



Rebelle 7

Real-Media Painting Software

User Manual

v.7.0

Introduction

Welcome to Rebelle 7!

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.

Rebelle is the first software in the world to implement state-of-the-art color mixing based on traditional pigments. Taking advantage of NanoPixel, Rebelle Pro offers Fractal Image Processing – the image recognition machine learning algorithm to keep the best image quality and sharp details. Rebelle 7 introduces stunningly realistic metallic materials, accompanied by a metallic color palette with an exclusive brush set for painting with gold, silver, emerald, and other colorful and shiny surfaces. Improved paper and art surfaces bring a more natural drawing and painting experience thanks to raytracing analysis using actual bumps and heights of the paper.

A variety of amazing structures, patterns, and gradients adds more in-depth possibilities for experiments with textures and styles. The introduction of new filter layers enables non-destructive color corrections without directly modifying the original layers. The inclusion of new grunge and scumbling brushes enhances the versatility of your creative workflow. Additionally, the freshly redesigned dry tools contribute to an authentic traditional painting experience when working with pencils, charcoals, and pastels.

To ensure you can use all that's new in Rebelle 7, 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 7! I hope you have a great time painting!

Peter Blaškovič
Creator of Rebelle

Table of Contents

Introduction.....	2
Getting Started	6
Installing and Registering Rebelle.....	6
Rebelle Interface	10
Tools Panel.....	14
Understanding Tools, Brushes, and their Properties	16
Properties Panel.....	17
Oil & Acrylic Tool Properties	20
Express Oil Tool Properties	27
Watercolor Tool Properties	30
Ink Tool Properties	34
Pencil Tool Properties	37
Pastel Tool Properties	39
Marker Tool Properties	41
Airbrush Tool Properties	43
Favorites Tool Properties	45
Blend Tool Properties.....	46
Smudge & Liquify Tool Properties	47
Clone Tool Properties.....	48
Eraser Tool Properties.....	49
Fill Tool Properties	50
Pick Color Tool Properties	52
Water Tool Properties.....	53
Dry Tool Properties	53
Blow Tool Properties	54
Selection Tool Properties	54
Transform Tool Properties	56
Canvas Size Tool Properties	60
Volume Presets Panel	62
Brushes Panel.....	63
Brush Creator Panel.....	67

Brush Creator: Stroke.....	69
Brush Creator: Shape & Grain.....	79
Brush Creator: Paint.....	87
Brush Creator: Textures	95
Navigator Panel.....	101
Color Panel.....	103
Layers Panel	109
Tilt Panel	115
Stencils Panel	116
Mixing Palette.....	119
Preview Panel	121
Reference Images Panel	121
Record Time-lapse Panel	125
Visual Settings Panel.....	127
Watercolor Behavior	127
Oils & Acrylics.....	129
Canvas Visibility.....	130
Metallic Materials	131
The Menu Bar	132
File Menu	132
Edit Menu	134
Layer Menu	137
Filter Menu	138
View Menu.....	143
Window Menu	144
Community Menu	145
Help Menu	145
Preferences.....	147
Starting Painting	154
Workflow Options.....	154
Working with Water	154
Tracing Option	156

Working with Selections	157
Working with Rulers	161
Working with Pigments	164
Working with Masking Tools	166
Working with Grid & Guides	170
Multi-touch Support	172
Art Canvases	173
Working with Structures	175
Working with Paths	177
Color Management	179
Escape Motions Connect - Photoshop Plug-in	183
Creating, Opening and Saving Paintings.....	185
Creating a New Painting	185
Opening a Painting.....	185
Saving a Painting.....	185
Saving with Transparency	186
NanoPixel Export.....	187
Closing an Application	188
Publish a Painting	189
Publish from application	189
Publish from Community website	189
Edit your Community profile and artworks in Gallery.....	189
Keyboard Shortcuts	190
Copyright & Credits	197

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 7 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 7.dmg", double-click it and follow the instructions to complete the installation.
- Drag&drop the Rebelle icon to the *Applications* folder or any other folder you run the software from.

Windows Users

- Click the link provided in the registration email to download an .exe file.
- Locate the Rebelle installer file named "Rebelle 7.exe", double-click it and follow the instructions to complete the installation.
- Rebelle will be installed in the *Program Files* folder by default. You can select a different location during the installation.

License Type

During installation, you will be asked to choose a type of your license:

Standalone - Select this option if you purchased the Standalone software license for an individual user (private individual) or a single shared computer for multiple users (commercial enterprise).

Floating - Pool of licenses. Select this option if you purchased a Floating software license. The software can be installed on a network of computers allowing access to multiple users. License for the maximum number of simultaneous users works on a 'first come, first served' basis.

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.
- Accept the license agreement.
- Enter your Community account credentials (Email address/Username and Password) in the registration window 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 (OpenGL 3.3 required for Rebelle Pro), Windows 10 (64-bit) or Mac OS X 10.15.

Recommended: Intel i7 (6th gen or newer), equivalent AMD processor, or Apple Silicon (M-series) chip, 16 GB RAM, 1 GB hard disk space, a graphics card with 2 GB RAM, Nvidia gtx760 for FullHD, gtx1060 for 4K screen, or equivalent graphics card, Windows 10 or Windows 11 (64-bit) or Mac OS 11 and newer, Wacom or Windows Ink compatible tablet.

Rebelle 7 and Rebelle 7 Pro

Rebelle 7 Pro edition features a couple of advanced features for all artists wanting to try out the latest technology: Pigments, NanoPixel, Metallic Materials, Fractal Image Processing, Photoshop plug-in and Color Management. The upgrade from Rebelle 7 to Rebelle 7 Pro is possible anytime, either from your Community account or from the Rebelle 7 menu: *Help > Upgrade to Pro*.

After you purchase the Pro edition, restart your current Rebelle with an internet connection - the additional Pro features will become available.

Tablet Support

When you first launch Rebelle you will be asked to select your tablet device:

- **Wacom compatible (Wintab);**
- **Xencelabs tablet;**
- **Windows 8+ Pointer Input** (for Windows users only); or
- **Windows Ink compatible** (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.

Rebelle is fully tested on *Wacom* and *Surface* tablets. Wacom tablets can be plugged into PC as well as Macintosh, Surface tablets run under Windows OS. Rebelle also works on *Huion*, *XP-Pen*, or *Monoprice* tablets which could be a good alternative.

Languages

Rebelle 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. 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 escapemotions.com/community.

If you still have questions after you check this manual and the Community forum, please send an email to support@escapemotions.com. 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, 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

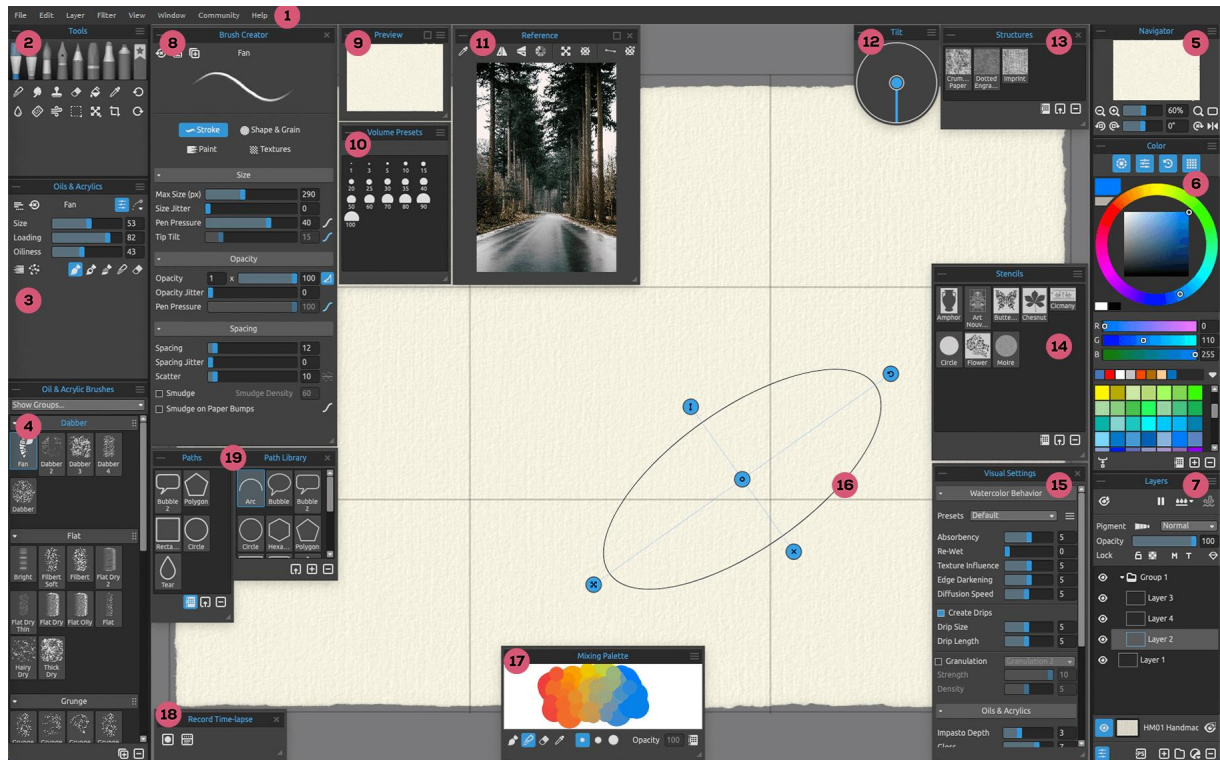
We encourage you to visit the Escape Motions Community where you can join in discussions about the software, get tips and tricks, share your feedback, create your own portfolio, post

to the public Gallery, and download software and assets. Just log in 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 - Layers Panel
- 8 - Brush Creator Panel
- 9 - Preview Panel
- 10 - Volume Presets Panel
- 11 - Reference Image Panel
- 12 - Tilt Panel
- 13 - Structures Panel
- 14 - Stencils Panel
- 15 - Visual Settings Panel
- 16 - Rulers
- 17 - Mixing Palette Panel
- 18 - Record Time-lapse Panel
- 19 - Paths Panel with Library

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 panels 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.

Desktop and Tablet Mode

Rebelle interface can be switched from **desktop** to **tablet** mode using the 'TAB' shortcut. The tablet mode lets you focus on the canvas without any unnecessary distractions of the user interface. When you need a certain panel, you can open it by using the appropriate shortcut.

Set up how the desktop and tablet mode should work by going to *Edit > Preferences > General*. Here you can adjust the following:

When the interface is in Tablet mode, show panels:

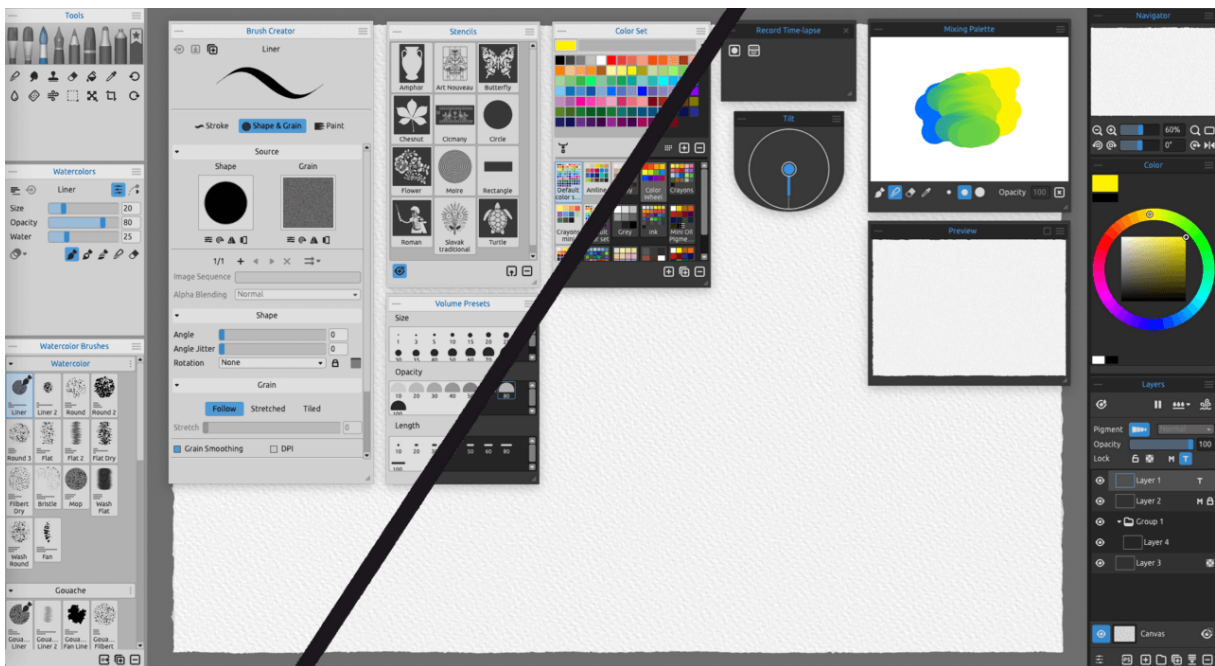
- **Under the cursor** - The panel will open under the cursor.
- **In the last position** - The panel will open in the last position you used.
- **In the center of the screen** - The panel will open in the center of your screen.

Show only one panel at once when in Tablet mode. - Check this option to see only one panel at once. The previously opened panel will automatically close when you open another panel.

Always undock the panel instead of hiding when Tablet mode is off. - Check this option to undock the panel from the user interface when you close it with a shortcut.

Interface Theme

You can select between the default dark interface or a light theme via *Preferences > General > Interface > Theme*. Click OK to confirm - the theme of the interface will be changed immediately.

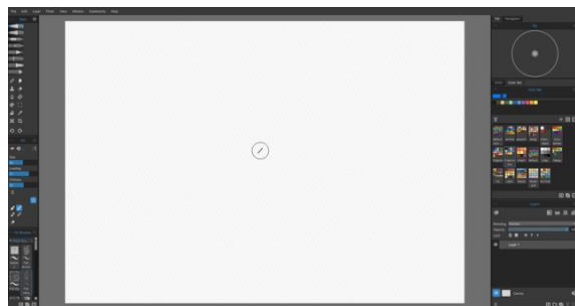


The light theme of the interface (on the left) vs. the default dark interface on the right.

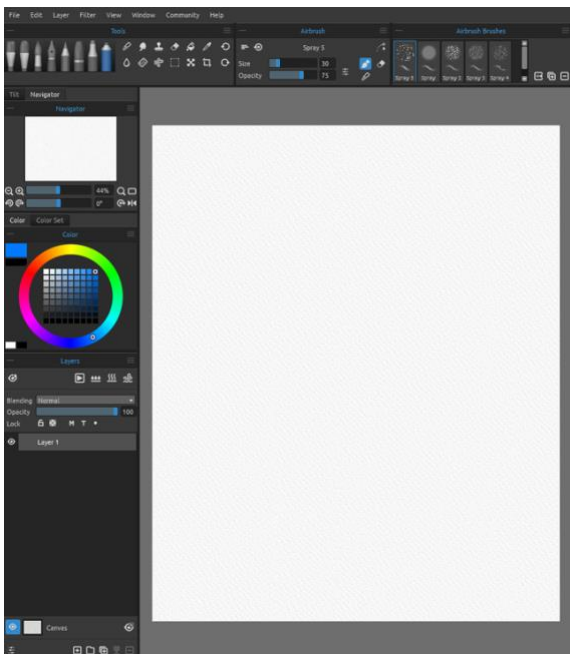
You can customize Rebelle's interface according to your needs. Below are a few layout examples:



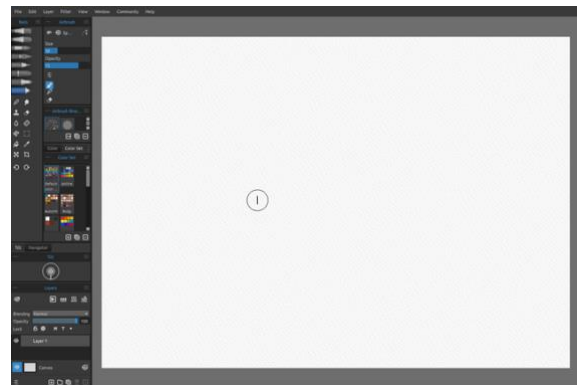
1. Default interface arrangement with floating Tilt panel.



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.

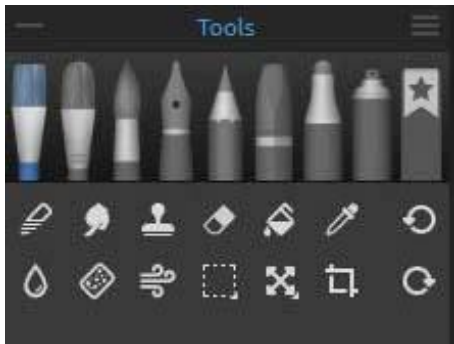


4. Tools, Properties and Color panels in vertical mode with other panels nested on the left.

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: [User Interface and its Customization](#).

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 the '*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 paint wet and dry media tools in Rebelle: Oils & Acrylics, Express Oils, Watercolors, Inks, Pencils, Pastels, Markers, Airbrushes and Favorite brushes.











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 the Keyboard Shortcuts section of this manual.

- Tools:

-  **Blend** - Blends together colors and brush stamps. (*shortcut: tap or hold 'N'*)
-  **Smudge & Liquify** - Drags and distorts colors and brush stamps without blending them or pushes, pulls, rotates, reflects, puckers, and bloats any area of an image. (*shortcut: tap or hold 'S'*)
-  **Clone** - Duplicates colors and brush stamps in a new location on the same layer. (*shortcut: tap 'Shift + C' to activate the tool, tap and hold 'Alt' to select the clone source*)
-  **Eraser** - Erases color and brush stamps. (*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.

-  **Fill** - Fills in areas that are either blank or that have existing marks of a similar color with a single color, gradient, or pattern. (*shortcut: tap 'L'*)
-  **Pick Color** - Selects a color from your canvas. (*shortcut: tap or hold 'I', or hold 'Alt'*)
-  **Water** - Applies water or oil to a specific part of the canvas wetting any brush stamps on it. (*shortcut: tap or hold 'W'*)
-  **Dry** - Removes water or oil from a specific part of the canvas drying any brush stamps on it. (*shortcut: tap or hold 'Y'*)
-  **Blow** - Blows wet colors and drips across the canvas. (*shortcut: tap or hold 'O'*)
-  **Selection** - Selects areas or marks on the canvas, typically to carry out operations on the selected areas. (*shortcut: tap 'M'*)
-  **Transform** - Moves, scales, rotates, flips, warps, deforms the proportions or changes the perspective of selected areas or entire layers. (*shortcut: tap 'T'*)
-  **Canvas Size / Image Size** - Resizes or crops the canvas across all layers.
Hit 'Ctrl + Alt + C' (on Windows) or 'Cmd + Alt + C' (on macOS) to activate the Canvas Size.
Hit 'Ctrl + Alt + I' (on Windows) or 'Cmd + Alt + I' (on macOS) to activate the Image Size.
-  **Undo** - Undoes the last operation performed. (*shortcut: 'Ctrl + Z' on Windows / 'Cmd + Z' on macOS*)
-  **Redo** - Used after Undo, redoes any operation. (*shortcut: 'Ctrl + Shift + Z' on Windows / 'Cmd + Shift + Z' on macOS*)

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 [Brushes Panel](#) 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 & Acrylic paint brush has the settings Size, Loading, Oiliness, and Pressure.

You can save custom volume presets via the **Volume Presets** panel – access it via the *Window* menu.

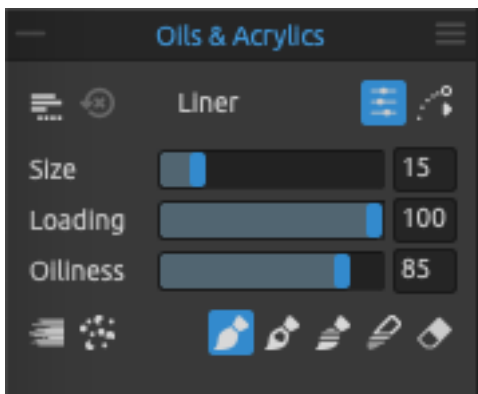
[4] **Paint Modes:** A brush may have one or several modes. For example, a Watercolor brush has Paint, Paint & Mix, Paint & Blend, Blend and Erase modes.

[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 Volume Presets in this video: [Properties Panel, Volume Presets](#).

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 the 'F4' shortcut.




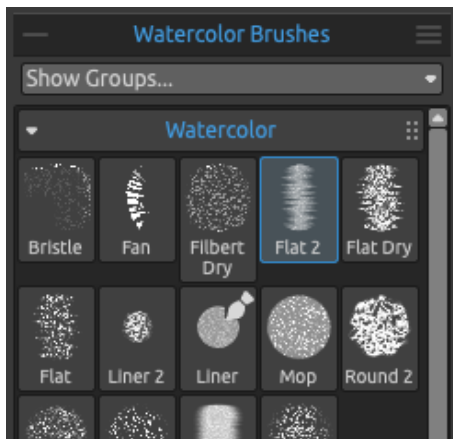
The Properties panel shows settings and options related to a selected tool. These basic properties are described below.

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**, **stroke**, and 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*.

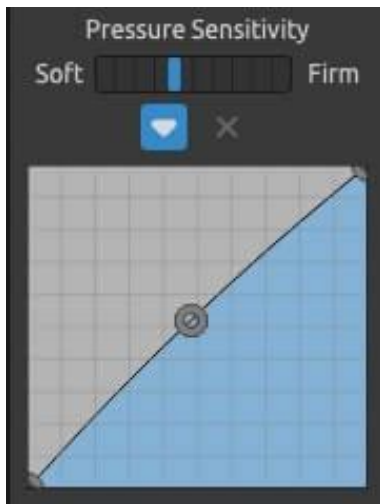


 **Line Smoothing Options** - Rebelle can help to stabilize your stylus as you use it. You can choose from options to smooth the strokes you make and the pressure you apply. These Line Smoothing Options apply whatever tool you are using.

You can save the Line Smoothing Options to the currently selected brush preset using the 'Save to Brush Preset' button: 

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.
 -  **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 (e.g. in size or opacity of the brush stroke), when set to *Firm* more pressure is required.



You can adjust the Pressure Sensitivity also via the **Curve Editor**. Open the Curve Editor using the button ▼.

When you adjust the curve, the Pressure Sensitivity slider will be grayed out as the setting from the curve will be used.

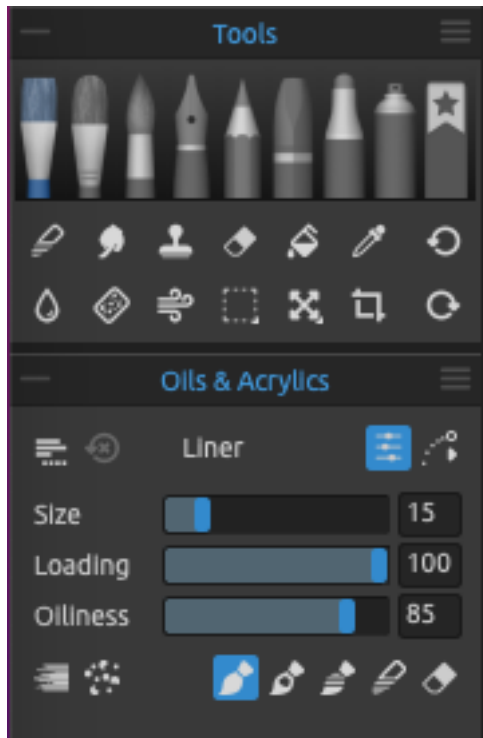
To reset the curve back to the default settings, use the Reset button: ✕

VIDEO TUTORIAL: Learn more about Rebelle's Line Smoothing options in this video: [Line Smoothing, Pressure Smoothing and Sensitivity](#).

☰ 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.

Oil & Acrylic Tool Properties



The Oils & Acrylics simulate thin or thick (impasto) painting with a wide variety of preset brushes.

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

The Size, Loading, and Oiliness of the brushes are set in the Properties panel. The more complex mechanics that define an oil or acrylic brush are set in the Brush Creator panel.

Size - Determines the size of an oil or 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. 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, and 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.

Length - Determines the length of the stroke (1 to 100). At the lower settings, the brush "runs out of" paint quickly, with the highest '100' setting, the paint on the brush is infinite.

VIDEO TUTORIAL: Learn more about the Length slider in this video: [Stroke Length](#).

NOTE: The Pressure and Length sliders are hidden by default. You can view it anytime by selecting 'Pressure' and 'Length' in the Properties panel menu > Show Sliders.



Examples of brushstrokes with different 'Length' settings - the top stroke shows infinite loading, and the bottom stroke runs out of paint almost immediately.

You can also change the size or loading of oil or 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 in 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 > Painting Cursor.



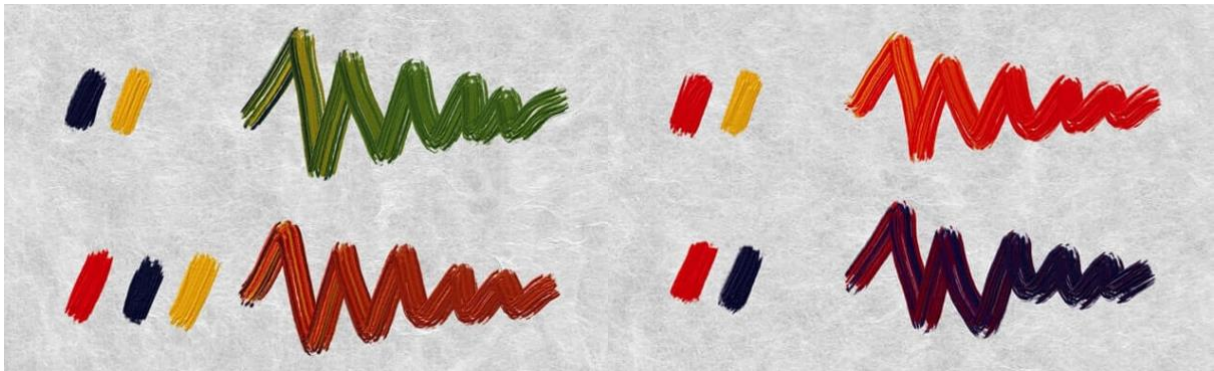
Brush Creator - Opens the Brush Creator with many more settings for brush customization.

'Oils & Acrylics' Tool Modes


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

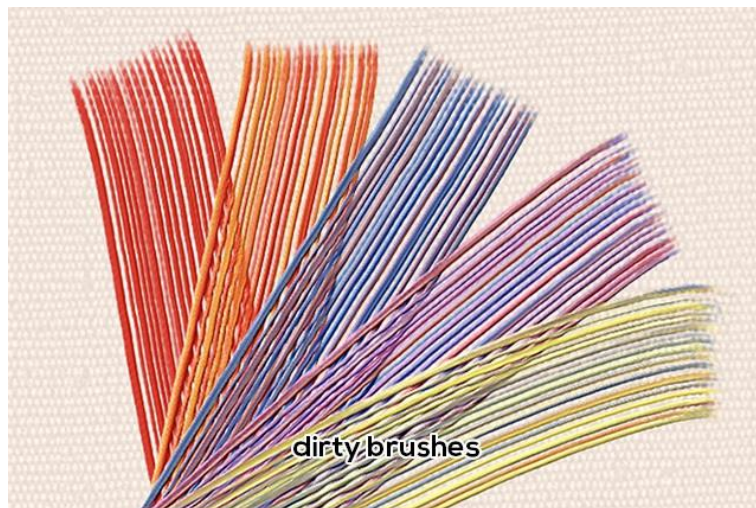
 **MultiColored Brush** - Load two or more colors onto the brush tip and paint with multiple colors. The beginning of the multicolored brush stroke consists of all picked colors. The colors are then mixed into a color which is the average value of these colors. The MultiColored brush can be activated also by tapping the '*Alt + M*' shortcut.

TIP: By using the shortcut 'Alt' (Pick Color) or 'X' (Mix color) you can load more than one color from the canvas or color set onto the brush tip using several clicks.



Example of various Oil & Acrylic Tool's multicolored brushes.

 **Dirty Brush** - Sets an oil or 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 the '*Alt + D*' shortcut.



Example of various Oil & Acrylic Tool's multicolored brushes.


TIP: Select the Blend mode and click on the canvas without making an additional mark. Colors under the brush will be 'loaded' into the brush and will be used in the next stroke.


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


When using Multicolored or Dirty Brush, you can easily mix the original, primary color back into the wash by tapping the shortcut 'C'.


When using Multicolored or Dirty Brush, you can easily clean the brush by tapping a shortcut which you can set via *Preferences > Keyboard > Color > Clean Brush*.

Dirty Brush colors can be saved into the color history by enabling the option "Save Dirty brush colors to Color history" in the *Preferences > Tool > Brushes*.

 **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.

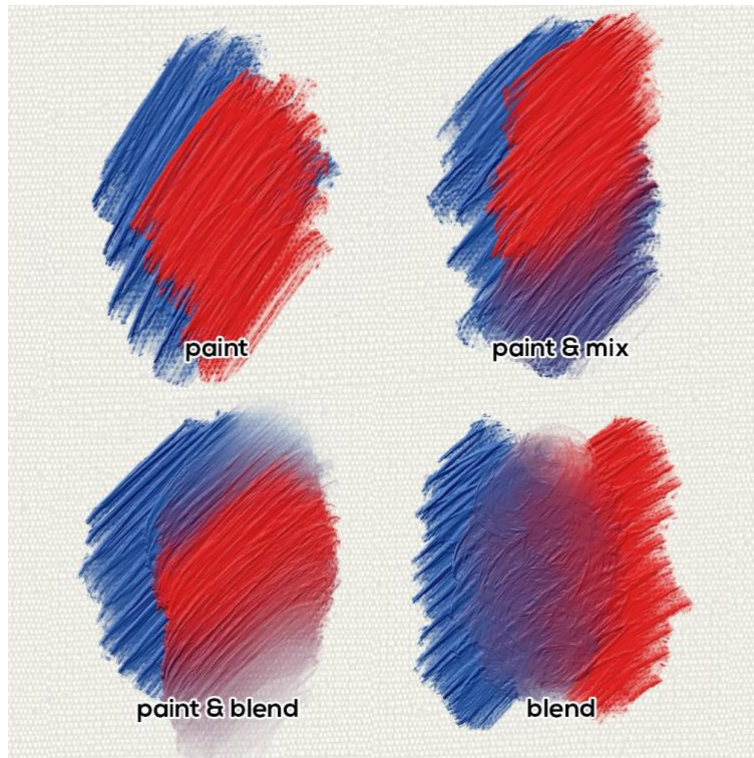
 **Paint & Mix** - Sets the brush to apply the selected color and to mix it into any colors it encounters on the canvas (previously called Normal Brush in Rebelle 3). It starts with painting. After you lower the pen pressure you start to mix the colors. With higher pressure, you paint again. Paint & Mix 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. With lower pen pressure you blend the colors and with higher pressure, you paint. 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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

TIP: You can make the brush automatically switch to Blend mode after using Paint, Paint & Mix, or Paint & Blend mode for wet media when the brush runs out of paint - enable this option in Preferences > Tools.



Examples of the behavior of Oil & Acrylic tool paint 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.

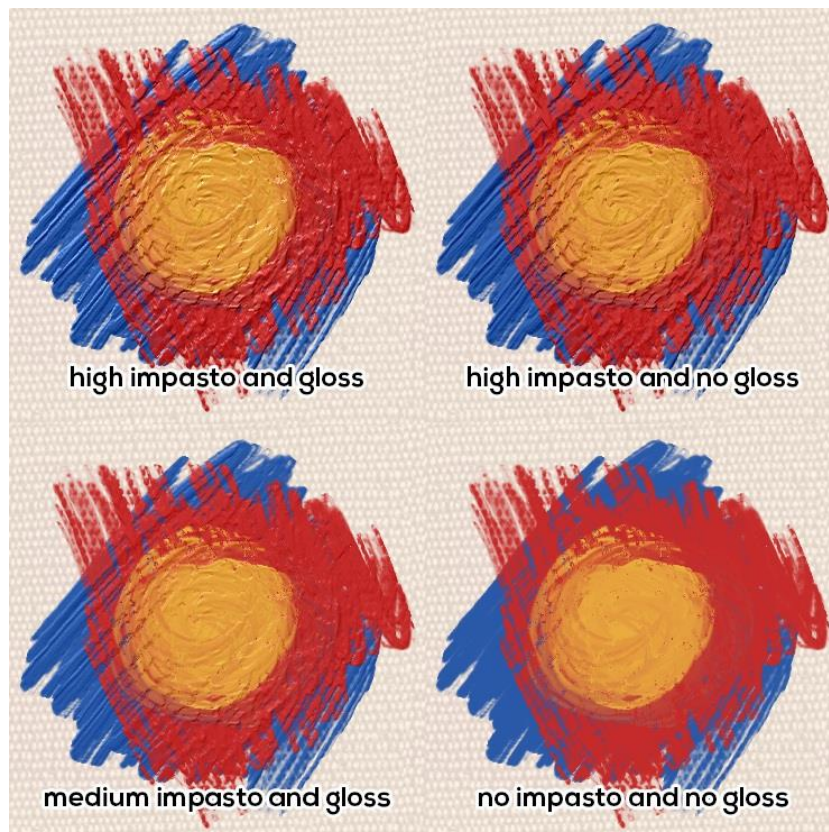
TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

VIDEO TUTORIAL: Learn more about Rebelle's Oils & Acrylics in this video:
[Oils, Acrylics and Express Oils.](#)


Oil and acrylic 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 and 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.



Example of oils with various Impasto and Gloss values.

Rebelle 7 Pro lets you paint realistic metallic strokes and structures with the Oils & Acrylics tool. **Metallic materials** can be enabled per layer by clicking the  icon in the Layers panel.

The look of the metallic materials is customizable. In the Visual Settings panel, you can adjust the following options to modify their appearance:

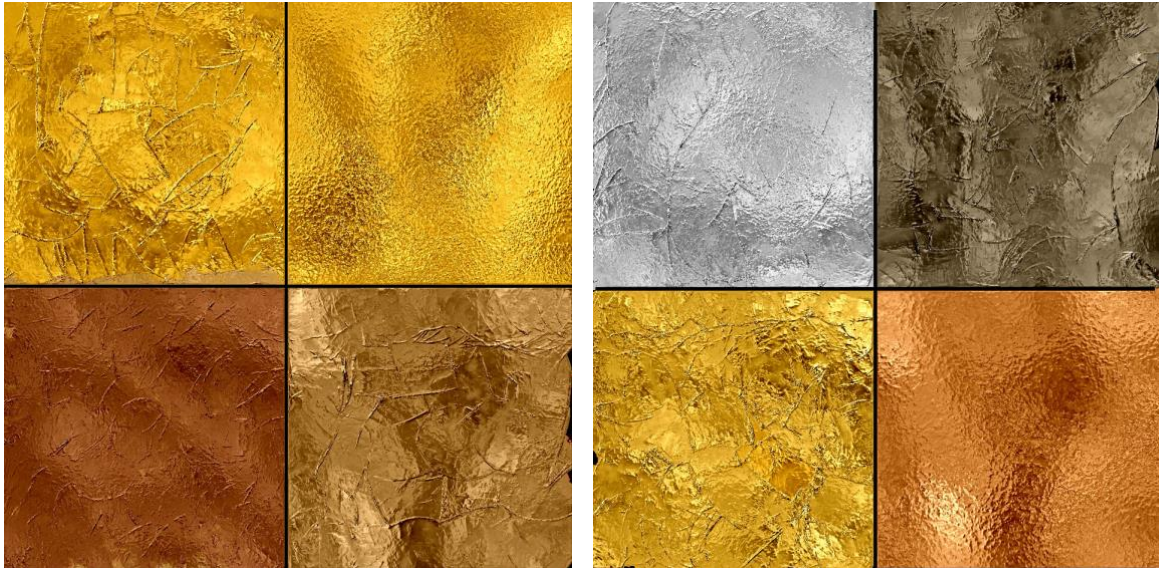
Metallic Reflectivity (0-10) - Set the level of reflectivity of metallic materials. The higher the value the more pronounced the effect of reflectiveness.

Scale (1-10) - Set the scale of the metallic effect.

Strength (1-10) - Set the strength of the metallic effect.

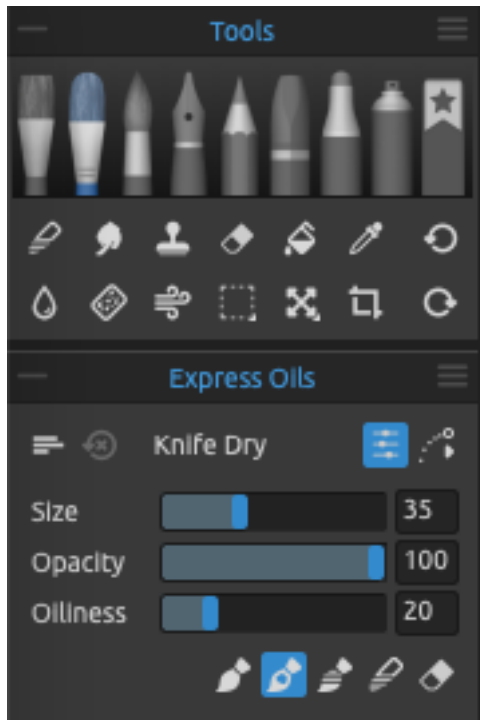
Lock Reflectivity - When NanoPixel is enabled you can see the reflection moving on the metallic strokes when transforming them or when you pan the canvas. This enables you to

achieve the best look of your metallic strokes. If you are satisfied, you can activate the option to lock the reflectivity and prevent it from further changes.



Gold, silver copper, bronze effects and more can be created with metallic materials.

Express Oil Tool Properties



Express Oils are based on oils but aimed for fast sketching. Use them to prepare underlying painting, concept design, or when you need to quickly cover large areas of the paint with one color.

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

The Size, Loading, and Oiliness of the express oils brushes are set in the Properties panel. The detailed mechanics that define the brush are set in the Brush Creator panel.

Size - Determines the size of the 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, and 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.

Length - Determines the length of the stroke (1 to 100). At the lower settings, the brush "runs out of" paint quickly, with the highest '100' setting, the paint on the brush is infinite.

NOTE: The Pressure and Length sliders are hidden by default. You can view it anytime by selecting 'Pressure' and 'Length' in the Properties panel menu > Show Sliders.

You can also change the size or loading of the 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 in 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 > Painting Cursor.



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

'Express Oils' Tool Modes

This tool has 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). It starts with painting. After you lower the pen pressure you start to mix the colors. With higher pressure, you paint again. 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. With lower pen pressure you blend the colors and with higher pressure, you paint. 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.

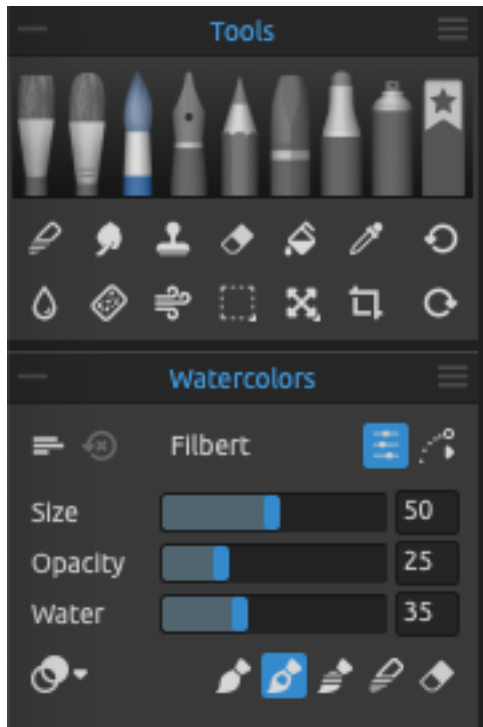
TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

TIP: You can make the brush automatically switch to Blend mode after using Paint, Paint & Mix, or Paint & Blend mode for wet media when the brush runs out of paint - enable this option in Preferences > Tools.

VIDEO TUTORIAL: Learn more about Rebelle's Express Oils in this video:
[Oils, Acrylics and Express Oils.](#)

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 the *'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.

Length - Determines the length of the stroke (1 to 100). At the lower settings, the brush "runs out of" paint quickly, with the highest '100' setting, the paint on the brush is infinite.

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 and Length sliders are hidden by default. You can view it anytime by selecting 'Pressure' and 'Length' 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 in 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 > Painting Cursor.





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


VIDEO TUTORIAL: Learn more about Rebelle's Watercolors in this video: [Rebelle Watercolors](#).

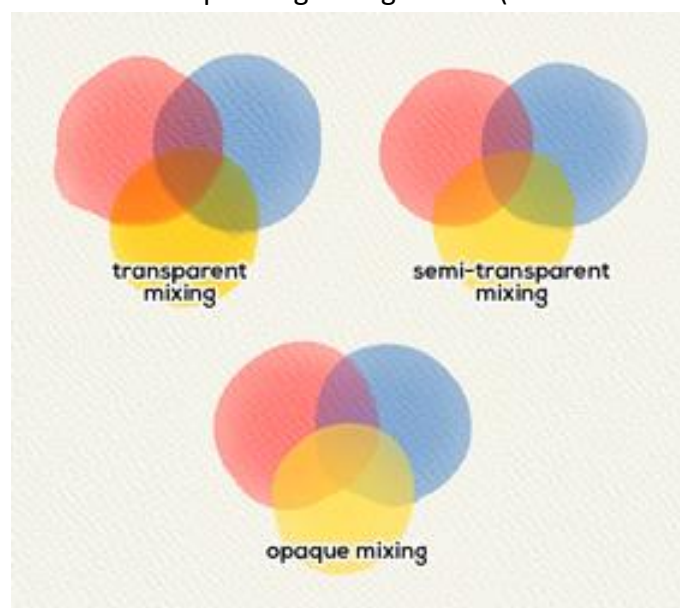
Watercolor Tool Modes

Like Rebelle's other painting tools, watercolor brushes can be set to different Paint Modes. In addition, watercolor brushes feature 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-transparent** - 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.

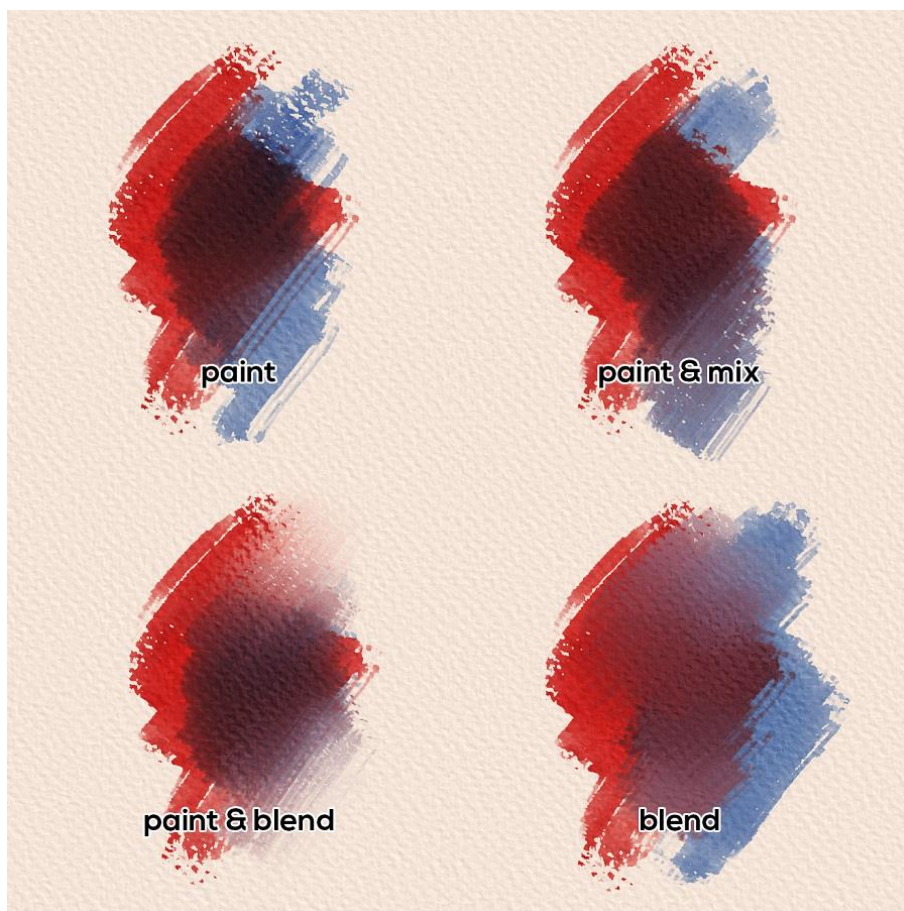
Watercolor tool brushes have several different modes that determine how each brush applies, blends, or removes color from the canvas.

 **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). It starts with painting. After you lower the pen pressure you start to mix the colors. With higher pressure, you paint again. 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. With lower pen pressure you blend the colors and with higher pressure, you paint. 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.



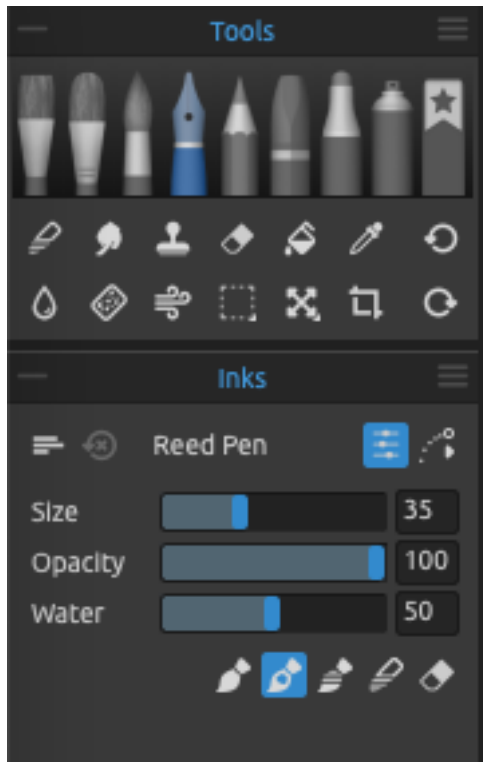
Erase Brush - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

TIP: You can make the brush automatically switch to Blend mode after using Paint, Paint & Mix, or Paint & Blend mode for wet media when the brush runs out of paint - enable this option in Preferences > Tools.

Ink Tool Properties



The Inks simulate drawing with liquid pigments or dyes. Activate the Ink tool by choosing it in the *Tools panel* or by tapping the '*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.

Length - Determines the length of the stroke (1 to 100). At the lower settings, the brush “runs out of” paint quickly, with the highest ‘100’ setting, the paint on the brush is infinite.

NOTE: The Pressure and Length sliders are hidden by default. You can view it anytime by selecting ‘Pressure’ and ‘Length’ 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 in 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 > Painting Cursor.


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). It starts with painting. After you lower the pen pressure you start to mix the colors. With higher pressure, you paint again. 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. With lower pen pressure you blend the colors and with higher pressure, you paint. 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.

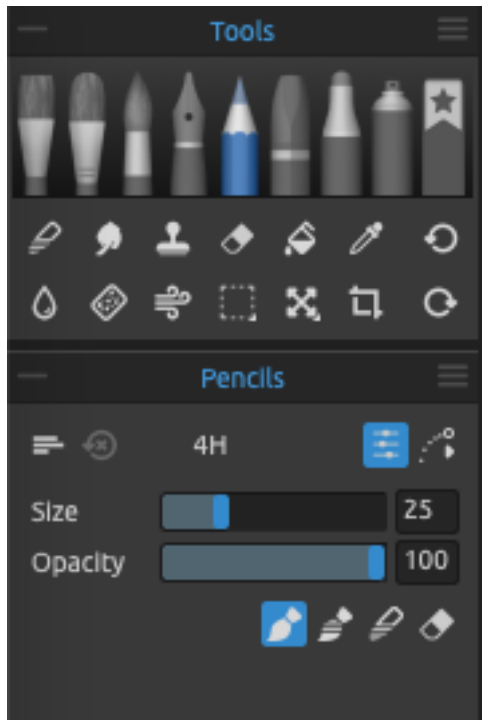
 **Erase Brush** - Sets the brush to erase any colors it encounters on the canvas. Erase Mode can also be engaged by *tapping or holding '5'* on the keyboard.

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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

TIP: You can make the brush automatically switch to Blend mode after using Paint, Paint & Mix, or Paint & Blend mode for wet media when the brush runs out of paint - enable this option in Preferences > Tools.

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 the '*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 in 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 > Painting Cursor.


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.

 **Paint & Blend** - Sets the brush to apply the selected color and blend it into any colors it encounters on the canvas. With lower pen pressure you blend the colors and with higher pressure, you paint. 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.

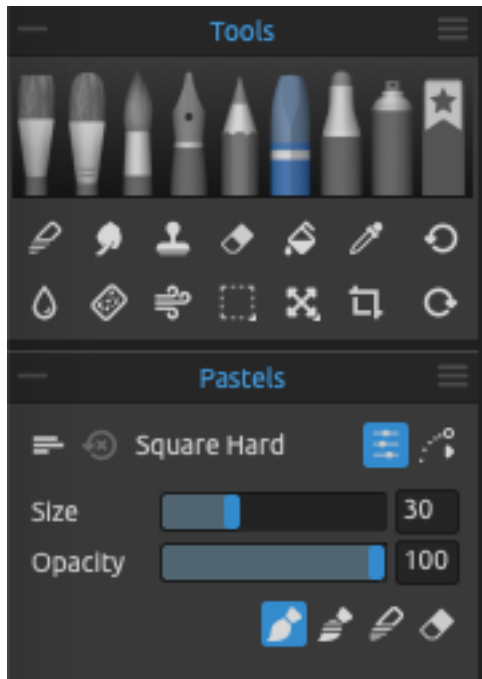
TIP: Each paint mode has a keyboard shortcut (as noted above). By tapping the shortcut, the paint mode is set until it is next changed. By holding the shortcut, the mode is engaged only until the key is released.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

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.

TIP: Save a default color for your pencil brush presets via the Brush Creator panel > Paint > Rendering > Default Color. This functionality is available across all Rebelle brushes, proving particularly advantageous for pencils, allowing precision in setting up and saving the appropriate shades of grey.

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 the '*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 in 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 > Painting Cursor.


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.

 **Paint & Blend** - Sets the brush to apply the selected color and blend it into any colors it encounters on the canvas. With lower pen pressure you blend the colors and with higher pressure, you paint. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

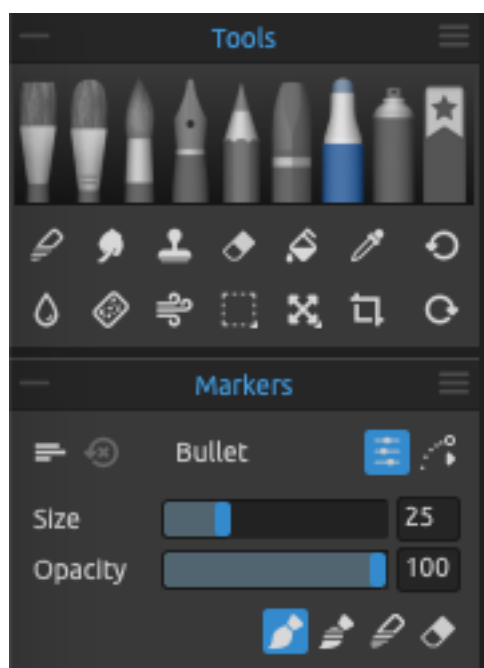
 **Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

 **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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

Marker Tool Properties



Marker is a pen that 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 the '*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 in 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 > Painting Cursor.


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.

 **Paint & Blend** - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. With lower pen pressure you blend the colors and with higher pressure, you paint. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

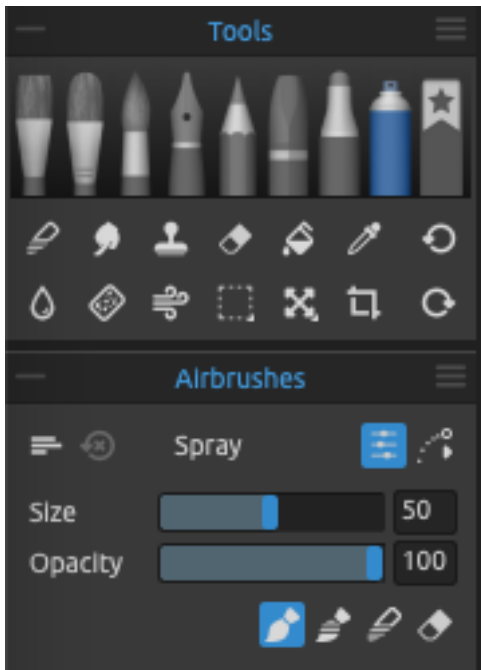
 **Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode, the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

 **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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

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 the '*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 in 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 > Painting Cursor.


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.

 **Paint & Blend** - Sets the brush to apply the selected color and to blend it into any colors it encounters on the canvas. With lower pen pressure you blend the colors and with higher pressure, you paint. Paint & Blend Mode can also be engaged by *tapping or holding '3'* on the keyboard.

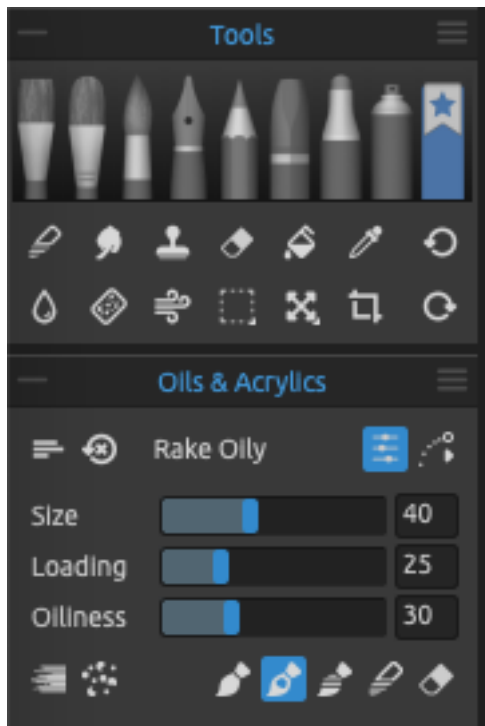
 **Blend** - Sets the brush to blend and smudge any colors it encounters on the canvas. In this paint mode the brush does not apply any color of its own. Blending decreases and smudging increases with stylus pressure. Blend Mode is engaged by *tapping or holding '4'* on the keyboard.

 **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.

TIP: You can switch between Paint modes and Blend mode by tapping or holding the 'V' shortcut.

Favorites Tool Properties



'Favorites' is a separate tool in the Tools panel where you can place your most used or favorite brushes.

You can **add a selected brush to the 'Favorites' tool** by right-clicking the brush preset and selecting 'Copy Brush Preset to Favorites'. A copy of the brush preset will be created in the Favorites tool. The change of the settings of the brush in the Favorites tool will not change the setting of the original brush preset.


Activate the Favorites tool by choosing it in the *Tools panel* or by tapping the '*Shift + B*' shortcut.


When you open the tool, the brushes you have added as favorites will open in the Brushes panel.

The Properties panel will change according to which brush you select, e.g. if you select an Oil tool, Oils & Acrylics Tool Properties will appear.

TIP: Use keyboard shortcuts for switching between the first ten brushes in 'Favorites'. The default shortcuts for the first four brushes are: '6', '7', '8', and '9'. You can customize these shortcuts anytime via the menu: Edit > Preferences > Keyboard > Favorite Brushes.

Favorite Brush Set Library

The 'Favorites' tool has its own Library where you can save the current groups and brushes from the 'Favorite Brushes' panel as a new brush set. Open the Library by clicking the  icon at the bottom of the Brushes panel.

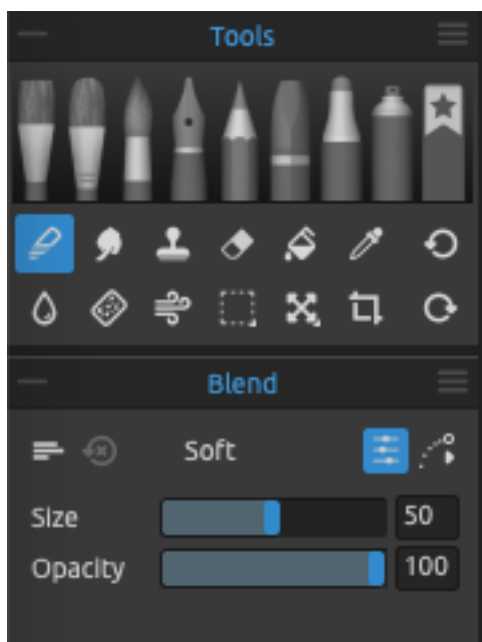
You can save multiple brush sets in the Library, e.g. specific brush set for painting portraits, another set for illustrations, etc. To add the content of the 'Favorite Brushes' panel as a new brush set to the Library, click the **Add Brush Set** button  at the bottom of the Library.

To remove the selected brush set from the Library, click the button **Remove Brush Set** .

Use **double-click** to open the selected brush set from the Library in the 'Favorite Brushes' panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.

VIDEO TUTORIAL: Learn more about the Favorites in this video tutorial: [Favorite Brushes](#).

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 the '*N*' shortcut.

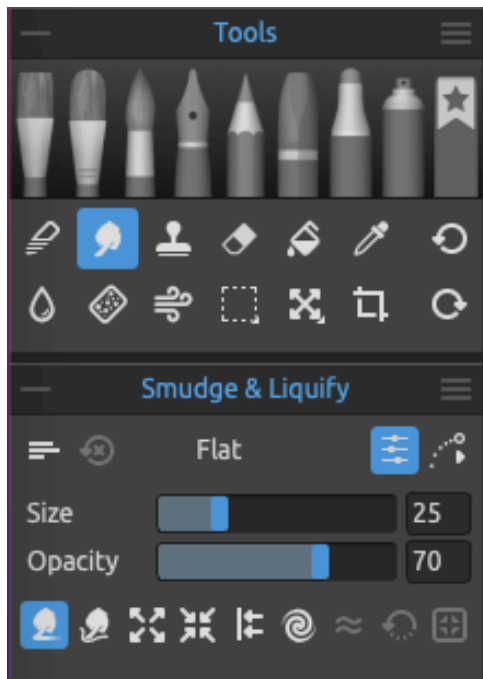
Size - Select the size of the blend tool (1-100).

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

Pressure - Determines the pressure applied to the brush (1-100). 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 & Liquify Tool Properties




This tool smudges the wet and dry parts of the painting or pushes, pulls, twirls, pinches or expands any area of an image.

Activate the Smudge & Liquify tool by clicking the button in the *Tools panel* or by tapping the 'S' shortcut.

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


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


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


 **Smudge** - A classic smudge tool which familiar from older Rebelle versions.

 **Liquify Push** - This tool pushes pixels based on the movement of your brush stroke.


 **Liquify Expand** - This tool pulls the pixels beneath the brush in an outward motion.


 **Liquify Pinch** - This tool pulls the pixels beneath the brush in an inward motion.

 **Liquify Push Left** - When using this tool, pulling the brush up will move pixels to the left. Pulling the brush down will move pixels to the right. Pulling left will move pixels down, and pulling right will move pixels up.

 **Liquify Twirl** - This tool twirls pixels based on the movement of your brush stroke. Use the *A/t* shortcut to reverse the rotation.

 **Liquify Smooth** - This tool smoothes the pixels beneath the brush.

 **Liquify Reconstruct** - This tool is essentially a paint-on eraser. You can easily return pixels to their original state by brushing the Reconstruct tool over modified areas of an image.

 **Bake Changes** - Protect the changes made using the liquify tool from unwanted edits.

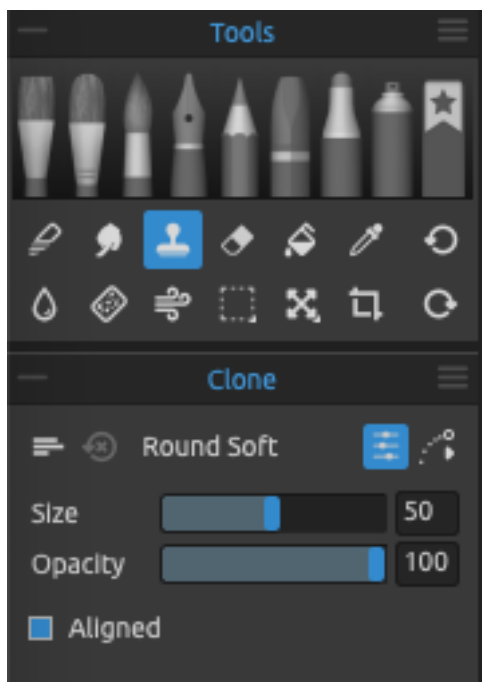
NOTE: Unlike in other software, Rebelle's Liquify tool is not a separate filter but is included as a tool in the workspace. This way you can work with the tool directly on the layer while seeing other content of your project.

TIP: Use Liquify with various default as well as user-made brushes to get extraordinary effects.

NOTE: Smudge & Liquify tool in Rebelle Pro uses fractal image processing, which is a similar technology we use in NanoPixel image resizing. This is a huge step forward in image quality compared to other liquify tools.

VIDEO TUTORIAL: Learn more about the Liquify tool in this video tutorial: [Liquify Tool](#).

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 the '*Shift + C*' shortcut.

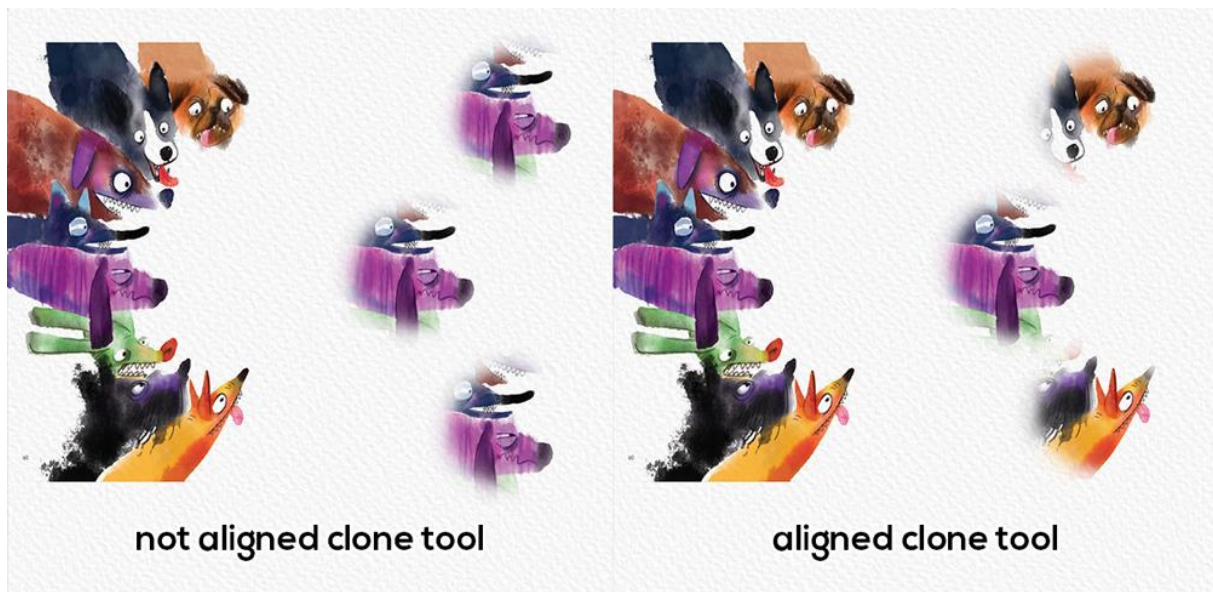
To clone, hold the *Alt* (on Windows) or *Option* key (on macOS) and position the pointer on the source you wish to clone. Then click to set the starting point. Release the *Alt* (*Option*) key and move to another part of the layer to start cloning.

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

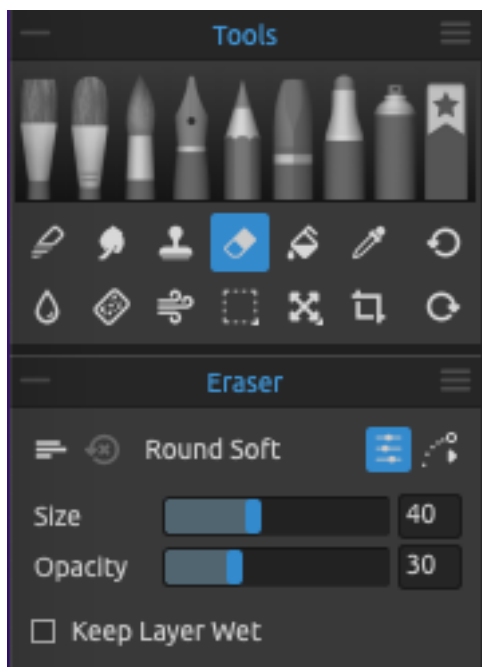
Opacity - Set the opacity of the clone tool (1-100).

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 stamps from the current layer.

Activate the Eraser tool by clicking the button in the *Tools* panel or by tapping the '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.

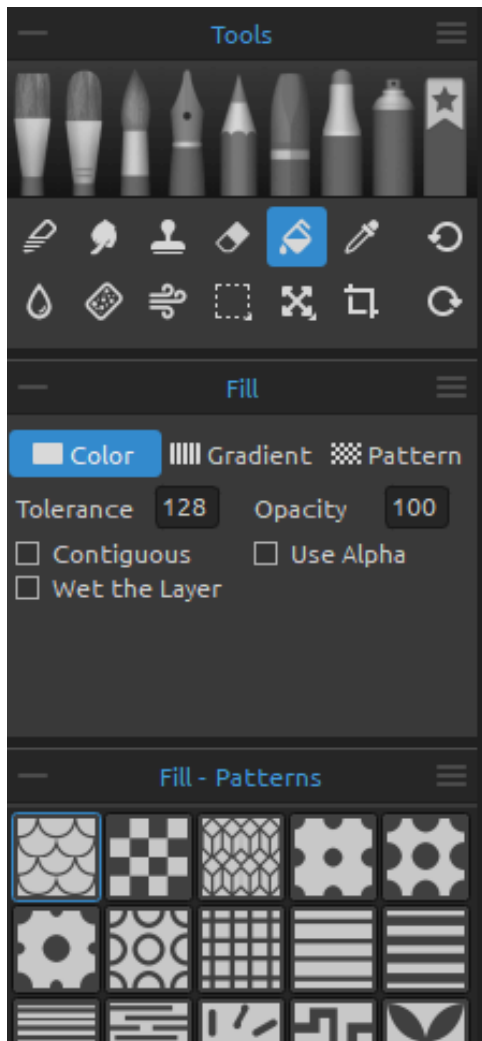
Size - Select the size of the eraser (1-100).

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, the eraser completely dries the erased area.

Fill Tool Properties



Fill a selection or a layer with color, gradient or pattern. 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 the '*L*' shortcut.

Opacity - Set the opacity of the fill color, gradient or pattern (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.

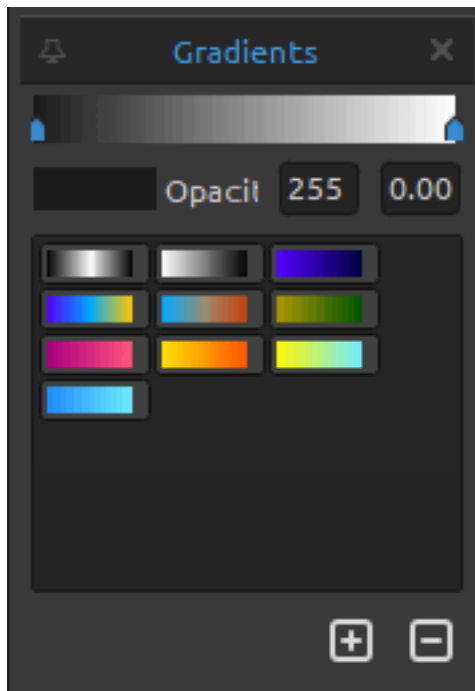
- **Wet the Layer** - When enabled, the fill automatically wets the filled pixels.

Fill with Color


Choose the **Fill tool** and select a color in the Color panel you want to fill with. Click on the layer, selection or object on canvas to fill it with the selected color.


Fill with Gradient

Choose the **Gradient tool** - a Gradient Library with the list of gradients will appear from where you can select a gradient. You can also create and save your custom gradient. To create a custom gradient set the starting color, middle color and end color on the gradient preview.



To save the gradient click the **Add Gradient**

button  at the bottom of the panel.


To remove a selected gradient, click the Remove Gradient button  at the bottom of the panel.

To fill with the selected gradient, click and drag across the layer, selection or an object to create a color shift.

Fill with Pattern

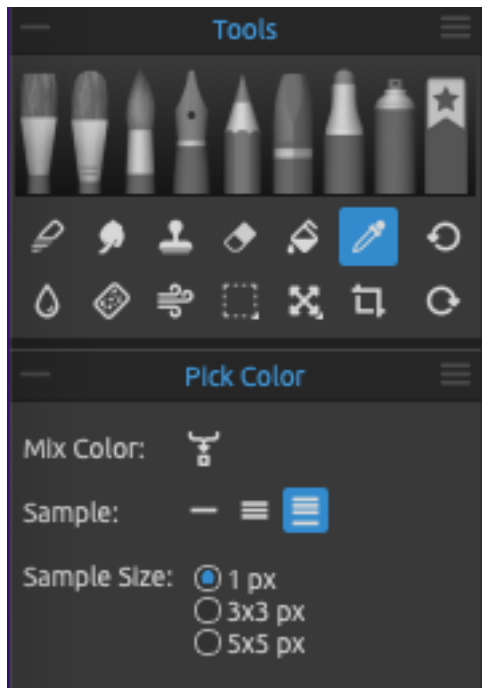
Choose the **Pattern tool** and select a pattern from the list you want to fill with. You can combine multiple patterns to achieve engaging effects.

To import your own pattern, click the **Import Pattern** button  at the bottom of the panel.


To remove a selected pattern, click the Remove Pattern button  at the bottom of the panel.

VIDEO TUTORIAL: Learn more about Rebelle's tools in this video: [Blend, Smudge, Clone, Fill and Erase Tool](#).

Pick Color Tool Properties



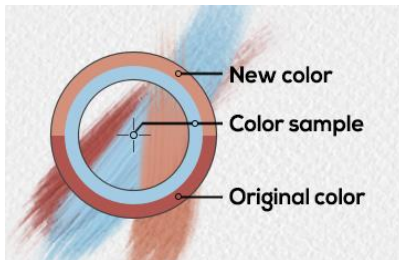
This tool enables you to pick a color from layer and canvas and mix it with another color. Activate the Pick Color tool by clicking the button in the *Tools panel* or by tapping the '*I*' shortcut or by holding the '*Alt*' key.

 **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 the Pick Color tool has been selected the cursor changes to a circle with three different color areas:

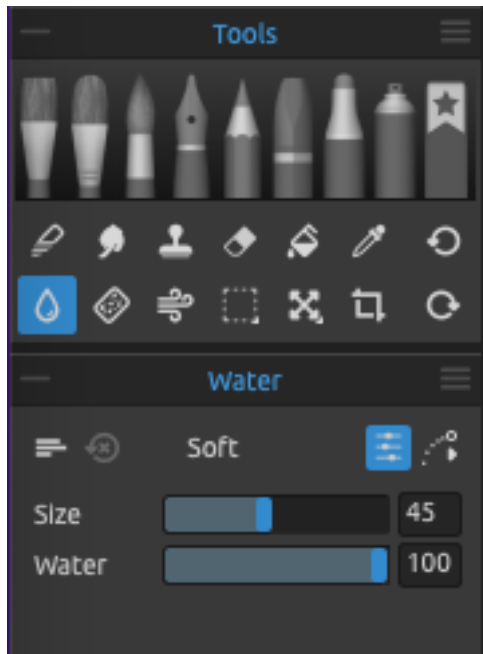
New Color - The newly selected color.

Color Sample - The canvas color underneath the target.

Original Color - The old, originally used color.

*TIP: You can pick colors only by hovering the cursor over - for this, enable the option "Don't need to confirm Color Picker with the mouse button" in *Preferences > Color > Pick Color*.*

Water Tool Properties



Add water strokes to the current layer.

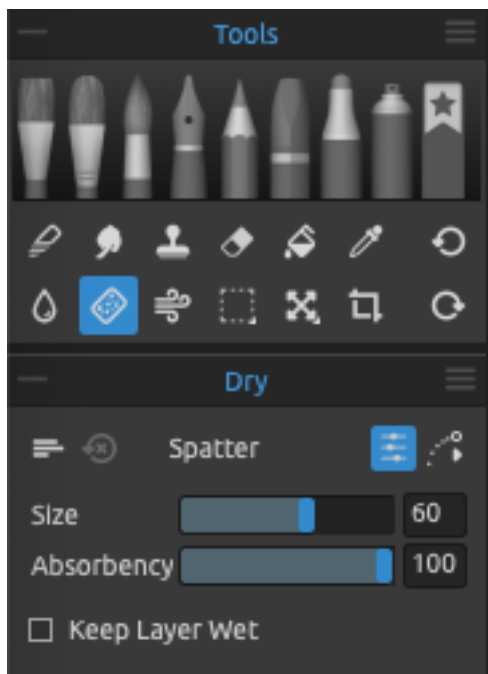
Activate the Water tool by clicking the button in the *Tools panel* or by tapping the '*W*' *shortcut*.

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 the '*Y*' *shortcut*.

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

Absorbency - Select the power of the dry tool's absorbency (1-100).

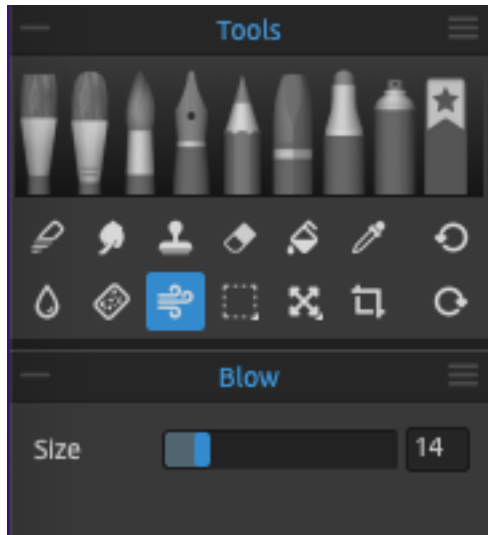
The higher the number selected, the faster the water is absorbed.

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 the Edit menu: Preferences > Tools by disabling the option 'Show wet layer when using Water or Dry tools'.

Blow Tool Properties



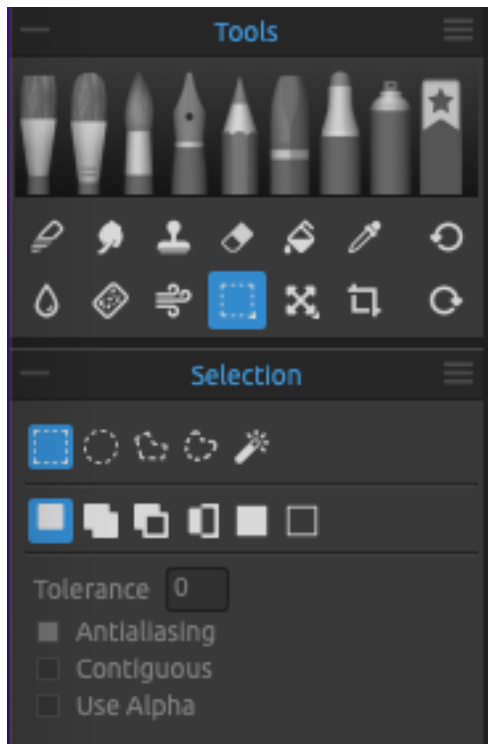
This tool blows a color that is wet in a direction of your stroke.

Activate the Blow tool by clicking the button in the *Tools panel* or by tapping the '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. In dry areas, it creates dripping effects.


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 the 'M' shortcut.

There are **five types** of Selection tools 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* to scale the rectangular or elliptical selection proportionally.

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

Use *Shift* 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 a 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*.

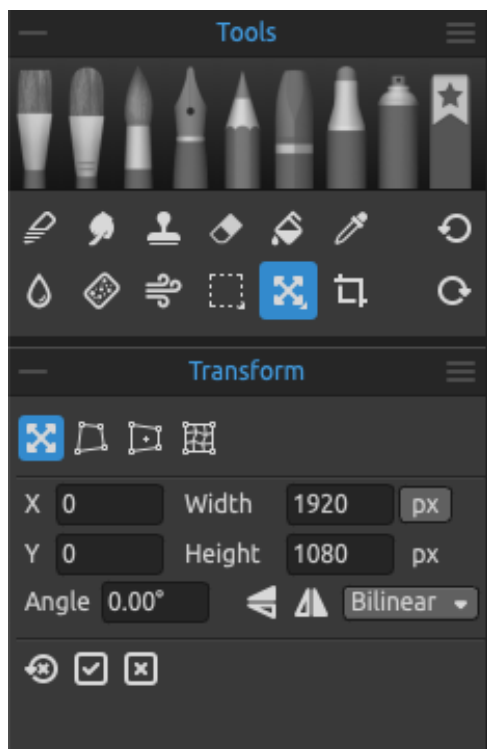
 **Select All** - Select the content of the layer. You can 'select all' also with the 'Ctrl + A' (on Windows) / 'Cmd + A' (on macOS) *shortcut* or via *Edit menu > Select All*.

 **Deselect All** - Deselect the current selection from the canvas. You can 'deselect all' also with the '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 the [Working with Selections](#) section.

Transform Tool Properties



Transform

 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 the '*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 in pixels, centimeters or inches.

Height - Set the height of the layer or layers in pixels, centimeters or inches.

Angle - Set the rotation angle.

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

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


In Rebelle Pro, you can choose which **image interpolation algorithm** should be used when transforming the layer:

Nearest - Each pixel is calculated from 1 source pixel (1x1) after the transformation. The results give the most pixelated outcome.

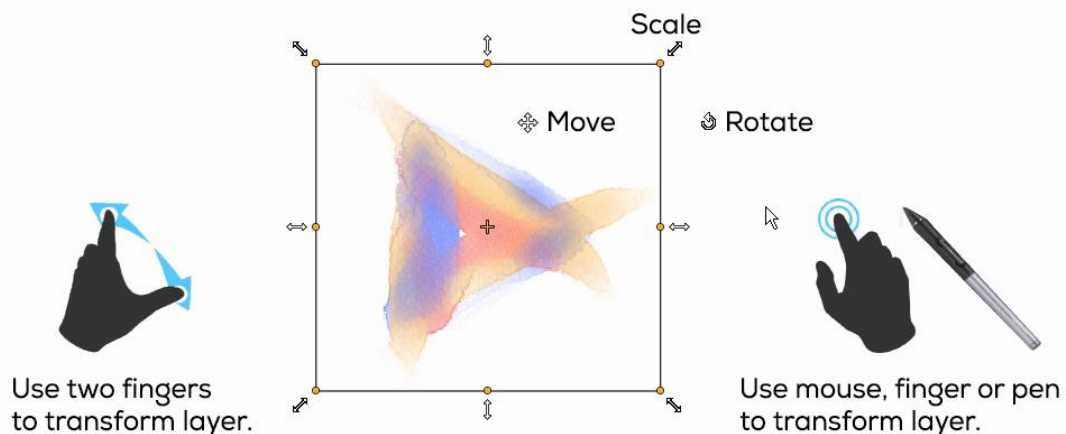
Bilinear - Each pixel is calculated from 4 source pixels (2x2) after the transformation. The quality of the outcome is better than in 'nearest'. The bilinear interpolation is used in Rebelle standard edition by default.

Fractal - Upscale and enlarge your images most accurately.

Confirm the transformation with the button:  or **cancel** with the button: .

To **reset** the changes, click the button: .

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



Move - Move a transformed layer or selected layers.

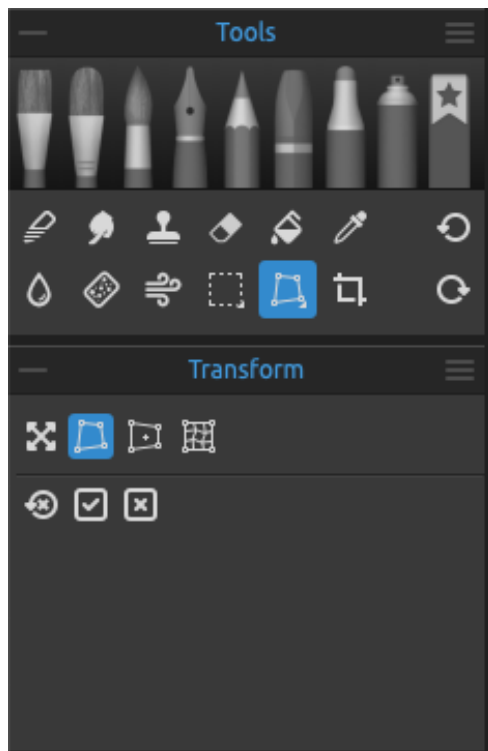
Scale - Scale enlarges or reduces transformed or selected layers relative to its top-left corner. You can scale a layer horizontally, vertically, or both. Use the *Shift* shortcut to scale it proportionally. Use the *Alt* shortcut to scale selected layers relative to their center.

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


Move, scale and rotate using 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: [Selection Tool](#).
[Transform Tool](#).




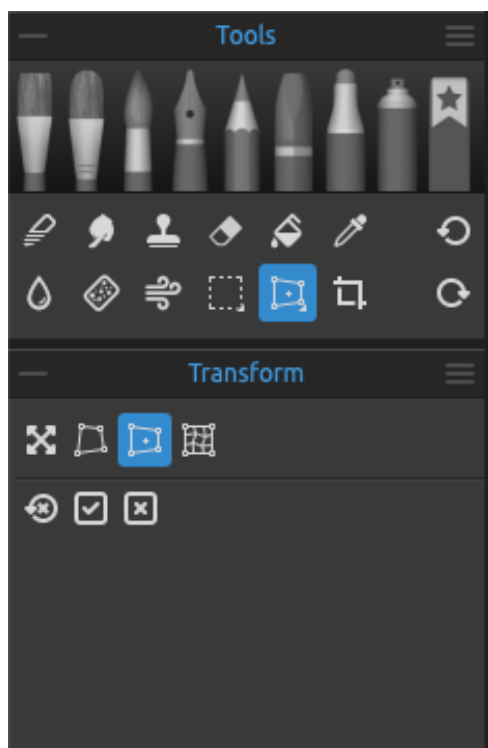
Deform

 Use the Deform tool to deform objects. First, select a layer or an object on the layer you want to deform. After making a selection, activate the Deform tool by clicking the button in the *Tools* panel.


When Deform is active, four control points appear on each corner of the layer or the selected object.

Confirm deform with the button:  or cancel with the button: .



To reset the changes, click the button: .




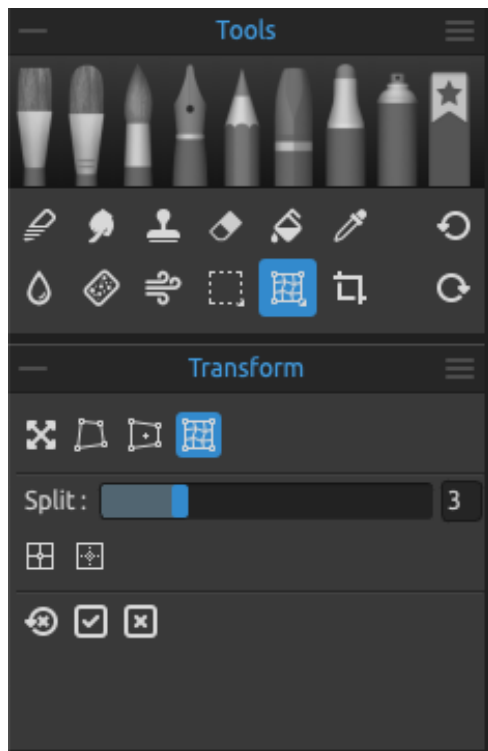
Perspective

 Use the Perspective tool to adjust the perspective of the objects. First, select a layer or an object on the layer which perspective you wish to adjust. After making a selection, activate the Perspective tool by clicking the button in the *Tools* panel.


When Perspective is active, four control points appear on each corner of the layer or the selected object.

Confirm the perspective with the button:  or cancel with the button: .

To reset the changes, click the button: .





Warp



 Use the Warp tool to deform objects and modify proportions to achieve desired shapes. First, select a layer or an object on the layer you want to warp. After making a selection, activate the Warp tool by clicking the button in the *Tools panel*.


When Warp is active, a grid with control points appears on the layer or the selected object. You can adjust the grid with the following options:

Split slider (1-10) - Set the layout of the grid with the slider. With the setting of '10', the grid layout will be 10 x 10.

 **Split** - Click the Split button to add additional grids to the existing grid layout.

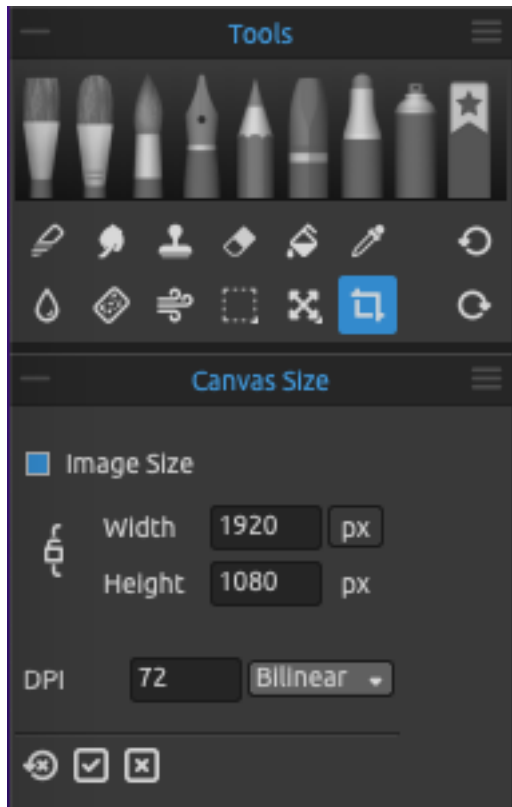
 **Remove Split** - Click the Remove Split button to remove grids from the existing grid layout.

Confirm the warping with the button:  or **cancel** with the button: .

To **reset** the changes, click the button: .

VIDEO TUTORIAL: Learn more about the Warp tool in this video tutorial: [Warp 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 and height in pixels, centimeters or inches. Set the 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 the *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.



In Rebelle Pro you can choose which **image interpolation algorithm** should be used when changing the canvas size:


Nearest - Each pixel is calculated from 1 source pixel (1x1) after the resize. The results give the most pixelated outcome.

Bilinear - Each pixel is calculated from 4 source pixels (2x2) after the resize. The quality of the outcome is better than in 'nearest'. The bilinear interpolation is used in Rebelle standard edition by default.

Fractal - Upscale and enlarge your images in the most accurate way.

VIDEO TUTORIAL: Learn more about Fractal Image Processing in this video: [Transform and Canvas Resize](#).

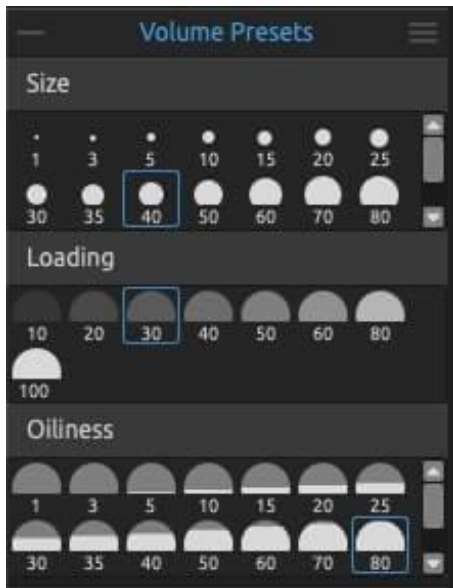
Confirm the canvas/image resizing with the button:  or cancel with the button: .

To reset the changes, click the button: .

NOTE: Papers with deckled edges will adapt to the 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: [Canvas Size, Image Size, Crop Tool, Papers & Deckled Edges](#).

Volume Presets Panel



Open the Volume Presets panel to view the default presets or add custom presets for **Size**, **Opacity**, **Oiliness / Water**, **Pressure** and **Length**.

Close & reopen the Volume Presets panel from the *Window menu* or by tapping the '*Ctrl+J*' shortcut on *Windows* or the '*Cmd+J*' shortcut on *macOS*.

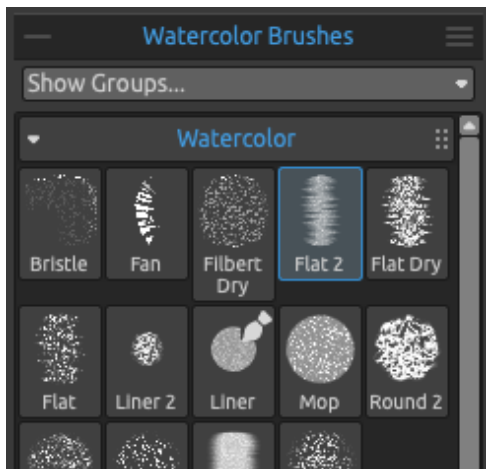
To **save** your custom preset, right-click in the appropriate group (Size, Opacity, Oiliness / Water, Pressure or Length) and choose 'Add Preset'. The current setting in the Properties panel will be added as a new custom preset to the Volume Presets panel.

To **remove** the selected preset, right-click in the appropriate group (Size, Opacity, Oiliness / Water, Pressure or Length) and choose 'Remove Preset'.


≡ **Volume Presets Panel Menu** - Select which volumes appear in the Volume Presets panel or **close** the panel.

VIDEO TUTORIAL: Get to know the Volume Presets panel in this video: [Volume presets](#).



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 the '*F8*' shortcut.

Every brush, Favorites, Erase, Blend, Smudge, Clone, Water and Dry tools 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.

Show Groups... - Open the list of groups for the currently selected tool and hide unnecessary groups by deactivating them directly from the list.

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*.

You can **add a selected brush to the 'Favorites' tool** by right-clicking the brush preset and selecting 'Copy Brush Preset to Favorites'. A copy of the brush preset will be created in the Favorites tool. The change of the settings of the brush in the Favorites tool will not change the setting of the original brush preset.

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, entering the new name of the brush group and hitting *Enter*.

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

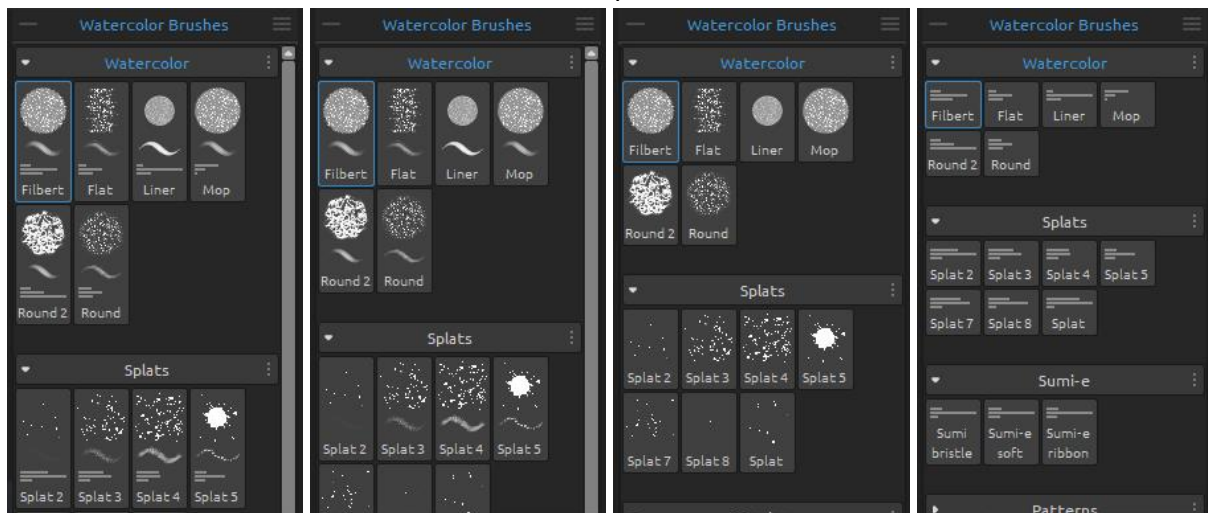
You can **remove the selected brush group** from the *Brushes panel menu* > *Remove Group* or via the right mouse button click.

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:



- **Copy Brush Preset to Favorites** - Copy the selected brush preset to the 'Favorites' tool.
- **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*)
- **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.
- **Import Brush Preset...** - Import brush preset from the image file.
- **Export Brush Preset...** - Export brush preset from Rebelle to another tool or save it to your computer.
- **Add Group** - Add a new brush group to the current tool.
- **Remove Group** - Remove the selected brush group from the current tool.
- **Share Brushes...** - Share your custom brushes or brush groups with others. This option will open a new window where you enter the details for the brushes you would like to share.
- **Get More Brushes...** - Visit Rebelle's [online brush library](#) from where you can download more brushes.

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

TIP: You can easily duplicate or remove the 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 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 wish to download. Drag & Drop the brush detail from this webpage into Rebelle; or
- Click on the Download icon below the brush picture, then import the downloaded brush via the *File menu > Import Assets...* You can also drag & drop the downloaded brush file to Rebelle'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 7\Brushes\(corresponding tool)`
on macOS:
`user/Library/Application Support/Escape Motions/Rebelle 7/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 the *File menu > Import Assets...*
You can also drag & drop the downloaded .zip file to Rebelle's window.

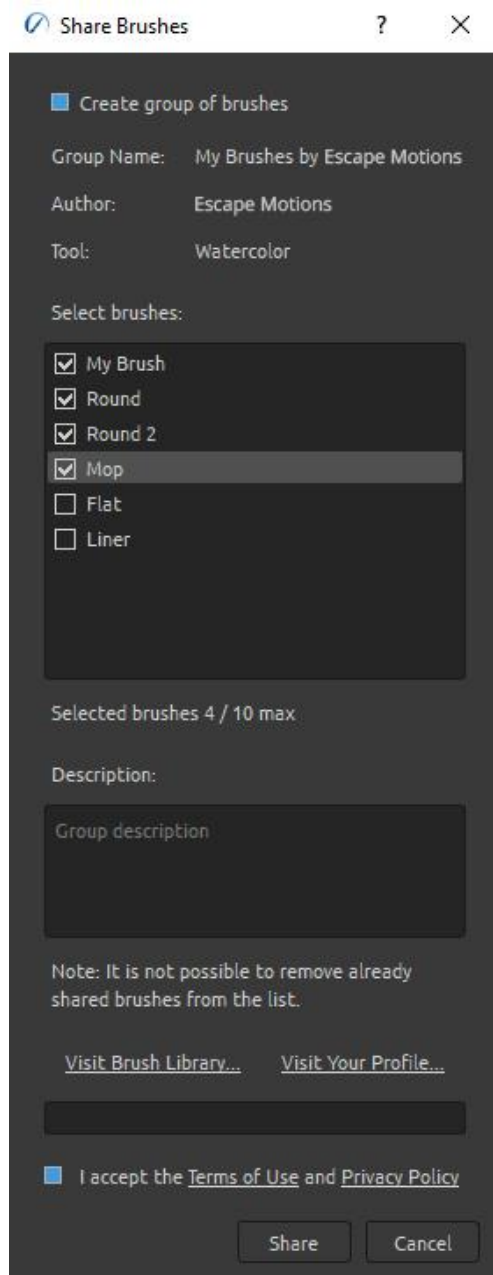
How to share brushes

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

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

You can share the selected brush or brush group, 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 number of brushes** you can share within a brush group is **10**. To share more brushes, please share them as a new group.

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


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

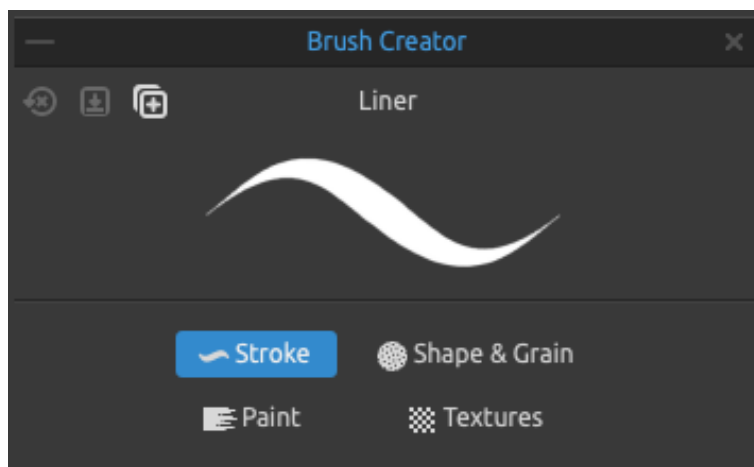
Confirm by clicking the **“Share”** button. The selected brushes or a brush group will be automatically uploaded to the online Brushes Library for other Rebelle artists to use.

Brush Creator Panel

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 the '*F5*' shortcut.



At the top left side of the Brush Creator panel, you can find **three buttons** that 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 - The 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.

The Brush Creator is divided into four sections that define the settings:

- **Stroke** - Contains the settings concerning the main characteristics of the brush stroke: *Size*, *Opacity*, and *Spacing*.

- **Shape & Grain** - Contains the settings concerning the brush preset *shapes* and *grains*.

- **Paint** - Contains the settings influencing the painting output: *Mixing*, *Rendering*, *Impasto*, and *Canvas Texture Influence*.

- **Textures** - Contains the settings for adding additional *background textures* to brushes and for creating *dual brushes*.

Brush Creator: Stroke

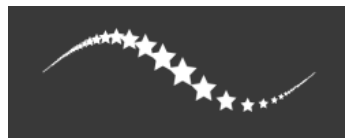
Size

Max Size (px) - Set the maximum size per brush in pixels (10-700).

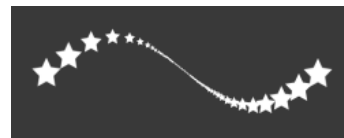
Size Jitter - Specify how the size of brush stamps varies in a stroke up to (but not exceeding) the size value specified in the Properties panel (0-100):



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




Size 100

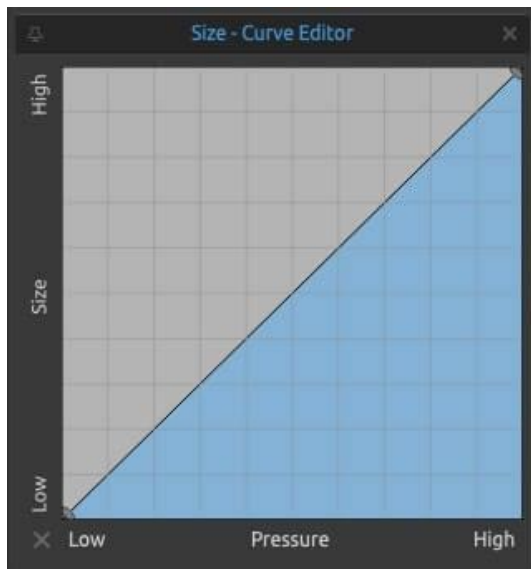


Size -100

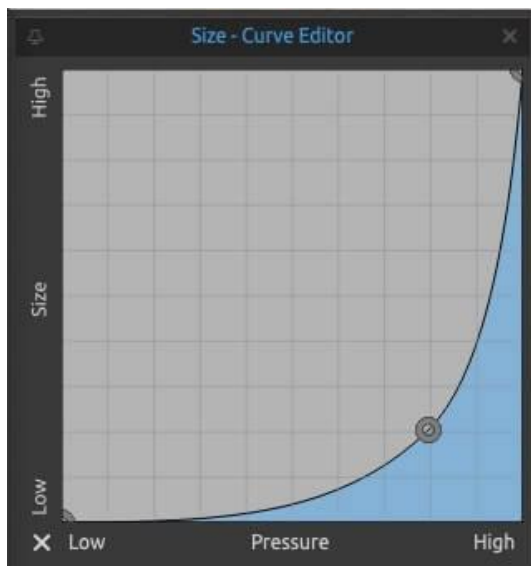
VIDEO TUTORIAL: Learn about Rebelle's Pressure settings in this video: [Pressure Settings](#).

 **Open Curve Editor** - Open the Curve Editor to adjust how the pressure of the stylus influences various settings of the brush.

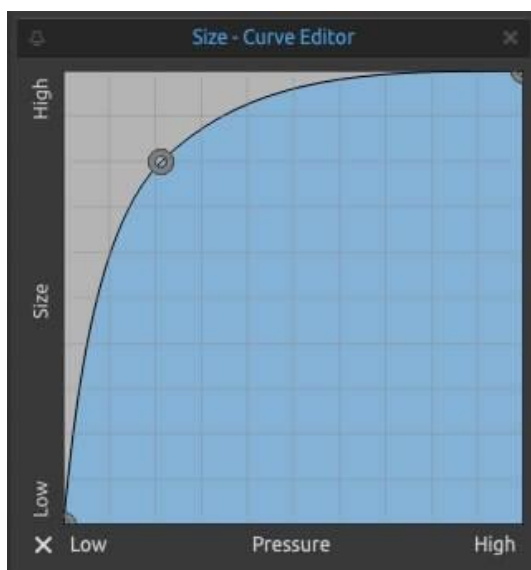
NOTE: When a change has been made in the Curve Editor, the slider for the setting will be grayed out and the curve settings will be used.



Curve Editor: Size - Edit the Pen Pressure curve for the size of the brush. If you make a linear curve, the size of the stroke will grow linearly with the pressure of your tablet pen.




With the curve on the left, the size of the stroke will tend to be closer to the minimum size of your drawing tool, unless you apply a lot of pressure on your tablet pen.



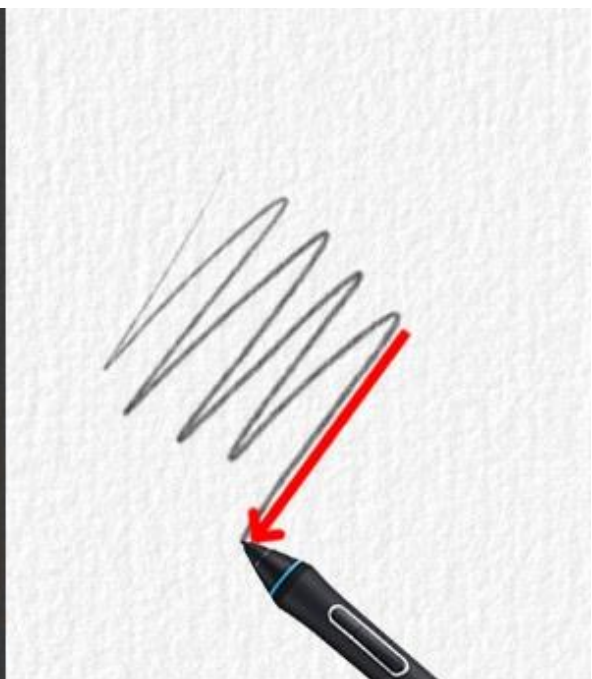
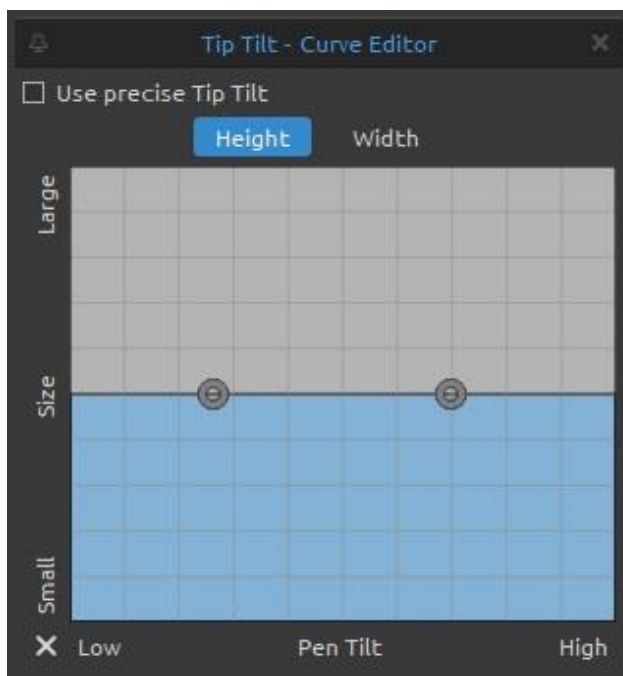
The curve on the left will make the size of the stroke be closer to the maximum size of your drawing tool unless you apply very little pressure on your tablet pen.



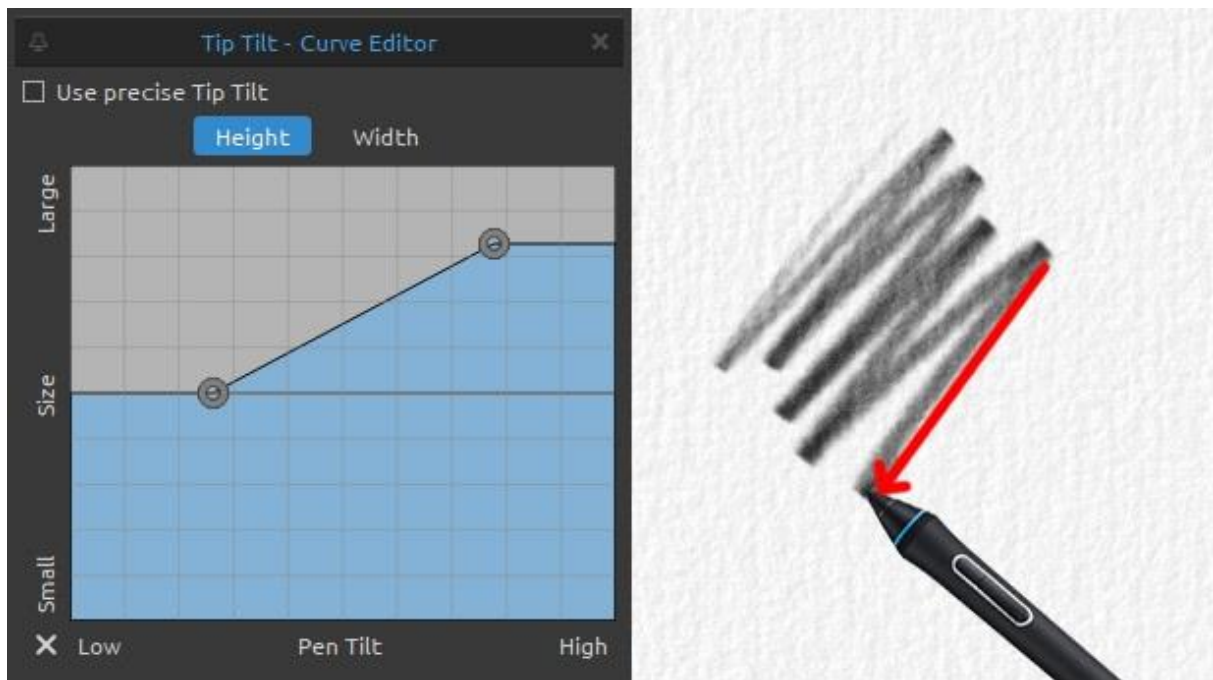
*Example of various strokes using different curve settings:
linear pressure (upper), hard pressure (middle) and soft pressure (bottom).*

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. Click the button  to open the **Tip Tilt Curve Editor** – where you can adjust the curve for the width and height of the brush stroke when using the tilt of the stylus. Below are examples of various tip tilt curves:

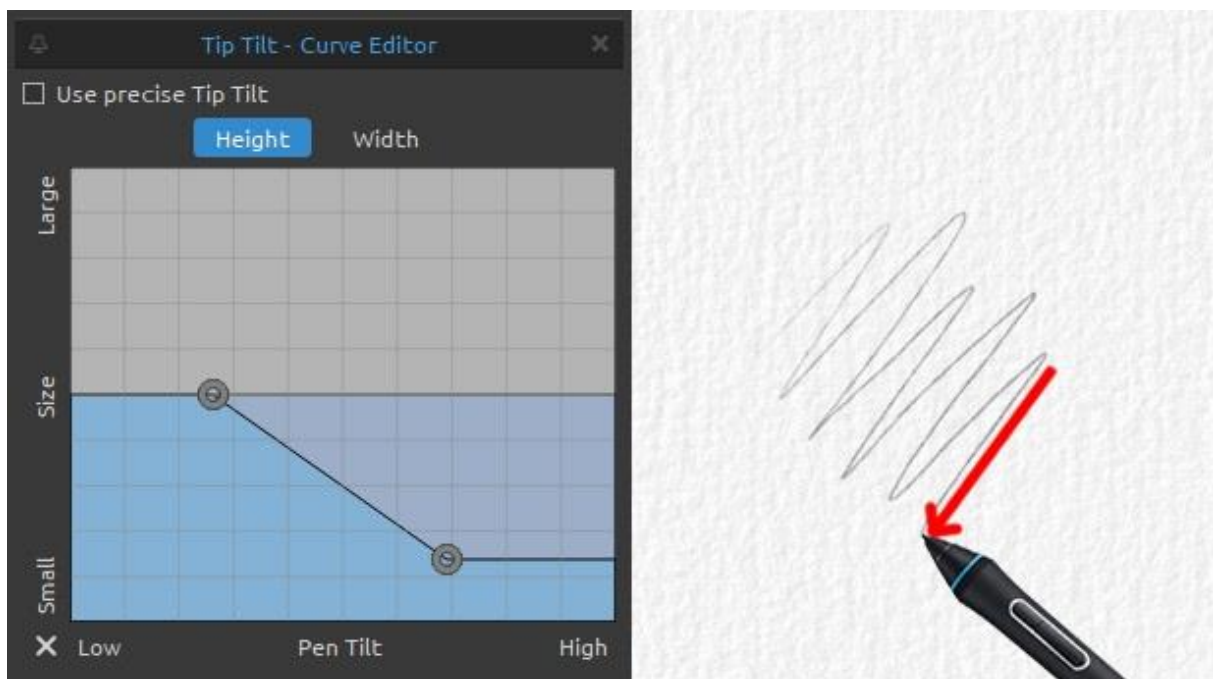
1. Tip Tilt Disabled - The curve below shows the inactive tip tilt, the height of the brush stroke does not change with the tilt of the stylus:



2. Large Height - The more you tilt your stylus, the larger the height of the brush stroke will be. It works the same way as if you used a pencil in the traditional painting, the more you tilt it, the larger the area you are going to paint with:

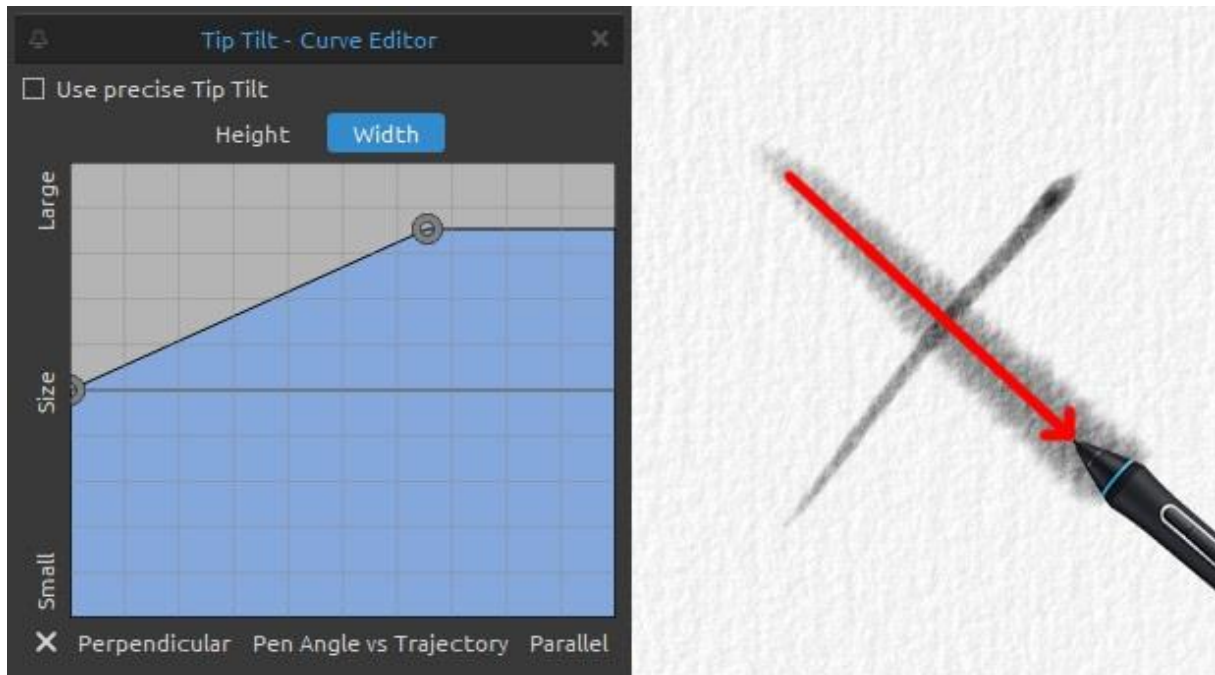


3. Small Height - The more you tilt your stylus, the smaller the height of the brush stroke:

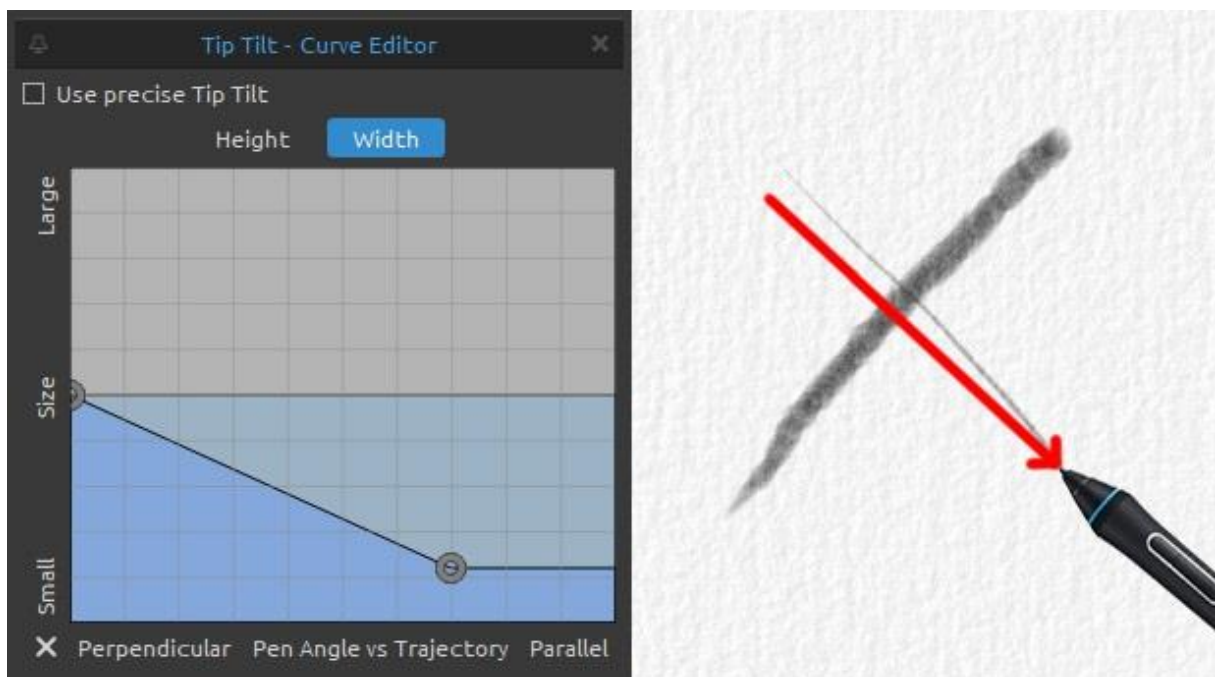


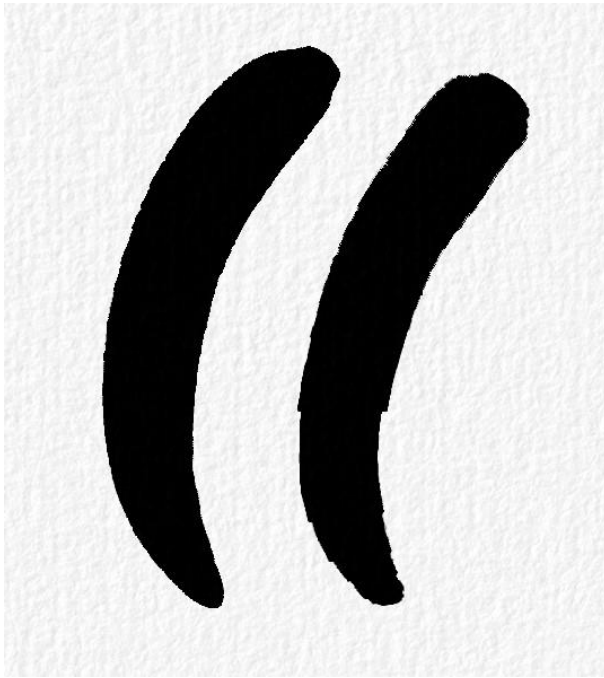
4. Large Width - When the stylus is in the perpendicular position to the trajectory of the stroke (in the example below it is the stroke going from the bottom left to the upper right),

there is no change in size. When the stylus is in line (parallel) to the trajectory of the stroke (the stroke going from upper left to bottom right), the size of the stroke is going to increase:



5. Small Width - When the stylus is in the perpendicular position to the trajectory of the stroke (in the example below it is the stroke going from the bottom left to the upper right), there is no change in size. When the stylus is in line (parallel) to the trajectory of the stroke (the stroke going from upper left to bottom right), the size of the stroke is going to decrease:





Use precise Tip Tilt - Activate this option to eliminate issues with brush stepping when Tip Tilt brush feature is used at a cost of performance.

The picture on the left shows an example of the precise tip tilt setting. The 'Use precise Tip Tilt' is activated on the stroke on the left and deactivated on the stroke on the right.

Opacity

Opacity - Set the multiple for the opacity (1-10x). Set the opacity of the custom brush (1-100). Overlapping parts of the brush stamps will build up additional opacity.



Opacity 25

🔺 **Non-linear Opacity** - If this setting is disabled, the Loading/Opacity slider changes the opacity of the brush linearly.

When enabled, the opacity multiplier has a more pronounced effect on the Loading/Opacity slider (as it was in Rebelle 6).

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):




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

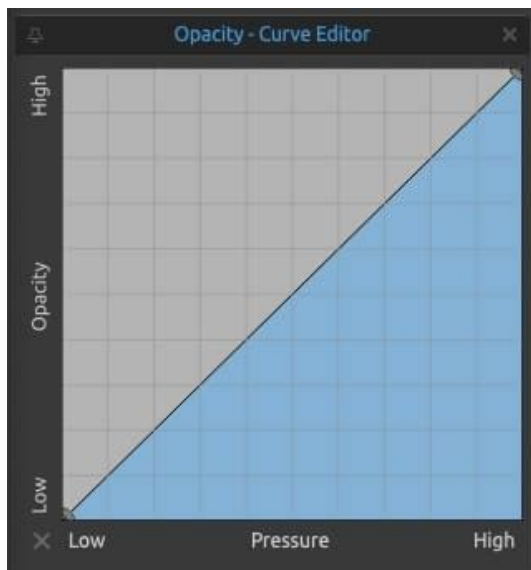


Opacity 100

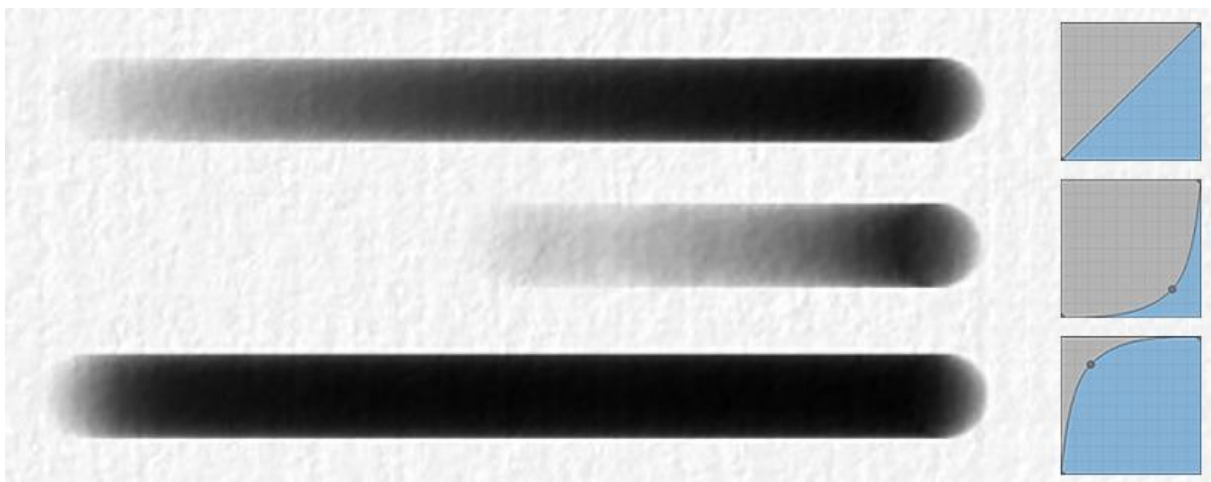


Opacity -100

 **Open Curve Editor** - Open the Curve Editor to adjust how the pressure of the stylus influences various settings of the brush.



Curve Editor: Opacity - Edit the Pen Pressure curve for the opacity of the brush. It works similarly to the curve editor for the size of the brush, only the opacity is influenced. If you make a linear curve, the opacity of the stroke will grow linearly with the pressure of your tablet pen.



*Example of strokes made with curves from the example above,
but used for controlling the opacity instead of the size:
linear pressure (upper), hard pressure (middle) and soft pressure (bottom).*

Spacing

Spacing - Control the distance between the brush stamps (1-200). Each brush stamp is spaced apart along the stroke by a set value. Value 100 is equal to the actual full size of the brush stamp:



Spacing 1



Spacing 50



Spacing 100

Spacing Jitter - Randomized spacing (0-100):



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



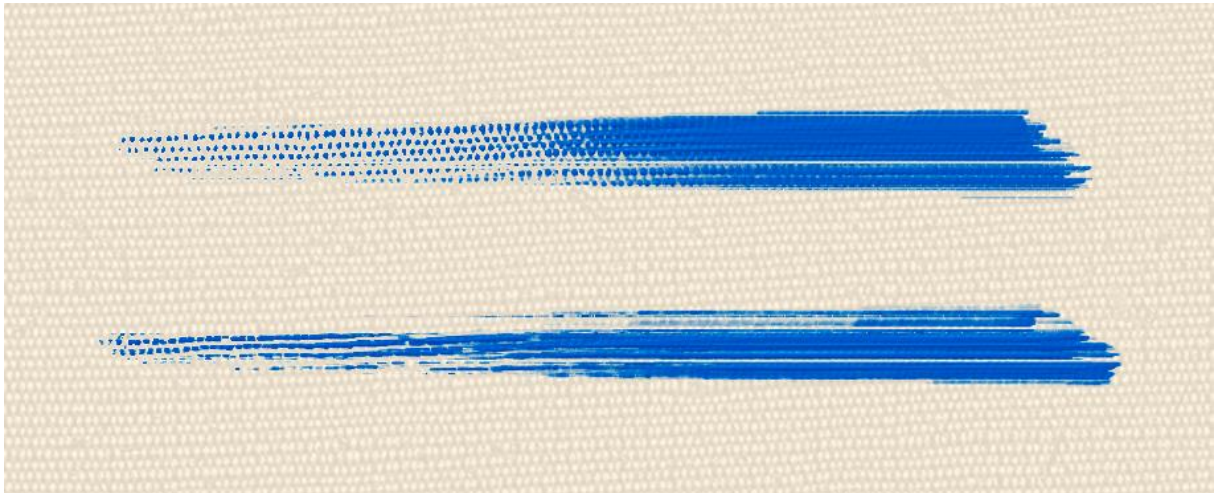
Smudge Scatter Mode - Choose between **Parallel** and **Perpendicular** scatter modes.

≡ **Parallel** - Scattering randomizes the placement of the brush stamps parallel to the direction of the brush stroke.

|||| **Perpendicular** - Scattering randomizes the placement of the brush stamps perpendicular to the direction of the brush stroke.

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

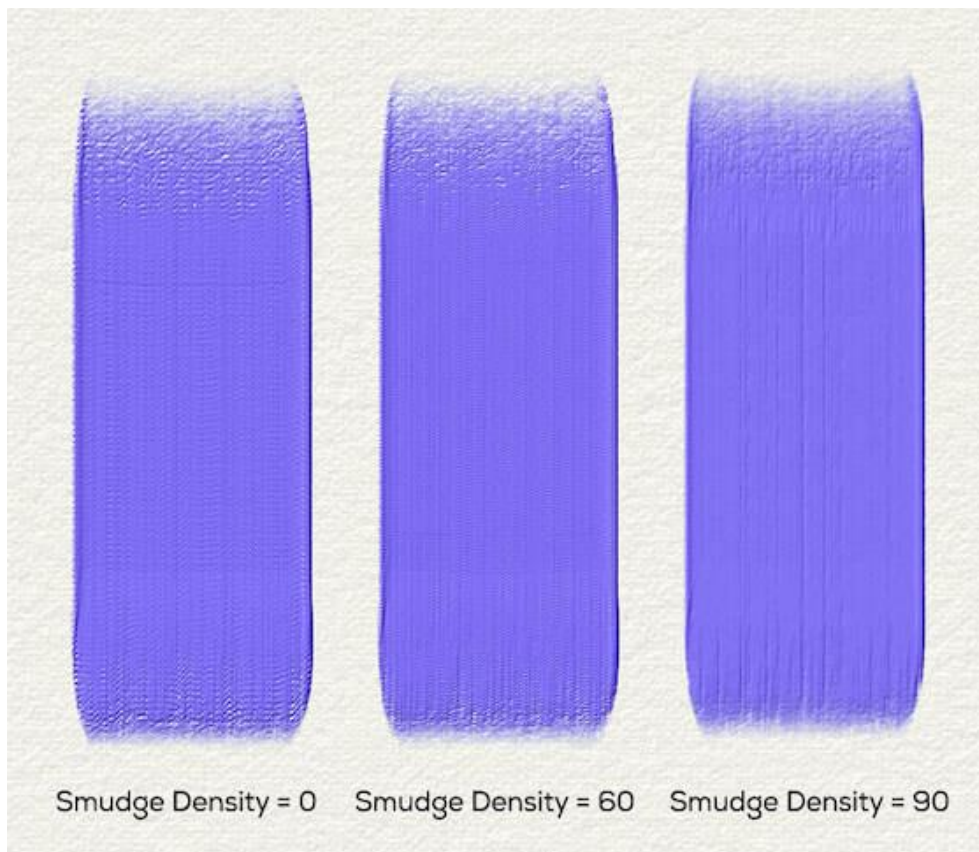
Smudge on Paper Bumps - Enable this option to smudge the lines in the stroke on paper bumps when painting quickly or when changing the pressure:



Smudge on paper bumps OFF (top) vs. Smudge on paper bumps ON (bottom).

✓ **Open Curve Editor** - Open the Curve Editor for the 'Smudge on Paper Bumps' option to adjust how the **pressure** of the stylus or the **speed** of painting influences how the strokes smudge on paper bumps.

Smudge Density - Control the brush stroke density detail when the *Smudge* is used. The higher the value, the more detailed the brush stroke is but painting becomes slower for larger brushes:



The default value is set to '60'. When Smudge Density is set to '90', the splats are rendered on canvas with a distance of a maximum of 1 pixel, which is the recommended high-quality detail. When Smudge Density is set over '90', the splats are rendered on canvas with a distance of less than 1 pixel.

VIDEO TUTORIAL: Learn more about Rebelle's Stroke settings in this video: [Brush Creator: Stroke - Size, Opacity, Spacing](#).


Brush Creator: Shape & Grain


Source


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.

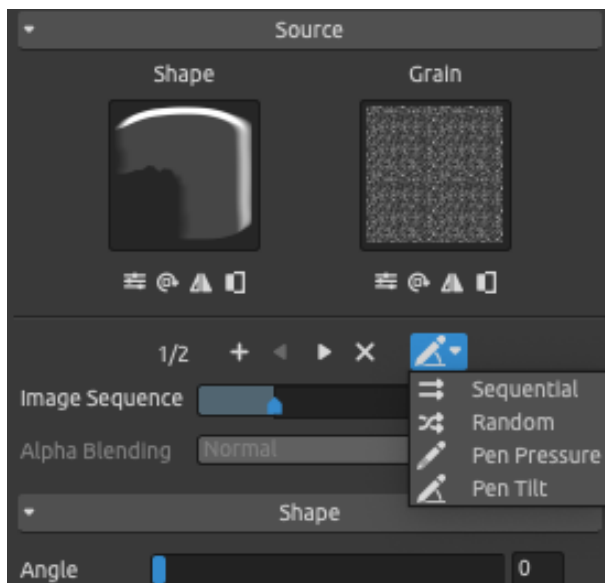
 **Texture Properties** - **Scale** or change the **brightness** and **contrast** of the shape/grain.

 **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 the Help menu > Show Library folder, where you can paste any custom shape or grain to their respective folder in PNG, JPG or BMP format.



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](#).

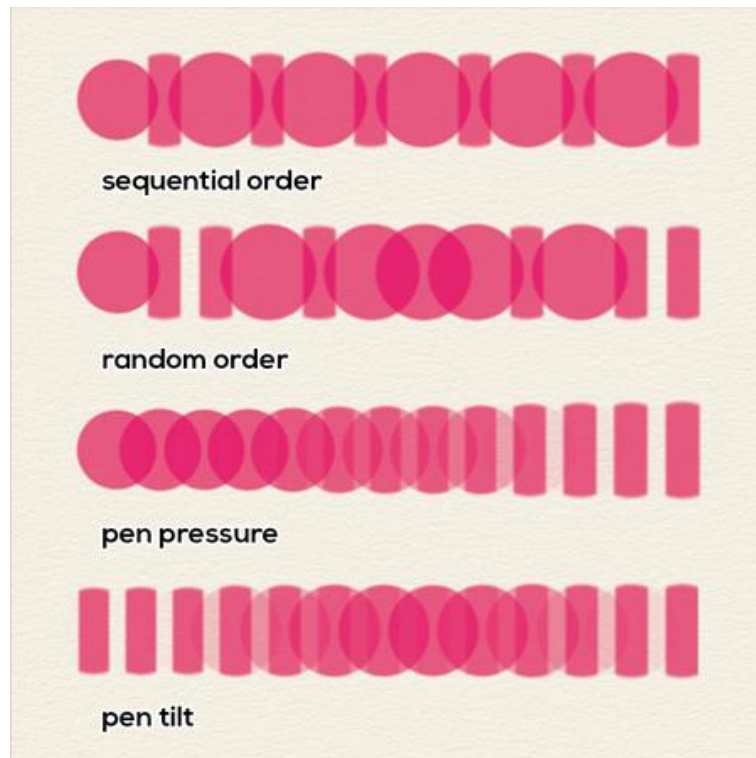
Texture Order - Set the order of the brush shapes and grains in the stroke. The Texture order has four different modes:

⇒ **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.

Image Sequence - Set how often the brush (consisting of a shape and grain) repeats in a brushstroke (1-100). The functionality of the Image Sequence slider changes based on your selected “Texture Order” mode:

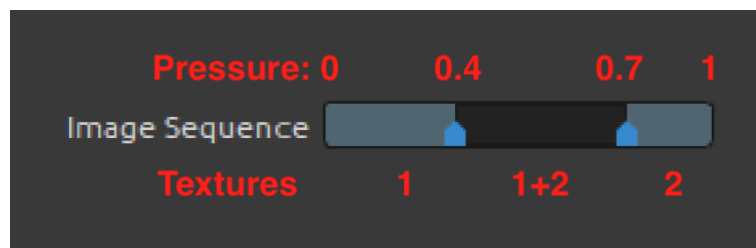
- *Sequential Texture Order* - The Image Sequence slider is disabled. The brush shapes and grains are used in a sequence (the first splat uses the first shape and grain, the second splat will use the second shape and grain, etc.).

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 set 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 the 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 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 pressure increases the second set will become more dominant. This allows the 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 (the pen is perpendicular to the surface of the drawing tablet) it picks shape(s) & grain(s) from the middle of the slider, in the example above it would result in a 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 refer to the direction in regard to the stroke trajectory.

Alpha Blending - Set how the brush texture (blend and grain) will be blended into the layer.



Example of alpha blending: the stroke on the left is without, and the stroke on the right is with alpha blending enabled.

EXAMPLE: Usually the alpha blending is set to 'Normal'. However you can set different blend modes to different Shape & Grain groups, one group can have 'Normal' mode and another can use 'Multiply' mode. The first group will paint on canvas and the second group will erase it with a different texture. This allows you to create unique brush types.

NOTE: Alpha blending is not available for the "Oils and Acrylic" tool.

Shape

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



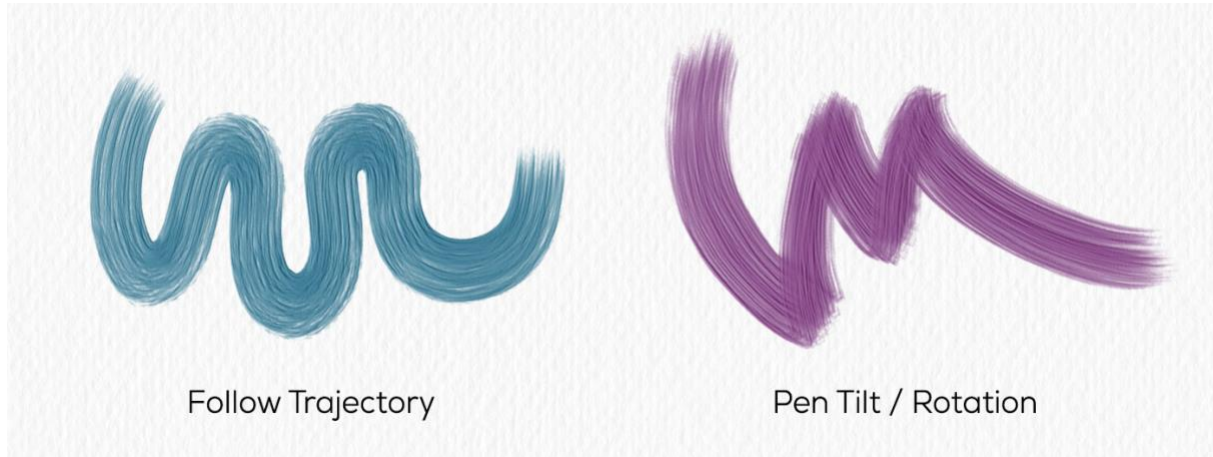
Angle 25

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




Rotation - Select the rotation mode of the brush shape:

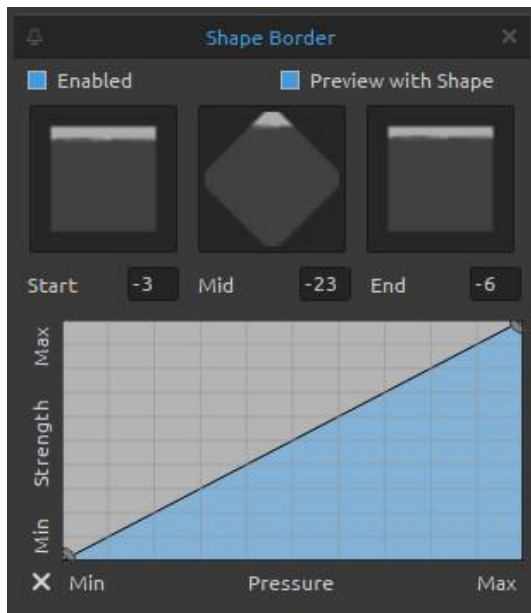
- **None** - The brush shape does not rotate.
- **Follow Trajectory** - The brush follows the stroke's trajectory rotation.
- **Pen Tilt** - The brush shape follows the pen tilt.
- **Pen Rotation** - The brush shape follows pen rotation.




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.



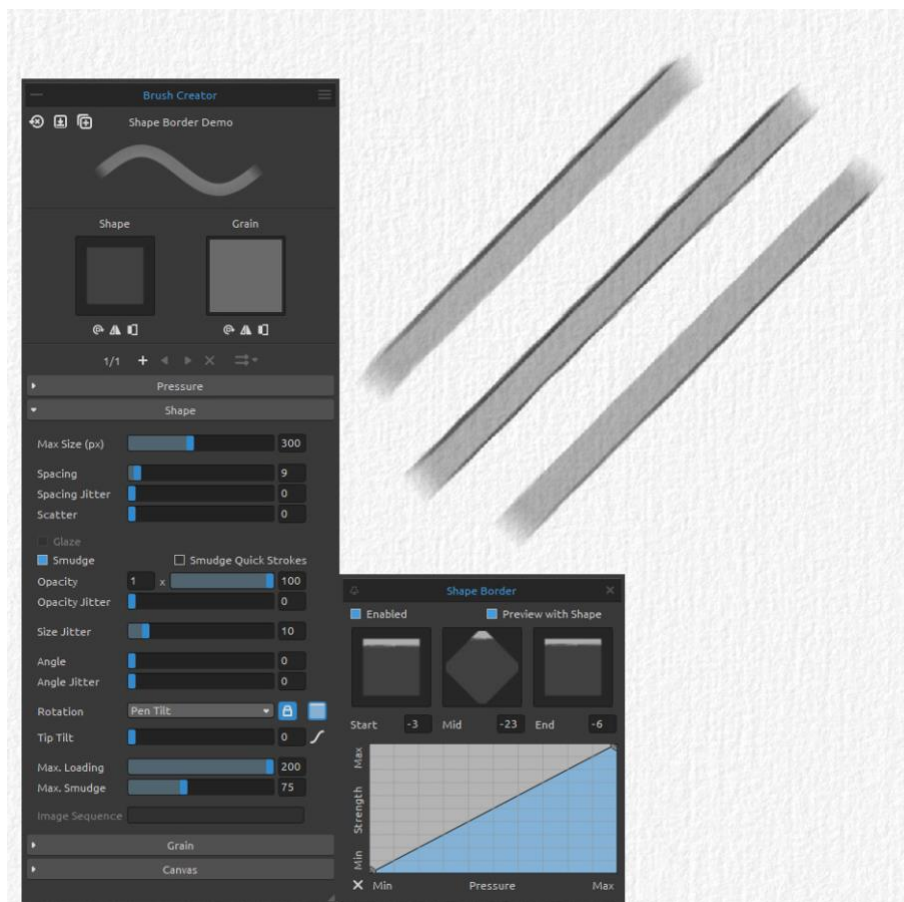
Shape Border - Add a custom border to your brush strokes via the Shape Border editor.

Click the Import button  to open the Image Library, from which you can choose a **border texture** that will appear on your strokes.

Enable 'Preview with Shape' to preview the border on the brush shapes in different angles and 'Start', 'Mid' and 'End' controls to fine-tune the border position.

These controls allow changing the **width** of the border. Borders take the trajectory of the stroke and the pen tilt into account to always appear at the outside edge(s) of the stroke.

The **Curve editor** controls the **strength** of the border based on the pressure from your stylus.



Shape Border example: The border appears on the top edge of the stroke (upper), on both edges (middle) and on the bottom edge (bottom) of the shape, based on the tilt of the stylus.

Grain

Set various options for the grain of the custom brush.

Here you can choose from three modes of how shape and grain can interact: Follow, Stretched, and Tiled.

- **Follow** is known from Rebelle 5 where the grain texture simply follows the shape.

- **Stretched** is the new mode where grain slowly follows the shape. You can set the speed of how the grain is following the shape with the 'Stretch' slider. With this mode, you can create new types of brushes.

- **Tiled** is known from Rebelle 5 where the grain is locked to the canvas and the shape reveals the tiled grain beneath. This creates a brush with a tiled structure or halftone grain.



Examples of brushstrokes with 'Follow' (left), 'Stretched' (middle) and 'Tiled' (right) settings.

Stretch - Determines the speed at which the grain follows the shape (0-100).

Grain Smoothing - Enable this option to smoothen the grain in the brush.

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

Random Start Offset - Randomize the position of the grain at the beginning of the stroke.

Random Stamp Offset - Randomize the position of the grain relative to the brush stamp for each stamp, so that each brush stamp 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.

Random Start Angle - Randomize the angle of the grain at the beginning of the stroke.

Angle Jitter - Randomizes the angle of the grain's rotation for each brush stamp.


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

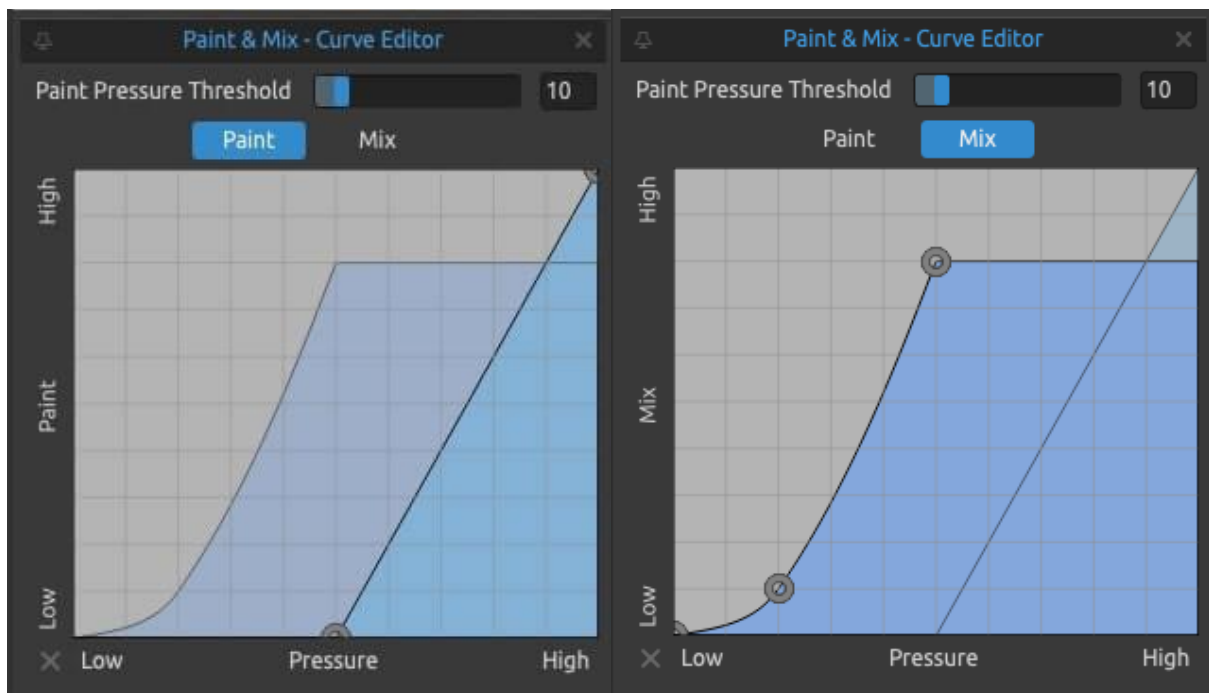
Follow Brush Size - Select whether the grain should follow size of the brush size or not. When active, the grain increases or decreases with the change of the brush size.

VIDEO TUTORIAL: Learn more about Rebelle's Shape & Grain settings in these videos: [Brush Creator: Shape and Grain](#) and [Brush Creator: Shape and Grain - Part 2](#).

Brush Creator: Paint

Mixing

 **Paint Mode Curve Editor: Paint & Mix** - By default, this mode paints with certain pressure. If you use less pressure, from a certain point you start to mix the colors together. Adjust the pressure curve for the Paint & Mix mode of the brush using the curve editor:

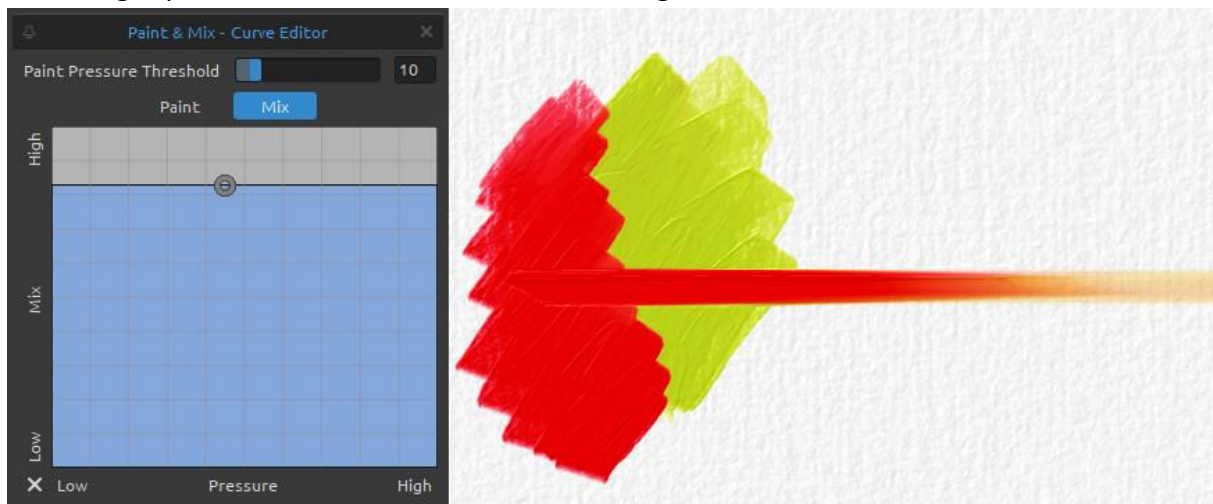


Pressure curve for Paint

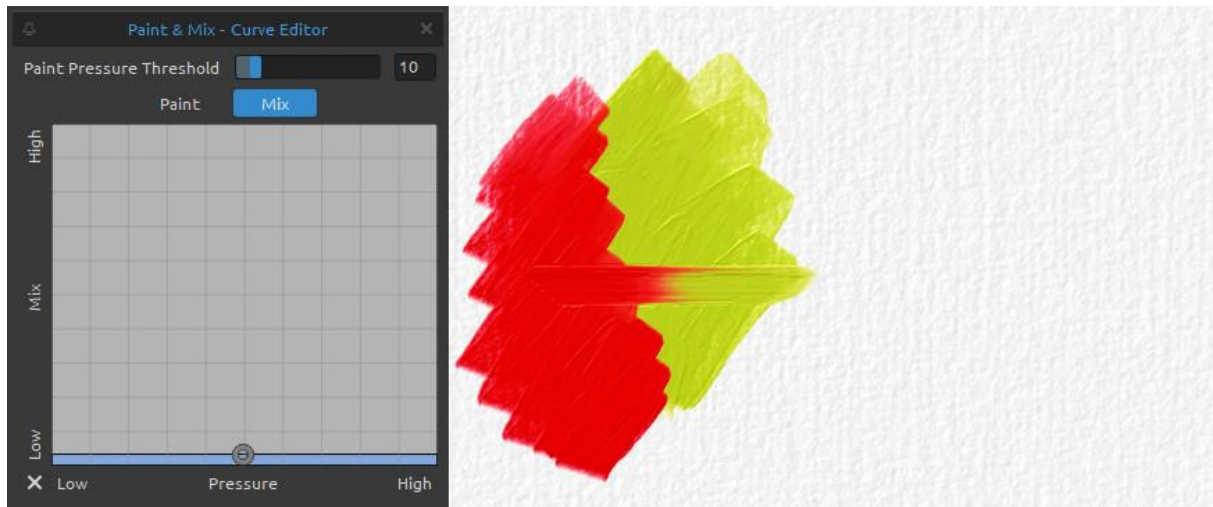
Pressure curve for Mix

Below are three examples of different settings of the Pressure curve for the *Mix* mode:

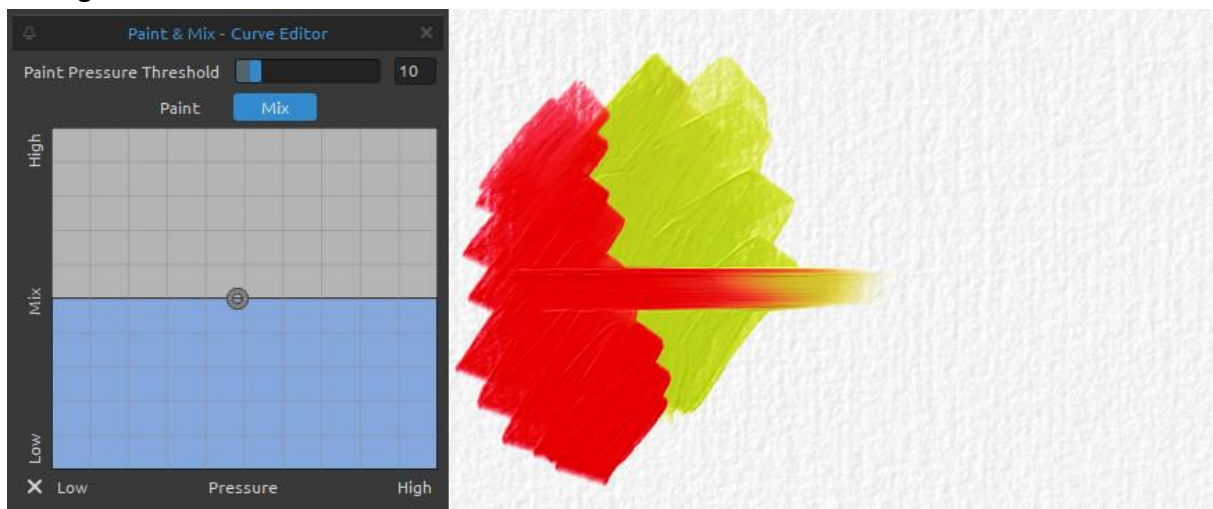
1. High Mixing - The curve below shows the example of high mixing - it takes longer for the first color (red) to get mixed with the new color (green). The first color prevails on the brush for a longer period of time with these curve settings:



2. Low Mixing - The curve below shows the example of low mixing - it takes a very short period of time for the first color (red) to get mixed with the new color (green). The first color mixes with the new color almost immediately with these curve settings:




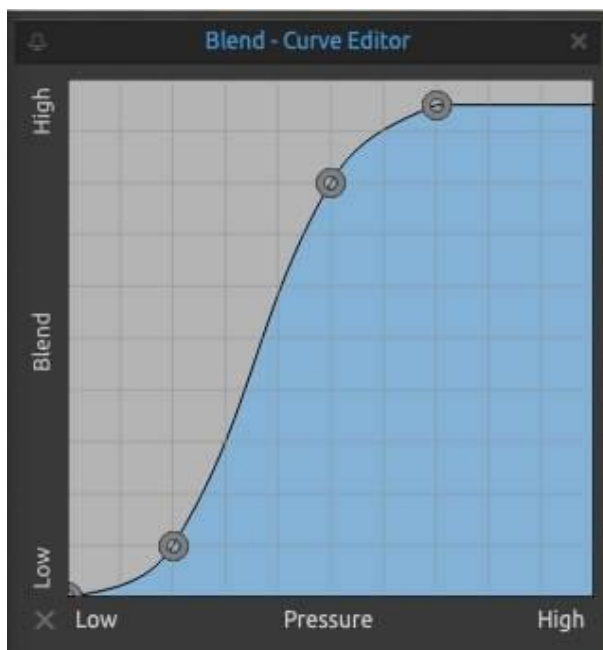
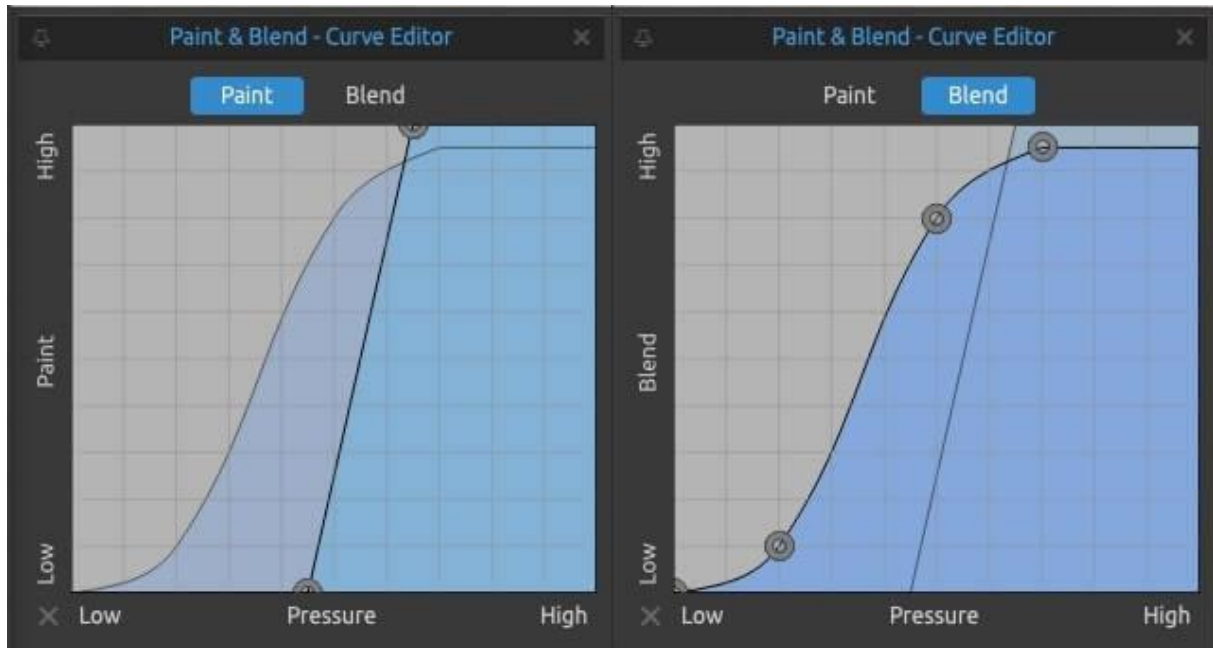
3. Medium Mixing - The curve below shows the example of a setting between high and low mixing:




Paint Pressure Threshold - Represents the % at which using less pressure activates the *Mix* mode of Paint & Mix.

The value on the slider defines by how many percent you need to lower your pen pressure in order to start mixing. By default, if you never ease your pen pressure during a stroke you will not mix anything, lowering it by 10% of the maximum pressure reached during the current stroke is required. After that, the *Mix* curve will control the paint mixing.

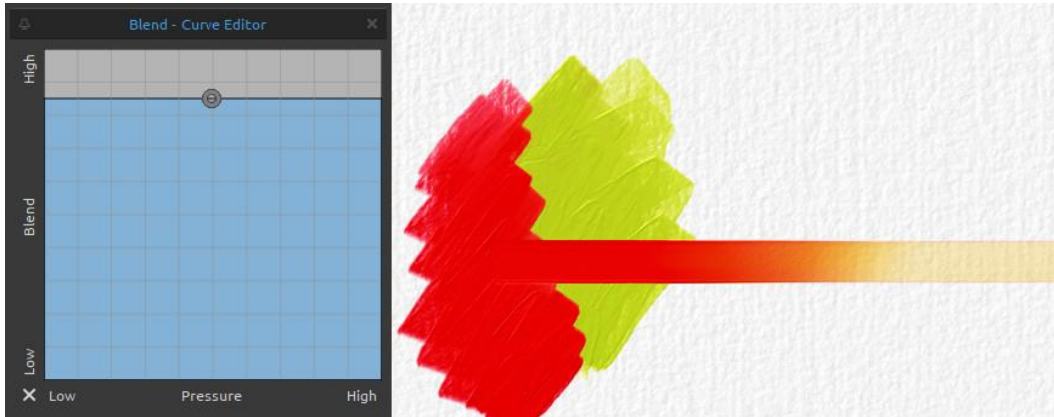
 **Paint Mode Curve Editor: Paint & Blend** - By default, this mode paints with certain pressure. If you use less pressure, from a certain point you start to blend the colors together. Adjust the pressure curve for the Paint & Blend mode of the brush using the curve editor:



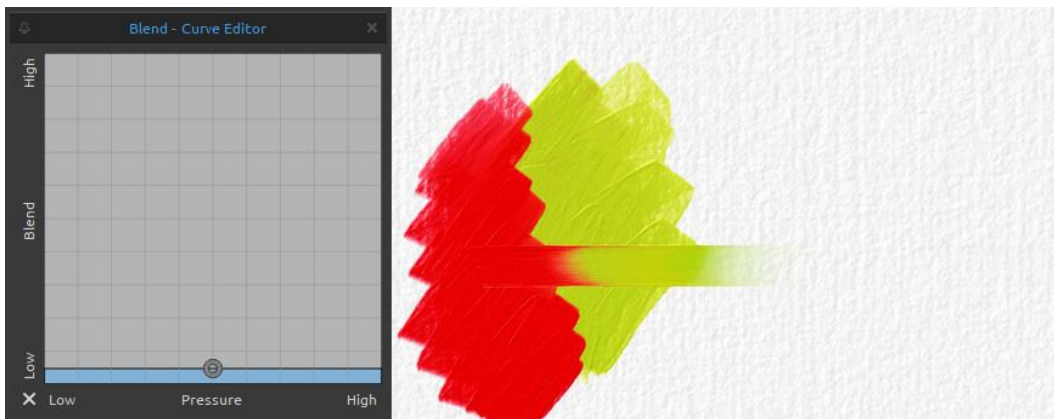
 **Paint Mode Curve Editor: Blend** - Adjust the pressure curve for the Blend mode of the brush using the curve editor.

Below are three examples of different settings of the Pressure curve for the *Blend* mode:

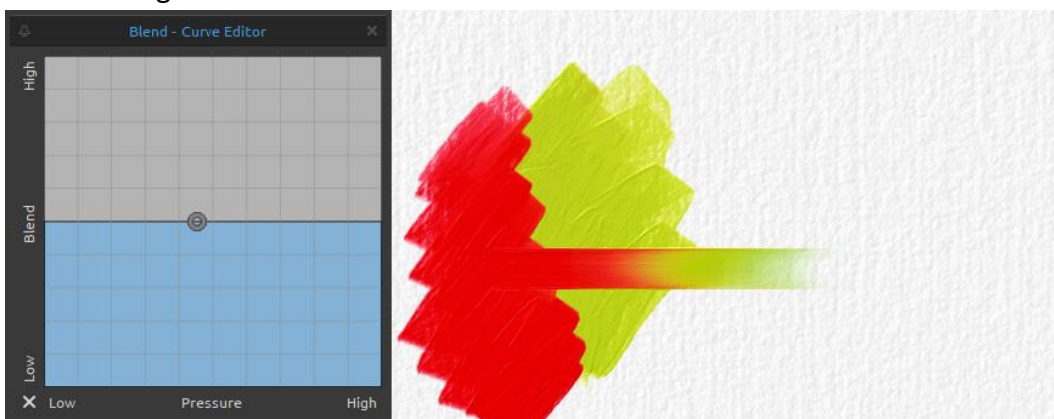
1. **High Blending** - The curve below shows the example of high blending - it takes longer for the first color (red) to blend with the new color (green). The first color prevails on the brush for a longer period of time with these curve settings:



2. **Low Blending** - The curve below shows the example of low blending - it takes a very short period of time for the first color (red) to blend with the new color (green). The first color blends with the new color almost immediately with these curve settings:



3. **Medium Blending** - The curve below shows the example of a setting between high and low blending:



NOTE: You can set the default pressure curves settings for Paint, Mix and Blend by going to Preferences > Tools. This setting will apply to all brushes globally.

Rendering

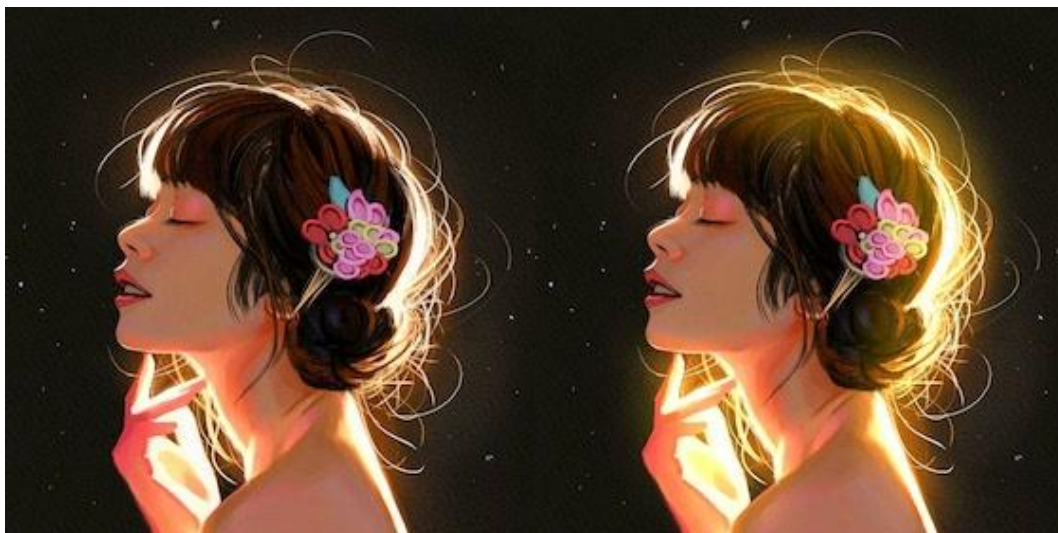
Normal - Every brushmark of the stroke builds up the layers of pigment on the canvas until the full opacity is reached.

Glaze - Turn the glazing on to build up the transparent layers of pigment on the canvas, limited by the *Opacity* slider in the *Properties* panel. Glazed strokes are used on top of one another to build up depth and modify colors in a painting:



NOTE: For the "Oils and Acrylics" tool only Normal mode is available.

Paint Blending determines the color blend mode used to lay down the paint on the layer. Usually, brushes use 'Default' mode (which for most of the tools is a 'Normal' mode), but you can use e.g. Linear Dodge to lighten the painting or Saturation to saturate/desaturate the painting with the brush.



Original image on the left and image with Paint blending using Dodge mode on the right.

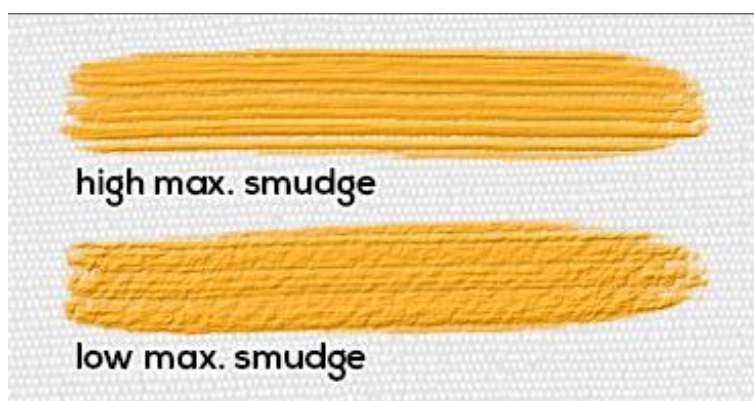
NOTE: These blend modes are not available for the “Oils and Acrylic” tool.

Default Color - Enable this option to save a color for the selected brush preset. Click on the color swatch to open the system color palette where you can set up the precise color of the brush.

Oils & Acrylics Impasto

Max. Impasto Height - Set the maximum loading of color on the oil and acrylic brushes (0-200).

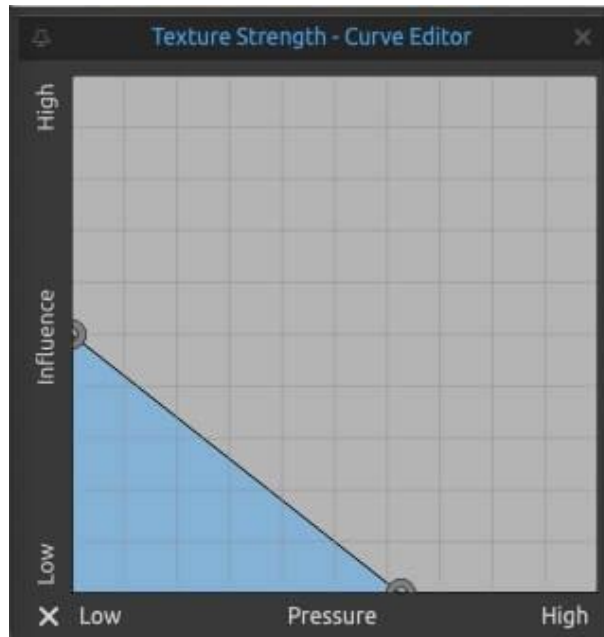
Max. Impasto Smudge - Set the maximum smudge for the oil and acrylic brushes (0-200) and influences their impasto effect:



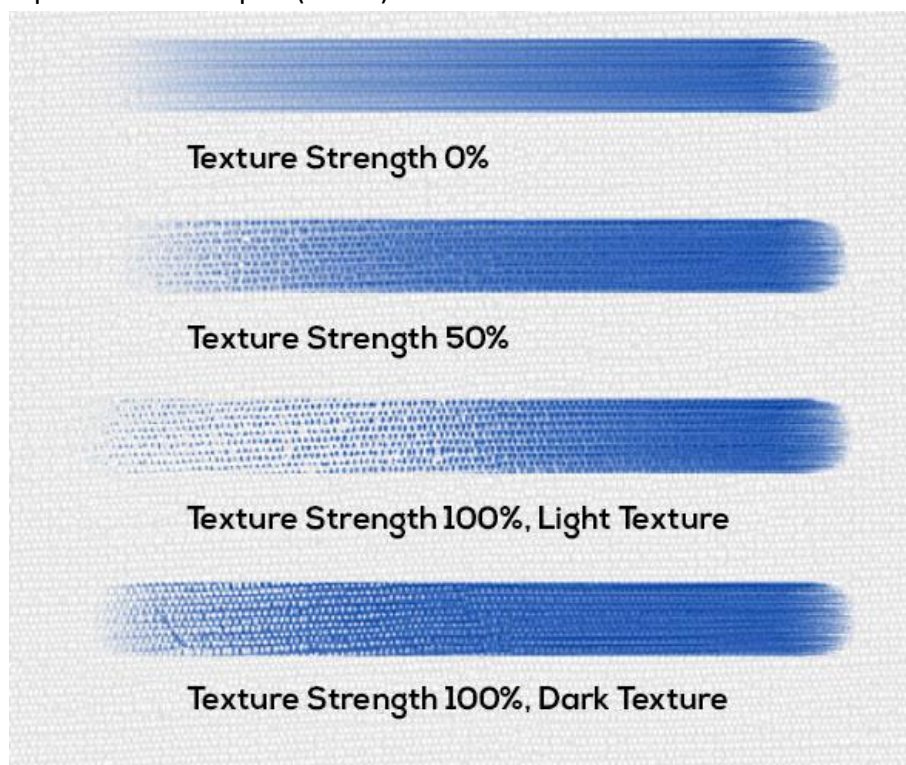
Canvas Texture Influence

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




✍ **Texture Strength Curve Editor** - Adjust the pressure curve for the Texture Strength influence using the curve editor:



Paper Texture Contrast - Set how the texture contrast should be visible on the brush grain based on the pressure of the pen (0-100):



Paper Texture Scratch - Open the settings to influence how the brush strokes should scratch over the paper texture:

-  **Auto** - The default setting for each paper texture is used.
-  **Light Texture** - The brush strokes scratch over the light parts of the paper texture.
-  **Dark Texture** - The brush strokes scratch over the dark parts of the paper texture.

VIDEO TUTORIAL: Learn more about Rebelle's Paint settings in this video: [Brush Creator: Paint](#)

Cursor

Cursor Mode - Define the appearance of the cursor for the selected brush preset. You can choose from four different cursor modes:


- **Circle** - Sets up a circle cursor;
- **Rectangle** - Sets up a rectangle cursor;
- **Shape** - Sets up a cursor in the shape of the brush preset;
- **Auto** - Sets up the best suitable cursor based on the shape or shapes in the brush preset.


Threshold - Determines which parts of the shape's texture are taken into account for creating the cursor's shape based on opacity (1-10). Low threshold values mean that even parts with low opacity are going to shape the cursor. A high threshold determines only parts with higher opacity are taken into the shape of the cursor.

Brush Creator: Textures

Background Textures


Add extra texture to your brush with two customizable background textures which are useful for example for additive texturing or the creation of random voids within your brushstrokes. This feature proves practical for generating dust effects with dry tools or achieving various scumbling and dry brush effects.

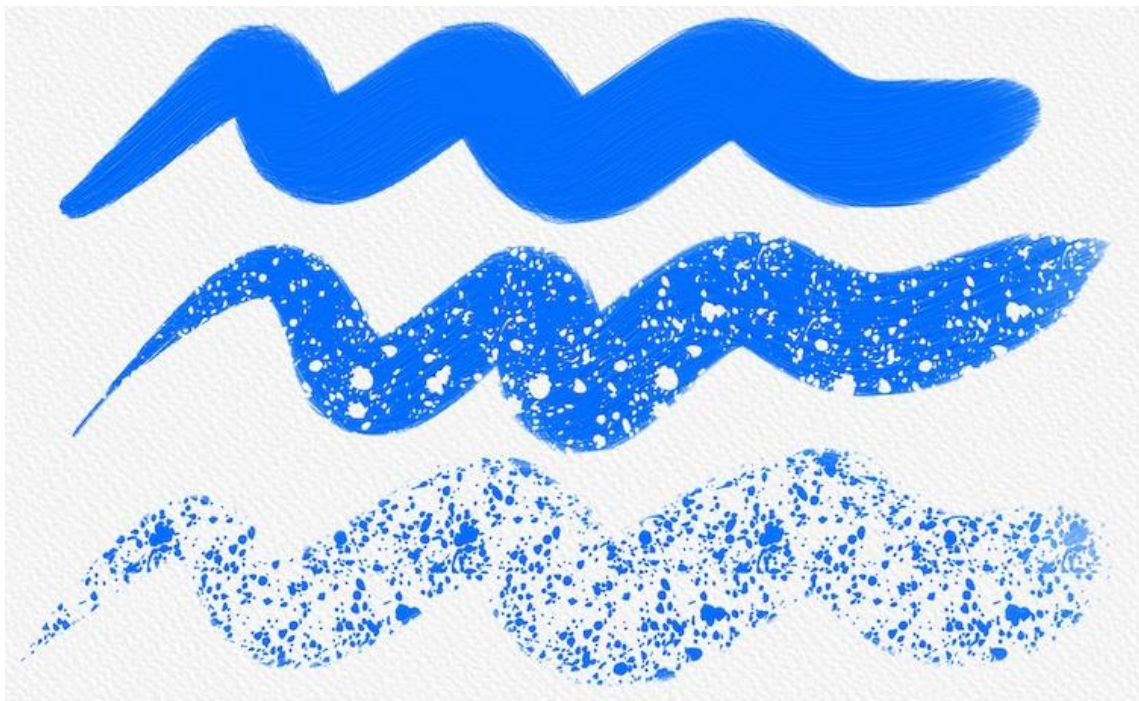
Click on the Background Texture 1 or Background Texture 2 button to reveal the panel for customization. To apply the background texture for the selected brush preset, activate the 'Enabled' checkbox and click on the icon to open the Image Library with the list of grains you can use for the background texture. You can easily import custom textures using the Import Texture button .

 **Texture Properties** - **Scale** or change the **brightness** and **contrast** of the background texture grain.

 **Rotate** - Rotate the background texture grain clockwise.

 **Flip Horizontally** - Flip the background texture grain horizontally.

 **Invert** - Invert the background texture grain.



A brushstroke without the background texture (top) vs. brushstrokes with a background texture used with different blend modes.

Blend mode - Set the blend mode to be used for the background texture.

Depth - Set the depth of the background texture (0-100). This value determines how deeply the background texture penetrates the brushstroke. Adjust the setting with the slider or set up a curve in Curve Editor to influence this value with different pressures applied by the pressure-sensitive stylus.

Opacity - Set the opacity of the background texture (1-100). This value determines the opacity with which the background texture will be displayed in the brushstroke. Adjust the setting with the slider or set up a curve in Curve Editor to influence this value with different pressures applied by the pressure-sensitive stylus.

Random Start - Randomize the position of the background texture grain at the beginning of the stroke.

Random Offset - Randomize the position of the background texture grain relative to the brush stamp for each stamp, so that each brush stamp is different from the previous one.

Use Shape Texture - Enable this option to influence the strength of the background texture with the shape of the primary brush.

Paper Texture Strength - Set how much the paper texture should influence the background texture. Adjust the setting with the slider or set a curve to influence this value with different pressures applied by the pressure-sensitive stylus.

Invert Paper Texture - Invert the influence of the paper texture on the background texture. By default, when Paper Texture Strength is used, the background texture applies to the valleys of the paper height map. By inverting, the background texture applies to the peaks of the paper height map.

Dual Brush

Add a secondary brush that influences the primary brush. Create an extra brush with its shape, spacing, and other parameters that follows the main brush and can add or remove parts from it, according to the blend mode.

To apply the dual brush for the selected brush preset, activate the Enabled checkbox and click on the icon to open the Image Library with the list of shapes you can use for the dual brush. You can easily import custom shapes using the Import Texture button.




Texture Properties - **Scale** or change the **brightness** and **contrast** of the background texture grain.

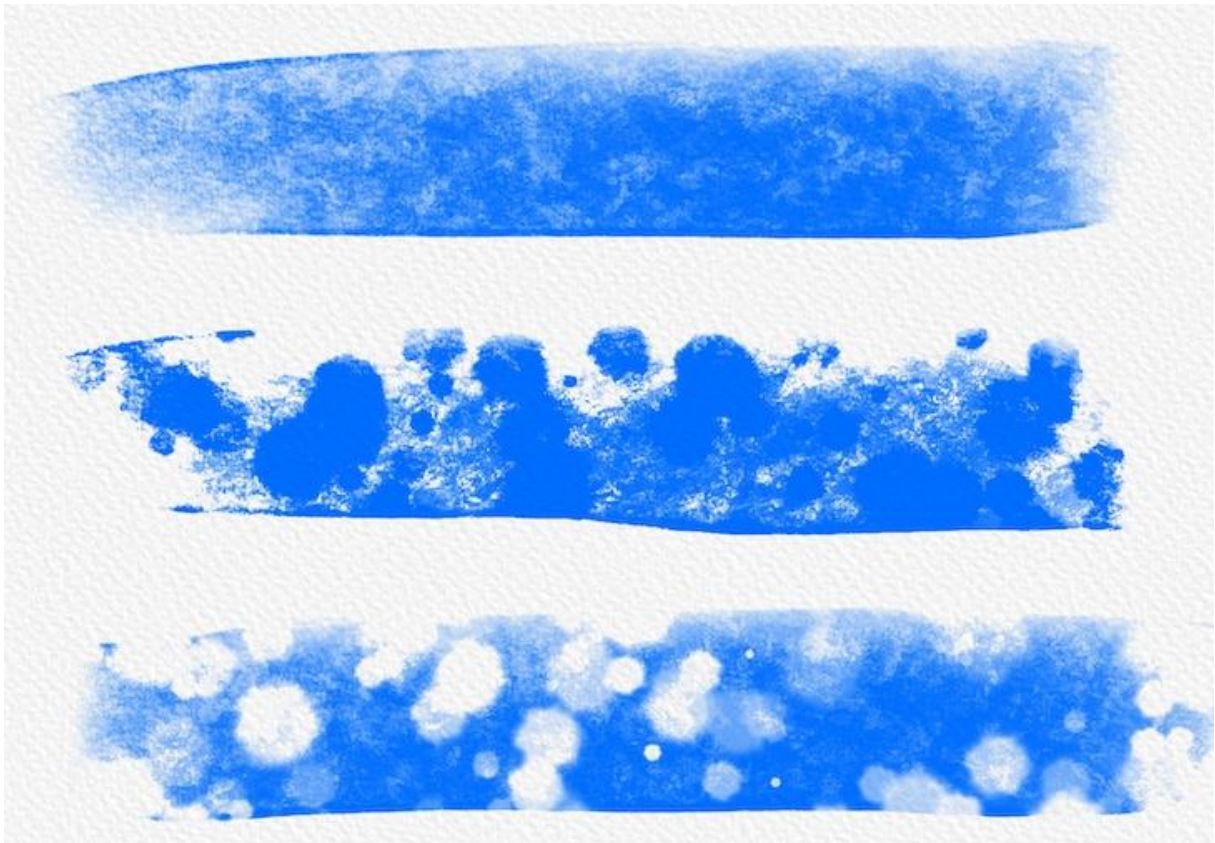


Rotate - Rotate the shape of the dual brush clockwise.



Flip Horizontally - Flip the shape of the dual brush horizontally.

 **Invert** - Invert the shape of the dual brush.



A brushstroke made with a primary brush (top) vs. brushstrokes where dual brush is enabled with different blend modes.

There are two options for how Dual Brush can be used:

Use for Stroke - Dual Brush will influence the whole stroke. This option is disabled for Oils & Acrylics.

Use for Stamp - Dual Brush will influence each stamp of the primary brush separately.

Blend mode - Choose the blend mode to be used for the dual brush.

Depth - Set the depth of the dual brush (0-100). This value determines how deeply the dual brush penetrates the brushstroke.

Count - Specify the number of stamps the dual brush makes.

Size - Set the size of the dual brush stamp (1-400).

Size Jitter - Specify how the size of dual brush stamps varies in a stroke (0-100).


Opacity - Set the opacity of the dual brush (1-100). Overlapping parts of the brush stamps will build up additional opacity.

Opacity Jitter - Specify how the opacity of dual brush varies in a brushstroke (0-100).

Spacing - Control the distance between the brush stamps of the dual brush (1-1000). Each brush stamp is spaced apart along the stroke by a set value. This option is available in the 'Use for Stroke' setting of the dual brush.

Spacing Jitter - Randomize spacing between the dual brush stamps (0-200).

Scatter - Brush scattering randomizes the placement of the dual brush stamps in a stroke up or down relative to the baseline of the stroke (0-200).

 **Distribution Curve** - Open the distribution curve to set up the probability with which various scatter widths appear in the dual brush stroke.

Min. Scatter - Specifies the minimum scatter of the dual brush (0-100).

Angle Jitter - Each dual brush stamp in the stroke is rotated randomly according to the actual angle (0-100).


Follow Trajectory - The dual brush follows the stroke's trajectory rotation.

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/Oiliness 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, and 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*.

VIDEO TUTORIAL: Learn how to make a custom brush preset in this video: [Making Brushes](#).

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 the Properties panel menu > Copy Brush Preset to Clipboard or with the shortcut 'Ctrl + Shift + C' (on Windows) / 'Cmd + Shift + C' (on macOS).

To paste the preset to the selected tool, go to the Properties panel menu > Paste Brush Preset from Clipboard or with the 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 '+', '=, '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 ':')

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° ~ 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.

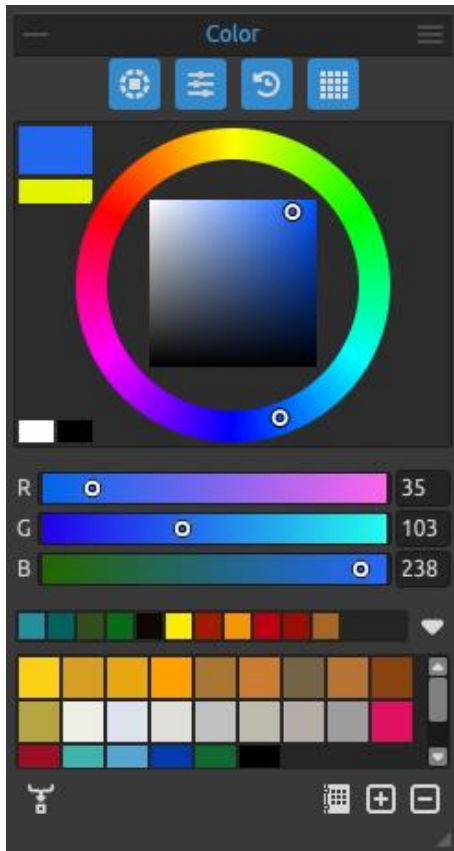
(shortcut 'Shift + F')

VIDEO TUTORIAL: Learn more about Rebelle's Navigator panel in this video: [Navigator Panel and Navigation Shortcuts](#).



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 the Color panel. Close & reopen the Color panel from the *Window menu* or by tapping the '*F6*' shortcut.

The Color panel is split into **four sections** which can be revealed or hidden independently of each other:

-  **Color Wheel**
-  **Color Sliders**
-  **Color History**
-  **Color Set**

Color Wheel

Show or hide the color wheel using the button  in the Color panel.

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 colors by clicking on the secondary color or by tapping '*Ctrl + *' on Windows or '*Cmd + *' on macOS.

Color Palette - Select a brush color from the color palette or enter exact numerical parameters to set your required color.

Switch between **circle** (color wheel) and **square** color palette via the *Color Panel Menu > Color Wheel*.

You can switch between **HSV**, **HSL**, **HSLuv** and **RGB** color models via the *Color Panel Menu > Color Wheel*:

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)

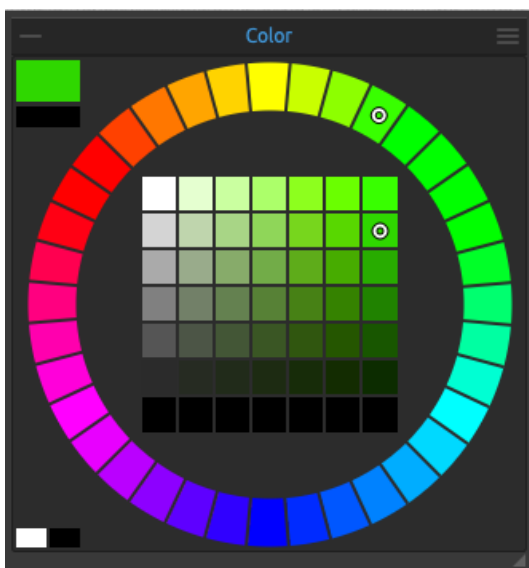
NOTE: RGB is a device-dependent color model - different devices/monitors may reproduce a given RGB value differently.

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.

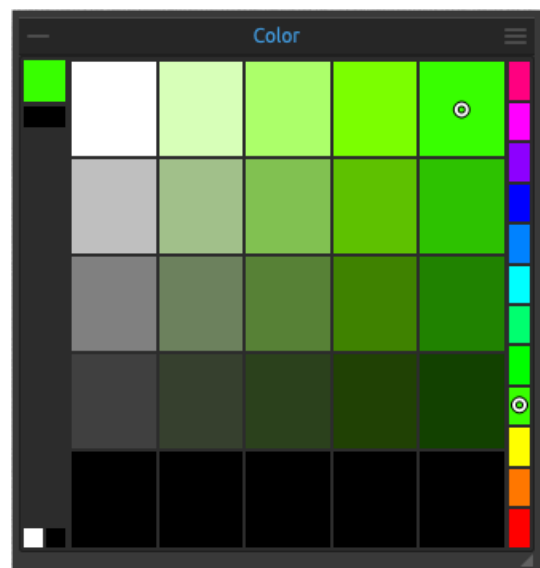
Use the keyboard shortcuts to quickly increase/decrease hue, saturation and lightness or set warmer or cooler colors:

- 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'.

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




Circle color palette with 7x7 and 36 grids.



Square color palette with 5x5 and 12 grids.

Color Sliders


Show or hide the color sliders of the selected color wheel (HSV, HSL, HSLuv, RGB) using the button  in the Color panel.

View additional settings for the color sliders via *Color Panel Menu > Color Sliders*:

Lightness - Show the Lightness slider from the Color panel menu. This slider shows the whole spectrum of the selected color and allows you to pick a color from it.

HEX - Enter the hexa number (#xxxxxx) of the color.

Color History

Show or hide the color history using the button  in the Color panel.


▼ **Color History** - Open the list with all previously used colors.

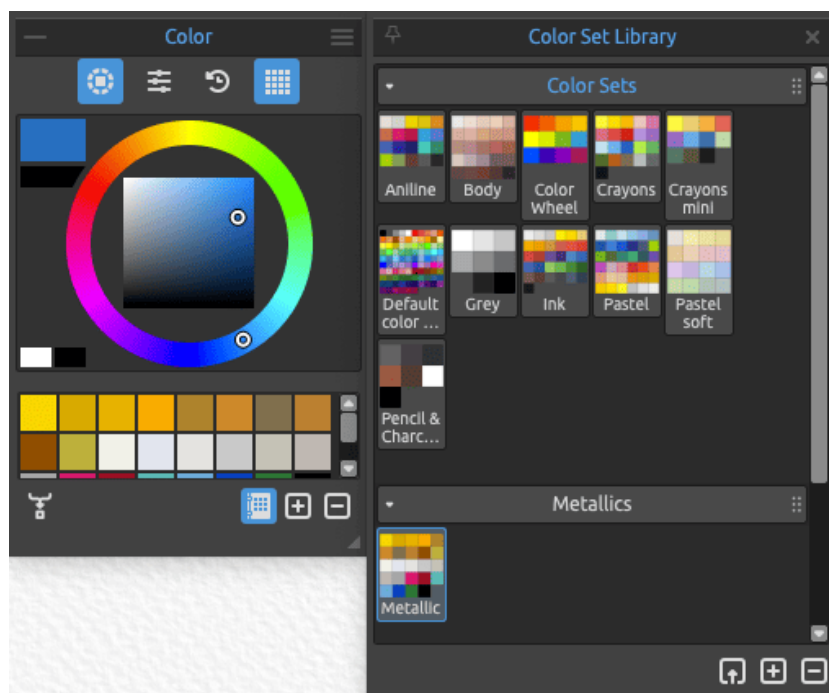
View additional settings for the color history via *Color Panel Menu > Color History*:

- **Icon Size** - Set small / medium / large / extra large icons for the color swatches in the history panel.

- **Clear History** - Clear the current color history.

Color Set

Show or hide the color set using the button  in the Color panel.



Color Set - A palette of the swatches of the selected color set. You can add custom colors - they will be saved for a further painting project even when an application is closed. You can choose your brush color also from the Color Set - either from the default or your custom color sets.



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.



Add and **remove** colors from the color set.

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



Color Set Library - Open the Color Set Library to access all your color sets and pick the specific set for your current project.

Use **double-click** to open the selected color set from the Library in the Color panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.

In the Library, right-click the color set and choose to rename it. You can re-arrange the list by dragging a selected set to the desired position.

Right-click in the Color Set Library to add a new group or delete the selected group of color sets. Rename the group by double-clicking its name, enter the new name of the group and hit *Enter*. Hide the group using one left mouse button click.



Import Color Set - Import a custom color set to the Color Set Library.



Add Color Set - Add the currently selected color set from the Color panel to the Color Set Library.



Remove Color Set - Remove the selected color set from the Color Set Library.

Create your own color sets. Click the button  to add a new 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 right-clicking on it and selecting Rename...

The selected color set in the Color panel will be saved into the REB file.

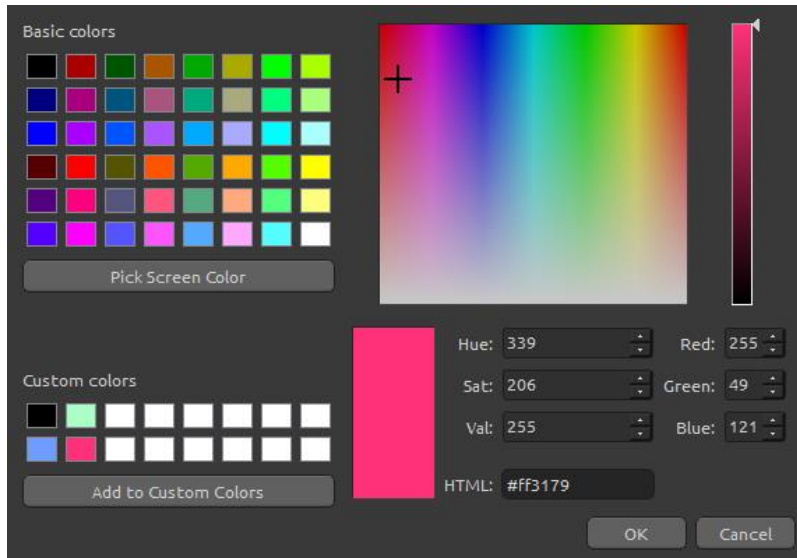
View additional settings for the color set via *Color Panel Menu > Color Set*:

- **Icon Size** - Set small / medium / large / extra large icons for the color swatches in the color set.
- **Show as List** - Change the preview of the colors with names.
- **Show Color Names** - Show the 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. A new color set with 4, 9, 16, 25 or 36 colors will be created.
 - **Last Used Colors** - Create a color set from colors you recently used for painting.
 - **Text File** - Create a color set from a text file in .txt or .colors format. The format of a text file should be two columns divided by a tabulator key:
The first column consists of the Hexa format of the color - RGB channel (e.g. black: #000000).
The second column consists of the names of the colors. If this column is empty, Rebelle will display the color's name in Hexa format from the first column.
- **Order by:**
 - **Default** - Sort colors by their default position in the color set.
 - **Hue** - Sort colors by their Hue value. When disabled, the last used colors will be added at the beginning of the list.
 - **Lightness** - Sort colors by their Lightness value.

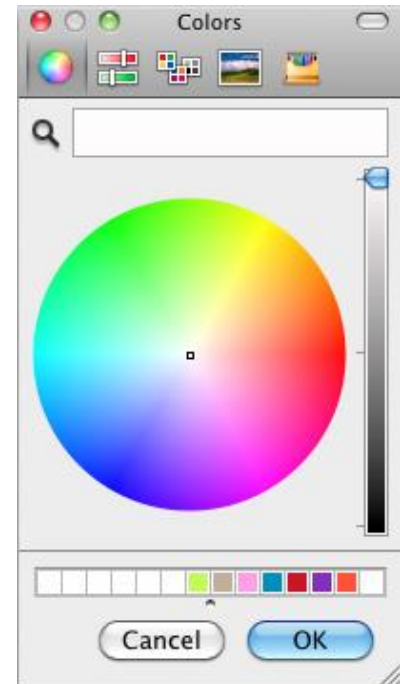
≡ **Color Panel Menu** - Set the additional settings for Color Wheel, Color Sliders, Color History or Color Set or **close** the Color panel. You can re-open the panel from the Window menu.

System Color Palette

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



System Color Palette on Windows



System Color Palette on Mac OS

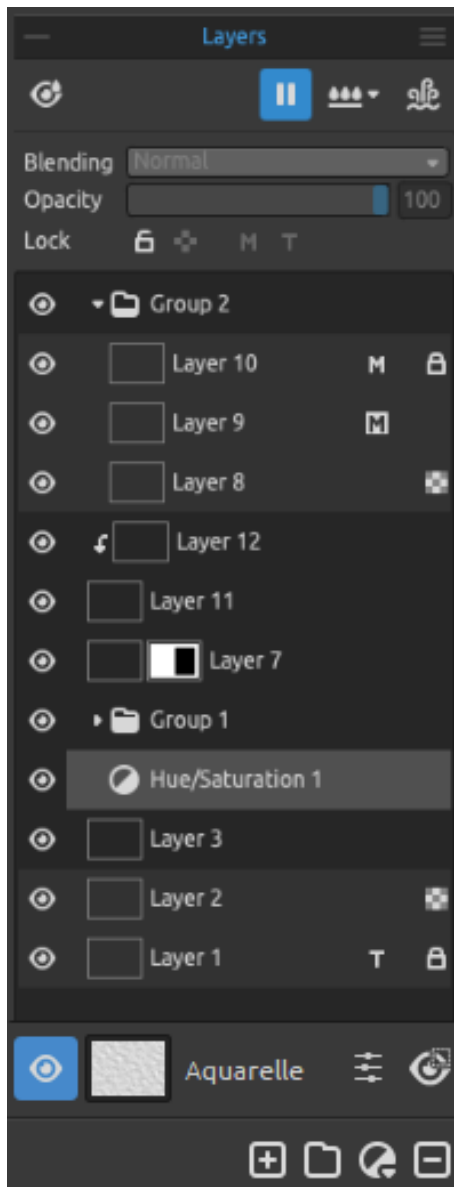
You can open the System Color Palette also by clicking the '*Alt + *' shortcut.

For Windows users:

You can pick any color from your screen by clicking on the 'Pick Screen Color' button. Hovering over your screen you'll see the 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 panel.


Layers Panel





Layers panel in Rebelle 7.


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 the '*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*')

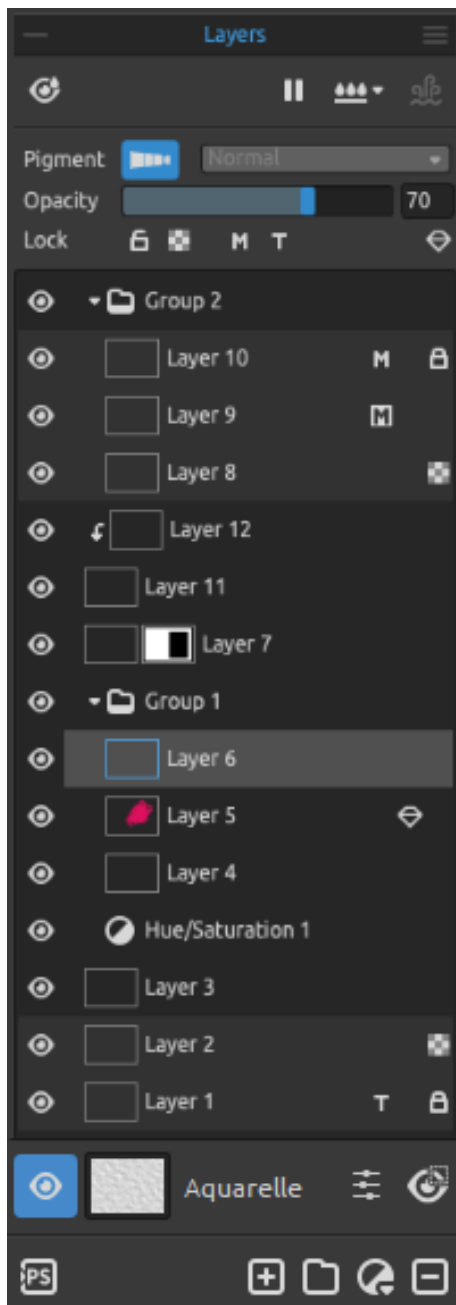
 **Wet the Layer** - Wet the actual layer. (shortcut '*Shift + L*')

 **Wet All Visible** - Wet only the paint strokes on the layer. (shortcut '*Shift + V*')

 **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.



Layers panel in Rebelle 7 Pro.

Use Color Pigments - Turn the Pigments on for the selected layer. Pigments enable mixing colors as if they are made of actual realistic pigments known from a traditional painting (cadmium red, phthalo blue, titanium white, ...).

Thanks to this mixing method, all simulated media look realistic and natural. The paints blend intuitively and produce vibrant secondary colors: orange, violet, or green.

This feature is available in Rebelle Pro edition.

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.

NOTE: When Pigments are enabled on a layer, it is not possible to use blending modes on that layer.

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 - Mask certain parts of the layer. The 'Masking Fluid' layer will serve as a mask and will be marked with the letter 'M'. You can choose from the following options:

- **No Mask** - Cancel the masking from the selected layer.
- **M Mask Opaque** - Lock opaque pixels on the selected layer. When painting on another layer in the list or within a group, all opaque pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring sketches and images.

- **M Mask Transparent** - Lock transparent pixels on the selected layer. When painting on another layer in the list or within a group, all transparent pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring already painted strokes with a different color.

More about how to use masking tools in Rebelle can be found in the [Working with Masking Tools](#) section.

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

◇ Metallic Material Layer - Set up the selected layer as a 'metallic material' layer. Oil & Acrylic brushes will behave as metallic brushes applying shiny strokes with reflectivity on this layer. We recommend using metallic brushes and a specific metallic color set you can find in the Color Panel Library.

This feature is available in Rebelle Pro edition.

Layer Masks - Control the transparency of different areas of the layer independently. Add a layer mask by right-clicking the layer we want to mask and selecting 'Add Layer Mask'. A mask will be created next to the layer's thumbnail, fully visible, and with a white background.

*NOTE: The Layer mask uses **white** to represent the areas of the layer that should remain 100% visible. It uses **black** to represent areas that should be 100% transparent. The areas with shades of gray appear in various levels of transparency.*

To **disable** a layer mask, right-click the layer and uncheck 'Use Layer Mask'.

To **prevent** any unwanted **changes to the position** of the layer mask, right-click the layer and select 'Lock Layer Mask Position'.

To **delete** a layer mask, right-click the layer and select 'Delete Layer Mask'.

To **apply** the mask directly to the alpha of the layer, right-click the layer and select 'Apply Layer Mask'. Visually, nothing will change on the layer, the resulting alpha of the layer will be preserved, and the mask itself will be removed.


To **copy** the mask from the selected layer, select the layer mask and tap 'Ctrl+C' (on Windows) or 'Cmd+C' (on macOS) or right-click the layer and select 'Copy Layer Mask'.

To **paste** the mask to another layer, select the layer and tap 'Ctrl+V' (on Windows) or 'Cmd+V' (on macOS) or right-click the layer and select 'Paste Layer Mask'. The mask will be






added to the selected layer. If another mask had been created for this layer, the new mask will replace it. You can also paste a clipboard image using the 'Paste Layer Mask' option - a mask will be created from this image.

Clipping Masks - Control the visibility of a layer using the content and transparency of another layer. To create a clipping mask, we need two layers. Add a clipping mask by right-clicking the top layer and selecting 'Add Clipping Mask'. The bottom layer controls the visibility of the layer above it. The bottom layer becomes the mask, and the layer above it is the layer that's clipped with the mask below.

To **disable** a clipping mask, right-click the layer and uncheck 'Clipping Mask'.


 **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'.
-  /  - **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: [Rebelle Layers](#).


TIP: Click on the  eye next to a canvas preview icon to show or hide canvas texture. When the canvas texture is hidden, you can save your artwork with a transparent background. Find more information about canvas textures in the [Art Canvases](#) section.


 **Show Selection** - Show the currently selected area on the canvas where further operations will be performed. The inactive area outside the selection is colored.
(shortcut 'Q')

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


 **Export to Photoshop** - Export the selected layer to Photoshop to make additional changes. Learn more about how to install and use the plug-in in the [Escape Motions Connect - Photoshop Plug-in](#) section. (shortcut 'Ctrl + F' on Windows / 'Cmd + F' on macOS)
This feature is available in Rebelle Pro edition.

TIP: You can hide the 'Export to Photoshop' button by going to Preferences > General, where you disable the option "Add 'Export to Photoshop' button to Layers panel".

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

 **Create Group** - Create a new layer group. You can also create a group via the *Layer menu* > *New Group*. (shortcut 'Ctrl + Alt + G' on Windows / 'Cmd + Alt + G' on macOS)

New Filter Layer - Add a new filter layer to use filters non-destructively as a dedicated filter layer. Choose from Brightness/Contrast, Hue/Saturation, Color Balance and Desaturate filter layer. Filter layers operate as 'pass-through' layers, meaning they influence all layers positioned beneath them.

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

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.

You can **duplicate** the layers and groups by right-clicking and selecting Duplicate Layer in the menu. (shortcut 'Ctrl + Shift + D' on Windows / 'Cmd + Shift + D' on macOS)

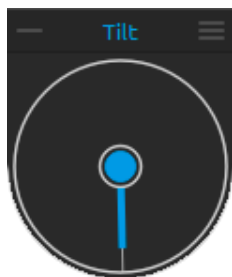
You can **merge** more layers into a single layer by right-clicking and selecting Merge Layers in the menu. If only one layer is selected, it will be automatically merged with the layer underneath it. (shortcut 'Ctrl + E' on Windows / 'Cmd + E' on macOS)

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 the Layers panel by going to Preferences > General > Panels where you select "Add Clear Layer button to the 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](#).

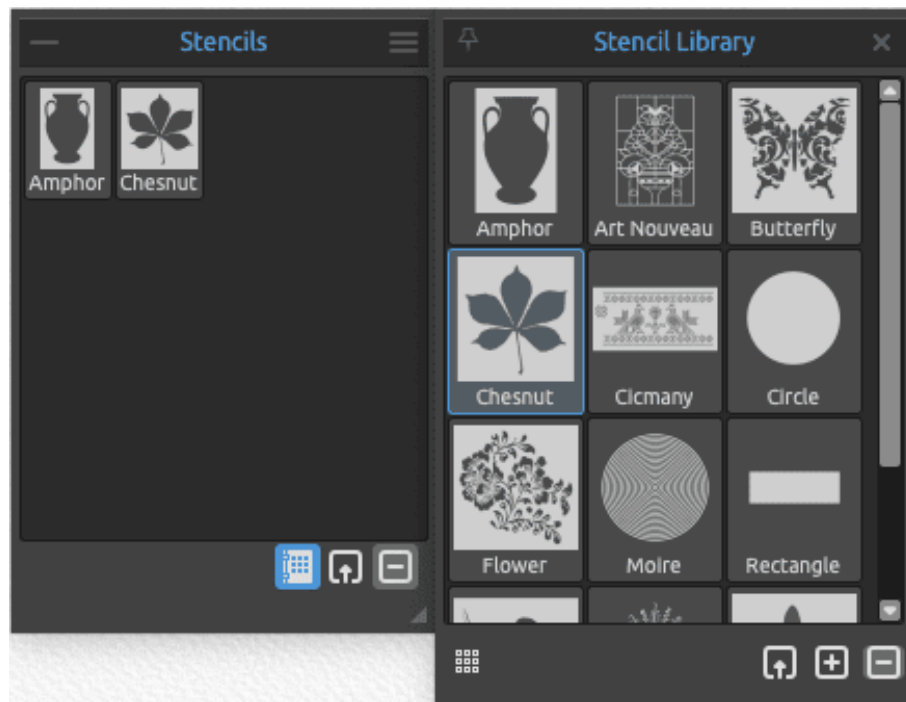
☰ Tilt Panel Menu:

- **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 degrees** - 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, shape or lines on the canvas. A 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 the '*F10*' shortcut.



In the Stencils panel, right-click the structure and choose to **hide** it from the canvas.
(shortcut '*Alt + Shift + N*')

 **Import a new Stencil** - Create a stencil from an imported image file. After selecting the file, the stencil is automatically created and added to the Stencils panel.



 **Remove Stencil** - Remove the selected stencil from the Stencils Panel.

 **Stencil Library** - Open the **Stencil Library** to access all your stencils and pick the specific stencils for your current project.


Use **double-click** to open the selected stencils from the Library in the Stencils panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.

In the Library, right-click the stencil and choose to **rename** it. You can re-arrange the list by dragging a selected stencil to the desired position.

Right-click in the Stencil Library panel to **add a new group or delete the selected group** of stencils. 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.

 **Small** |  **Large Icons** - Switch to small or large icons of the stencils in the Stencil Library.

 **Import Stencil** - Import a custom stencil to the Stencil Library.

 **Add Stencil** - Add the currently selected stencil from the Stencils panel to the Stencil Library.

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

Stencils Panel Menu:


- **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.
- **Keep Stencils Active When Hidden** - Stencils added to the canvas will be active even when hidden.
- **Close** - Close the panel. You can re-open the panel from the Window menu.


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

How to work with Stencils

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

 When a stencil is placed on canvas a **Stencil Menu** appears at the top:

 **Move stencil** - Move the stencil by clicking the move button and dragging it 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 dragging it 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 dragging 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** - Lock the current stencil to prevent it from moving, scaling or rotating actions.
- **Hide** - Hide the current stencil.
- **Remove** - Remove the current stencil from canvas (*shortcut 'Backspace'*).

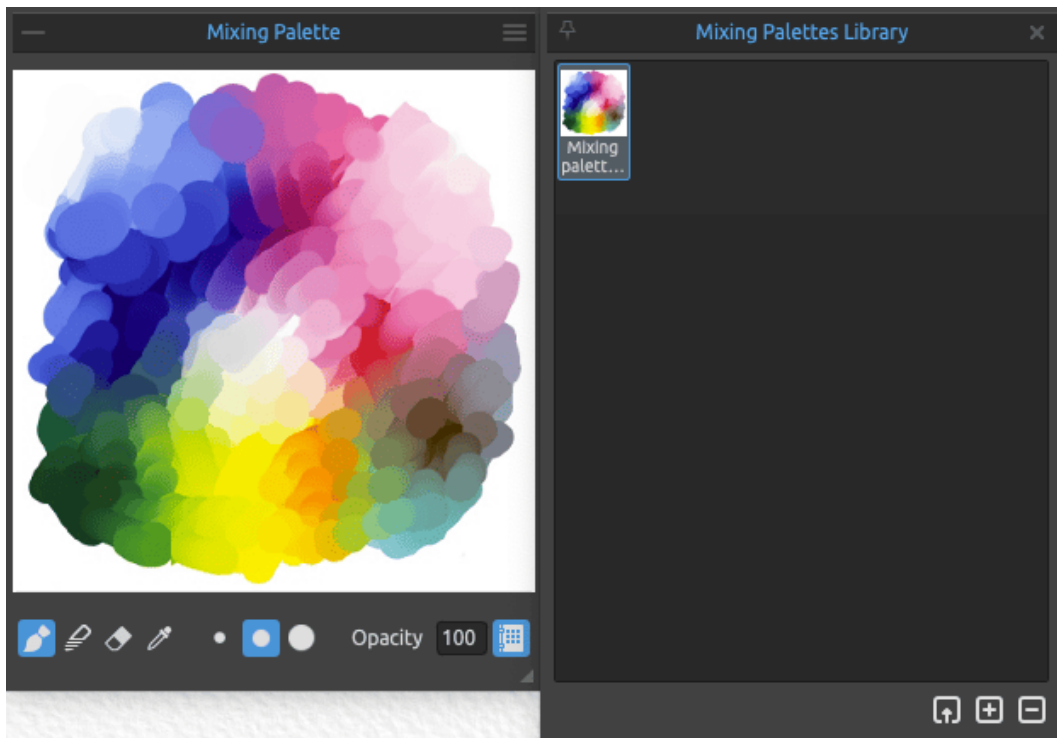
TIP: Not only the paint is prevented from the place where the stencil is placed but also water and wet painting take stencils into consideration. For example, if you wet a layer where the stencil is placed the whole layer will get wet except the area covered by the stencil. This works the other way around 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](#).

Mixing Palette

Open the Mixing Palette panel to mix and blend the colors before putting them down onto the canvas.

Close & reopen the Mixing Palette panel from the *Window menu* or by using the '*Ctrl+Shift+M*' shortcut on Windows or '*Cmd+Shift+M*' on macOS.



-  **Paint** - Use the Paint tool to paint onto the Mixing Palette.
-  **Blend** - Use the Blend tool to blend the colors on the Mixing Palette.
-  **Eraser** - Use the Eraser tool to erase strokes from the Mixing Palette.
-  **Pick Color** - Use the Pick Color tool to pick the colors from the Mixing Palette.

Small Brush - Select the small brush for painting onto the Mixing Palette.

Medium Brush - Select the medium brush for painting onto the Mixing Palette.

Large Brush - Select the large brush for painting onto the Mixing Palette.

Opacity - Set the opacity of the paint in the Mixing Palette. To set the opacity using a stylus, click inside the edit box and drag to the right to increase or to the left to decrease the value.



Mixing Palette Library - Open the **Mixing Palette Library** to access all your mixing palettes and pick the specific palettes for your current project.

Use **double-click** to open the selected palette from the Library in the Mixing Palette panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.

In the Library, right-click the mixing palette and choose to **rename** it. You can re-arrange the list by dragging a selected palette to the desired position.

Right-click in the Mixing Palette Library panel to **add a new group or delete the selected group** of palettes. Rename the group by double-clicking its name, enter the new name of the group and hit *Enter*. Hide the group using one left mouse button click.



Import Mixing Palette - Import a custom mixing palette to the Mixing Palette Library.



Add Mixing Palette - Add the currently active palette from the Mixing Palette panel to the Library.



Remove Mixing Palette - Remove the selected palette from the Mixing Palette Library.

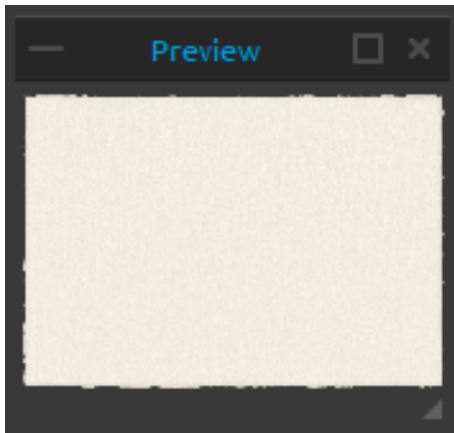


Mixing Palette Menu:

- **Use Shortcuts from Properties panel** - Enable this option to use the shortcuts for Paint ('1'), Paint & Mix ('2'), Paint & Blend ('3'), Blend ('4'), Erase ('5'), Pick color ('Alt') and Mix color ('X').
- **Clear** - Clear the Mixing Palette.
- **Reset Zoom to 100%** - Reset the zoom value of the Mixing Palette window to 100%.
- **Background Color** - Change the color of the background in the Mixing palette window.
- **Close** - Close the Mixing Palette panel. You can re-open the panel from the Window menu.

VIDEO TUTORIAL: Learn how the Mixing Palette works in this video: [Color Set Improvements, Mixing Palette](#).

Preview Panel

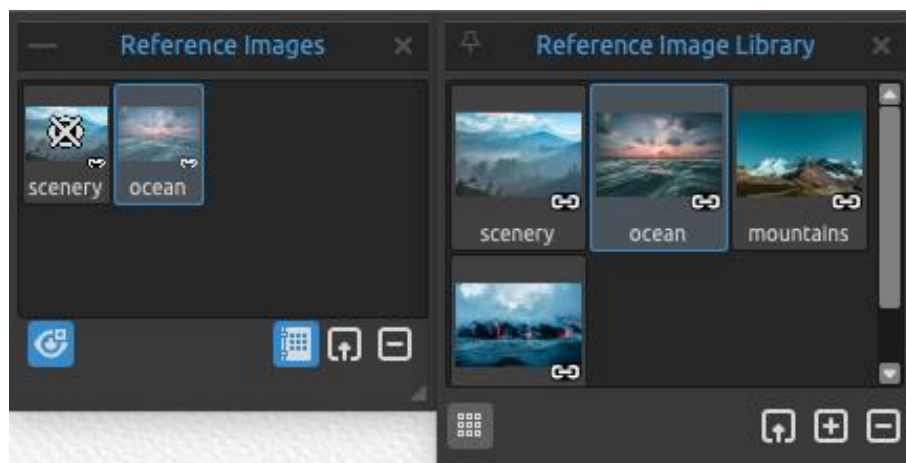



Preview the current canvas in a separate panel. Open the Preview panel via the *Window menu* or using the '*Ctrl + Shift + W*' shortcut on Windows or '*Cmd + Shift + W*' shortcut on macOS.


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 Images Panel

Load one or more reference images to the panel that will serve as a guide for painting. Open the Reference Images panel via the *Window menu* or using the '*Ctrl + Shift + R*' shortcut on Windows or '*Cmd + Shift + R*' on macOS.





 **Show | Hide Reference Images** - Show or hide all reference images at once (shortcut '*Ctrl + R*' on Windows or '*Cmd + R*' on macOS).

Import the reference image or images to the Reference Images panel by dragging & dropping them from your computer or by using the *Import a new Reference Image* button .

You can also add an image from the clipboard to the Reference Images panel. Press the right mouse button over the panel and choose **Paste Image from Clipboard** or use the '*Ctrl + V*'

shortcut on Windows or 'Cmd + V' on macOS. Currently, this is not working for image files copied from the file manager.



To **remove** the selected reference image from the Reference image panel, click the *Remove Reference Image* button .

 **Reference Images Library** - Open the **Reference Images Library** to access all your reference images and pick the specific images for your current project.


Use **double-click** to open the selected image from the Library in the Reference Images panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.


In the Library, right-click the reference image and choose to **rename** it. You can also **copy the linked image to the Library** so that the image is saved into the REB file. You can rearrange the list by dragging a selected image to the desired position.

Right-click in the Library panel to **add a new group or delete the selected group** of reference images. Rename the group by double-clicking its name, enter the new name of the group and hit *Enter*. Hide the reference image group using one left mouse button click.

 **Small** |  **Large Icons** - Switch to small or large icons of the reference images in the Library panel.

 **Import Reference Image** - Import a reference image to the Reference Images Library.

 **Add Reference Image** - Add the currently selected reference image from the panel to the Library or remove the image from the Library.

 **Remove Reference Image** - Remove the selected reference image from the Reference Image Library.

VIDEO TUTORIAL: Learn more about how to use multiple reference images in Rebelle in this video: [Multiple Reference Images](#).

To open the particular image as a reference, click on it in the Reference Images Panel - a separate window with the image will open.

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*'.

Rotate the reference image using the '*R + LMB*' shortcut.

Resize the panel with the reference image 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 images.

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



Pick Color - Enable the color picker to pick colors from the reference image.



Fit to Screen - Click to fit the zoomed or rotated reference image to fit the screen.



Flip Horizontally - Flip the reference image horizontally.



Flip Vertically - Flip the reference image vertically.



Greyscale - Click to view the reference image in greyscale.



Show Image on Canvas - Show a semi-transparent reference image directly on the canvas.



Transform Image on Canvas - Transform a semi-transparent reference image directly on the canvas.



Edit Guides - Additional guides directly on the reference image which will be visible on the canvas. Click the 'Edit Guides' icon in the reference image panel and draw lines on the reference image. You can change the size position of these guides or delete them by clicking and dragging them out of the panel.

To show or hide the reference image guides on/from the canvas, go to the menu: *View > Show > Reference Image Guides* or use the shortcut '*Shift+Y*'.



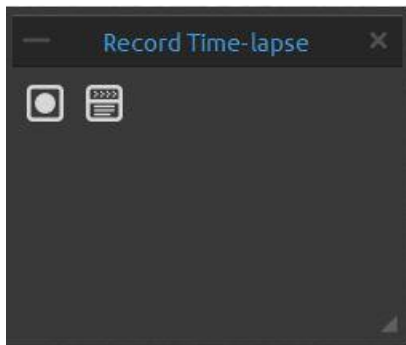
Show Guides on Canvas - Show or hide the reference image guides on the canvas.

VIDEO TUTORIAL: Learn more about the Reference Image Guides in Rebelle in this video: [Reference Image Guides](#).





Example of using reference image guides on the reference image (on the left) and on the canvas (on the right).


Record Time-lapse Panel

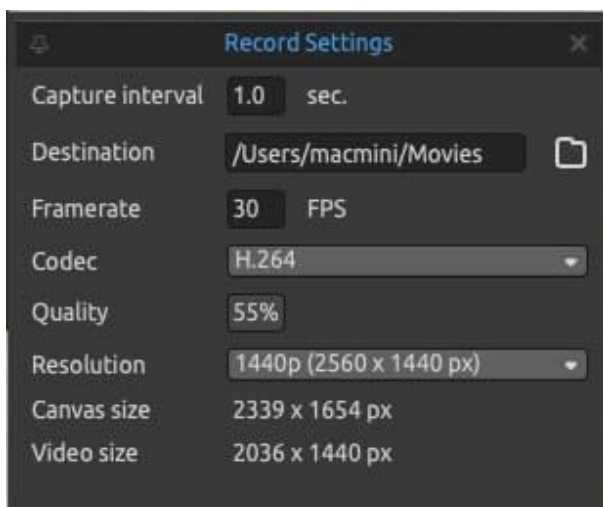


Open the panel to record a time-lapse video of your painting process. It is possible to enable the recording directly in the New Artwork window. After you click the Start Recording button and click OK to create a New artwork, the recording will start.

 **Start Recording** - Click the button to start recording the painting process on canvas. When the recording is in progress, the button changes to a red Stop Recording button: .

After the recording is stopped, the video will be automatically saved to your preferred location selected in the *Record Settings*. When the video is saved, the *Start Recording* button is grayed out.

 **Record Settings** - Open the Record settings where you can set the following options for the time-lapse recording:



- **Capture Interval** - Determines the frequency with which a capture of the canvas is made (0.1 sec - 10 sec).

For example, a Capture Interval of 1s means that a capture of the canvas is created every second.

- **Destination** - Set the folder to which the final time-lapse will be saved.

- **Framerate** - Determines the number of frames (captures) per second of the time-lapse video.

- **Codec** - Choose the video codec (H.264 or H.265).

- **Quality** - Set the quality of the video. The higher the quality, the larger the final video will be.

- **Resolution** - Choose the resolution of the time-lapse video.

- **Canvas Size** - Information about the current canvas size.

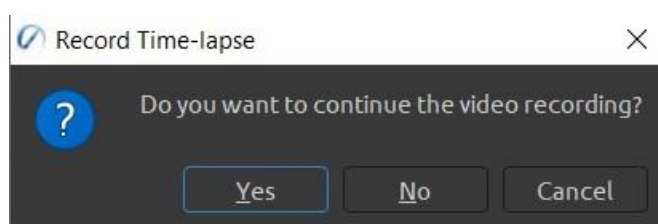
- **Video Size** - Determines the size of the final video with the current canvas size and resolution settings.

How to determine the length of the time-lapse video (example): If you paint for 1 hour (3600 seconds) with the Capture Interval set to 1.0 sec and framerate set to 30 FPS, your time-lapse

video will be 2 minutes long. To create longer videos, adjust the Capture Interval to lower values, the minimum value is 0.1. With Capture Interval = 0.1 sec, a 1-hour painting will create a 20-minute long time-lapse video.

VIDEO TUTORIAL: Get to know the time-lapse option in this video: [Record Time-lapse Tool](#).

When you save the artwork as a REB file while recording, the recording settings will be remembered in the file. Upon re-opening the REB file you will be given the option to choose whether you would like to keep recording the painting process:




Click *Yes* to confirm - the recording will begin automatically. Click *No* or *Cancel*, the recording will not begin.

This time-lapse will be saved as a new video file recorded from the point of opening the REB file. You can merge the two or more time-lapses in a third-party video editing software.

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.

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

Hot pressed paper has a smooth, hard surface and an even texture. It offers a sleek finish and it's great for mixed media work. One step up is **cold pressed** paper - is the most versatile and popular texture, its semi-rough surface is suitable for both detailed work and smooth washes. When you glide your brush over it, some

of the paint settles on it while skipping the indentations of the grainy texture, leaving them blank. This creates beautifully textured brushstrokes.

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

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

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

Re-wet - Set how the primary wash reacts to the newly laid strokes (1-10). If the Re-wet is set low, the 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.

Diffusion Speed - Adjust the speed of the diffusion on canvas (1-10). When set to 1, the diffusion is the slowest, when set to 10, the paint and water diffuse very quickly.

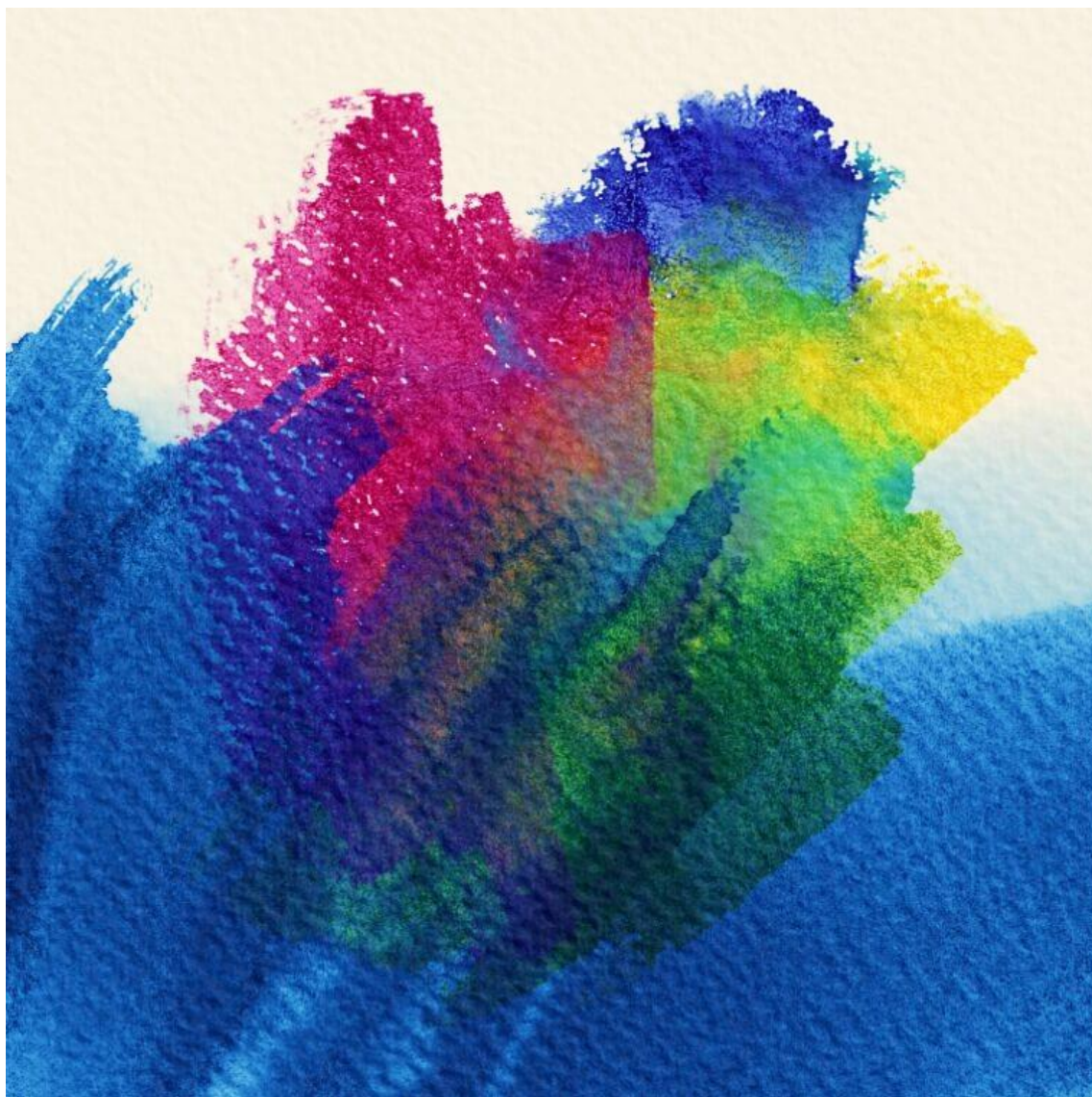
Create Drips - Select if drips should form from the washes or not.

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

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

Granulation - Add granulation effects for your watercolor strokes. Granulation will reveal when the painting is drying. You can choose from four different granulation textures.

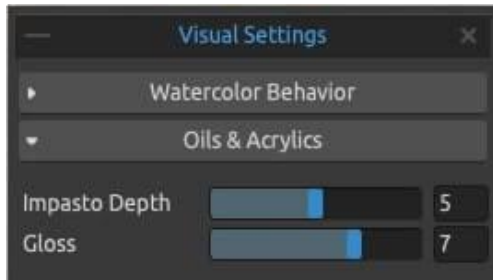
- **Strength** - Set the strength of the granulation (1-10).
- **Density** - Set the density of the granulation (1-10).



Example of granulation on watercolor strokes

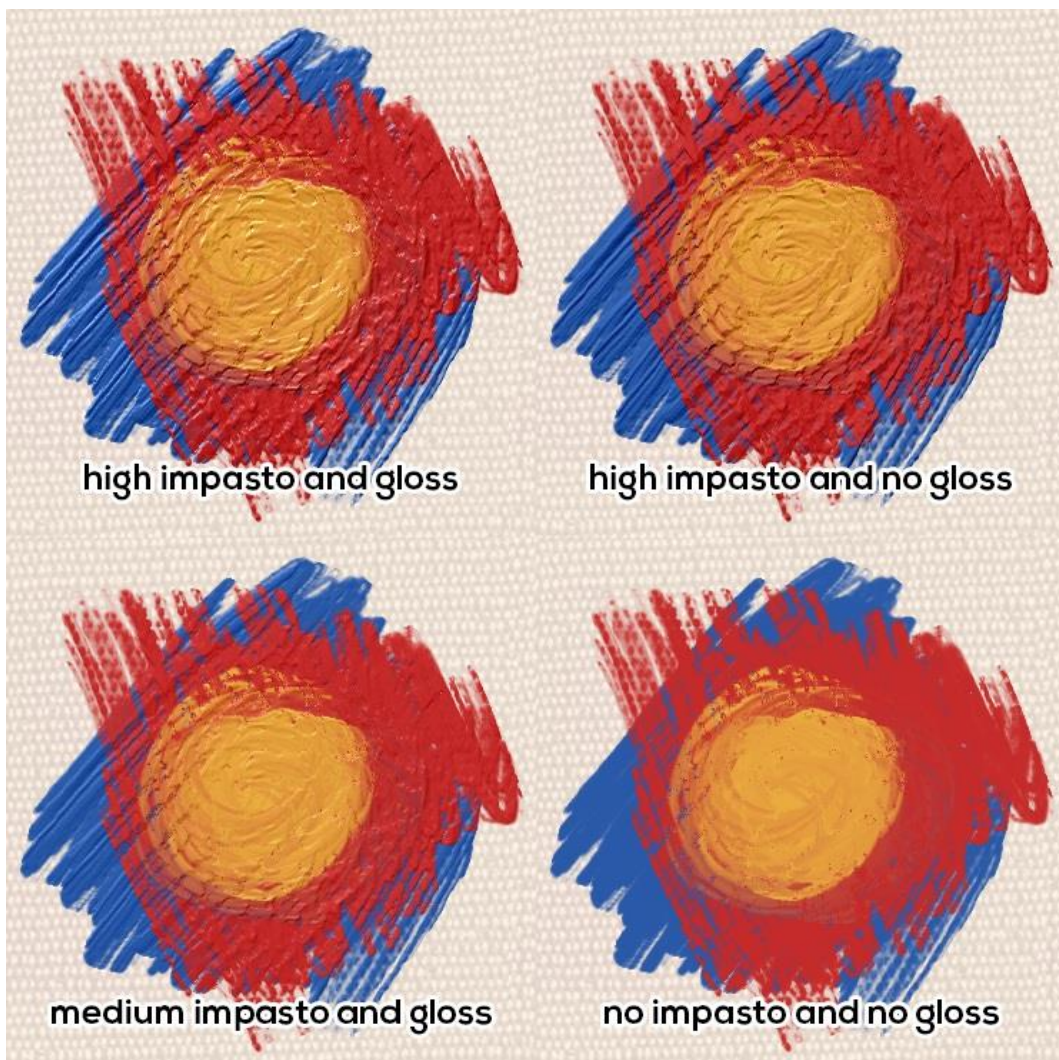
VIDEO TUTORIAL: Learn more about the Granulation and Diffusion speed in this video: [Watercolor Granulation and Diffusion Speed](#).

Oils & Acrylics



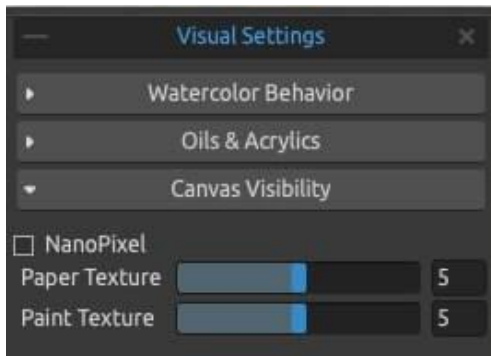
Impasto Depth - Set the visibility of the structure of oil and acrylic strokes (0-10).

Gloss - Set the illumination of the paint structure (0-10).



Examples of impasto and gloss settings.

Canvas Visibility

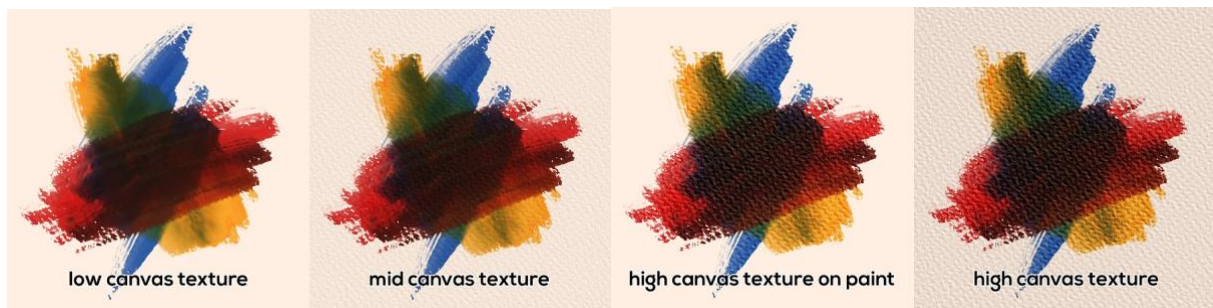


NanoPixel - Turn the NanoPixel on to be able to zoom in to get extra sharp detail of your artwork. When the nanopixel technology is in use, Rebelle uses OpenGL for rendering. Turn NanoPixel off to use the CPU instead.

This feature is available in Rebelle Pro edition.

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

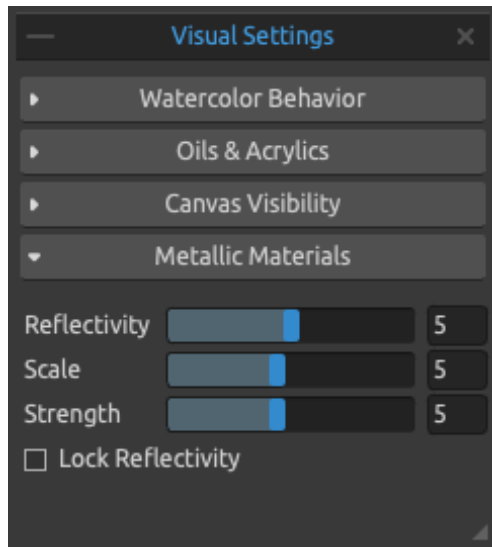
Paint Texture - Control the visibility of the canvas texture on the painted strokes (0-10).



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: [Living Digital Canvas](#).

Metallic Materials



Reflectivity (0-10) - Set the level of reflectivity of metallic materials. The higher the value the more pronounced the effect of reflectiveness.

Scale (1-10) - Set the scale of the metallic effect.

Strength (1-10) - Set the strength of the metallic effect.

Lock Reflectivity - When NanoPixel is enabled you can see the reflection moving on the metallic strokes when transforming them or when you pan the canvas. This enables you to achieve the best look of your metallic strokes. If you are satisfied, you can activate the option to lock the reflectivity and prevent it from further changes.

This feature is available in Rebelle Pro edition.

NOTE: Metallic Materials are available for Oils & Acrylics.

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.

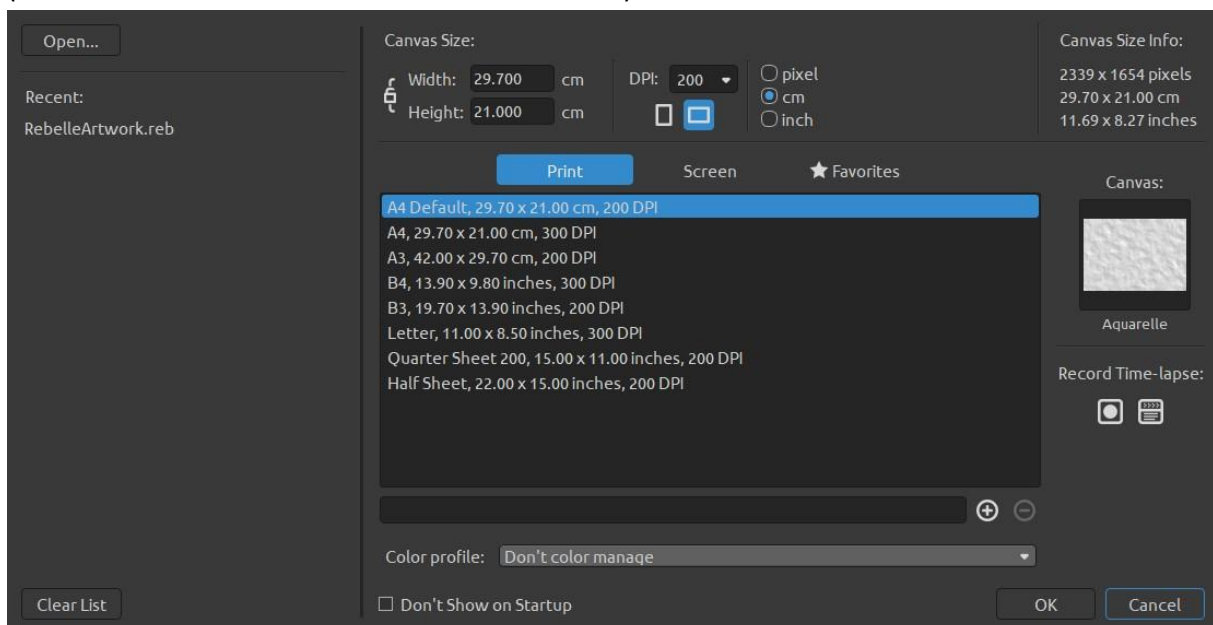
Community - Contains links to the Community forum, gallery, your account and publish option.

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 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, canvas size information will be automatically calculated in centimeters and inches.

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

Save your favorite presets to '**Favorites**' by marking them with a star ★.



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



- Switch to portrait orientation.



- Switch to landscape orientation.

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

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

Select the **Color profile** for your New Artwork via the drop-down menu. *This feature is available in Rebelle Pro.*

More about the color profiles can be found in the [Color Management](#) section.

Click the **Start recording** button to start recording a time-lapse of your painting process after you create a New artwork.

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*)

Nanopixel Export... - Export your artwork up to 16-times (4x4) larger. *This feature is available in Rebelle Pro edition.*

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 [Creating, 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's 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*)

Cut - Cut the current selection or a selected layer to the clipboard. (*shortcut ‘Ctrl + X’ on Windows / ‘Cmd + X’ on macOS*)

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*)

Crop Canvas - Crop the canvas from the active selection.

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*)

Select All Visible - Select all non-transparent pixels of the selected layer. (*shortcut 'Ctrl + Alt + V' on Windows / 'Cmd + Alt + V' 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'*)

Selection - You can select **Restore Last Selection** to bring the last created selection back to the canvas.

Load previously saved selection by clicking **Open Selection...** - a dialog window will pop up from which you can choose the PNG image of the selection you want to open.

You can save a custom selection as a PNG by selecting **Save Selection As...** - a dialog window will pop up allowing you to enter the name of the PNG image and the location where the image should be saved.

You can select **Create Selection from Stencil** which will create a selection on the canvas from the currently active stencil.

You can select **Create Selection from Path** which will create a selection on the canvas from the currently active path.

You can select **Feather...** option to create gradual transitions between selected and unselected areas, providing a soft and natural blending effect.

Transform - Move and resize selected layer or layers using the **Transform** (*shortcut 'Ctrl + T' on Windows / 'Cmd + T' on macOS*) or modify the proportions of a layer or a selection using the **Deform**, **Perspective** or **Warp**.

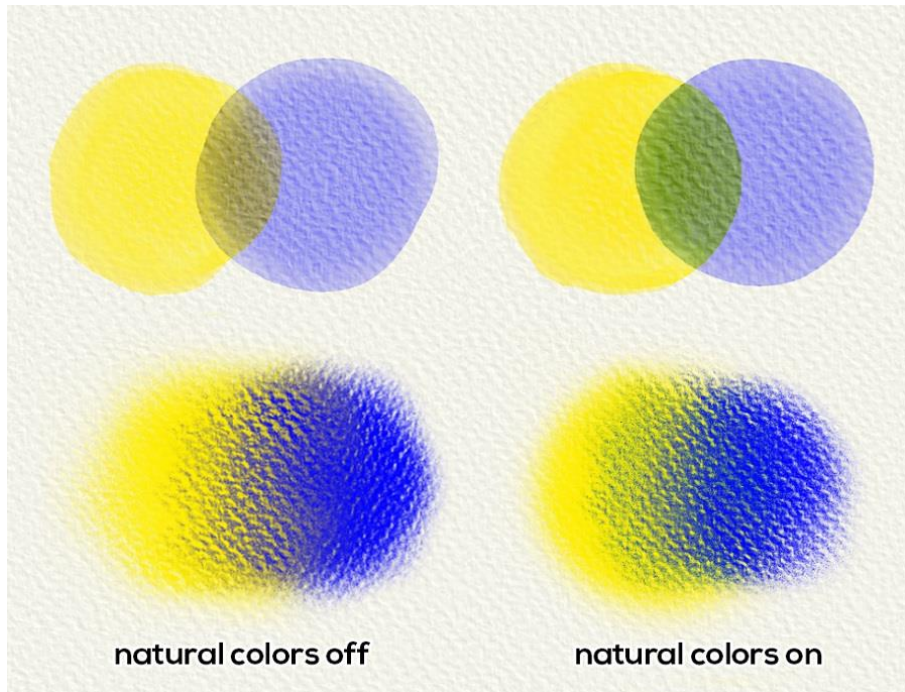
Ruler Tool - Activate the ruler tool on canvas.

Ellipse Tool - Activate the ellipse tool on canvas.

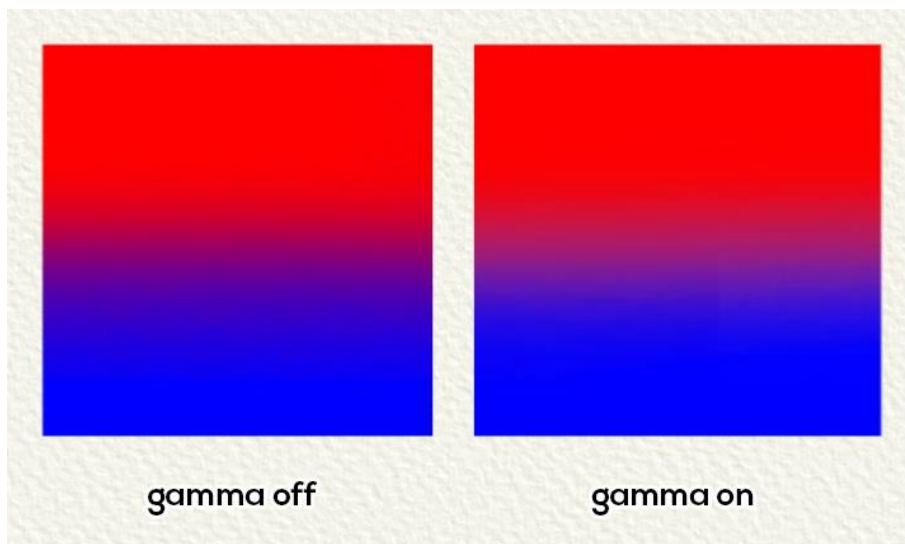
Perspective Tool - Activate the Perspective tool on canvas.

More about Ruler and Perspective can be found in the [Working with Ruler](#) 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: *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)

This feature is available in Rebelle Pro edition.

Assign Profile... - Assign a color profile to your current artwork.

Convert to Profile... - Convert your current artwork to a color profile.

More about the color profiles and color management can be found in the [Color Management](#) section.

Preferences... - Set General, Tools, Color, Grid & Guides, 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 layer in the list or within a group. (*shortcut 'Alt + Shift + M'*)

Choose from the following options:

- **No Mask** - Cancel the masking from the selected layer.
- **Mask Opaque** - Lock opaque pixels on the selected layer. When painting on another layer in the list or within a group, all opaque pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring sketches and images.
- **Mask Transparent** - Lock transparent pixels on the selected layer. When painting on another layer in the list or within a group, all transparent pixels will be masked by the 'Masking Fluid' Layer. This is a quick and easy way of coloring already painted strokes with a different color.

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'*)

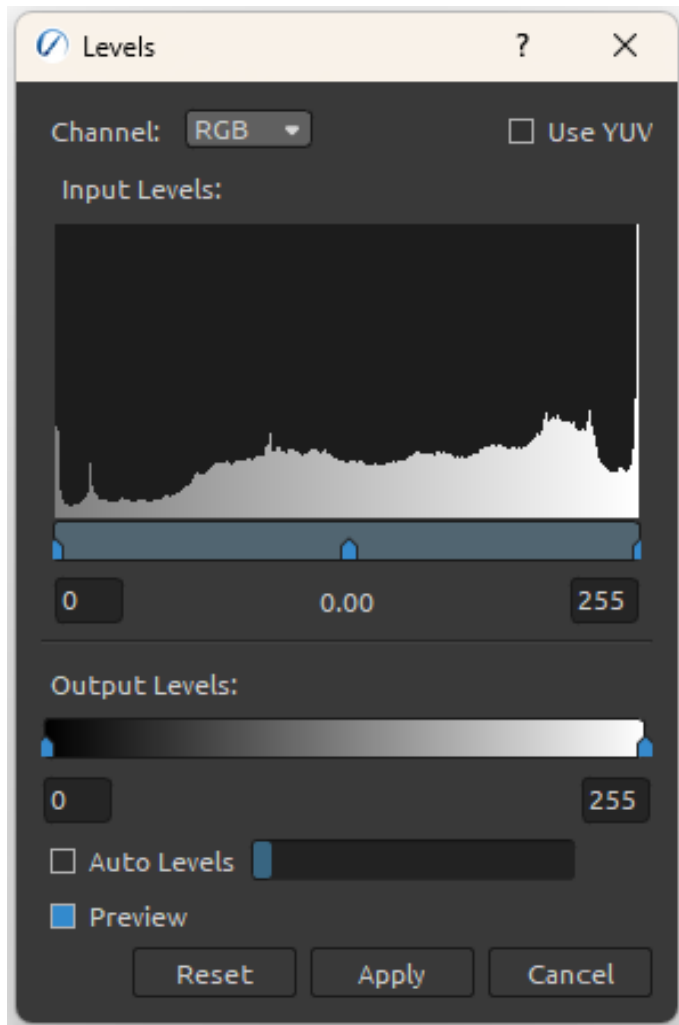
Clear Layer - Clear the layer (*shortcut 'Del'*).

Export to Photoshop - Export the selected layer to Photoshop. (*shortcut 'Ctrl + F' on Windows or 'Cmd + F' on macOS*)
This feature is available in Rebelle Pro edition.

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*)

Levels - Adjust the tonal range and color balance of a current layer or a selection by adjusting the intensity levels of shadows, midtones, and highlights.



Channel - Adjust tones for the specific color channel: RGB, Red, Green, Blue.

Use YUV - Enable this option if you want to use the YUV color model instead of RGB for final adjustment.

Input Levels - The outer two Input Levels sliders map the black point and white point to the settings of the Output sliders.

Histogram - The histogram is a visual guide for adjusting the image key tones. This graph displays the volume of the dark areas (left side) and bright areas (right side) as mountain-like peaks.

On the left, there is '**Shadows**' - this controls the darkest parts of the image. Drag to the left and right to adjust the brightness of the image. Drag to the left to make the image brighter, or to the right to make the image darker.

On the right, there is '**Highlights**' - this controls the lightest parts of the image. Drag to the left and right to adjust the brightness of the image. Drag to the left to make the image brighter, or to the right to make the image darker.

In the middle, there is '**Midtones**' - this controls the midtones of the image. When you move the Shadows control point or the Highlights control point, the Midtones control point moves in tandem. Drag to the left to make the image brighter, or to the right to make the image darker.

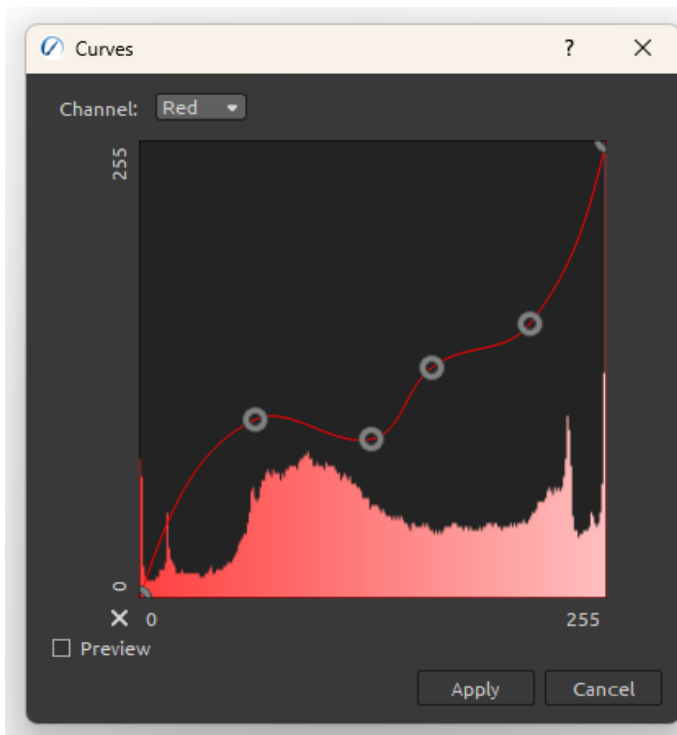
Output Levels - On the left, we have '**Shadows output**' - this controls the darkest parts of the image. Drag to the left and right to adjust the brightness of the image. Drag to the left to make the image brighter, or to the right to make the image darker.

On the right, we have '**Highlights output**', which controls the brightest parts of the image. Drag to the left and right to adjust the brightness of the image. Drag to the left to make the image brighter, or to the right to make the image darker.

Auto Levels - Automatically adjust the levels of the image using the auto levels slider (0.1 - 10%). This option is available only for the RGB channel. Red, Green, and Blue channels can be modified even with the auto levels on.

Preview - Enable this option to see the preview of the changes in real-time on canvas.

Curves - Adjust the color, tone, and alpha channels with the curves adjustment, either on individual channels or by adjusting the master curve.



Channel - Adjust tones for the specific color channel: RGB, Red, Green, or Blue.

Curve - A graph to adjust the contrast of the image. Drag the control points to adjust the contrast.

The horizontal axis of the graph is the "Input" value (original brightness) and the vertical axis is the "Output" value (brightness after adjustment).

Preview - Enable this option to see the preview of the changes in real-time on canvas.

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.

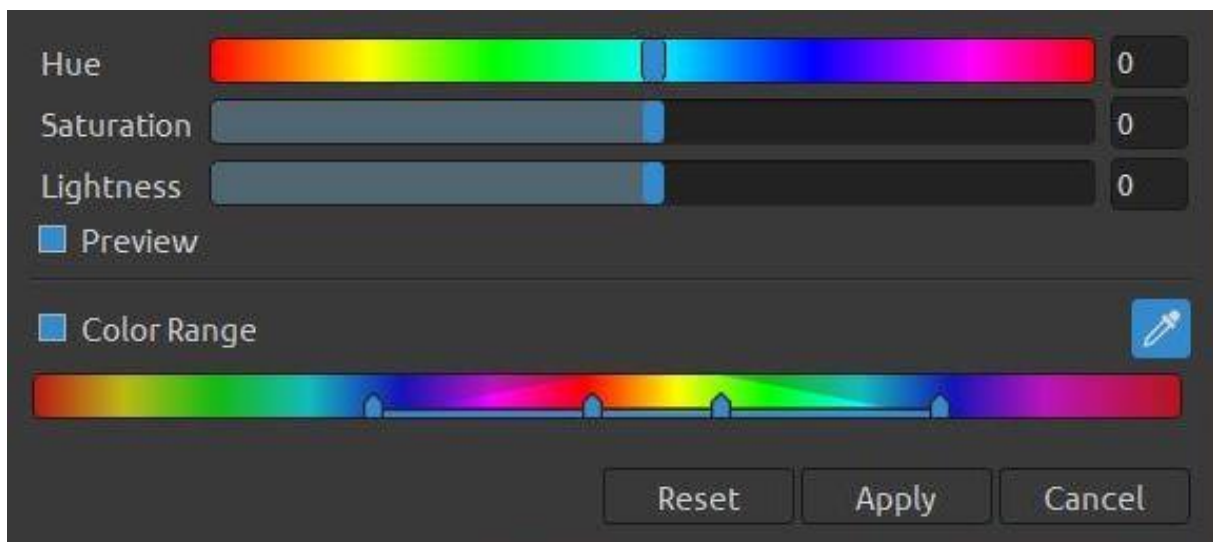
(shortcut 'Ctrl + Shift + F' on Windows / 'Cmd + Shift + F' on macOS)

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)

Color Range - Color filters (Hue/Saturation, Colorize, ...) have the option to adjust the color based on a color range. If the color range is used, the filter is applied based on this range. In order to use the Color range, enable it by clicking the checkbox in the filters panel. Use the adjustment slider to modify the range of colors.



The two inner vertical sliders define the color range. The two outer vertical sliders show where the adjustments on a color range 'fall off' (fall-off is a feathering or tapering of the adjustments instead of a sharply defined on/off application of the adjustments).

Activate the 'Pick Color' tool in the Color Range to precisely select the required color from the layer.

VIDEO TUTORIAL: Learn more about the Color Range and how to use it in this video: [Color Range and Filters](#).

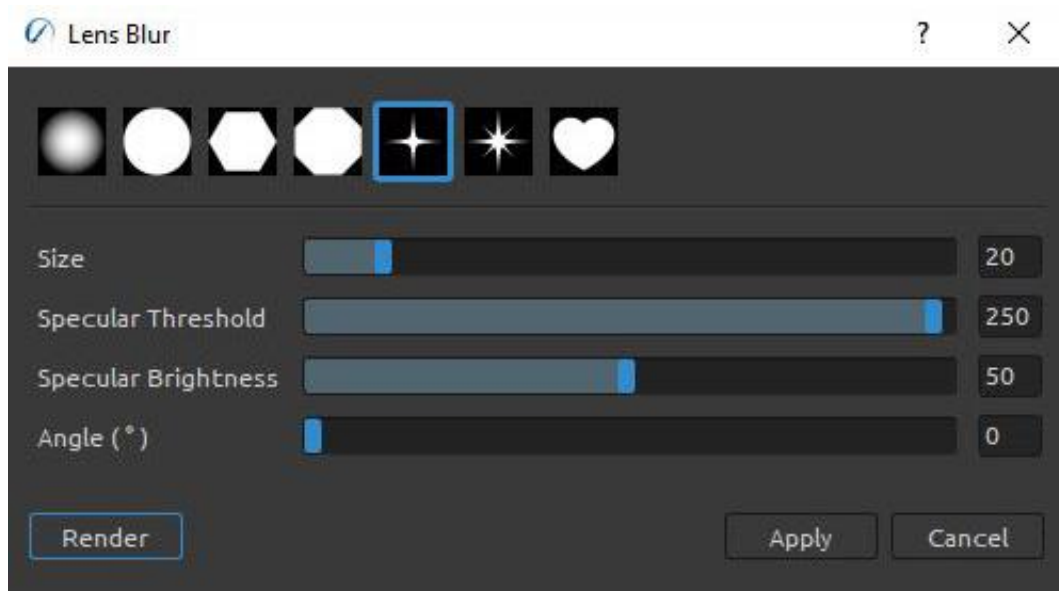
Invert - Invert all the pixel colors and brightness values on a current layer or in a selection.
(shortcut 'Ctrl + I' on Windows / 'Cmd + I' on macOS)

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

Gaussian Blur... - A filter for blurring images. Gaussian blur smooths uneven pixel values in an image by cutting out the extreme outliers. You can use the filter on the entire canvas or a selection.

Radius (0-100) - Set the radius of the gaussian blur filter in pixels.

Lens Blur... - A filter for blurring images that enables you to add lens effects to the image:



Choose the **shape** of the blur effect when using the Lens Blur filter on an image.

Size - Set the size of the shape selected for the blur effect (10-100).

Specular Threshold - Set the luminance level above which highlights will be blown out to white, rendering as specular highlights (1-255).

Specular Brightness - Set the brightness of the highlights (1-100).

Angle (°) - Set the angle of the shape in degrees (0-359).

Sharpen... - A filter for sharpening images. Sharpening enhances the definition of edges in an image.

Radius - Sharpen radius in pixels (0-100).

Strength - Strength of the sharpening (0-100).

Subtle Sharpen - A filter for fast, subtle sharpening of images.

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

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

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

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 '.')

Show - Select to show **Grid**, **Guides**, **Canvas Bounds** or **Reference Image Guides** on the canvas.

Snap to - Select if the snappable objects should snap to **Grid**, **Guides** or **Canvas Bounds**.

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 - The application will stay always on top of other applications.

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*)

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

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'*)

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

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

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

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

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

Rulers - Show or hide the Rulers panel. (*shortcut 'Shift + R'*)

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

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

Paths - Show or hide the Paths panel. (*shortcut 'Shift + P'*)

Structures - Show or hide the Structures panel. (*shortcut 'Shift + S'*)

Volume Presets - Show or hide the Volume Presets panel. (*shortcut 'Ctrl + J' on Windows / 'Cmd + J' on macOS*)

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

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

Record Time-lapse - Show or hide the Record time-lapse panel. (*shortcut 'Ctrl + Shift + T' on Windows / 'Cmd + Shift + T' on macOS*)

Tablet Mode - Switch to the Tablet mode and hide panels to get more space for painting. (*shortcut 'Tab'*)

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

Import Layout - Import previously saved Rebelle user interface layout.

Export Layout - Save a custom Rebelle user interface layout.

Reset Layout to Default - Reset user interface to default.

Community Menu

Forum - Visit the 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.

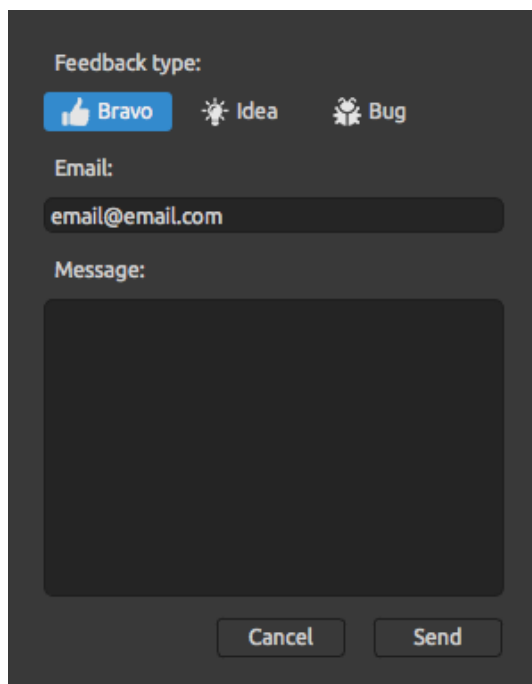
Gallery - Browse the Community gallery and post your paintings.

My Account - Visit your Community account where you can upload your painting to the gallery, edit your profile and change your 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 problems, have ideas for future development or tell us that you like Rebelle. You can choose from 3 feedback types:

Bravo - Would you like to express how cool Rebelle is? Then...

Idea - Do you have any feature in mind that would be a great addition to Rebelle? Then...

Bug - Did you spot any strange behavior when using Rebelle? Then...

... just enter your email address and write us a message - we read each and every one of them. 😊

Rebelle Website - Link to website: rebelle.escapemotions.com

Intro Tutorial - Show the Intro Tutorial. This tutorial will guide you through the most essential Rebelle tools.

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

Language - Select the 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, Grid & Guides, 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 7 > 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 the "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.

- Don't show announcements at application startup - Check this option if you don't wish to be informed about marketing announcements from Escape Motions.

Interface - Theme - Choose a Dark or Light theme for the user 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.

- Open floating panels on the display with Rebelle's main window - Check this option to always keep the floating panels on the display where Rebelle's main window is opened.

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

- Rotate at cursor - Select this option if you want to rotate the canvas around the cursor.

- Flip at cursor - Select this option if you want to flip the canvas around the cursor.

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.

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

Tooltips - Show tooltips - Deselect this option if you do not wish the tooltips to show on the 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 the "Clear Layer" button to the Layers panel - Check this option to bring the "Clear Layer" button to the user interface - to the bottom of the Layers panel.

- Add the "Merge Layers" button to the Layers panel - Check this option to bring the "Merge Layers" button to the user interface - to the bottom of the Layers panel.

- Add the "Export to Photoshop" button to the Layers panel - Check this option to bring the "Export to Photoshop" 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.

Desktop and Tablet mode - Set up how the desktop and tablet modes should work.

- **When the interface is in Tablet mode, show panels:**

- Under the cursor - The panel will open under the cursor
- In the last position - The panel will open in the last position you used
- In the center of the screen - The panel will open in the center of your screen

- **Show only one panel at once when in Tablet mode.** - Check this option to see only one panel at once. The previously opened panel will automatically close when you open another panel.

- **Always undock the panel instead of hiding when Tablet mode is off.** - Check this option to undock the panel from the user interface when you close it with a shortcut.

Watercolor Simulation - Pause simulation while using other applications - Check this option to pause the simulation in Rebelle while using other software or browsers, which will help relieve the CPU load.

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 a 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 - The 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.
- Show pop-up panel with brush properties when using shortcuts - Disable this option if you do not wish to see the information panel pop up next to the cursor when changing the properties (size, loading, opacity, water...) of the brush with shortcuts.
 - Show pop-up panel when changing brush "Size" - Enable this option if you want to see the information panel pop up next to the cursor when changing the size of the brush with a shortcut.
- Override cursor mode with - Enable this option to use one cursor mode (*Circle, Rectangular, Shape or Auto*) globally for all brush presets. This setting overrides the brush preset settings for the cursor in the Brush Creator.
- Change cursor shape according to Tip Tilt - Disable this option if you don't wish the cursor to change according to the Tip Tilt settings.
- Change cursor size according to Pen Pressure - Disable this option if you don't wish the size of the cursor to change according to the pen pressure.
- Brush Resize Color - Set the custom color of the brush cursor in resize mode.

- Brushes**
- Select the last paintbrush when a 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.
 - For the Pen Eraser always use the last tool instead of the eraser - Enable this option so that the pen eraser remembers the last used tool.
 - 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.
 - Save Dirty brush colors to Color history - Enable this option if you do not want the dirty brush colors to get saved into the color history.
 - Automatically switch to Blend mode after using Paint, Paint & Mix, or Paint & Blend mode for wet media - Enable this option to make your painting tool automatically switch to Blend mode after you use Paint, Paint & Mix, or Paint & Blend mode.
 - All Paint tools share the same paint mode - Enable this option if you want to use the same paint mode for all paint tools. When you set a paint mode for one paint

tool, this mode will stay selected for the rest of the paint tools. The only exception is when you select a brush that has a saved paint mode - in that case, the saved paint mode rewrites this setting for that selected brush.

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.

Selection - Keep selection after pasting clipboard image - Disable this option if you want the selection to be removed after you paste a clipboard image By default, the selection is kept.

Paint, Mix & Blend Default Pressure Curves - Open the Curve Editor to edit the default pressure curves of the painting modes.

Color Preferences

Pick Color - Show pick color wheel - Deselect this option to disable the pick color wheel and instead show the eyedropper icon when using the Pick Color tool.

- Don’t need to confirm Pick Color tool with the mouse button - Enable this option to be able to pick colors with the Pick Color tool without clicking the colors. Color is picked when you hover over it with the Pick Color tool.

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.

Color Set - Color Names Width - Set the maximum width of the color names in the Color panel (50-300).

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.

Viewport - Background Color - Set the background color of the viewport, which is the area behind the canvas.

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).

Hidden Canvas Color Settings - Define how the colors of a file saved with hidden paper canvas should look like when you open the file in third-party software (especially important when using the Pigment color mixing as it is not supported in other software):

- Preserve colors when possible but keep original transparency - The colors of the file will be preserved as much as possible when opened in different software, the original alpha channel will be kept. The color of the background in a third-party software must match the color of the paper that was hidden in Rebelle.

- Preserve colors, transparency may change - The colors of the file will be preserved when opened in different software, the alpha channel might change. The color of the background in a third-party software must match the color of the paper that was hidden in Rebelle.

- Don't adjust colors - The colors will not be adjusted in any way, they could look differently when opened in different software.

Reference Image Guides - Set the custom color, opacity, and line width of the reference image guidelines. The maximum line width is 5px.

- Set the custom opacity of the preview of the reference images on canvas.

Grid & Guides Preferences

Grid - Set the color and opacity of the main grid lines.

- Set the color and opacity of the subdivision lines.

- Set the width and style of the grid lines (1-5).

Split Canvas in Units of Length - Set a grid spacing in units of length (mm, cm, inch, pixels). Enter a value by which to subdivide the grid.

Split Canvas Evenly - Set a grid with the exact number of vertical and horizontal lines.

Guides - Set the color and opacity of the guidelines.

- Set the color and opacity of the active guidelines.

- Set the width of the active guidelines (1-5).

Canvas Bounds - Choose to snap objects on bounds, the center of the canvas, thirds, or quarters of the canvas.

- Set the color and opacity of the canvas bounds.

- Set the width of the canvas bounds (1-5).

Snapping Lines - Set the color and opacity of the snapping lines.

- Set the width of the snapping lines (1-5).

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 a 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.

Color Management is available in Rebelle Pro edition.

Tablet Preferences

Tablet Options - Choose whether your tablet should use a mouse or pen position and Wacom device (WinTab), Xencelabs, Microsoft Ink device or Windows 8+ Pointer Input. Select Windows 8+ Pointer Input when working with both pen and touch using 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.
- Invert pen rotation - Select this option to invert the rotation of the pen. Use this option when the rotation of your stylus does not match the rotation in Rebelle.
- Enable touch - Enable or disable touch support in Rebelle. It is possible to enable only the single touch or enable 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 the 'move' action using touch on trackpads will be more significant.

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

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.

- Edit the Pen Pressure Sensitivity curve using the Curve Editor.

Keyboard Preferences

Set custom keyboard shortcuts in the keyboard Preferences. Open the Keyboard Preferences from the menu: *Edit > Keyboard Shortcuts* or by using the *shortcut 'Alt + Shift + K'*.

Click **Set Default** to reset the selected shortcut, and 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.

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 panel.
4. Choose the tool, set the 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 the Layers panel to create a new layer on the top of the reference layer.
3. Choose the brush color from the Color panel.
4. Choose the tool, set the 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 wet only the painted parts of the layer, choose the **‘Wet All Visible’** button  (in the Layers Panel).


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.



To speed up your painting process we implemented 2 functions:

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

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

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

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 browser.
Select this layer and click on *Menu > Layer > Tracing Layer*. A layer is set as a reference tracing layer (a letter T will appear on the layer). This layer is a guide for shapes and colors as you paint.
2. Add a new layer.
3. Now you are ready to trace colors from your reference image into the new, 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, transforming, cutting, copying and pasting. 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, and 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 the 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 transformation 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.

NOTE: By default, the selection is kept after pasting a clipboard image. You can change this via Preferences > Tools > Selection where you deselect "Keep selection after pasting clipboard image".

Select All / Deselect All

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

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

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

Select All Visible

Select all non-transparent pixels of the selected layer using one click. Use the shortcut *'Ctrl + Alt + V' on Windows or 'Cmd + Alt + V' on macOS*.

You can also hold down the *Ctrl* key on Windows or *Cmd* key on macOS and *click on the layer's thumbnail* in the Layers panel to select the non-transparent pixels of that layer.

Invert Selection

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

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

Show Selection & Show Selection Lines

Show selection to see which parts of the canvas are outside the current selection either via the *Edit menu* or by using the *'Q' shortcut*.

The color and the opacity of the 'Show Selection' mode can be adjusted in *Preferences > Color > Selection*.

Show or hide the lines (marching ants) of the selection either via the *Edit menu* or by using the '*Alt+Q*' shortcut.

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).

Crop Canvas from Selection

Change the format of the image by cropping the area outside the current selection. Draw your selection on the canvas and confirm the selection, then go to the *Edit menu* and select "Crop Canvas from Selection". The canvas will be cropped and a new image format will be created.

Restore Last Selection

Rebelle remembers the last selection created during the session. You can restore this last selection from the *Edit menu > Selection*.

Open & Save Selection

You can save your selections as PNG files and reopen them anytime in Rebelle. To save a current selection, go to the *Edit menu > Selection* and select "Save Selection As...". To open a previously saved selection, go to the *Edit menu > Selection* and select "Open Selection...".

Create Selection from Stencil

Rebelle lets you create a selection from the currently active stencil. Add a stencil on canvas, go to the *Edit menu > Selection* and select "Create Selection from Stencil". A selection will automatically be created on canvas.

Create Selection from Path

Rebelle lets you create a selection from the currently active path. Add a path on canvas, go to the *Edit menu > Selection* and select "Create Selection from Path". A selection will automatically be created on canvas.

Feather...

This tool allows for gradual transitions between selected and unselected areas, providing a soft and natural blending effect. Whether refining edges or creating nuanced transitions, you can achieve seamless selections with enhanced control. Set up the radius from 1-100. Click *Apply* to apply the changes or *Cancel* to remove the changes.

Working with Rulers

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 the proximity of the right angle - to disable this, hold the '*Shift + Ctrl*' keys.

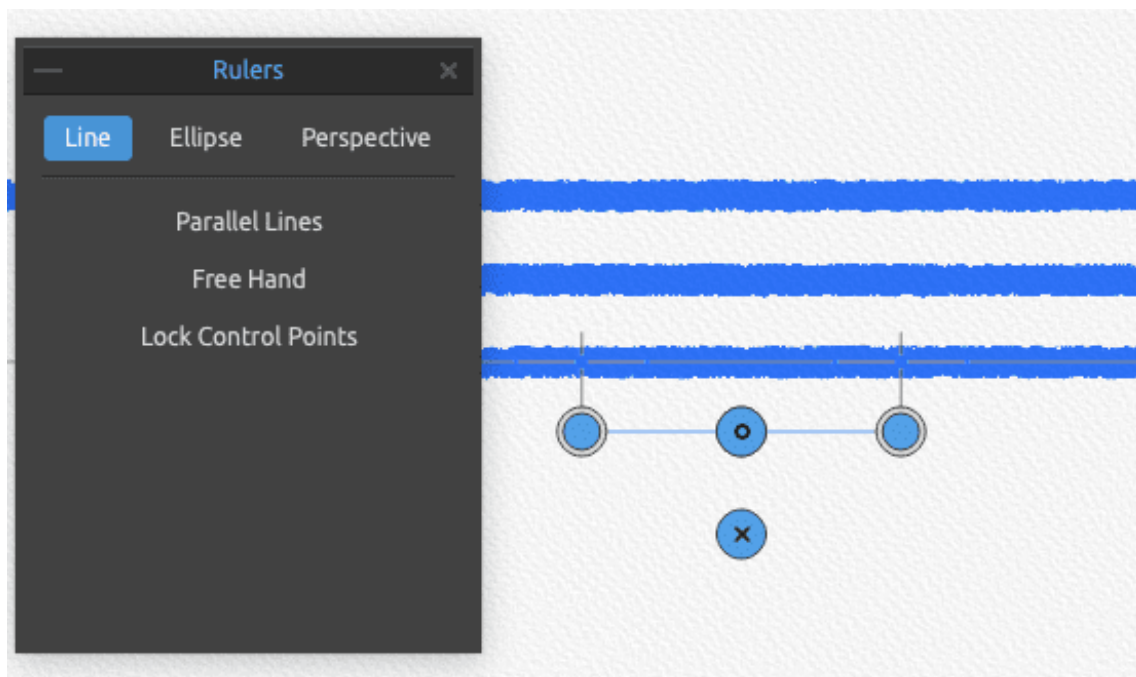
To create lines, circles, ellipses or perspectives with more advanced options, activate the Ruler tool from the *Edit menu* or by hitting '*Shift + R*'.

Line tool

Create perfect lines with the Rulers' Line tool. The tool consists of four control points.

Drag the outside control points to resize and rotate.

Reposition the ruler on the canvas by clicking and dragging the middle control point without changing the angle. Click the **Close** button **X** to deactivate the tool.



Parallel Lines - Activate this option to be able to draw parallel lines without the need to move the tool.


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.


Ellipse tool

Create perfect circles and ellipses with the Rulers' Ellipse tool. The tool consists of five control points.

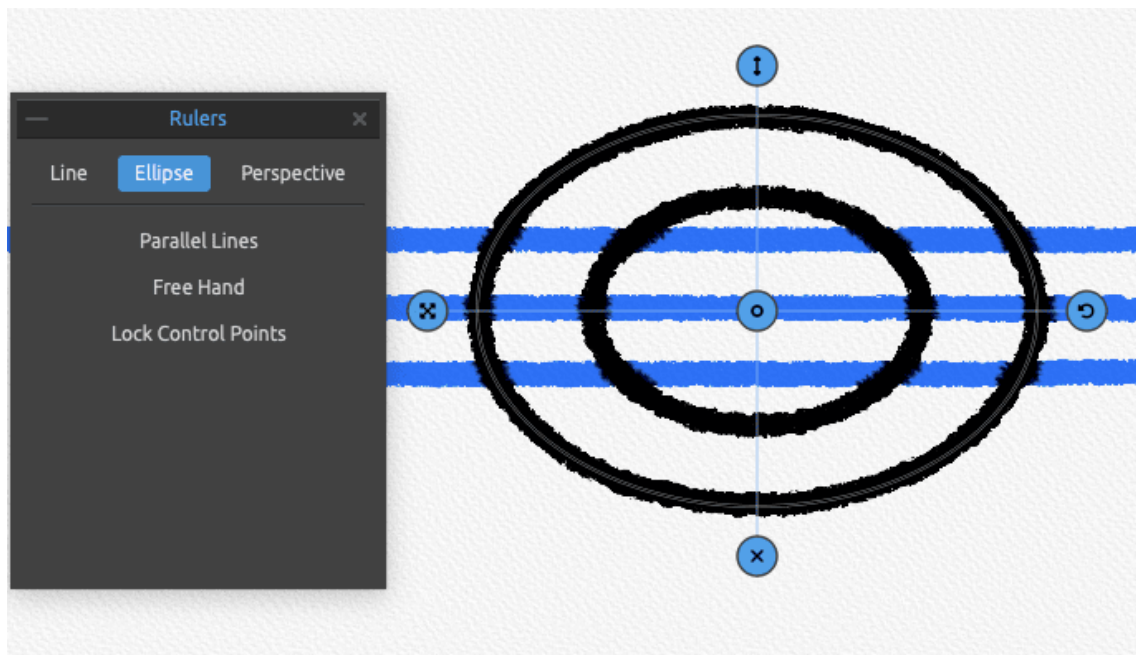
Reposition the ruler on the canvas by clicking and dragging the middle control point without changing the angle.

Click the **Rotate** button  to rotate the ruler around the center.

Click the **Resize vertical**  button to resize the ruler along the vertical axis.

Click the **Transform**  button to resize the ruler up or down.

Click the **Close** button  to deactivate the tool.

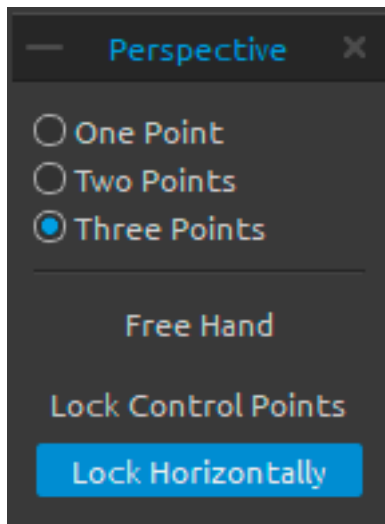


Parallel Lines - Activate this option to be able to draw parallel lines without the need to move the tool.

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

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

Perspective tool



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

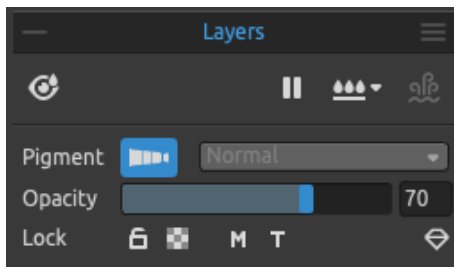
Freehand - Activate freehand to give the straight lines a hand-drawn appeal.


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: [Ruler and Perspective Tool](#).

Working with Pigments



Rebelle is the first software in the world with real physical color mixing based on traditional pigments in a full RGB color gamut. To work with Pigments, go to the Layers panel and turn the Pigments on by clicking on the  button. *This feature is available in Rebelle Pro edition.*


Pigments are active on the selected layer when the button  is highlighted.

When working with Pigments on a layer, it is not possible to use the blending modes on the same layer.

NOTE: When Pigments are enabled, the colors mix and blend together on the layer as well as blend with the layers below. When Pigments are disabled, the blending changes.



Comparison of brushstrokes without (left) and with Pigments color mixing (right).

Color sets with the actual pigments are available in the Color panel. You can create your own color set with pigments too. To visually distinguish which color set consists of the pigments' names, mark it as 'Color Set with Pigments Names' via the Color panel menu. An icon  will be displayed on this color set.

Thanks to the Pigment mixing method, all simulated media such as oil paints, watercolors, or pastels look realistic and natural:



Examples of using Pigments with various different media.

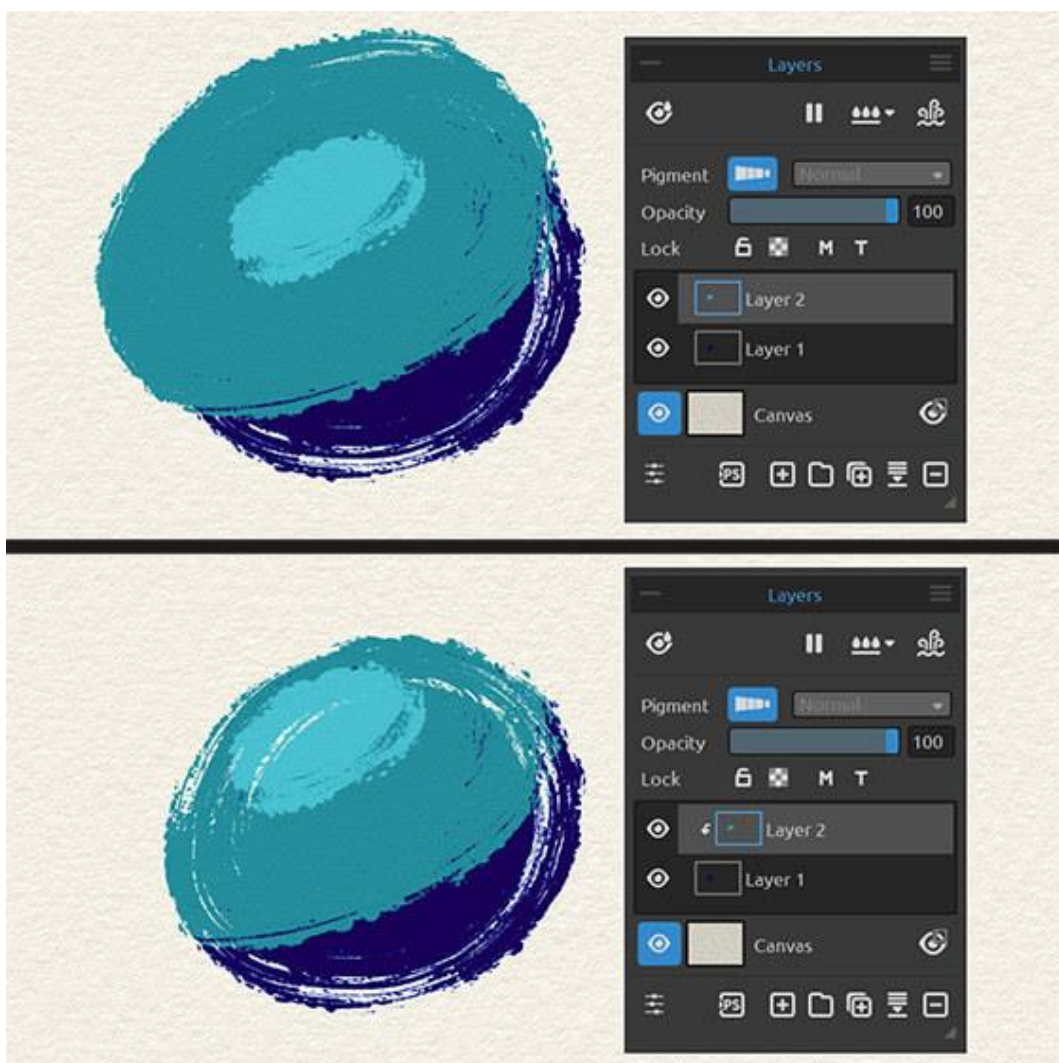
VIDEO TUTORIAL: Understand the color mixing in real-world and digital world in this video:
[Comparison of Traditional and Digital Pigment Color Mixing.](#)

Working with Masking Tools

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

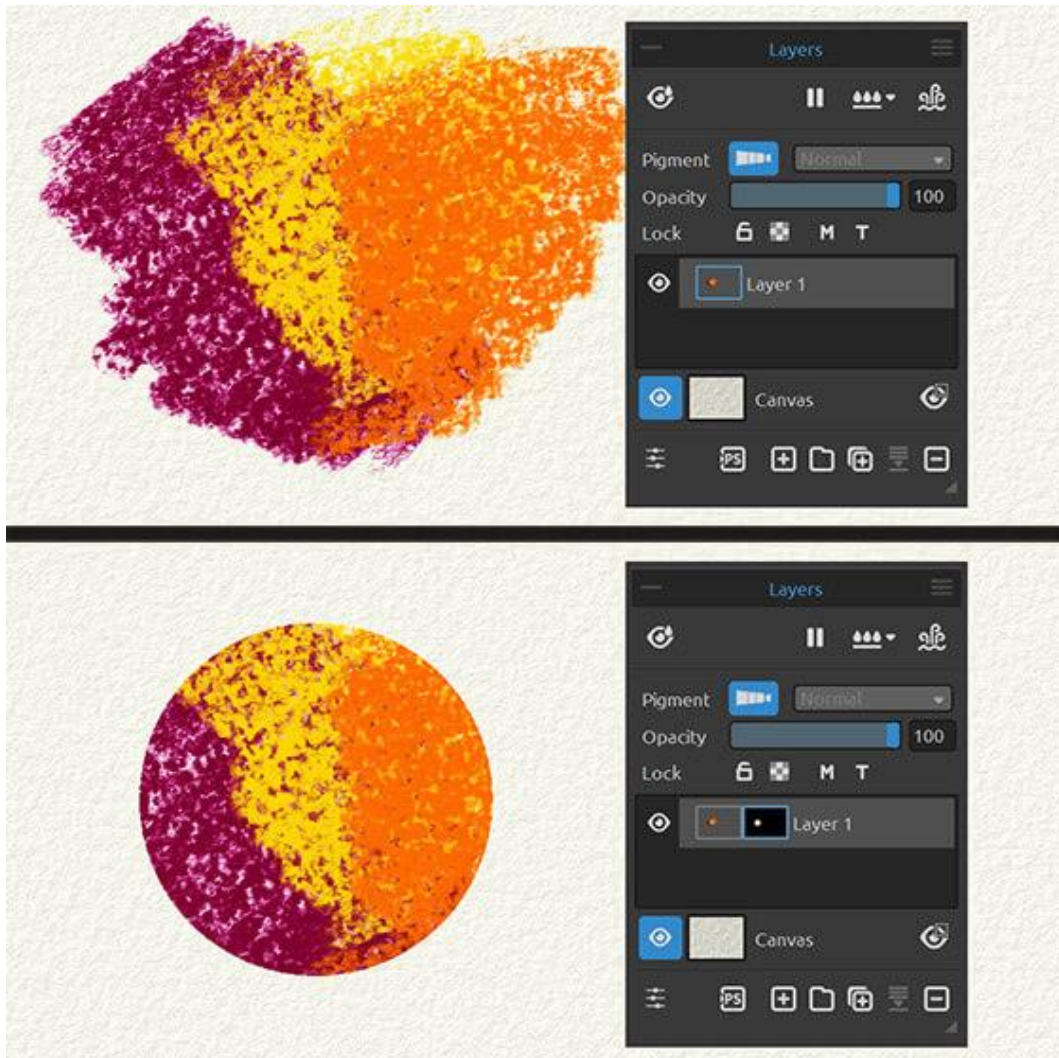
Clipping Mask - Control the visibility of a layer using the content and transparency of another layer. To create a clipping mask, we need two layers. Add a clipping mask by right-clicking the top layer and selecting 'Add Clipping Mask'. The bottom layer controls the visibility of the layer above it. The bottom layer becomes the mask, and the layer above it is the layer that's clipped with the mask below.

In other words, any parts of the top layers that go beyond the edges of the bottom layer are masked:



Example of a clipping mask. Layer 1 with the dark blue painting stroke) is a clipping mask, Layer 2 with the green painting stroke is clipped to the mask.

Layer Mask - Use layer masks to control the transparency level of a layer. By default, when we first add a layer mask, the entire layer is fully visible. It's because the mask is filled with white. Layer masks use white to represent the areas of the layer that should remain 100% visible and black to represent areas that should be 100% transparent.



Example of a layer mask. The white circle on the mask determines the visible area of the original layer.

VIDEO TUTORIAL: Learn how to use clipping masks and layer masks in this video: [Masking Layers, Clipping Masks](#).

To **disable** a layer mask, right-click the layer and uncheck 'Use Layer Mask'.

To **prevent** any unwanted **changes to the position** of the layer mask, right-click the layer and select 'Lock Layer Mask Position'.

To **delete** a layer mask, right-click the layer and select 'Delete Layer Mask'.

To **apply** the mask directly to the alpha of the layer, right-click the layer and select 'Apply Layer Mask'. Visually, nothing will change on the layer, the resulting alpha of the layer will be preserved, and the mask itself will be removed.

To **copy** the mask from the selected layer, select the layer mask and tap 'Ctrl+C' (on Windows) or 'Cmd+C' (on macOS) or right-click the layer and select 'Copy Layer Mask'.

To **paste** the mask to another layer, select the layer and tap 'Ctrl+V' (on Windows) or 'Cmd+V' (on macOS) or right-click the layer and select 'Paste Layer Mask'. The mask will be added to the selected layer. If another mask had been created for this layer, the new mask will replace it. You can also paste a clipboard image using the 'Paste Layer Mask' option - a mask will be created from this image.

TIP: With an active selection in the canvas, clicking "Add Layer Mask" will automatically create a mask in the shape of that selection.

Masking Fluid Layer in the Layers panel - Use masking fluid layer to lock opaque or transparent pixels on the selected layer. This layer will serve as a masking layer and will be marked with the letter "M". When painting on a new layer, all pixels will be masked by the 'Masking fluid layer'. This can be a quick and easy way of coloring sketches and images.

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 'Mask Opaque' and add Layer 2. 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.

Stencils - Stencils are tools used to place a particular pattern, shape 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.

Working with Grid & Guides

Grid


To place a grid on canvas, go to the menu: *View > Show > Grids*. A nonprinting grid will appear to help you with positioning images or objects precisely.

You can **split** the grid based on **the units of length** or **evenly** in *Preferences > Grid & Guides*. For example, you need a grid line for every 10 centimeters of canvas and the grid should have 5 subdivisions. When **split evenly**, the grid will contain the exact number of horizontal and vertical lines you specify. For example, you need 10 grid lines vertically and 15 grid lines horizontally.

You can enable the **snapping** of objects to the grid via the menu: *View > Snap to > Grid*.

Guides

Guides have a similar purpose, the difference is that you create every guide yourself.

To place guides on canvas, go to the menu: *View > Show > Guides*. When guides are activated, a new icon at the top left side of the viewport appears:  allowing you to add or edit the guides at any time. When the icon is blue, it indicates it is active.

A visual representation of a guide is shown when you are outside the canvas. Add the guides to the desired positions by clicking:

- When above or below the canvas you are adding **vertical guides**.
- When to the left or right of the canvas you are adding **horizontal guides**.
- When on the canvas you can **draw lines** (segments) in any direction. You can lock the angle with the *Shift* shortcut.

You can **edit** the position of an existing guide by going over it with a mouse or a stylus. Two arrows will appear enabling you to move the guide to the left or right (vertical guides), or up or down (horizontal guides).

To **remove** the guide, position the cursor over the guide, then click and drag it out of the canvas. The guide will turn red and a cursor with a bin appears - it will be removed upon releasing your mouse or stylus.

You can also use the 'Delete' keyboard shortcut ('Backspace' on macOS).

You can enable the **snapping** of objects to the guides via the menu: *View > Snap to > Guides*.

Canvas Bounds

You can show additional guides of the canvas called bounds. They can appear at the edges of the canvas, in the half, in thirds, and in the quarters of the canvas.

You can view canvas bounds via the menu: *View > Show > Canvas bounds*.

Snapping

Enable **snapping** if you want Rebelle to help you place objects. You can snap to Grids, Guides, and to Canvas bounds via the menu: *View > Snap to:*

- Snap to Grid - The object will snap to the lines of the currently active grid.
- Snap to Guides - The object will snap to the currently active guides.
- Snap to Canvas bounds - The object will snap to the bounds (edges), to the center of the canvas, or to the quarters or thirds of the canvas, based on which canvas guides are activated in the Preferences.

NOTE: The canvas bounds become visible only when a tool that can be snapped to them is used (Selection, Transform, Edit Guides, etc.). Paint strokes cannot be snapped to the canvas bounds.

TIP: The color, opacity, width and other parameters of the grid, guides and canvas bounds can be adjusted in Preferences > Grid & Guides.

VIDEO TUTORIAL: Learn how to master these tools in this video: [Grids, Guides, Canvas Bounds](#).

Multi-touch Support

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



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



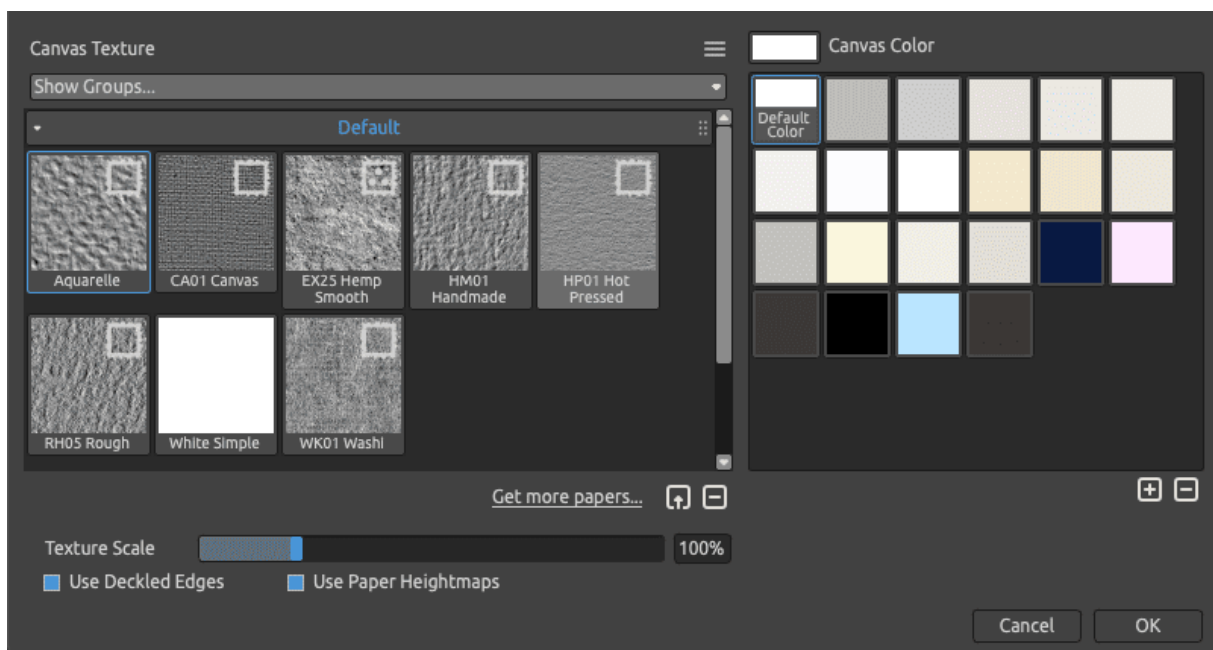
In order to use *one finger* for any action, first enable the “Single-touch” by going to *Edit > Preferences > Tablet*.

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

The ultra-realistic papers, canvases, and lithography stones are created in cooperation with professionals exclusively for Rebelle software. From the standard watercolor Cold Pressed and Japanese Washi through exotic Yucca and Kapok all the way to Raw and Fine Lithography Stones, these textures will give your digital paintings a traditional touch. You can use the default papers or purchase more papers as add-ons on our website: [Browse Rebelle papers.](#)

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




❖ **Full-color paper** - A new type of paper developed for Rebelle. These papers are created in full color so you can enjoy higher diversity, richness, and better detail of the paper.



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

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

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

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

Use Paper Heightmaps - Disable this option if you do not want to use the actual peaks and valleys of the paper for improved painting experience.

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, entering the new name of the group and clicking *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 a canvas color from the system color palette.

Default Color - Choose the default color for the selected paper.



- Add or remove canvas color to/from the 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.

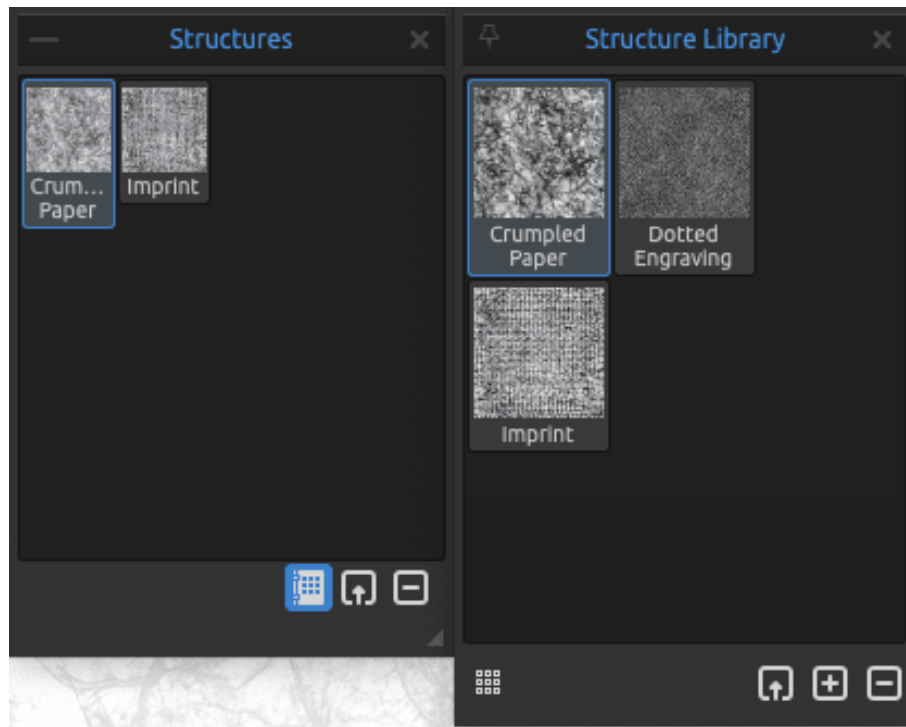
VIDEO TUTORIAL: Learn more about Rebelle's Papers & Deckled Edges in this video: [Canvas Size, Image Size, Crop Tool, Papers & Deckled Edges](#).

VIDEO TUTORIAL: Get to know new Rebelle's full-color paper and canvases in this video: [Full Color Papers and Canvases](#).


Working with Structures

Use structures to add more in-depth patterns to your paintings. This offers limitless freedom to experiment with multiple diverse structures that can overlay each other.


Open the Structures panel from the *Window* menu or by using the shortcut '*Shift + S*'.



In the Structures panel, right-click the structure and choose to **hide** it from the canvas.

 **Import a new Structure** - Create a structure from an image file. After selecting the file, the structure is automatically created and added to the Structures panel.



 **Remove Structure** - Remove the selected structure from the Structures Panel.


 **Structure Library** - Open the **Structures Library** to access all your structures and pick the specific structures for your current project.


Use double-click to open the selected structure from the Library in the Structures panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.


In the Library, right-click the structure and choose to **rename** it. You can re-arrange the list by dragging a selected image to the desired position.

Right-click in the Structure Library panel to **add a new group or delete the selected group** of structures. Rename the group by double-clicking its name, enter the new name of the group and hit *Enter*. Hide the group using one left mouse button click.

 **Small** |  **Large Icons** - Switch to small or large icons of the structures in the Library panel.

 **Import Structure** - Import a structure to the Structure Library.

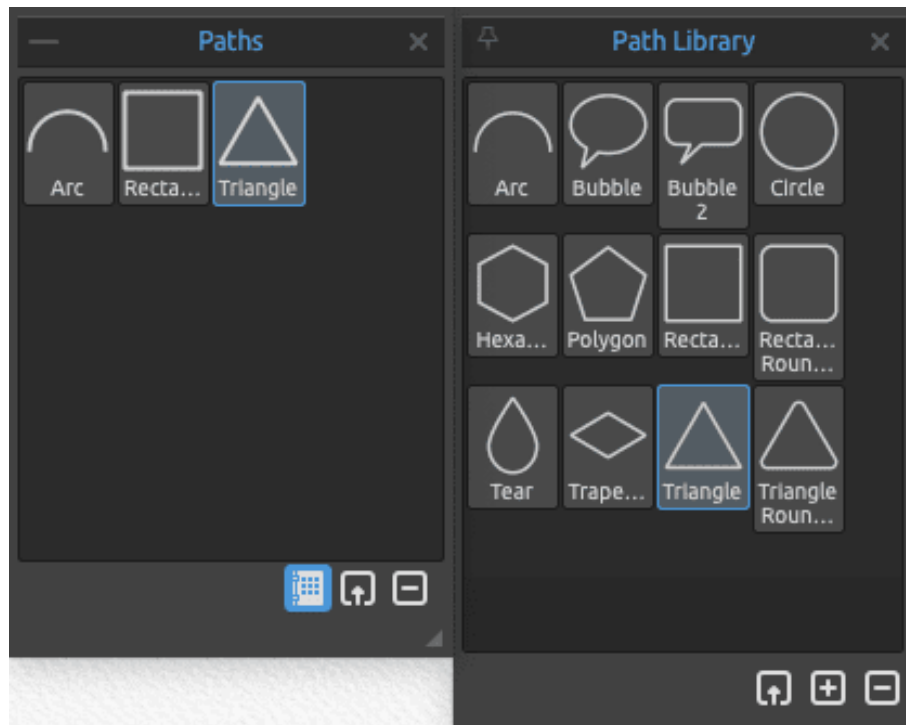
 **Add Structure** - Add the currently selected structure from the Structures panel to the Library.


 **Remove Structure** - Remove the selected structure from the Library.

Working with Paths


Incorporate designs, logos, or illustrations into your digital paintings with Paths. Rebelle lets you import an SVG file which can help you create outlines of the file easily.

Open the Paths panel from the *Window* menu or by using the shortcut '*Shift + P*'.



 **Import a new Path** - Create a path from an SVG file. After selecting the file, the path is automatically created and added to the Paths panel.


 **Remove Path** - Remove the selected path from the Paths Panel.


 **Path Library** - Open the **Path Library** to pick the paths for your current project by using a double-click.


Use **double-click** to open the selected path from the Library in the Path panel for the current project. Moving an item from the Library to the current project creates a copy, ensuring that any changes made to the copy don't affect the original item in the Library.


In the Library, right-click the path and choose to **rename** it. You can re-arrange the list by dragging a selected image to the desired position.

Right-click in the Library panel to **add a new group or delete the selected group** of paths. Rename the group by double-clicking its name, enter the new name of the group and hit *Enter*. Hide the group using one left mouse button click.

 **Import Path** - Create a path from an SVG file. After selecting the file, the path is automatically created and added to the Path Library.

 **Add Path** - Add the currently selected path from the Paths panel to the Library.

 **Remove Path** - Remove the selected path from the Library.

 When a path is placed on canvas a **Path Menu** appears at the top from where you can:

- **flip** the path **horizontally**;
- **flip** the path **vertically**;
- **reset** the changes; or
- **hide** the path from canvas.

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.

Color Management is available in Rebelle Pro edition.

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 the 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 discard the current profile.
- **Preferred Profile** - Choose the preferred RGB profile which you previously selected in the 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 the 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 the 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 - Rebelle 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.

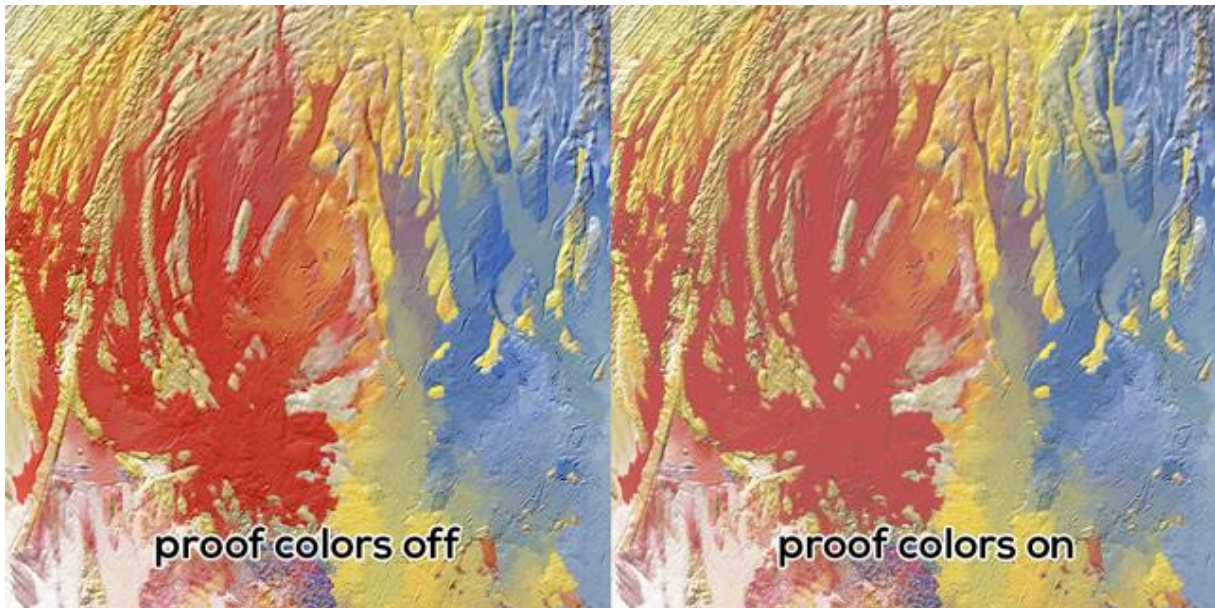
Gamut warning - Choose the color of the gamut warning.

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.

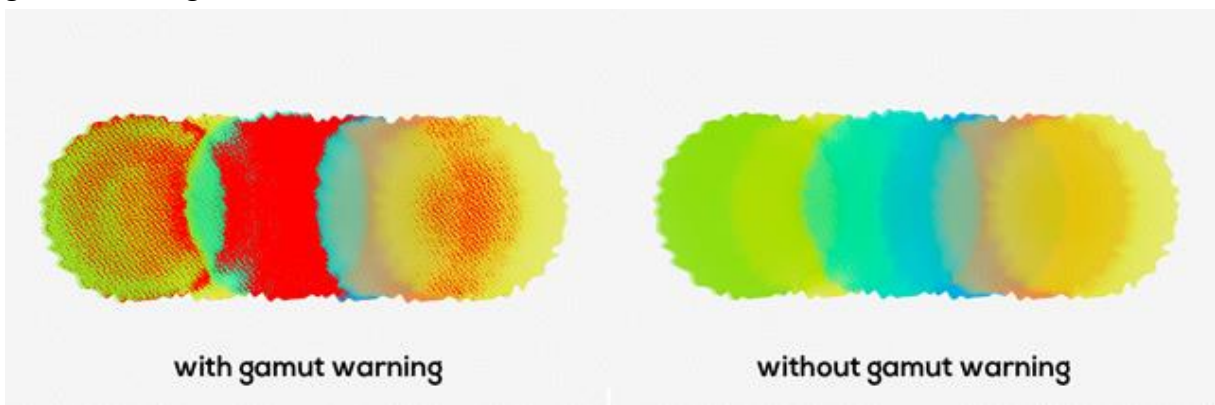
Set up the soft proofing color profile via the Color Management Preferences.

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.

Escape Motions Connect - Photoshop Plug-in

Escape Motions Connect is a plug-in for Photoshop CC 2015 - CC 2024. It is a communication channel between Photoshop and Escape Motions Software for transferring layers between these applications. It is compatible with:

- Rebelle 7 Pro
- Flame Painter 4
- Flame Painter 3 Pro

Installation

Download Escape Motions Connect from the email you receive after purchasing Rebelle Pro or anytime from your Community account.

After extracting the zip package on your disk, open Photoshop and in the main menu, select *File > Scripts > Browse*, and select the "Installer.jsx" file contained in this package.

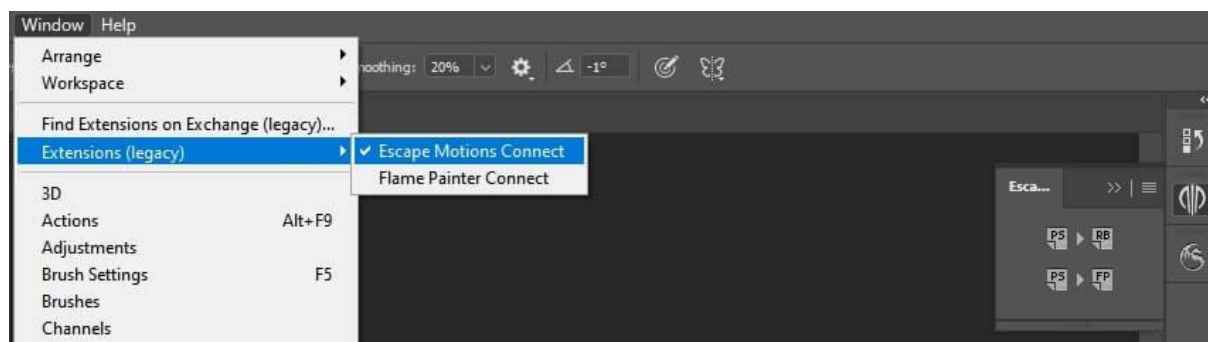
How to run Escape Motions Connect

STEP 1: Run both Photoshop and Rebelle (or Flame Painter).

STEP 2: In Photoshop create a new document from the menu: *File > New...*

STEP 3: In Photoshop click from the menu: *Window > Extensions > Escape Motions Connect*.

A new Escape Motions Connect panel on the right side of the screen appears:



How to export layers

Export from Photoshop to Escape Motions Software

Select a layer that you want to be exported and click on:

- "PS -> RB" button for exporting to Rebelle
- "PS -> FP" button for exporting to Flame Painter

If you select an empty layer in Rebelle (or Flame Painter), a layer from Photoshop will be exported to this empty layer, otherwise, a new layer will be created.

Export from Rebelle or Flame Painter to Photoshop

Select a layer you want to be exported to Photoshop and click the button "PS" in the Layers panel, or from the menu: *Layer > Export to Photoshop* (shortcut 'Ctrl + F' on Windows / 'Cmd + F' on macOS).

If you select an empty layer in Photoshop, a layer from Rebelle or Flame Painter will be exported to this empty layer, otherwise, a new layer will be created.

If the export from Rebelle or Flame Painter to Photoshop is not working, please check whether the following option is **deselected** in PS:

Edit > Preferences > Interface (or Workspace) > Auto-Collapse Iconic Panels.

The Escape Motions Connect panel has to be always visible while exporting.

Exported layers keep their original name and opacity. Most of the blending modes copy their original presets as well.

How to keep the same canvas size in Photoshop and Escape Motions Software

Option 1: Run Photoshop.

When you export the Photoshop layer, Rebelle or Flame Painter application will be opened with the exported layer size.

Option 2: Run both Photoshop and Escape Motions Software.

When you export the Photoshop layer and there is a New document with no changes in Rebelle or Flame Painter, the new document will be resized to the exported layer size.

Option 3: Run both Rebelle or Flame Painter and Photoshop.

Open Escape Motions Connect in Photoshop.

When exporting a layer from Rebelle or Flame Painter, the new document will be created in Photoshop with exported layer size.

Option 4: Manually set the same canvas size in both applications.

VIDEO TUTORIAL: Learn how to use the Escape Motions Connect in this video:
[Photoshop export to Rebelle Pro.](#)

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 “Canvas 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.

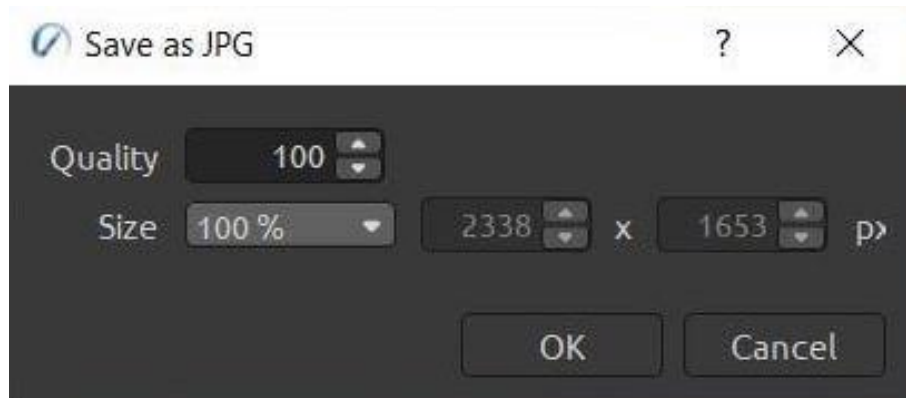
Saving a Painting

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.

When saving as JPEG, you can adjust the quality and size of the image:

- Choose *File > Save As*.
- Choose 'JPEG Image' from the menu - a new dialog window will appear:



- Enter a value between 0 and 100 in the **Quality** box. The higher the Quality setting, the more detail is preserved in the JPG image, but the larger the file size.
- Adjust the **size** of the image - select 100%, 75%, 50%, 25%, or 'Custom' from the drop-down menu. 'Custom' lets you manually enter the required size of the JPEG image.

NOTE: Please be aware that only the REB file contains all artwork information. PSD, PNG, TIF and BMP files 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

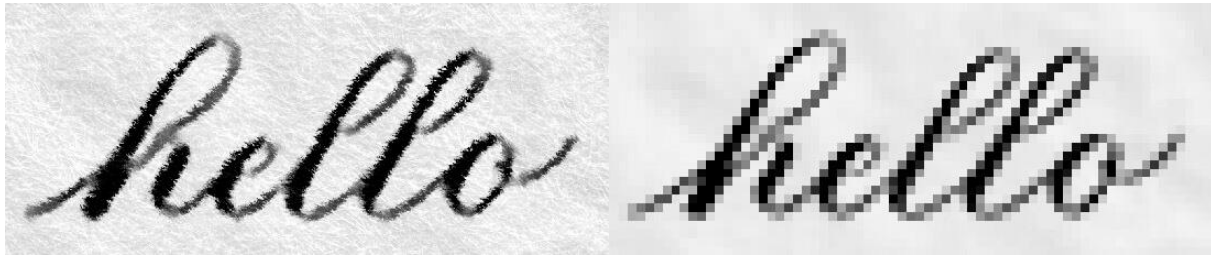
You can save your work with a transparent background from Rebelle by hiding the Canvas layer that serves as a background for all Layers. To hide the canvas, click the 'Eye' next to "Canvas" in the Layers panel. Such work can be saved in a PNG file format with transparency.

NanoPixel Export...

NanoPixel technology allows you to export paintings 16x times larger for print without losing details. Go to the *Visual Settings panel* and enable the 'NanoPixel'.

This feature is available in Rebelle Pro edition.

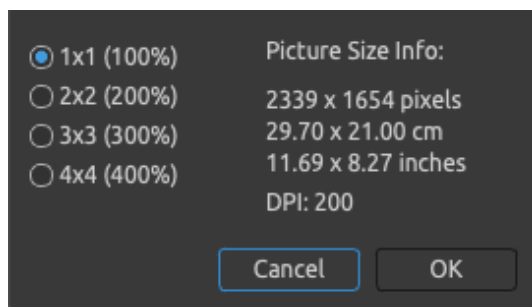
When using the NanoPixel during painting, it is recommended to have a better GPU - graphic card, as the technology use OpenGL for rendering the painting in real time.



Nanopixel detail of the pixelated text

Pixelated text without Nanopixel detail

You can also work without NanoPixel. After you finish painting, turn the NanoPixel on, the image will be rendered in real time.



Export your painting via the *File menu* > *NanoPixel Export...* where you choose how many times larger the exported image should be: 1x1 (100%), 2x2 (200%), 3x3 (300%) or 4x4 (400%):

On the right side, you can see the information about the size of the image in pixels, cms and inches. Click OK to export the image with NanoPixel. You will be asked to choose the location where the image should be saved and the file format (.jpg, .png, .bmp, or .tiff).

NOTE: For example, a 3000 x 2000 pixels large painting can be exported as 12000 x 8000 px. Rebelle will allow you to rescale your old painting from A4 to A0.

VIDEO TUTORIAL: Get to know Rebelle's NanoPixel in this video: [NanoPixel Technology available in Rebelle Pro.](#)

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 escapemotions.com/community.

You can also publish your painting to the social networks directly from Rebelle - Facebook, Twitter or Pinterest.

Publish from application

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

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

Publish from Community website

To publish your painting from your Community account, go to escapemotions.com/community, click **login**, and 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
Mixing Palette	Ctrl+Shift+M	Cmd+Shift+M
Navigator	Ctrl+K	Cmd+K
Preview	Ctrl+Shift+W	Cmd+Shift+W
Tilt	Ctrl+L	Cmd+L
Layers	F7	F7
Rulers	Shift+R	Shift+R
Reference Images	Ctrl+Shift+R	Cmd+Shift+R
Show/Hide Ref. Images	Ctrl+R	Cmd+R
Stencils	F10	F10
Paths	Shift+P	Shift+P
Structures	Shift+S	Shift+S
Volume Presets	Ctrl+J	Cmd+J
Brush Creator	F5	F5
Visual Settings	F12	F12
Record Time-lapse	Ctrl+Shift+T	Cmd+Shift+T

Files

New...	Ctrl+N	Cmd+N
Open...	Ctrl+O	Cmd+O
Save	Ctrl+S	Cmd+S
Save As...	Ctrl+Shift+S	Cmd+Shift+S
Iterative Save	Ctrl+Alt+S	Cmd+Alt+S
Import Image...	Ctrl+Shift+O	Cmd+Shift+O
Import Assets...	Ctrl+Shift+A	Cmd+Shift+A
Open Preferences	Ctrl+,	Cmd+,
Open Keyboard Shortcuts	Alt+Shift+K	Alt+Shift+K
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

Watercolors	Shift+W	Shift+W
Oils & Acrylics	Shift+O	Shift+O
Express Oils	Shift+A	Shift+A
Pastels	Shift+T	Shift+T
Pencils	Shift+N	Shift+N
Inks	Shift+I	Shift+I
Markers	Shift+M	Shift+M
Airbrushes	Shift+H	Shift+H
Eraser	E or stylus eraser	E or stylus eraser
Favorite	Shift+B	Shift+B
Go to Last Paint Brush	B	B
Go to Last Erase Brush	Shift+E	Shift+E

Blend	N	N
Smudge	S	S
Clone	Shift+C	Shift+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
Blow	O	O
Selection	M	M
Transform	T or Ctrl+T	T or Cmd+T
Image Size	Ctrl+Alt+I	Cmd+Alt+I
Canvas Size	Ctrl+Alt+C	Cmd+Alt+C

Draw Straight Line	Shift	Shift
--------------------	-------	-------

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

Favorite Brushes

Select First Brush Preset	6	6
Select Second Brush Preset	7	7
Select Third Brush Preset	8	8
Select Fourth Brush Preset	9	9

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]]
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
Switch between Paint and Blend	V	V
Dirty Brush	Alt+D	Alt+D
MultiColored Brush	Alt+M	Alt+M

Working with Water

Show Wet	H	H
Pause Diffusion	D	D
Wet the Layer	Shift+L	Shift+L
Wet All Visible	Shift+V	Shift+V
Dry the Layer	Shift+D	Shift+D
Fast Dry	F	F
Enable/Disable Canvas Tilt	Alt+T	Alt+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	M	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 Selection	Ctrl+Shift+I	Cmd+Shift+I
Select All	Ctrl+A	Cmd+A
Select All Visible	Alt+Shift+V	Alt+Shift+V or Ctrl / Cmd + click on layer's thumbnail
Deselect All	Ctrl+D	Cmd+D
Confirm Selection	Enter	Enter
Cancel Selection	Esc	Esc
Move Up by 1px	Up	Up
Move Down by 1px	Down	Down
Move Left by 1px	Left	Left

Move Right by 1px	Right	Right
Move Up by 10px	Shift+Up	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 scale	Shift	Shift
Scale around center	Alt	Alt
Lock rotation at 45 degrees	Shift	Shift
Confirm Transformation	Enter	Enter
Cancel Transformation	Esc	Esc

Layers & Groups

Add New Layer	Ctrl+Shift+N	Cmd+Shift+N
Add New Group	Ctrl+Alt+G	Cmd+Alt+G
Duplicate Layer	Ctrl+Shift+D	Cmd+Shift+D
Merge Layers	Ctrl+E	Cmd+E
Remove Layer	Alt+Shift+D	Alt+Shift+D
Group Layers	Ctrl+G	Cmd+G
Ungroup Layers	Ctrl+Shift+G	Cmd+Shift+G
Merge Visible Layers	Ctrl+Shift+E	Cmd+Shift+E
Select All Layers	Ctrl+Alt+A	Cmd+Alt+A
Select Layer from Canvas	Ctrl+Shift+LMB click	Cmd+Shift+LMB click
Show Hide Layer / Group	Ctrl+.	Cmd+.
Clear Layer	Del	Del
Lock Layer	Ctrl+/	Cmd+ /
Lock Layer Transparency	/	/
Export Layer to Photoshop	Ctrl+F	Cmd+F
Move Layers Up	Alt+-	Alt+-
Move Layers Down	Alt+=	Alt+=
Select Prev Layer	Alt+[Alt+[
Select Next Layer	Alt+]	Alt+]
Rename Layer	Alt+N	Alt+N
Tracing Layer	Alt+Shift+T	Alt+Shift+T

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/Contrast	Ctrl+M	Cmd+M
Hue/Saturation	Ctrl+U	Cmd+U
Color Balance	Ctrl+B	Cmd+B
Color Filter	Ctrl+Shift+F	Cmd+Shift+F
Colorize	Ctrl+Shift+J	Cmd+Shift+J
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/Blue	Alt+Shift+L	Alt+Shift+L
Set Warmer Color	Alt+W	Alt+W
Set Cooler Color	Alt+C	Alt+C
Use Primary Color	C	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 Z + LMB click + move (right) or Ctrl + Space Bar + LMB	+ / Cmd + + or Z + LMB click + move (right) Cmd + Space + LMB
Zoom Out	- / Ctrl + - Z + LMB click + move (left) Ctrl + Space Bar + LMB	- / Cmd + - Z + LMB click + move (left) 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 Grid	Shift+G	Shift+G
Show Guides	Shift+U	Shift+U
Show Ref. Image Guides	Shift+Y	Shift+Y
Show Cursor	Ctrl+Shift+X	Cmd+Shift+X
Rotate Counterclockwise	Ctrl+Alt+Left	Cmd+Alt+Left
Rotate Clockwise	Ctrl+Alt+Right	Cmd+Alt+Right
Reset Rotation	Ctrl+Alt+0	Cmd+Alt+0
Flip Viewport	Shift+F	Shift+F
Desktop / Tablet mode	Tab	Tab

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: [Keyboard Shortcuts](#).

Copyright & Credits

Rebelle © 2015 - 2023 Escape Motions, s.r.o.

Escape Motions Team:

Peter Blaškovič, Michal Fapšo, Miroslav Sedlák, Anton Poživenec, Pavol Obuch, Martin Surovček, Rastislav Vejo, Tomáš Slavkovský, Veronika Babáčová, Alžbeta Trúsiková, Jaroslav Kaša, Jozef Čarnogurský, Alan Hlaváč, and Samuel Kulík.

Special Thanks to:

Everyone who contributed with ideas, and suggestions, or helped to finalize Rebelle, especially to Craig Mullins, Tim Shelbourne, Karen Bonaker, Justice Frangipane, Tom Gallovich, Angela Tribbeck, Brett Tadlock, Carles Bernado, Daniel Ibanez, Douglas Murakami, Georg Ireland, Ivan Seelnon, Iwona Gradzka-Kurzaj, Kamila Stankiewicz, Martin Hanschild, Octavio Cordova, Odessa Sawyer, Pete Smith, Philipp Neundorf, Matthew Stern, Janie Molard, Carlos Caicedo, Gary Page, Eileen Barlia, Steffen Winkler, Robert Davidson, Robert Chang, Ludovic Capriglione, Michael W Sheeler, Raymond Tan, Denis Cozmeci, Stephan Dierlamm, Augustin Gelly, Ryanne Levin, Sarajeon Chung, Nancy Zeltvay, Rob Salkowitz, Andy O'Rourke, Rocco Foti, Tom Bagshaw, John Douglas, Christopher G. Marson, Ben Fleurent, Kiyomasa Sato 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, Carles Carbonell Bernado, Ingo Heidelberg, Liu Xiansheng, Keiko Kikuchi, Kimon Tsalikis, Andrea Hornáková, Veronika Babáčová.

Video tutorials by Justice Frangipane and Tom Gallovich.

Cover image of the user manual by Georg Ireland.

Selected stencils, brushes and canvases created by Ľubomír Zabadal.

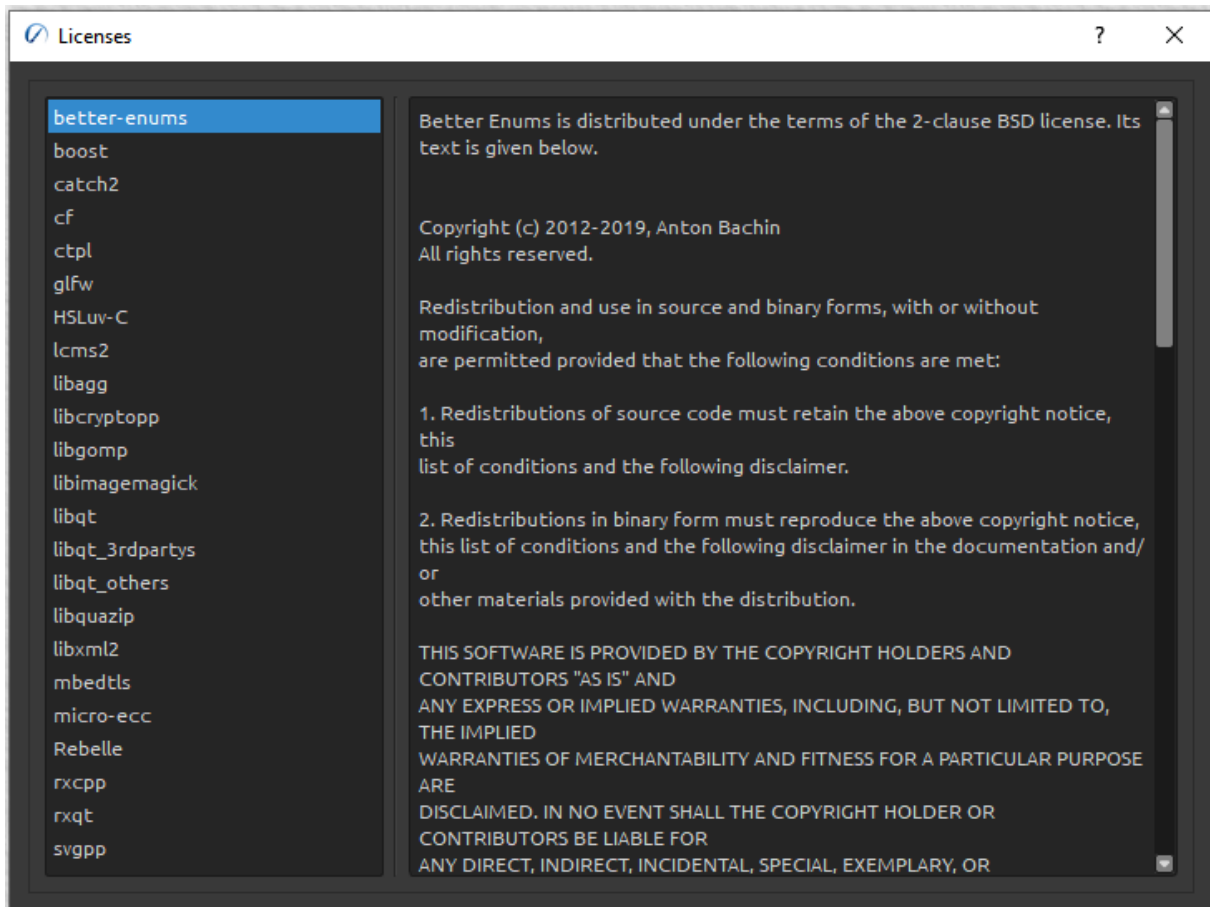
Original user interface icons "Batch" by Adam Whitcroft, redesigned by Peter Blaškovič.

MixBox pigment color mixing model by Šárka Sochorová and Ondřej Jamříška:

<https://scrtwpns.com/mixbox>

Used Libraries:

Find the libraries used for Rebelle's development and their licenses in the *About* window accessible from the *Help menu* on Windows or *Rebelle menu* on macOS.



Rebelle End-User License Agreement

The License Agreement of the software can be found in the list of licenses - open the *About* window accessible from the *Help menu* on Windows or *Rebelle menu* on macOS.

Thanks to God for all creative ideas.