder by default. You can select a different location during the installation.

#### Registration

When you first launch Rebelle, you will be asked to register the software.

## To register:

- Ensure you are connected to the internet this is required to validate your registration details.
- Enter your Community account credentials (Email address/Username and Password) in the registration window.
- Accept the license agreement and click the "OK" button.

#### **Application Launch**

When you launch Rebelle for the first time (or after updating to a newer version), you will see the **Intro Tutorial** describing Rebelle's essential tools. You can re-open the Intro Tutorial anytime by choosing *Help > Intro Tutorial*.

#### **System Requirements**

**Minimum**: Intel i5 or equivalent AMD processor, 4 GB RAM, 200 MB hard disk space, a graphics card with 1 GB RAM, Windows 7 (64-bit or 32-bit) or Mac OS X 10.13. **Recommended**: Intel i7 or equivalent AMD processor or Apple M1 chip with Rosetta 2, 16 GB RAM, 1 GB hard disk space, a graphics card with 1 GB RAM, Windows 8, 10 (64-bit) or Mac OS X 10.13 and newer, including macOS 11 Big Sur, Wacom or Microsoft Ink compatible tablet.

# **Tablet Support**

When you first launch Rebelle 4 you will be asked to select your tablet device - **Wacom compatible** or **Microsoft Ink compatible** or **Windows 8+ Pointer Input** (for Windows users only). You can change the tablet type anytime by choosing *Edit > Preferences > Tablet*. Software restart will be required for the new setting to load.

#### Languages

Rebelle 4 is available in many different languages. Select the interface language of your choice by choosing *Help > Language*. You must restart Rebelle to apply any language changes.

## **Getting Support for Rebelle**

This manual is meant to be the primary reference for information about and for help using Rebelle 4. We have tried to make it easy to read with all the key details you need to know. You can also visit our Community forum on the Escape Motions website at <a href="mailto:escapemotions.com/community">escapemotions.com/community</a>.

If you still have questions after you check this manual and the Community forum, please send an email to <a href="mailtosupport@escapemotions.com">support@escapemotions.com</a>. You can contact us at the same email if you would like to report technical issues (and also if you just want to say hello!).

When reporting an issue with Rebelle 4, please include details of your computer's configuration (i.e., Windows / Mac OS, 32 / 64-bit OS, processor, graphics card, memory, etc.). This will help us to resolve issues and respond with answers much faster.

# Community

We encourage you to visit the Escape Motions Community where you can join in discussions about the software, get tips and tricks, share your feedback, create your own portfolio, post to the public Gallery, and download software and assets. Just login at escapemotions.com/community with your Community account.

Do keep in touch on our social channels as well - click on any icon below and visit us on Facebook, Twitter, Pinterest, YouTube, DeviantArt, Behance and Instagram.







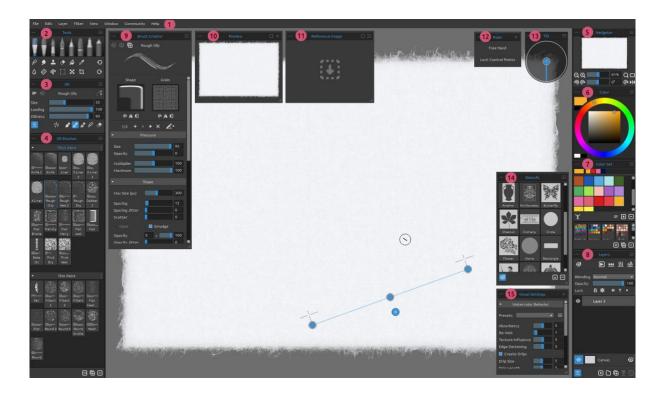








# **Rebelle Interface**



- 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

## **Working with Panels**

Most of Rebelle's functions and tools can be accessed from its **panels**. Each may be opened, closed, and resized, at any time. The full set can be found under *the main menu > Window*. Panels may float freely, or they can be docked at either side of the Rebelle application window. To dock a panel, drag it to your preferred side of the interface and release it there.

TIP: All panels are dockable on the left and right of the interface window - you can also change positions and adjust their width. Panels hide automatically while you are painting on the canvas behind them.

Two or more panels can be nested within the dock by dragging one panel onto another. Identifying tabs will appear above the combined title bar. To remove a nested panel, you can either close it or drag its back beyond the dock. To close a panel, click its 'Close' button or choose *Close* under the panels own menu identified by the icon.

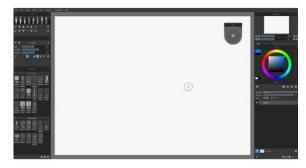
TIP: You can also dock the Tools, Properties, Brushes and Navigator panel at the top or bottom of the user interface. Select this option in Preferences > General > Interface.

Find default keyboard shortcuts for opening/closing a panel in *Edit menu > Keyboard Shortcuts > Window*. You can customize these shortcuts anytime.

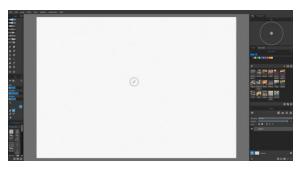
You can collapse every panel or open the panel's menu via the buttons present in the top left and right corner of each panel:

- **Collapse Panel** Click to collapse the panel.
- **Panel Menu** Click to open the panel menu.

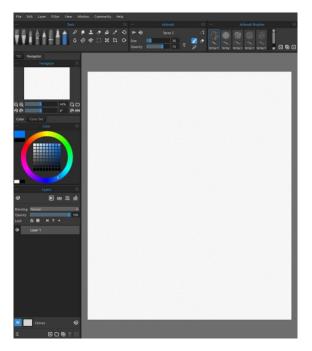
You can customize Rebelle's interface according to your needs. Below are a few layout examples:



1. Default interface arrangement with floating Tilt panel.



2. Tools, Properties and Brushes panels in a vertical mode on the left side with other panels nested on the right.



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 nested on the left.

TIP: You can save your panel layout by choosing Window > Export Layout. To open a previously saved layout, choose Window > Import Layout.

VIDEO TUTORIAL: Learn more about Rebelle's user interface and how to customize it in this video: <u>User Interface and its Customization</u>.

# **Tools Panel**



The Tools panel gives you quick access to the painting tools and other functions. Close & reopen the Tools panel from the Window menu or by tapping 'F3' shortcut.

 Collapse Panel - Click to collapse the panel. This option is present on every panel.

Tools Panel Menu - Click to open the Tools panel menu. You can close the panel from this menu. You can re-open this and any panel by choosing it in the Window menu.

- Painting Tools - There are eight painting wet and dry media tools in Rebelle: Oil, Acrylic, Watercolor, Ink Pen, Pencil, Pastel, Marker and Airbrush.

VIDEO TUTORIAL: Learn more about Rebelle's wet and dry media in this video: Wet and Dry Media.

Tools can be selected from the *Tools Panel* and also by using a keyboard shortcut. By tapping or holding the appropriate key, a tool is selected for use. If you hold a key, the selection returns to the previously selected tool upon key-release. If tap the appropriate key, the corresponding tool will be selected until you change it.

TIP: All keyboard shortcuts can be changed by choosing Edit > Keyboard Shortcuts. Further information on how to do so is provided under <u>Keyboard Shortcuts</u> of this manual.

#### - Tools:

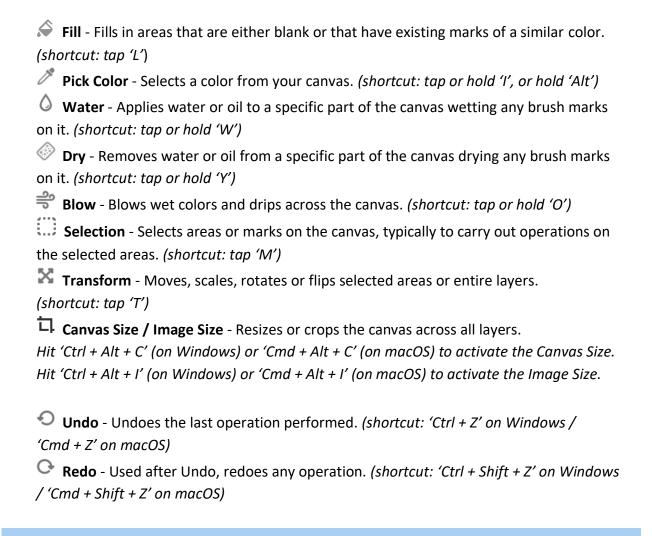
Blend - Blends together colors and brush marks. (shortcut: tap or hold 'N')

**Smudge** - Drags and distorts colors and brush marks without blending them. (shortcut: tap or hold 'S')

Clone - Duplicates colors and brush marks in a new location on the same layer. (shortcut: tap 'C' to activate the tool, tap and hold 'Alt' to select the clone source)

Eraser - Erases color and brush marks. (shortcut: tap or hold 'E' or use your stylus' eraser)

TIP: You can also select the Eraser Tool by tapping or holding the button on your tablet's stylus (i.e., the tablet pen). This is subject to the type of stylus you're using and to its configuration in the operating system.



NOTE: Undo and Redo do not have an impact on operations made to the interface (e.g., moving a panel, adding a color to a Color Set, etc.). They also do not impact preference changes or options like selecting a Color Profile.

# **Understanding Tools, Brushes, and their Properties**

Before moving on to describe individual tool properties, let us take a moment to talk about brushes. 'Brushes' in Rebelle refers to the defined shapes and behaviors of tools - those tools that apply or manipulate marks on the canvas.

A tool, whether it applies oil paint, ink, pencil marks, or water, can have one or several brushes associated with it. You can modify these brushes, create new ones, or import brushes created by others (see 'How to Import Brushes' in the <u>Brushes Panel</u> section).



- [1] **Tools**: All Rebelle tools that make or modify marks on the canvas can have one or several brushes.
- [2] **Brushes**: Each brush is defined by its shape, grain and a set of properties. A brush's properties include:
- volumes (brush settings available in the Properties panel settings);
- paint modes (modes available in the Properties panel settings); and
- mechanics (brush settings available in the Brush Creator panel settings).
- [3] **Volumes**: Brushes can have up to 4 adjustable settings. For example, an Oil paint brush has the settings Size, Loading, Oiliness, and Pressure.
- [4] **Paint Modes**: A brush may have one or several modes. For example, a Watercolor brush has Paint, Paint & Mix, Paint & Blend, Blend and Erase modes.

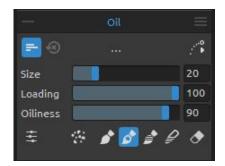
[5] - **Mechanics** - Each brush can be customized in the Brush Creator panel. Open this panel from the *Window* menu or click the button in the Properties panel.

VIDEO TUTORIAL: Learn more about Rebelle's Properties and Brushes Panel in this video: <u>Properties Panel, Brush Panel, Brush Customization</u>.

VIDEO TUTORIAL: Learn more about Rebelle's various brush settings in this video: <u>Brush Creator - Various Brush Settings in Rebelle</u>.

# **Properties Panel**

Tools have various Properties (presented in the Properties panel) that can be adjusted to serve different methods or effects. Close & reopen the Properties panel from the *Window menu* or by tapping 'F4' shortcut.



The Properties panel shows settings and options related to a selected tool. These basic properties are described below.

Any changes you make to a brush in the Properties panel, for instance a change to its Size, or its Paint Mode, can be temporary or saved and applied every time you use the same brush.

Use the **Save Volumes** menu to set how each brush's Properties are treated:

- =
  - Save Volumes (Size, Opacity, and Water) into Brush Preset.
- Save Volumes and Paint Mode into Brush Preset.
- Don't Save Volumes and Paint Modes into Brush Preset.
- Reset Brush Changes Reset the selected brush preset to its default (or the last saved) state. (shortcut 'Ctrl + Shift + H' on Windows / 'Cmd + Shift + H' on macOS)



The Brush Panel can be set to show just the **names** of brushes, or it can show icons that include visual representations of each brush's saved properties. For instance, icons can show a brush's **shape**, its **stroke**, and its saved **volumes**. Volumes appear as horizontal lines under the icon representing the brush's volume sliders.

To change the way brush icons are represented, choose the desired options under the *Brushes panel menu > Icon*.

- **Line Smoothing Options** Rebelle can help to stabilize your stylus as you use it. You can choose from options to smooth the strokes you make and the pressure you apply. These Line Smoothing Options apply whatever tool you are using.
  - 1. **Position Smoothing** There are two options for smoothing the strokes or lines drawn with a stylus: *Moving Average* or *Pulled String*. The strength of either can be set between **minimum** and **maximum**.

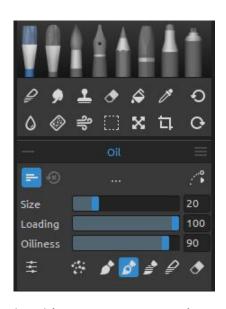
- Moving Average Calculates a smooth line by averaging the change in position of the stylus as you move it across the canvas. This option will enable you to create smoother lines when painting dynamic strokes with curves and soft corners.
- Pulled String Creates a virtual 'string' between the position of the stylus and the mark it draws on the canvas. 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.
- X No Position Smoothing No stabilization for the drawings. The cursor follows your stylus or mouse movement without any line smoothing.
- 2. **Pressure Smoothing** Between **Min** and **Max**, sets the level of smoothing applied to changes in the stylus pressure applied as you draw on the canvas.
- 3. **Pressure Sensitivity** Between **Soft** and **Firm** sets the sensitivity of the changes in pressure. When set to Soft less pressure is required for a greater change, when set to Firm more pressure is required.

VIDEO TUTORIAL: Learn more about Rebelle's Line Smoothing options in this video: <u>Line Smoothing, Pressure Smoothing and Sensitivity</u>.

# Properties Panel Menu:

- Reset Brush Changes Reset the selected brush preset to its default (the last saved) state.
- Save Changes as Default Save any changes made to the selected brush as default.
- Save as New Brush Preset Save your brush settings as a new brush preset.
- Show Sliders Select which sliders appear in the Properties panel.
- Use Preset Volumes Select which volume properties are saved with a brush preset.
- Close Close the Properties panel. You can re-open the panel from the Window menu.





The Oil tool simulates oil painting with a wide variety of preset brushes. Activate the Oil tool by choosing it in the *Tools panel* or by tapping 'Shift + O' shortcut.

The size, loading, and oiliness, of oil brushes are set in the Properties panel. The more complex mechanics that define an oil brush are set in the Brush Creator panel.

**Size** - Determines the size of an oil brush as a percentage (1 to 100) of the brush's maximum size (set in the Brush Creator panel).

**Loading** - Determines the amount of color (i.e. oil paint) applied by the brush as a percentage (1 to 100) of the

brush's maximum opacity (set in the Brush Creator panel).

**Oiliness** - Determines the oiliness of the color applied by the brush (1 to 100). Lower settings define a drier brush, higher settings a more oily, smudgy brush.

**Pressure** - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting 'Pressure' in the Properties panel menu > Show Sliders.

You can also change the size or loading of Oil brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

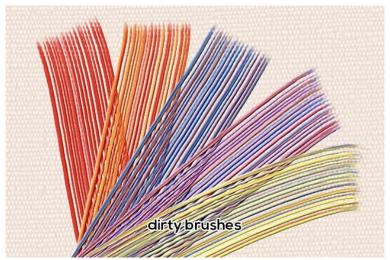
**Brush Creator** - Opens the Brush Creator with many more settings for brush customization.

VIDEO TUTORIAL: Learn more about Rebelle's Oil Tool in this video: Hyper-realistic Oils.

#### **Oil Tool Modes**

Oil tool brushes have several different modes that determine how each brush applies, blends, or removes color from the canvas.

**Dirty Brush** - sets an oil brush to retain traces of a previously picked color along with traces of any colors it encounters on the canvas. Dirty brush can be activated also by tapping 'Alt + D' shortcut.



Example of various Oil Tool's dirty brushes.

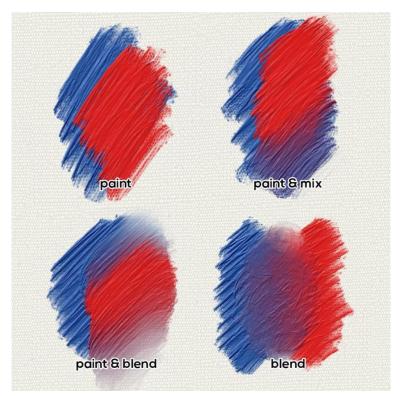
NOTE: The Dirty Brush option can be used in combination with Paint, Paint & Mix, and Paint & Blend Modes.

**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Paint & Mix - Sets the brush to apply the selected color and to mix it into any colors it encounters on the canvas (previously called Normal Brush in Rebelle 3). Mixing decreases with stylus pressure. Paint & Mix Mode can also be engaged by *tapping or holding '2'* on the keyboard.

**Paint & Blend** - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. Blending decreases with stylus pressure. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

*B* Blend - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.



Examples of the behavior of Oil Tool Modes.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

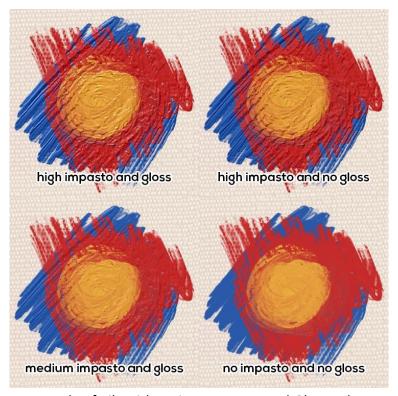
TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

VIDEO TUTORIAL: Learn more about Rebelle's paint modes this video: <u>Paint Modes</u>, <u>Watercolor Transparency Modes</u>, <u>Oil and Acrylic Dirty Brush</u>.

Oil tool brushes apply color to the canvas with varying degrees of thickness. This quality is often called "Impasto".

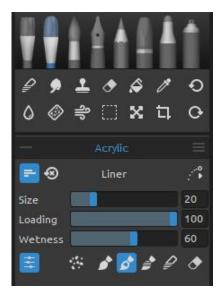
**Impasto Depth** (0-10) - The overall impasto depth can be adjusted at any time using the Visual Settings panel (choose *Window* menu > *Visual Settings* or click the Visual Settings button on the Layers panel).

**Gloss** (0-10) - Oil paints also have a characteristic glossiness - the result of light reflecting off its impasto surface. Paint Gloss can also be adjusted using the Visual Settings panel.



Example of oils with various Impasto and Gloss values.

# **Acrylic Tool Properties**



The Acrylic tool simulates a painting with a thick water-based medium that is applied mostly with flat brushes. Activate the Acrylic tool by choosing it in the *Tools panel* or by tapping 'Shift + A' shortcut.

The Size, Loading, and Wetness of an acrylic brush is set in the Properties panel. The detailed mechanics that define an acrylic brush are set in the Brush Creator panel.

**Size** - Determines the size of an acrylic brush as a percentage (1 to 100) of the brush's maximum size (set in the Brush Creator panel).

Loading - Determines the amount of color (i.e., acrylic paint) applied by the brush as a percentage (1 to 100) of the brush's maximum opacity (set in the Brush Creator panel).

Wetness - Determines the wetness of the color applied by the brush (1 to 100). Lower settings define a drier brush, higher settings more watery, and smudgy paints.

Pressure - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting 'Pressure' in the Properties panel menu > Show Sliders.

You can also change the size or loading of acrylic brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

**Brush Creator** - Opens the Brush Creator with many more settings for brush customization.

## **Acrylic Tool Modes**

Acrylic tool brushes have several different modes that determine how each brush applies, blends, or removes color from the canvas.

**Dirty brush** - sets an acrylic brush to retain traces of a previously picked color along with traces of any colors it encounters on the canvas. Dirty brush can be activated also by tapping 'Alt + D' shortcut.

NOTE: The Dirty Brush option can be used in combination with Paint, Paint & Mix, and Paint & Blend Modes.

**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Paint & Mix - Sets the brush to apply the selected color and to mix it into any colors it encounters on the canvas (previously called Normal Brush in Rebelle 3). Mixing decreases with stylus pressure. Paint & Mix Mode can also be engaged by tapping or holding '2' on the keyboard.

**Paint & Blend** - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. Blending decreases with stylus pressure. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

**Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

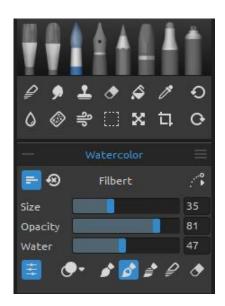
VIDEO TUTORIAL: Learn more about Rebelle's paint modes this video: <u>Paint Modes</u>, <u>Watercolor Transparency Modes</u>, <u>Oil and Acrylic Dirty Brush</u>.

Acrylic tool brushes apply color to the canvas with varying degrees of thickness. This quality is often called "Impasto".

**Impasto Depth** (0-10) - The overall impasto depth can be adjusted at any time using the Visual Settings panel (choose *Window* menu > *Visual Settings* or click the Visual Settings button on the Layers panel).

**Gloss** (0-10) - Acrylic paints also have a characteristic glossiness - the result of light reflecting off its impasto surface. Paint Gloss can also be adjusted using the Visual Settings panel.

# **Watercolor Tool Properties**



The Watercolor tool simulates painting with water-based pigments like watercolors or gouache. Activate the Watercolor tool by choosing it in the *Tools panel* or by tapping 'Shift + W' shortcut.

The basic settings for each watercolor brush, such as its size, opacity, and water, are set in the Properties panel while more complex brush mechanics are defined in the Brush Creator panel.

**Size** - Determines the size of a watercolor brush as a percentage (1 to 100) of the brush's maximum size (set in the Brush Creator panel).

**Opacity** - Determines the transparency of the color applied by the brush as a percentage (1 to 100) of the brush's maximum opacity (set in the Brush Creator panel).

**Water** - Determines the amount of water applied by the brush. Lower numbers define a dry brush while higher numbers simulate color applications that readily spread and drip.

**Pressure** - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

TIP: Set 'Water' to low values to slightly wet the layer, or set 'Water' to higher values to put more water to the specific part of the layer.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting 'Pressure' in the Properties panel menu > Show Sliders.

You can also change the size or opacity of watercolor brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

**Brush Creator** - Opens the Brush Creator with many more settings for brush customization.

VIDEO TUTORIAL: Learn more about Rebelle's Watercolor Tool in this video: <u>Phenomenal</u> <u>Watercolors</u>.

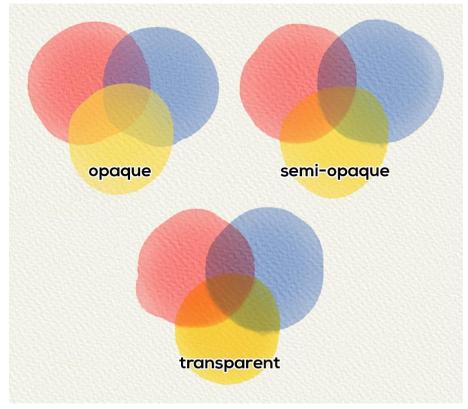
## **Watercolor Tool Modes**

Like Rebelle's other painting tools, watercolor brushes can be set to different Paint Modes. In addition, watercolor brushes Mixing Color Modes that determine the density and transparency of the paint applied. Use the **Mixing Color Mode** menu to choose:

Transparent - sets colors to their most translucent, allowing previously painted areas to show clearly through subsequent layers. This setting is best for glazing techniques.

**Semi-opaque** - sets colors to a midpoint between transparent and opaque. Painting in this Mixing Color mode with lower opacity settings applies transparent color, higher opacity settings apply colors that appear increasingly solid.

Opaque - sets dense colors like painting with gouache (like watercolors in Rebelle 3).



Examples of different Watercolor Tool's Mixing Modes.

Watercolor tool brushes have several different modes that determine how each brush applies, blends, or removes color from the canvas.

**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Paint & Mix - Sets the brush to apply the selected color and to mix it into any colors it encounters on the canvas (previously called Normal Brush in Rebelle 3). Mixing decreases with stylus pressure. Paint & Mix Mode can also be engaged by *tapping or holding '2'* on the keyboard.

**Paint & Blend** - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. Blending decreases with stylus pressure. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

**Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.



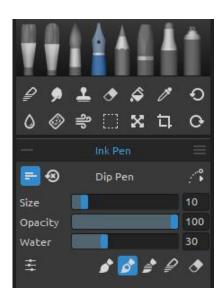
Examples of various Watercolor Tool's Modes.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

VIDEO TUTORIAL: Learn more about Rebelle's paint modes this video: <u>Paint Modes</u>, <u>Watercolor Transparency Modes</u>, <u>Oil and Acrylic Dirty Brush</u>.

# **Ink Pen Tool Properties**



The Ink tool simulates drawing with liquid pigments or dyes. Activate the Ink Pen Tool by choosing it in the *Tools panel* or by tapping 'Shift + I' shortcut.

While we often use various pens to apply ink in the real world, the saved shapes and qualities of this tool are called "brushes". We use this terminology for all Rebelle tools whether they simulate paint, ink or pastel.

The basic ink brush settings, such as size, opacity, and water, are set in the Properties panel while the more complex mechanics for these brushes are defined in the Brush Creator panel.

**Size** - Determines the size of an Ink brush as a percentage (1 to 100) of the brush's maximum size (set in the Brush Creator panel)

**Opacity** - Determines the transparency of the color applied by the brush as a percentage (1 to 100) of the brush's maximum opacity (set in the Brush Creator panel).

**Water** - Determines the amount of water applied. Lower numbers define a dry brush or scratchy pen while higher numbers simulate color applications that readily spread and drip. **Pressure** - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting Pressure in the Properties panel menu > Show Sliders.

You can also change the size or opacity of ink brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

#### **Ink Tool Modes**

Like Rebelle's other tools, ink brushes can be set to different Modes. These determine how each brush applies, blends, or removes color from the canvas.

**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Paint & Mix - Sets the brush to apply the selected color and to mix it into any colors it encounters on the canvas (previously called Normal Brush in Rebelle 3). Mixing decreases with stylus pressure. Paint & Mix Mode can also be engaged by *tapping or holding '2'* on the keyboard.

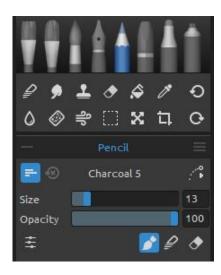
Paint & Blend - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. Blending decreases with stylus pressure. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

**Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

# **Pencil Tool Properties**



Colored pencil is an art medium constructed of a narrow, pigmented core encased in a wooden cylindrical case. Activate the Pencil tool by choosing it in the *Tools panel* or by tapping 'Shift + N' shortcut.

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 - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting Pressure in the Properties panel menu > Show Sliders.

You can also change the size or opacity of pencil brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

# **Pencil Tool Modes**

Like Rebelle's other tools, pencil brushes can be set to different Modes. These determine how each brush applies, blends, or removes color from the canvas.

**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

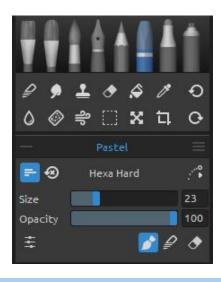
Blend - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

TIP: It is possible to tilt the stylus to achieve shading effects just like with a real-life pencil. If your stylus supports tilt, set the Tip Tilt parameter (0-100) in Rebelle's Brush Creator panel.

# **Pastel Tool Properties**



Pastel is a dry art medium in the form of a stick, consisting of pure powdered pigment and a binder. Activate the Pastel tool by choosing it in the *Tools panel* or by tapping 'Shift + T' shortcut.

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 - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting Pressure in the Properties panel menu > Show Sliders.

You can also change the size or opacity of pastel brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

#### **Pastel Tool Modes**

Like Rebelle's other tools, pastel brushes can be set to different Modes. These determine how each brush applies, blends, or removes color from the canvas.

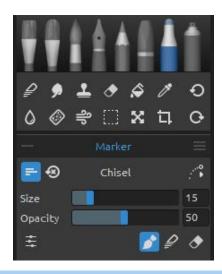
**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Blend - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged *by tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

# **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. Activate the Marker tool by choosing it in the *Tools panel* or by tapping 'Shift + M' shortcut.

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 - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting Pressure in the Properties panel menu > Show Sliders.

You can also change the size or opacity of marker brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

#### **Marker Tool Modes**

Like Rebelle's other tools, marker brushes can be set to different Modes. These determine how each brush applies, blends, or removes color from the canvas.

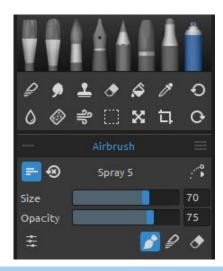
**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Blend - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

## **Airbrush Tool Properties**



Airbrush is a small, air-operated that sprays various media including ink and dye. Activate the Airbrush tool by choosing it in the *Tools panel* or by tapping 'Shift + H' shortcut.

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 - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

NOTE: The Pressure slider is hidden by default. You can view it anytime by selecting Pressure in the Properties panel menu > Show Sliders.

You can also change the size or opacity of airbrush brushes without using the Properties panel. To do so, hold *Ctrl* (or *Cmd*) key on the keyboard while dragging the mouse or stylus:

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

When you engage this process, the on-screen representation of the brush (the brush pointer) will first appear in its Resize Color along with the info window with the current volumes' values. The brush pointer will then change in size or loading depending on which direction you drag it and the info window will update accordingly.

TIP: The brush Resize Color of the brush pointer can be changed in the Preferences panel > Tools.

#### **Airbrush Tool Modes**

Like Rebelle's other tools, airbrush brushes can be set to different Modes. These determine how each brush applies, blends, or removes color from the canvas.

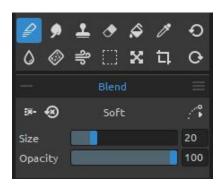
**Paint** - Sets the brush to apply the selected color without mixing it into any other color it encounters on the canvas (previously called Permanent Brush in Rebelle 3). Paint Mode can also be engaged by *tapping or holding '1'* on the keyboard.

Blend - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

**Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

## **Blend Tool Properties**



This tool blends the colors and brushmarks together. Activate the Blend tool by clicking the button in the *Tools panel* or by tapping 'N' shortcut.

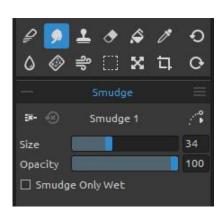
Size - Select the size of the blend tool (1-100).

Opacity - Set the opacity of the blend tool (1-100).

Pressure - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

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

# **Smudge Tool Properties**



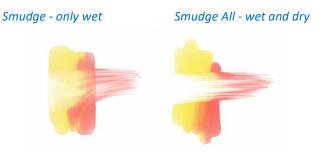
This tool smudges the wet and dry parts of the painting. Activate the Smudge tool by clicking the button in the *Tools panel* or by tapping 'S' shortcut.

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

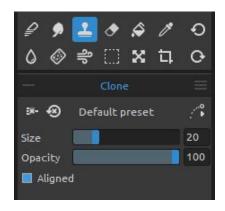
Opacity - Set the opacity of the smudge tool (1-100).

Pressure - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

**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:



# **Clone Tool Properties**



The Clone tool is useful for duplicating objects or removing an irregularity in the current layer. Activate the Clone tool by clicking the button in the *Tools panel* or by tapping 'C' shortcut.

To clone, hold the Alt (on Windows) or Option key (on macOS) and position the pointer on the source you wish to clone. Then click to set the starting point.

Release the Alt (Option) key and move to other part of the layer to start cloning.

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

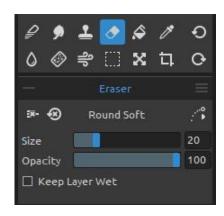
**Opacity** - Set the opacity of the clone tool (1-100).

**Pressure** - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

**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:



## **Eraser Tool Properties**



Erase color and brush marks from the current layer. Activate the Eraser tool by clicking the button in the *Tools panel* or by tapping *'E' shortcut*.

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.

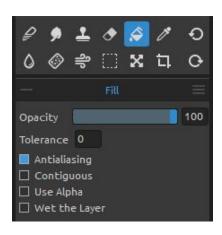
Size - Select the size of the eraser (1-100).

**Opacity** - Select the opacity of the eraser (1-100).

**Pressure** - Determines the pressure applied to the brush (1 to 100). This slider is provided for those using a mouse or a stylus that is not pressure sensitive.

**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.

# **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.

Activate the Fill tool by clicking the button in the *Tools* panel or by tapping 'L' shortcut.

**Opacity** - Set the opacity of the fill color (1-100).

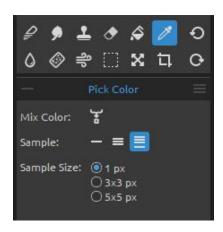
- **Tolerance** - Determines the color range of the filled pixels. Enter a value in pixels, ranging from 0 to 255. Value 0 means that only the pixels that are the same

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.

VIDEO TUTORIAL: Learn more about Rebelle's tools this video: <u>Blend, Smudge, Clone, Fill and Erase Tool</u>.





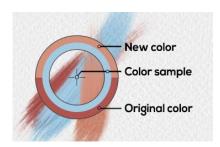
This tool enables you to pick a color from layer and canvas and mix it with another color.

Activate the Pick Color tool by clicking the button in the *Tools panel* or by tapping *'1' shortcut* or by holding *'Alt'* key.

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 > Color*.

#### 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:

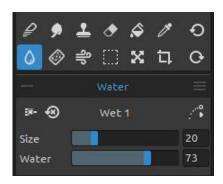
**New Color** - The newly selected color.

Color Sample - The canvas color underneath the target.

Original Color - The old, originally used color.

VIDEO TUTORIAL: Learn more about Rebelle's colors this video: <u>Color Panel, Color Sets, Pick</u> <u>Color Tool, Natural Colors</u>.

# **Water Tool Properties**

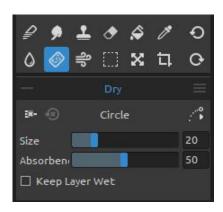


Add water strokes to the current layer.

Activate the Water tool by clicking the button in the 
Tools panel or by tapping 'W' shortcut.

**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**



Dry the water off the layer using dry brushes. Activate the Dry tool by clicking the button in the *Tools* panel or by tapping 'Y' shortcut.

**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.

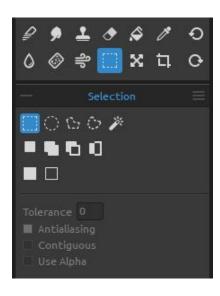
Activate the Blow tool by clicking the button in the *Tools panel* or by tapping 'O' shortcut.

**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.

VIDEO TUTORIAL: Learn more about Rebelle's Blow Tool in this video: Living Digital Canvas.

# **Selection Tool Properties**



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

Activate the Selection tool by clicking the button in the *Tools panel* or by tapping 'M' shortcut.

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

**Rectangle** - Create rectangular selections by clicking and dragging on the canvas. Activate the rectangular selection by tapping 'Ctrl + Alt + R' (on Windows) / 'Cmd + Alt + R' (on macOS).

Ellipse - Create elliptical selections by clicking and dragging on the canvas. Activate the elliptical selection by tapping 'Ctrl + Alt + E' (on Windows) / 'Cmd + Alt + E' (on macOS).

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.

Activate the polygonal selection by tapping 'Ctrl + Alt + P' (on Windows) / 'Cmd + Alt + P' (on macOS).

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.

Activate the freehand selection by tapping 'Ctrl + Alt + F' (on Windows) / 'Cmd + Alt + F' (on macOS).

Magic Wand - Create selections based on the tone and color of the pixels.

Activate the Magic Wand selection by tapping 'Ctrl + Alt + W' (on Windows) / 'Cmd + Alt + W' (on macOS).

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:

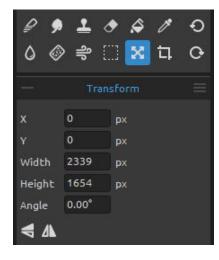
- New Selection Replace the current selection with the new one.
- Add to Selection Add a new selection to the current selection to create a new result. (shortcut: Shift)
- **Subtract from Selection** Subtract the area of the new selection from the current selection to create a new result. (shortcut: Alt)

- Invert selection Invert the current selection. You can invert the selection also with 'Ctrl + Shift + I' (on Windows) / 'Cmd + Shift + I' (on macOS) or via Edit menu > Invert Selection.
- Select All Select the content of the layer. You can 'select all' also with 'Ctrl + A' (on Windows) / 'Cmd + A' (on macOS) shortcut or via Edit menu > Select All.
- Deselect All Deselect the current selection from the canvas. You can 'deselect all' also with 'Ctrl + D' (on Windows) / 'Cmd + D' (on macOS) shortcut or via Edit menu > Deselect All.

VIDEO TUTORIAL: Learn more about Rebelle's Selection tool in this video: Selection Tool. Transform Tool.

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.

Activate the Transform tool by clicking the button in the Tools panel or by tapping 'T' shortcut.

- **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.

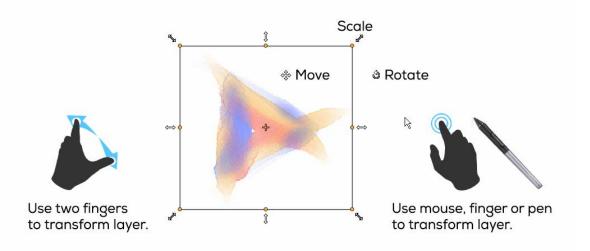
Height - Set the height of the layer or layers.

Angle - Set the rotation angle.

Flip Vertically - Flip the layer or selected layers vertically.

**A** 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.

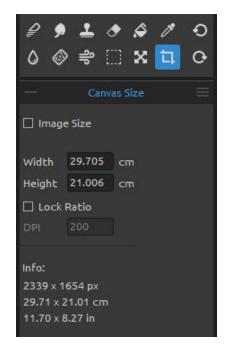
**Rotate** - Rotate turns the transformed selected layers around the center. Use *Shift* shortcut to enable 'lock rotation' at a 15-degree angles. You can change the default angle in *Preferences > Tools > Transformation*.

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.

VIDEO TUTORIAL: Learn more about Rebelle's Transform tool in this video: <u>Selection Tool.</u>
Transform Tool.

# **Canvas Size Tool Properties**



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

Activate the **Canvas Size** by clicking the button in the *Tools panel* or by tapping 'Ctrl + Alt + C' (on Windows) / 'Cmd + Alt + C' (on macOS).

Activate the **Image Size** by clicking the button in the Tools panel and enabling the 'Image Size' option or directly by using 'Ctrl + Alt + I' (on Windows) / 'Cmd + Alt + I' (on macOS).

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.

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

VIDEO TUTORIAL: Learn more about Rebelle's Canvas & Image Size in this video: <u>Canvas Size</u>, <u>Image Size</u>, <u>Crop Tool</u>, <u>Papers & Deckled Edges</u>.



### **Brushes Panel**

This panel contains brush presets and brush groups of the selected tool. Close & reopen the Brushes panel from the *Window menu* or by tapping 'F8' shortcut.

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.

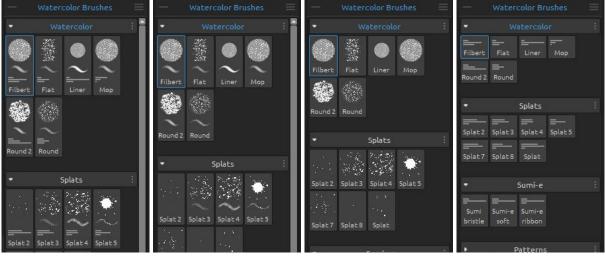
**Hide the brush group** using one left mouse button click on the brush group title bar. You can **remove the selected brush group** from the *Brushes panel menu > Remove Group* or via the right mouse button click.

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. (shortcut 'Ctrl + Shift + P' on Windows / 'Cmd + Shift + P' on macOS)
- Remove Brush Preset Remove the selected brush preset.
- **Copy Brush Preset** Copy the selected brush preset to the clipboard. (*shortcut 'Ctrl + Shift + C' on Windows / 'Cmd + Shift + C' on macOS*)
- Paste Brush Preset Paste the brush preset from the clipboard. ( $shortcut\ 'Ctrl + Shift + V'$  on  $Windows\ /\ 'Cmd + Shift + V'$  on macOS)
- 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 <u>online brush library</u> 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.

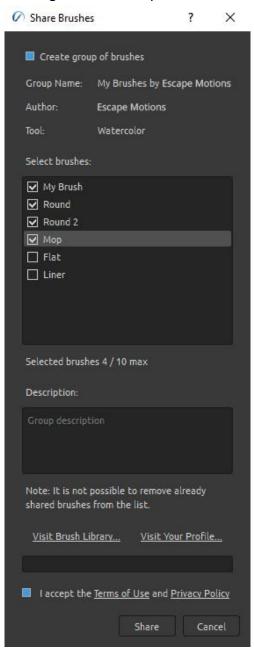
#### How to share brushes

Share your brushes with other to the online Brushes Library: <a href="mailto:escapemotions.com/products/rebelle/brushes">escapemotions.com/products/rebelle/brushes</a>

...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.

VIDEO TUTORIAL: Learn more about how to share brushes in Rebelle in this video: <u>Brush Creator - Grain and Canvas Settings</u>, <u>Brush Sharing</u>.

# **How to Import Brushes**

Import default or user-made Rebelle brushes or groups from the online Brushes Library: escapemotions.com/products/rebelle/brushes

#### To import individual brushes:

- Click on the brush you'd wish to download. Drag & Drop the brush detail from this webpage into Rebelle 4; or
- Click on the Download icon below the brush picture, then import the downloaded brush via *File menu > Import Assets...*. You can also drag & drop the downloaded brush file to Rebelle 4's window; or
- Click on the Download icon below the brush picture and save it to: on Windows:
  - C:\Users\you\AppData\Local\Escape Motions\Rebelle 4\Brushes\(corresponding tool) on macOS:
  - user/Library/Application Support/Escape Motions/Rebelle 4/Brushes/(corresponding tool)

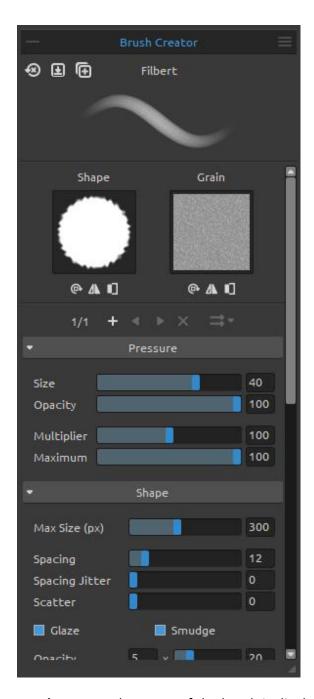
#### To import brush groups:

- Download the brush group as a .zip file. Click on the Download icon below the brush group preview, then import the group via *File menu > Import Assets...*.You can also drag & drop the downloaded .zip file to Rebelle 4's window.

# **Brush Creator Panel**

Each brush is defined by its shape, grain and a set of properties. A brush's properties include:

- volumes (brush settings available in the Properties panel settings);
- paint modes (modes available in the Properties panel settings); and
- mechanics (brush settings available in the Brush Creator panel settings).



The *mechanics* are additional settings you can set to create a custom brush preset. To edit these settings, open the Brush Creator panel using the button in the *Properties panel* or via the *Window menu* or by tapping 'F5' shortcut.

At the top left side of the Brush Creator panel you can find **three buttons** which work for the currently selected brush preset:

- Reset Brush Changes Reset the brush settings to default.

  (shortcut 'Ctrl + Shift + H' on Windows / 'Cmd + Shift + H' on macOS)
- Save Changes as Default Save the changes you have made to the brush as default settings.

  (shortcut 'Ctrl + Shift + B' on Windows / 'Cmd + Shift + B' on macOS)
- Save as New Brush Preset Save the brush as a new brush preset.

  (shortcut 'Ctrl + Shift + P' on Windows / 'Cmd + Shift + P' on macOS)

**Brush Name** - The name of the brush is displayed at the top of the Brush Creator. To change the name of the brush, double-click on it in the Brushes 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.

A Rebelle brush consists of a combination of a *Shape* and a *Grain*:

**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.

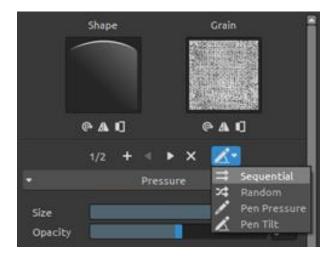
Rotate - Rotate the shape/grain clockwise.

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 custom shape or grain to their respective folder in PNG, JPG or BMP format.

VIDEO TUTORIAL: Learn more about Rebelle's Brush Creator in this intro video: <u>Brush Creator</u> - <u>Introduction</u>.



Rebelle lets you add up to four (4) shapes and up to four (4) grains into one brush preset.

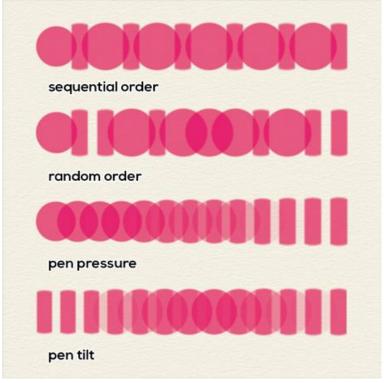
(1/4) Number of Shapes / Grains - The first number indicates the currently displayed shape & grain combination. The second number indicates the total shape & grain combinations in the brush preset.

- + 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.

VIDEO TUTORIAL: Learn more about Rebelle's shapes, grains and rotation settings in this video: Four Shapes and Grains, Rotation Settings.

**Texture Order** - Set the order of the brush shapes and grains in the stroke. The Texture order has four different modes:

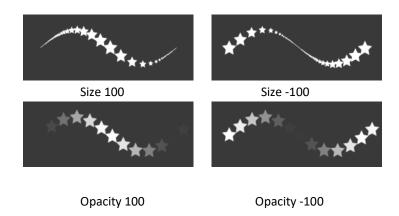
- **Sequential** The images alternate regularly in the stroke.
- Random The images alternate randomly in the stroke.
- Based on **Pen Pressure** The images alternate based on the pressure of the stylus.
- Based on **Pen Tilt** The images alternate based on the tilt of the stylus.



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

# **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:



Multiplier - Multiplies the Pressure sensitivity for the brush (0-200).

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

VIDEO TUTORIAL: Learn more about Rebelle's Pressure parameters in this video: <u>Brush</u> <u>Creator - Pressure Settings</u>.

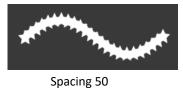
### **Shape parameters**

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 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):

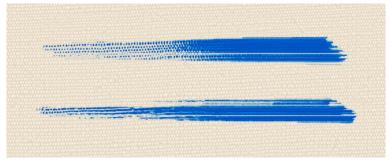


**Glaze** - Turn glazing on to build up the transparent layers of pigment on the canvas. Glazes are used on top of one another to build up depth and modify colors in a painting:



**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.

**Smudge Quick Strokes** - Enable this option to smudge the lines in the stroke when painting quickly:



Smudge quick strokes off (top) vs. Smudge quick strokes on (bottom)

**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):



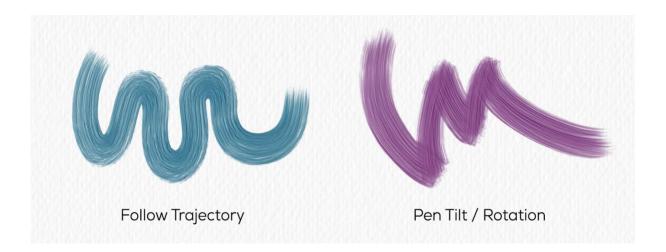
Angle 25

**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.



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.

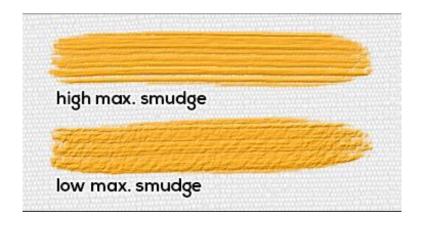
NOTE: You can select "Always use Pen Tilt / Rotation instead of Follow Trajectory in Brush Creator" option in Preferences > Tools. When selected, the brush shape follows the pen tilt or rotation if the pen supports them, even when "Follow Trajectory" is selected for brush rotation.

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 (consisting of a shape and grain) repeat in a brushstroke (1-100). Functionality of the Image Sequence slider changes based on your selected "Texture Order" mode:

- Sequential Texture Order - The Image Sequence slider is disabled. The brush shapes and grains are used in a sequence (the first splat uses the first shape and grain, the second splat will use the second shape and grain, etc.).

After using the last shape and grain it cycles back to the beginning.

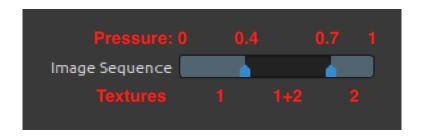
- Random Texture Order - The Image Sequence slider is enabled and determines the probability with which a certain shape & grain combination appears in the brushstroke. The slider setting at "1" results in all shape & grain pairs having an equal chance to appear in the brushstroke (but still in random order).

As you set higher values on the "Image Sequence" slider, the distribution changes - the first shape & grain pair will appear more likely than the second set of shape & grain.

Each following set will have a lower chance to appear in the brushstroke.

With the slider set at "100" you should see approximately 100 splats using the first shape & grain for every splat that uses the last shape & grain.

- Texture Order based on Pen Pressure - The "Image Sequence" slider changes from an ordinary slider to a range slider. See below an example with 2 textures (two shapes and two grains in one brush preset):



The Image Sequence slider can be divided into more parts based on the number of shapes & grains in the brush.

In this mode the shape & grain combinations are selected based on the pressure from pen. The light parts in this slider are ranges where only one set of shape & grain is used. In this example from 0 pressure to 0.4 of maximum pen pressure the first shape & grain is used for painting.

Starting from pressure 0.7 up to the full pressure the second set is used. In the middle there is a darker area between pressures 0.4 and 0.7 - this is where the neighborly sets of shape & grain will be used, in this case the first and second. They are blended together, at the start of the range (near 0.4 of maximum pen pressure) the first shape & grain will be more visible and as a pressure increases the second set will become more dominant. This allows creation of brushes that use different textures, based on the pressure level.

- Texture Order based on Pen Tilt - Similar to Pen Pressure but this time which shape & grain combination will appear is selected based on the pen tilt. With no pen tilt (pen is perpendicular to the surface of the drawing tablet) it picks shape(s) & grain(s) from the middle of the slider, in example above it would result in mix between the first pair of shapes & grains with the second ones.

When you tilt your pen more to the "left" it works as if you have increased the pen pressure and eventually you will get splats that use only the second set of shape & grain. Similarly tilting the pen to the "right" works as if you have decreased the pen pressure. "Left" and "right" here refers to the direction in regards to the stroke trajectory.

VIDEO TUTORIAL: Learn more about Rebelle's Shape parameters in this video: <u>Brush Creator</u>-<u>Shape Settings</u>.

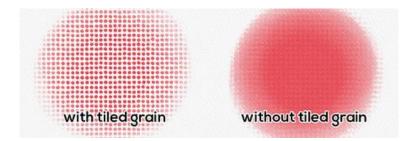
# **Grain parameters**

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:



**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.

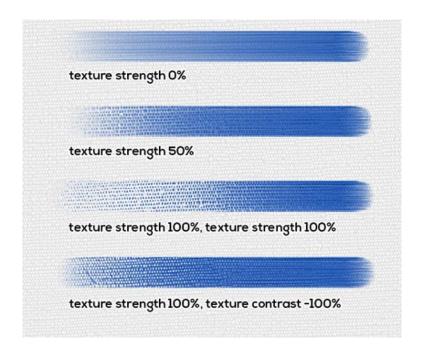
**Random Angle** -Randomize the angle of the grain in the stroke when Tiled Texture is enabled.

**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):



VIDEO TUTORIAL: Learn more about Rebelle's Grain and Canvas parameters in this video: Brush Creator - Grain and Canvas Settings, Brush Sharing.

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' (on Windows) / 'Cmd + Shift + C' (on macOS).

To paste the preset to the selected tool, go to Properties panel menu > Paste Brush Preset from Clipboard or with shortcut 'Ctrl + Shift + V' (on Windows) / 'Cmd + Shift + V' (on macOS).

# 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.

Close & reopen the Navigator panel from the *Window* menu or by tapping 'Ctrl + K' (on Windows) / 'Cmd + K' (on macOS).

**Zoom Out** - Zoom out from your painting (at a minimum size of 1%).

(shortcut '-', 'Ctrl + -' on Windows / 'Cmd + -' on macOS)

**Zoom In** - Zoom in on your painting (at a maximum size of 2000%). (shortcut '+' or '=' or 'Ctrl + +' or 'Ctrl + =' on Windows / 'Cmd + +' or 'Cmd + =' on macOS) **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%. (shortcut '0')

Fit to Screen - Set the canvas to fit the screen. (shortcut '.' or 'Ctrl + 0' on Windows / 'Cmd + 0' on macOS)

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.

(shortcut 'Ctrl + Alt + Left Arrow' on Windows / 'Cmd + Alt + Left Arrow' on macOS)

Rotate Clockwise - Rotate the viewport clockwise.

(shortcut 'Ctrl + Alt + Right Arrow' on Windows / 'Cmd + Alt + Right Arrow' on macOS) **Rotation Slider** - Set the rotation value with the rotation slider (-180°  $\sim$  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°. (shortcut 'Ctrl + Alt + 0' on Windows / 'Cmd + Alt + 0' on macOS)

**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. (shortcut 'Shift + F')

VIDEO TUTORIAL: Learn more about Rebelle's Navigator panel in this video: <u>Navigator Panel</u> and <u>Navigation Shortcuts</u>.

**Navigator Panel Menu** - Switch on **Greyscale** view (shortcut 'G') 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. Close & reopen the Color panel from the *Window menu* or by tapping 'F6' shortcut.

**Actual (Primary) Color** - Set the color you are going to paint with.

**Secondary Color** - Set the secondary color. You can switch between the primary and secondary color by clicking on the secondary color or by tapping ' $Ctrl + \$ ' on Windows or ' $Cmd + \$ ' on macOS.

**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.

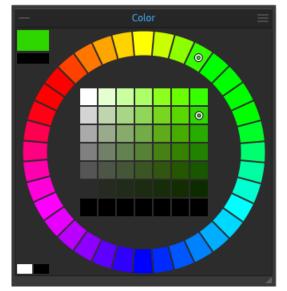
**HSLuv** - HSLuv allows you to define a color based on three dimensions – hue, saturation, and lightness – but contrary to an HSL color model based on RGB, this color model is based on CIELUV color space so two colors with an identical lightness value will look equally bright, have better saturation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

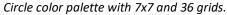
Use the keyboard shortcuts to quickly increase/decrease hue, saturation and lightness or set warmer or cooler colors:

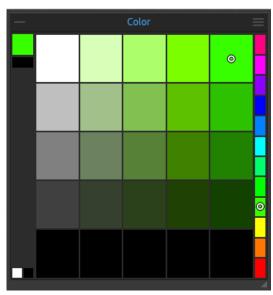
- to increase **Hue/Red** use 'Alt + H.' To decrease, use 'Alt + Shift + H'.
- to increase **Saturation/Green** use 'Alt + S'. To decrease, use 'Alt + Shift + S'.
- to increase **Lightness/Blue**, use 'Alt + L'. To decrease, use 'Alt + Shift + L'.
- to set warmer color, use 'Alt + W'.
- to set **cooler color**, use 'Alt + C'.

VIDEO TUTORIAL: Learn more about Rebelle's colors this video: <u>Color Panel, Color Sets, Pick</u> <u>Color Tool, Natural Colors.</u>

**Grids** - Divide the color palette into grids for more precise color selection. Activate the grid by holding *Ctrl* (or *Cmd*) key and clicking on the palette or via the *Color Panel Menu > Grid*:







Square color palette with 5x5 and 12 grids.

**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.



### **Color Set Panel**

You can choose your brush color also in the Color Set panel - either from the default or your custom color sets. Close & reopen the Color Set panel from the *Window menu* or by tapping 'F9' shortcut.

**Actual (Primary) Color** - Set the color you are going to paint with.

**Set of last used colors** - The list of colors you used during the painting session. You can create your custom colors by picking and clicking on the color in the color palette. The colors that are used last will be included 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.

TIP: Set the Mix Color Sensitivity by going to the Preferences > Color.

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.

NOTE: The colors you use during a session do not get saved automatically when saving a file. Make sure you always save your custom colors before closing Rebelle.

# **Color Set Panel Menu:**

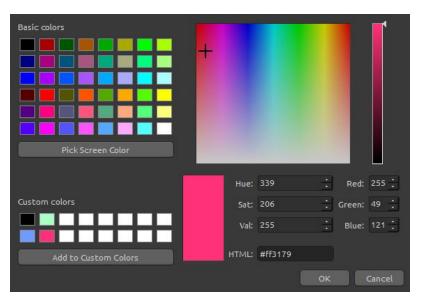
- Large Icons Enable large thumbnails of swatches.
- **Show Color Names** Show names of the colors. You can rename the selected color by double-clicking on it.
- Create Color Set from Image File Create a color set from an image. New color set with 4, 9, 16 or 25 colors will be created.
- Create Color 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
- Close Close the Color Set panel. You can re-open the panel from the Window menu.

#### **System Color Palette**

After clicking on an actual (primary) color in the upper left corner of the Color or Color Set panel, a new 'Select Color' window with a System Color Palette appears. This palette looks and behaves differently on Mac OS and Windows:



display the color's name as Hexa format from the first column.





System Color Palette on Mac OS

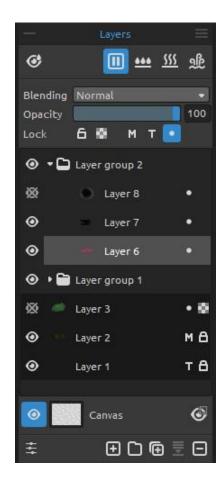
You can open the System Color Palette also by clicking 'Alt + \' shortcut.

#### 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.

VIDEO TUTORIAL: Learn more about Rebelle's colors this video: <u>Color Panel, Color Sets, Pick</u> <u>Color Tool, Natural Colors.</u>



# **Layers Panel**

The Layers panel lists all layers, layer groups and layer options in your artwork. Close & reopen the Layers panel from the *Window menu* or by tapping 'F7' shortcut.

- Show Wet Show the wet parts of the actual layer. (shortcut 'H')
- Pause Diffusion Pause the paint diffusion.
  When the diffusion is paused, the button is highlighted.
  (shortcut 'D')
- **Wet the Layer** Wet the actual layer. (*shortcut 'Shift + L'*)
- Dry the Layer Dry the actual layer, the canvas is not wet. (shortcut 'Shift + D')
- Fast Dry Dry the actual layer, water is removed from the painting, but the canvas remains wet. (shortcut 'F')

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** - Choose from 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. (shortcut 'Ctrl + /' on Windows or 'Cmd + /' on macOS)

**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. (shortcut '/')

**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'  $\bullet$  all pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring sketches and images. (shortcut 'Alt + Shift + M')

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.

- **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. (shortcut 'Alt + Shift + T')
- 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. (shortcut 'Alt + Shift + I')
- Eye Show or hide the layer or the layer group. (shortcut 'Ctrl + .' on Windows / 'Cmd + .' on macOS)

**Canvas** - Choose from default canvas textures and canvas colors. By clicking on the canvas thumbnail, a 'Select Canvas' window will open where you can:

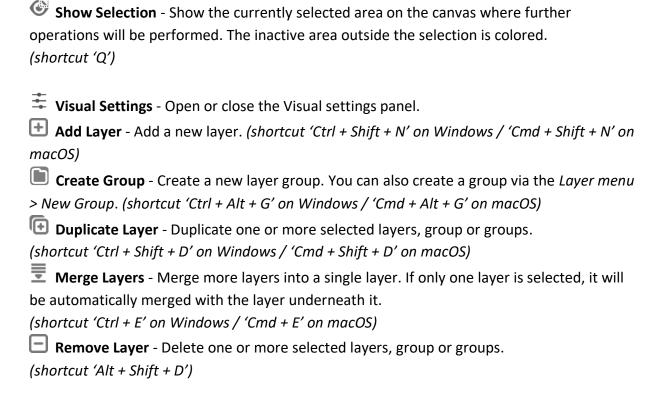
- scale the texture by using the **Texture Scale** slider (25-400%) in Select Canvas Window.
- select **Use Deckled Edges** choose whether you want to apply deckled edges on selected paper (papers with deckled edges are marked with the icon ...).
- get more papers... click to be redirected to our website where you can get more papers.
- Import or remove selected canvas texture from the list.
- select **Canvas Color** select a custom canvas color via the default system palette.
- select from **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'.
- **H**/**I Add** and **remove** colors from the list.

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

VIDEO TUTORIAL: Learn more about Rebelle's layers and groups in this video: <u>Layers and Layers Group</u>.

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.



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 or by hitting Alt + N shortcut

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 'Del' shortcut on your keyboard or go from the menu Layer > Clear Layer.

You can select to show the "Clear Layer" button in Layers panel by going to the Preferences > General > Panels where you select "Add Clear Layer button to Layers panel."

**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. Close & reopen the Tilt panel from the *Window menu* or by tapping 'Ctrl + L' (on Windows) / 'Cmd + L' (on macOS).

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. You can enable or disable the tilt also by hitting Alt + T shortcut.

NOTE: The speed of the color runoff depends on the tilt of the canvas, amount of water and color on the painting.

VIDEO TUTORIAL: Learn more about Rebelle's Tilt panel in this video: Living Digital Canvas.

# **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.

Close & reopen the Stencils panel from the Window menu or by tapping 'F10' shortcut.

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. (shortcut 'Alt + Shift + N')
- **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.

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

#### 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').

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

VIDEO TUTORIAL: Learn more about Rebelle's Stencils in this video: Stencils.

# **Preview Panel**

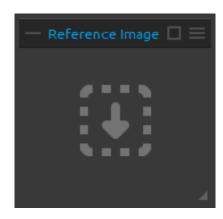


Preview the current canvas in a separate panel.

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' (on Windows) or 'Cmd + Spacebar + LMB' on macOS.

**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 or tap the *shortcut 'F12'* on your keyboard.

#### **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: <a href="https://www.escapemotions.com/products/rebelle/papers">www.escapemotions.com/products/rebelle/papers</a>

**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.

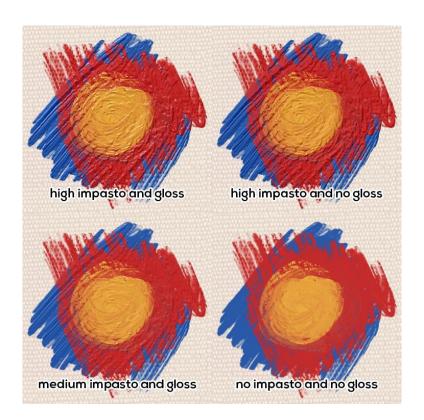
**Drip Size** - Set the size of drips (1-10).

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

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

# Oils & Acrylics

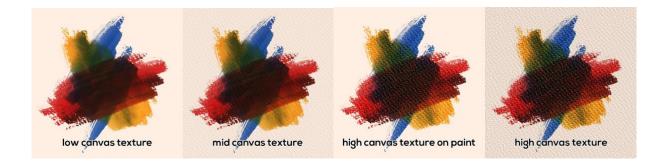
**Impasto Depth** - Set the visibility of the structure of oil and acrylic strokes (0-10). **Gloss** - Set the illumination of the paint structure (0-10).



# **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.

VIDEO TUTORIAL: Learn more about Rebelle's Visual Settings in this video: <u>Living Digital</u> <u>Canvas</u>.

# 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.

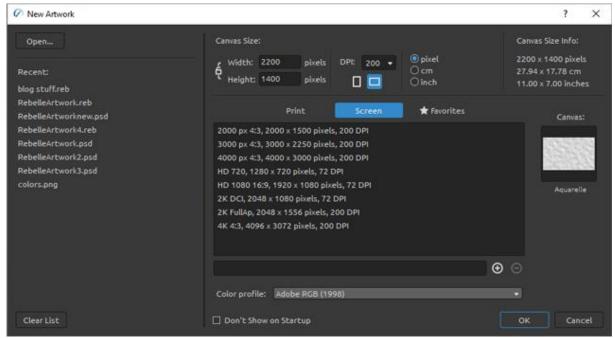
**Community** - Contains links to the Community forum, gallery, your account and publish option.

**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. ( $shortcut\ 'Ctrl + N'\ on\ Windows\ /\ 'Cmd + N'\ on\ macOS$ ) 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.

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.

Υοι	u can also choose from variety of <b>Print</b> and <b>Screen</b> canvas size presets or add / remove
pre	esets using the 🕀 / 🖯 buttons.
Sav	ve your favorite presets to ' <b>Favorites'</b> by marking them with a star 🖈.
ę	Lock Aspect Ratio - Click to lock the aspect ratio. When highlighted, the aspect ratio is locked.
	- Switch to portrait 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.

Switch to landscape orientation.

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. (shortcut 'Ctrl + O' on Windows / 'Cmd + O' on macOS) **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. (shortcut 'Ctrl + S' on Windows / 'Cmd + S' on macOS)

**Save As...** - Save a copy of your current painting as a new one in .reb, .psd, .png, .jpg, .bmp or .tif file formats. (shortcut 'Ctrl + Shift + S' on Windows / 'Cmd + Shift + S' on macOS)

**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. (shortcut 'Ctrl + Alt + S' on Windows / 'Cmd + Alt + S' on macOS)

**Import Image...** - Import any image file in .psd, .png, .jpg, .bmp and .tif format as a new layer. (shortcut 'Ctrl + Shift + O' on Windows / 'Cmd + Shift + O' on macOS) **Import Assets...** - Import brushes, papers and other assets available on the website. (shortcut 'Ctrl + Shift + A' on Windows / 'Cmd + Shift + A' on macOS)

**Quit** - Close the application. (Only on Windows). (shortcut 'Ctrl + W', 'Ctrl + Q', 'Ctrl + F4', 'Alt + F4' on Windows / 'Cmd + W', 'Cmd + Q', 'Cmd + F4' on macOS)

TIP: Rebelle automatically saves work while painting. When this happens, you will see the icon 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 <u>Creating</u>, Opening and Saving Paintings section later on in the manual.

# **Edit Menu**

**Undo** - Undo the last painting operation you performed. (shortcut: 'Ctrl + Z' on Windows / 'Cmd + Z' on macOS)

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. (shortcut: 'Ctrl + Shift + Z' on Windows / 'Cmd + Shift + Z' on macOS)

 ${f Cut}$  -  ${f$ 

**Copy** - Copy the current selection or a selected layer to the clipboard. (shortcut 'Ctrl + C' on Windows / 'Cmd + C' on macOS)

**Paste** - Paste the current selection or a selected layer to a new layer. (shortcut 'Ctrl + V' on Windows / 'Cmd + V' on macOS)

**Image Size...** - Resize the canvas and the image. (shortcut 'Ctrl + Alt + I' on Windows / 'Cmd + Alt + I' on macOS)

**Canvas Size...** - Enlarge or crop the canvas. (shortcut 'Ctrl + Alt + C' on Windows / 'Cmd + Alt + C' on macOS)

**Select All** - Select the whole layer. (shortcut 'Ctrl + A' on Windows / 'Cmd + A' on macOS)

**Deselect All** - Deselect the current selection from the canvas. (shortcut 'Ctrl + D' on Windows / 'Cmd + D' on macOS)

**Invert Selection** - Invert the current selection. (shortcut 'Ctrl + Shift + I' on Windows / 'Cmd + Shift + I' on macOS)

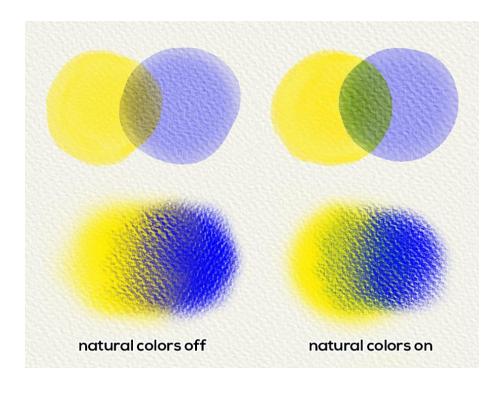
**Show Selection** - Show or hide the active selection. (shortcut 'Q')

**Show Selection Lines** - Show or hide the "marching ants" of the selection. (shortcut 'Alt + Q')

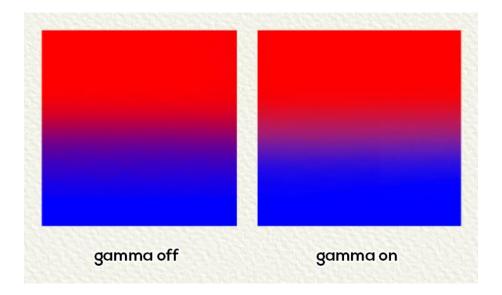
**Ruler Tool** - Activate the ruler tool on canvas. (shortcut 'Shift + R') **Perspective Tool** - Activate the Perspective tool on canvas. (shortcut 'Shift + P')

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:



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



NOTE: 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. (shortcut 'Ctrl + Shift + K' on Windows / 'Cmd + Shift + K' on macOS) **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.

VIDEO TUTORIAL: Learn more about Rebelle's colors this video: <u>Color Panel, Color Sets, Pick</u> <u>Color Tool, Natural Colors.</u>

**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. (shortcut 'Ctrl + ,' on Windows / 'Cmd + ,' on macOS)

**Keyboard Shortcuts** - Open and edit keyboard shortcuts. (shortcut 'Alt + Shift + K')

# **Layer Menu**

**New Layer** - Add a new layer. (shortcut 'Ctrl + Shift + N' on Windows / 'Cmd + Shift + N' on macOS)

**New Group** - Add a new layer group. (shortcut 'Ctrl + Alt + G' on Windows / 'Cmd + Alt + G' on macOS)

**Duplicate Layer** - Duplicate one or more selected layers, group or groups. (shortcut 'Ctrl + Shift + D' on Windows / 'Cmd + Shift + D' on macOS)

**Merge Layers** - Merge two or more layers into one layer. (shortcut 'Ctrl + E' on Windows / 'Cmd + E' on macOS)

**Remove Layer** - Remove one or more selected layers, group or groups. (shortcut 'Alt + Shift + D')

**Group Layers** - Create a new layer group from the selected layer or layers. (shortcut 'Ctrl + G' on Windows / 'Cmd + G' on macOS)

**Ungroup Layers** - Separate the layers from the selected layer group or groups. (shortcut 'Ctrl + Shift + G' on Windows / 'Cmd + Shift + G' on macOS)

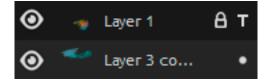
Merge Visible Layers - Merge all visible layers or groups into one layer.

(shortcut 'Ctrl + Shift + E' on Windows / 'Cmd + Shift + E' on macOS)

Select All Layers - Select all existing layers and groups in the Layers panel. (shortcut 'Ctrl + Alt + A' on Windows / 'Cmd + Alt + A' on macOS)

**Show Layer** - Show or hide selected layer(s) and group(s). (shortcut 'Ctrl + .' on Windows / 'Cmd + .' On macOS)

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. (shortcut 'Alt + Shift + M')

**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. (shortcut'Alt + Shift + T')

**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. (shortcut 'Alt + Shift + I')

**Transform Layer** - Move and resize selected layer or layers (*shortcut 'Ctrl + T' on Windows / 'Cmd + T' on macOS*).

**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. (shortcut 'Ctrl + M' on Windows / 'Cmd + M' on macOS)

**Hue / Saturation...** - Adjust the hue, saturation and lightness of colors on a current layer or in a selection. (shortcut 'Ctrl + U' on Windows / 'Cmd + U' on macOS)

**Color Balance...** - Adjust the overall mixture of colors on a current layer or in a selection for generalized color correction. (shortcut 'Ctrl + B' on Windows / 'Cmd + B' on macOS)

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.

(shortcut 'Ctrl + Shift + F' on Windows / 'Cmd + Shift + F' on macOS)

**Colorize...** - Colorize the layer with Hue, Saturation and Strength slider. (shortcut 'Ctrl + Shift + J' on Windows / 'Cmd + Shift + J' on macOS)

**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.

(shortcut 'Ctrl + Shift + U' on Windows / 'Cmd + Shift + U' on macOS)

**Invert** - Invert all the pixel colors and brightness values on a current layer or in a selection. (shortcut 'Ctrl + I' on Windows / 'Cmd + I' on macOS)

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.

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

VIDEO TUTORIAL: Learn more about Rebelle's Filters in this video: Filters.

# **View Menu**

**Zoom In** - Zoom in on your artwork (at a maximum size of 2000%). (shortcut '+' or '=' or 'Ctrl + +' or 'Ctrl + =' on Windows / 'Cmd + +' or 'Cmd + =' on macOS)

**Zoom Out** - Zoom out from your artwork (at a minimum size of 1%). (shortcut '-', 'Ctrl + -' on Windows / 'Cmd + -' on macOS)

**Zoom 100%** - Check up a zoom value. Press the button to reset the zoom to 100%. (shortcut '0')

**Fit to Screen** - Set the canvas to fit the screen. (shortcut '.' or 'Ctrl + 0' on Windows / 'Cmd + 0' on macOS)

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

**Greyscale** - View the canvas in greyscale mode. (shortcut 'G') **Show Cursor** - Show or hide the cursor. (shortcut 'Ctrl + Shift + X' on Windows / 'Cmd + Shift + X' on macOS)

**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. (shortcut 'Ctrl + Y' on Windows / 'Cmd + Y' on macOS)

**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. (shortcut 'Ctrl + Shift + Y' on Windows / 'Cmd + Shift + Y' on macOS)

# **Window Menu**

**Tools** - Show or hide the Tools panel. (shortcut 'F3')

**Properties** - Show or hide the Properties panel. (shortcut 'F4')

**Brushes** - Show or hide the Brushes panel. (shortcut 'F8')

**Color** - Show or hide the Color panel. (shortcut 'F6')

**Color Set** - Show or hide the Color Set panel. (shortcut 'F9')

**Tilt** - Show or hide the Tilt panel. (shortcut 'Ctrl + L' on Windows / 'Cmd + L' on macOS)

**Navigator** - Show or hide the Navigator panel. (shortcut 'Ctrl + K' on Windows / 'Cmd + K' on macOS)

**Layers** - Show or hide the Layers panel. (shortcut 'F7')

**Stencils** - Show or hide the Stencils panel. (shortcut 'F10')

**Preview** - Show or hide the Preview panel. (shortcut 'Ctrl + Shift + R' on Windows / 'Cmd + Shift + R' on macOS)

**Reference Image** - Show or hide the Reference Image panel. (shortcut 'Ctrl +R' on Windows / 'Cmd + R' on macOS)

**Brush Creator** - Show or hide the Brush Creator panel. (shortcut 'F5')

**Visual Settings** - Show or hide the Visual Settings panel. (shortcut 'F12')

**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. (shortcut 'Ctrl + Shift
+ L' on Windows / Cmd + Shift + L on macOS)

**Export Layout** - Save a custom Rebelle user interface layout. (shortcut Ctrl + Shift + T on Windows / Cmd + Shift + T on macOS)

**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. (shortcut 'F1' on Windows)

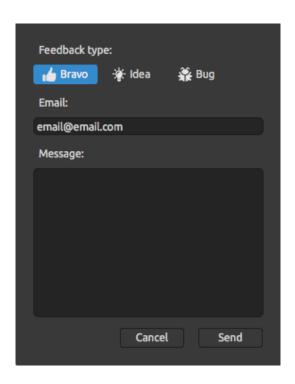
**Send Feedback...** - Send feedback in case you experience any problem, have ideas for future development or tell us that you like Rebelle. You can choose from 3 feedback types:

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...

 $\dots$  just enter your email address and write us a message - we read each and every one of them.  $\odot$ 



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.

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

**About Rebelle** - Get some basic information on Rebelle, copyright and credits.

**Show Library Folder** - Show folder where brushes, data, documents and canvases are saved.

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

# **Preferences**

Set General, Tools, Color, Color Management, Tablet and Keyboard preferences in Rebelle.

Rebelle allows you to customize many settings and keyboard shortcuts in the Preferences window. Open the Preferences panel by going to the *Edit menu > Preferences* (on Windows) or by clicking *Rebelle 4 > Preferences* (on macOS).

To open the Preferences window, you can also use the shortcut 'Ctrl + ,' on Windows or 'Cmd + ,' on macOS.

#### **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** - Get information about total and available memory.

- 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.

- 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*.

- 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.
- Add "Clear Layer" button to Layers panel Check this option to bring the "Clear Layer" button to the user interface to the bottom of the Layers panel.
- After the creation of the "New Layer" edit the new layer name Check this option to make a new layer's name editable right after you create it.

#### **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 by default while painting in Rebelle.
- Show paint/blend mode in cursor shape Cursor's appearance changes with the selected paint/blend mode. Uncheck this option to disable the changing appearance of the cursor when *Paint / Paint&Mix / Paint&Blend / Blend / Erase mode* is enabled in the Preferences.
- 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 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.
  - Pick and Mix Color also on mouse move Turn this option off to disable picking and mixing colors on mouse move. Colors will be picked and mixed only by clicking with a mouse button or stylus.
- **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), Microsoft Ink device or Windows 8+ Pointer Input. Select Windows 8+ Pointer Input when working with both pen and touch using a third-party software like Tablet Pro.

Software restart will be required after you change these settings.

- Invert pen tilt Select this option to invert the tilt of the pen. Use this option when the tilt of your stylus does not match the tilt in Rebelle. In 'Tilt Rotation Offset' set the angle of the tilt offset.
- 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.
- **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. Open the Keyboard Preferences from the menu: *Edit > Keyboard Shortcuts* or by using *shortcut 'Alt + Shift + K'*. 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.

View Rebelle's shortcuts at the end of this manual in the Keyboard Shortcuts section.

VIDEO TUTORIAL: Learn more about Rebelle's Preferences in this video: <u>Preferences</u>.

# **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, .tif and .psd format by clicking on *Menu > File > Import...* 

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

# **Working with Water**

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

Not only colors can be wet, with a 'Wet the Layer' button (in 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 . 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.











he Layer Dry the Layer

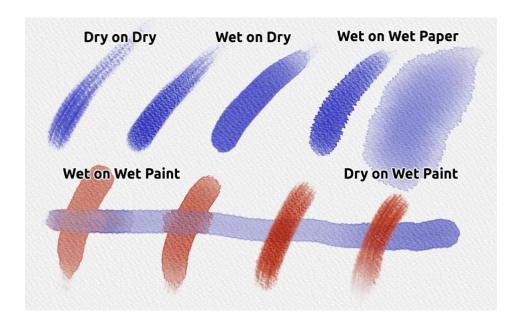
To speed up your painting process we implemented 2 functions:

'**Dry the layer**' button sompletely 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.

TIP: Pause the fluid simulation anytime during painting by clicking the Pause Diffusion button in the Layers panel: \(\bigcup \bigcup \bigcup

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.
- 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 or by tapping the 'Q' shortcut. 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' on Windows or 'Cmd + T' on macOS*. 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 + A' / 'Cmd + A' shortcut, via the Selection properties panel or via Edit menu > Select All.

**Deselect the current selection** by hitting 'Ctrl + D' / '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 + Shift + I' / '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 X Free Hand Lock Control Points

#### 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 × One Point Two Points Three Points Free Hand Lock Control Points Lock Horizontally

# 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.

VIDEO TUTORIAL: Learn more about Rebelle's Ruler and Perspective in this video: <u>Ruler and Perspective Tool.</u>

# **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.

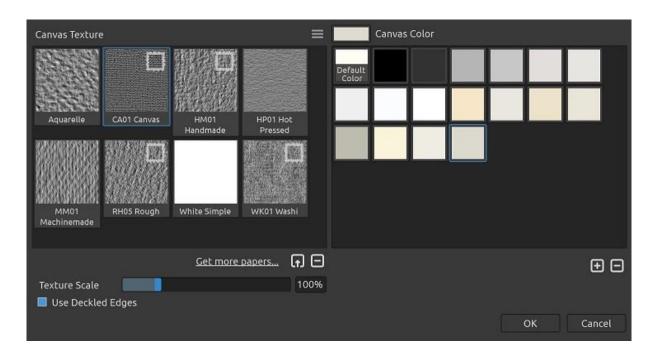


In order to use *one finger* for any action, first enable the "Singletouch" by going to *Edit > Preferences > Tablet*.

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

#### **Art Canvases**

There are various default canvas textures and canvas colors to choose from the Select Canvas 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.

VIDEO TUTORIAL: Learn more about Rebelle's Papers & Deckled Edges in this video: <u>Canvas Size, Image Size, Crop Tool, Papers & Deckled Edges</u>.

# **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 description to the numbers in the image, or removes one.

Use Assign Profile... to decide what RGB 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 RGB profile which you previously selected in New Artwork window or via Color Management Preferences.

- **Profile** - Choose from the lists of available RGB 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' on Windows / 'Cmd + Shift + K' on macOS:

### Default color profile for new artworks

**Default profile** - Select a default RGB 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.

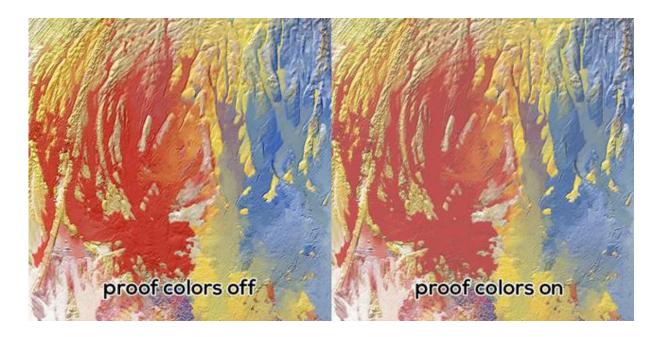
**Gamut warning** - Choose the color of the gamut warning.

## **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.

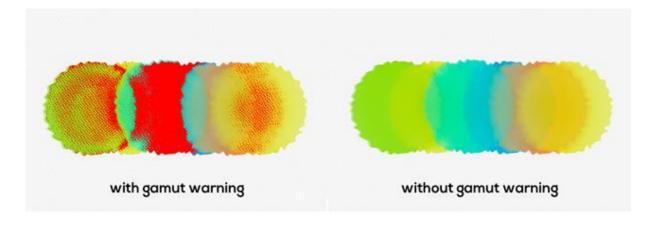
Set up the soft proofing color profile via the Color Management Preferences.

Enable the color proofing option via the menu View > Proof Colors or by hitting the shortcut 'Ctrl + Y' on Windows / '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:



Enable the gamut warning via the menu  $View > Gamut \ Warning$  or by hitting the shortcut 'Ctrl + Shift + Y' on Windows / 'Cmd + Shift + Y' on macOS.

# **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.

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

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

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

# **Saving with Transparency**

You can save your work with 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

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

# Mac OS user

- click on Rebelle Menu > Quit, or
- press a Quit button in the upper left corner of an application, or
- use a shortcut Cmd + W, Cmd + Q or Cmd
- + F4 on macOS

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

# **Publish a Painting**

You can publish a painting to the online Gallery directly from the Rebelle application or via the Escape Motions Community website <a href="mailto:escapemotions.com/community">escapemotions.com/community</a>.

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 <a href="mailto:escapemotions.com/community">escapemotions.com/community</a>, 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
Panels		
Tools	F3	F3
Properties	F4	F4
Brushes	F8	F8
Color	F6	F6
Color Set	F9	F9
Tilt	Ctrl+L	Cmd+L
Navigator	Ctrl+K	Cmd+K
Layers	F7	F7
Stencils	F10	F10
Preview	Ctrl+Shift+R	Cmd+Shift+R
Reference Image	Ctrl+R	Cmd+R
Brush Creator	F5	F5
Visual Settings	F12	F12
Show   Hide All Panels	Tab	Tab
Import Layout	Ctrl+Shift+L	Cmd+Shift+L
Export Layout	Ctrl+Shift+T	Cmd+Shift+T
Files		
New	Ctrl+N	Cmd+N
-	Ctrl+O	Cmd+O
Open Save	Ctrl+S	Cmd+S
Save As	Ctrl+Shift+S	Cmd+Shift+S
Iterative Save	Ctrl+Alt+S	Cmd+Alt+S
	Ctrl+Shift+O	Cmd+Shift+O
Import Image		Cmd+Shift+A
Import Assets Open Preferences	Ctrl+Shift+A	Cmd+,
•	Ctrl+, Alt+Shift+K	Alt+Shift+K
Open Keyboard Shortcuts Quit Rebelle		
Quit Rebelle	Ctrl+W , Ctrl+Q, Ctrl+F4 or Alt+F4	Cmd+W, Cmd+Q or Cmd+F4

### Edit

 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

#### **Tools**

Watercolor Shift+W Shift+W Shift+A Acrylic Shift+A Oil Shift+O Shift+O Pastel Shift+T Shift+T Pencil Shift+N Shift+N Ink Pen Shift+I Shift+I Marker Shift+M Shift+M Airbrush Shift+H Shift+H

Eraser E or stylus eraser E or stylus eraser

Go to Last Paint Brush B B Go to Last Erase Brush Shift+E Shift+E

Blend N N
Smudge S S
Clone C C

Set Clone Source Hold Alt+click Hold Alt+click

 Fill
 L
 L

 Pick Color
 Alt or I
 Alt or I

 Mix Mode
 X
 X

Water W W
Dry Y Y Y
Blow O O
Selection M M

Transform T or Ctrl+T T or Cmd+T Image Size Ctrl+Alt+I Cmd+Alt+I Cmd+Alt+C Cmd+Alt+C

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

# **Working with Brush Presets**

Copy Brush Preset	Ctrl+Shift+C	Cmd+Shift+C
Paste Brush Preset	Ctrl+Shift+V	Cmd+Shift+V
Duplicate Brush Preset	Ctrl+Shift+P	Cmd+Shift+P
Reset Brush Changes	Ctrl+Shift+H	Cmd+Shift+H
Save as New Brush Preset	Ctrl+Shift+P	Cmd+Shift+P
Save Changes as Default	Ctrl+Shift+B	Cmd+Shift+B

# **Brushes & Painting**

		_
Resize Brush on Canvas	Ctrl+Drag to Left/Right	Cmd+Drag to Left/Right
Change Brush Opacity	Ctrl+Drag Up/Down	Cmd+Drag Up/Down
Increase Brush Size	1	]
Decrease Brush Size	[	[
Increase Brush Opacity	Ctrl+]	Cmd+]
Decrease Brush Opacity	Ctrl+[	Cmd+[
Increase Brush Water	Ctrl+'	Cmd+'
Decrease Brush Water	Ctrl+;	Cmd+;
Increase Brush Pressure	Ctrl+Shift+]	Cmd+Shift+]
Decrease Brush Pressure	Ctrl+Shift+[	Cmd+Shift+[
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
Dirty Brush	Alt+D	Alt+D

# **Working with Water**

Show Wet	Н	Н
Pause Diffusion	D	D
Wet the Layer	Shift+L	Shift+L

Dry the LayerShift+DShift+DFast DryFFEnable/Disable TiltAlt+TAlt+T

#### Stencils

Select Stencil Right MouseButton (RMB) or Space Bar + LMB
Show | Hide Stencil Alt+Shift+N Alt+Shift+N
Remove Stencil Backspace Backspace

#### **Selections**

**Activate Selection Tool** Μ M **Rectangle Selection** Ctrl+Alt+R Cmd+Alt+R **Ellipse Selection** Ctrl+Alt+E Cmd+Alt+E Polygon Selection Ctrl+Alt+P Cmd+Alt+P Freehand Selection Ctrl+Alt+F Cmd+Alt+F Magic Wand Selection Ctrl+Alt+W Cmd+Alt+W

Show | Hide Selection Q Q
Show | Hide Selection Lines Alt+Q Alt+Q
Add to Selection Shift Shift
Subtract from Selection Alt Alt

Invert SelectionCtrl+Shift+ICmd+Shift+ISelect AllCtrl+ACmd+ADeselect AllCtrl+DCmd+DConfirm SelectionEnterEnterCancel SelectionEscEsc

Move Up by 1px Up Up Down Move Down by 1px Down Move Left by 1px Left Left Move Right by 1px Right Right Shift+Up Move Up by 10px Shift+Up Move Down by 10px Shift+Down Shift+Down Move Left by 10px Shift+Left Shift+Left Move Right by 10px Shift+Right Shift+Right

## **Image and Selection Transformations**

Lock proportions at scaleShiftShiftScale around centerAltAltLock rotation at 45 degreesShiftShiftConfirm TransformationEnterEnterCancel TransformationEscEsc

### **Layers & Groups**

Ctrl+Shift+N Cmd+Shift+N Add New Layer Ctrl+Alt+G Cmd+Alt+G Add New Group Ctrl+Shift+D Cmd+Shift+D Duplicate Layer Cmd+E Merge Layers Ctrl+E Alt+Shift+D Alt+Shift+D Remove Layer Ctrl+G Cmd+G **Group Layers** Cmd+Shift+G **Ungroup Layers** Ctrl+Shift+G Ctrl+Shift+E Cmd+Shift+E Merge Visible Layers Select All Layers Ctrl+Alt+A Cmd+Alt+A Ctrl+. Show | Hide Layer / Group Cmd+. Del Del Clear Layer Lock Layer Ctrl+/ Cmd+/ Lock Layer Transparency /

Move Layers Up Alt+-Alt+-Alt+= Alt+= Move Layers Down Alt+[ Alt+[ Select Prev Layer Alt+] Select Next Layer Alt+] Alt+N Rename Layer Alt+N Masking Fluid Layer Alt+Shift+M Alt+Shift+M Alt+Shift+T Alt+Shift+T Tracing Layer Alt+Shift+I Alt+Shift+I Influenced Layer

#### **Sliders**

Increase Value +1 Up Up
Decrease Value -1 Down Down
Increase Value +10 Pg Up Pg Up
Decrease Value -10 Pg Down Pg Down

### **Color Filters**

Brightness/ContrastCtrl+MCmd+MHue/SaturationCtrl+UCmd+UColor BalanceCtrl+BCmd+B

Color Filter Ctrl+Shift+F Cmd+Shift+F
Desaturate Ctrl+Shift+U Cmd+Shift+U

Invert Ctrl+I Cmd+I

### Color

Open System Color Dialog Alt+\ Alt+\

Switch between

Primary & Secondary Color Ctrl+\ Cmd+\

Change Palette Grid Ctrl+LMB on palette Cmd+LMB on palette

View Greyscale G G
Increase Hue/Red Alt+H Alt+H

Decrease Hue/Red Alt+Shift+H Alt+Shift+H

Increase Saturation/Green Alt+S Alt+S

Decrease Saturation/Green Alt+Shift+S Alt+Shift+S

Increase Lightness/Blue Alt+L Alt+L

Decrease Lightness/BlueAlt+Shift+LAlt+Shift+LSet Warmer ColorAlt+WAlt+WSet Cooler ColorAlt+CAlt+C

## **Color Management**

Open Color Management Ctrl+Shift+K Cmd+Shift+K
Proof Colors Ctrl+Y Cmd+Y

Gamut Warning Ctrl+Shift+Y Cmd+Shift+Y

#### View

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 0

Fit to Screen . or Ctrl + 0 . or Ctrl + 0

Zoom In | Out Mouse Scroll or Alt + Mouse Scroll

Rotate Canvas R R

Move Canvas Right MouseButton (RMB) or Space Bar + LMB

Show CursorCtrl+Shift+XCmd+Shift+XRotate CounterclockwiseCtrl+Alt+LeftCmd+Alt+LeftRotate ClockwiseCtrl+Alt+RightCmd+Alt+RightReset RotationCtrl+Alt+0Cmd+Alt+0Flip ViewportShift+FShift+F

### Other

Help (Open User Manual) F1 -

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

VIDEO TUTORIAL: Learn more about the keyboard shortcuts in Rebelle in this video: <u>Keyboard Shortcuts</u>.

# **Copyright & Credits**

Rebelle © 2015 - 2021 Escape Motions, s.r.o.

# **Escape Motions Team:**

Peter Blaškovič, Michal Fapšo, Ľuboš Tóth, Miroslav Sedlák, Anton Poživenec, Pavol Obuch, Martin Surovček, Kristína Knapová, Veronika Babáčová, Andrea Hornáková, Alžbeta Trúsiková, Pavol Valovič, Jaroslav Kaša.

# **Special Thanks to:**

Everyone who contributed with ideas, suggestions, or helped to finalize Rebelle, especially to Craig Mullins, Tim Shelbourne, Iwona Gradzka-Kurzaj, Kamila Stankiewicz, Marián Suran, Martin Hanschild, Rana Dias, Sam Nassour, Simon Lovell, Austin Pickering, , Zoltan Korcsok, Victor Bunn, Denis Cozmeci, Jukka Nuotio, Wolfgang Schweizer, Bob Kruschwitz, Matthew Stern, Jacek Pasternak, Apollo Maldonado, Agostino De Marco, Martyn Woods, Graham Purvis, Brett Tadlock, Marina Dutra, Ron Longtin, David Barltrop, Daniele Fabbri, Xavier Ferré, Ronny Khalil, Spencer Jarvis, Thilo Hadamovsky and Ľubomír Zabadal.

Translations by: Tanya Hayman, Tony Lloyd, Daniel Streidt, Higashiuchi Takuri, Kenjiro Nagano, Marta Fernandez, Irene Briz, Elke Schnabel, Pat McDonald, Sergey Krotov, Maciej Dobrenko, Tatjana Prelog, Kouki Aikawa, Davi Goldberg, Massimo Corinaldesi, Anna Aroui, Burak Erdogan, Roni Kantola, Umin Kang, Deo.R, Andy Chen, MFM Awdeh, Serge Fleury, Eduardo Gheller, Thilo Hadamovsky, Iculator Zaloom, Andrea Hornáková, Veronika Babáčová.

Video tutorials by Justice Frangipane, Tom Gallovich and Jason Maranto.

Cover image of the user manual by Iwona Gradzka-Kurzaj.

Selected stencils, brushes and canvases created by Ľubomír Zabadal.

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

## **Used Libraries:**

This application has been developed with the following libraries:

Qt, LGPL license - http://qt-project.org/downloads/ QuaZIP, LGPL license - http://sourceforge.net/projects/quazip/ CryptoPP, Boost Software license - http://www.cryptopp.com/ ImageMagick, Apache license - http://www.imagemagick.org/ AntiGrain Geometry, LGPL license - http://agg.sourceforge.net/antigrain.com/index.html Boost 1.66, Boost Software License 1.0 - https://www.boost.org Catch2, Boost Software License 1.0 - https://github.com/catchorg/Catch2 GCC OpenMP Library, GPL License with GCC Runtime Library Exception https://gcc.gnu.org/projects/gomp/ Vector Class Library 2, Apache-2.0 License - https://github.com/vectorclass/version2 LibXML2, MIT License - http://www.xmlsoft.org/ Svg++, Boost Software License 1.0 - https://github.com/svgpp/svgpp Composable futures C++ library, MIT License - https://github.com/rpz80/cf micro-ecc, BSD 2-Clause Simplified License - https://github.com/kmackay/micro-ecc mbedtls, Apache 2.0 License -https://github.com/ARMmbed/mbedtls better-enums, BSD 2-clause license -https://github.com/aantron/better-enums lcms2, MIT License - https://www.littlecms.com

Thanks to God for all creative ideas.

# **Rebelle End-User Software License Agreement**

Copyright 2015-2021 Escape Motions, s.r.o. All Rights Reserved.

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

#### **Permitted Use**

You are licensed to use the Software as expressly set out in this Licence from your first use of the Software until termination of this Licence.

The Licence granted to you is limited, non-transferable and non-exclusive.

Except to the extent any rights cannot be excluded by law, you are permitted:

#### **Demo Mode**

to download, install only the number of copies of the Demo Software required for the evaluation. Users evaluating the Software in demo mode ("Demo Software") may use the Software only for personal, non-commercial internal use.

The Software in Demo mode is a free evaluation version of the software. It is made available to you solely for the purpose of demonstrating the program capabilities of the software. It may not include the full functionality found in the full version.

#### **Full License**

- (i) if you are a private individual, to download, install three (3) copies of the Software directly on a computer running Microsoft Windows ("Windows Computer") or macOS ("Mac Computer") that you personally own or control provided that not more than one of those computers is in use simultaneously.
- (ii) if you are a commercial enterprise, to download, install, use and run one (1) copy of the Software for use by one individual or multiple individuals on a single shared Windows or Mac Computer that you own or control. For example, multiple employees may

use the Software on a single computer used as a shared resource.

Users of the Rebelle Full License may use the Software for commercial, or for-profit activities as well as for personal, non-commercial, or non-profit activities.

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

#### Restrictions

This is a SINGLE COPY SOFTWARE LICENSE. The Software is copyrighted and protected by law and international treaty. This is a license, not a transfer of title, and unless you have been granted prior, written consent from Escape Motions you may not:

- a, Reproduce, distribute, or transfer the Software, or portions thereof, to any third party.
- b, Sell, rent, lease, assign, or sublet the Software or portions thereof.
- c, Grant rights to any other person.
- d, Modify, decompile, reverse engineer, disassemble, or create derivative works based on the Software or the documentation in whole or in part.
- e, Use the Software in violation of any international law or regulation.

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

## **Display of Copyright Notices**

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

## **Indemnity**

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

The Software may contain technical inaccuracies or typographical errors, so changes and/or updates may be affected without notice.

Escape Motions may also make improvements and/or other changes to the Software at any time without notice.

### **Disclaimer Of Warranty**

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

### **Limitations Of Liability**

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