



Rebelle 3 improves the realism of digital art with its state-of-the-art watercolor simulation

Slovakia, 30th April 2018 - **Is there anything that can beat the tactile feel of art materials? Escape Motions is back with a major update to their paint software Rebelle promising to be ever closer to that of traditional painting. The newly implemented true-to-life features turned out exceptionally well.**

Everyone working in the creative field strives to empower his creativity. Then there are people within the same field who create tools for artists to help them express their ideas. One of them is Escape Motions – a small team based in Slovakia who develop innovative painting software awarded all across the globe. No matter your art background or proficiency, their latest Rebelle 3 update should be on your radar.

Based on months of studying the watercolors, brushes, testing hundreds of various papers, and working closely with art community, a new Rebelle 3 update unites tradition and technology with an original approach. **Ultra-realistic papers**, the imitations of real watercolor papers and canvases with both cut and deckled edges are not just a thing of material world any more. For now on, artists can use them digitally as well. Retaining the white of the paper or the underpainting color on your computer can be done exactly the same way as if you applied a **masking fluid** used for centuries solely by traditional artists. Digital painters can now take an advantage of this handy tool which adds the painting much needed contrast. The developer is also introducing **"DropEngine"** – a new simulation system that allows recreating the behavior of paint drips. Drips now respond realistically to paper structure, stencils and selections. An inventive concept of **Ruler** and **Perspective tools** is a great enhancement appreciated not only by starters but every artist looking for precision in his paintings.

"We put art first. This new version comes again closer to blur the line between traditional and digital painting as it will give the artists an infinite range of expression possibilities packed in a simple interface." says Escape Motions founder and a head behind Rebelle algorithm, Peter

Blaskovic, "Rebelle 3 has made big strides in improving the realism of its world-class watercolor brushes, which can now accurately mimic all sorts of behavior on different paper surfaces."

The initial version of Rebelle has been introduced in May 2015. Since then Rebelle has become a sought-after paint tool dedicated to creating realistic wet and dry media artwork. Using **real-world color blending, wet diffusion** and **drying**, it convincingly mimics the way natural media interacts with the canvas and itself. Designed for both **CG artists** as well as for **traditional painters**, this tool is a must-have solution for everyone who wants to explore their artistic skills using digital technology.

Availability and System Requirements

The latest Rebelle 3 version is available for **Windows** and **Mac OS** for \$89.99 from **April 30th 2018** on Escape Motions website. It comes with unconditional 30-day money-back guarantee as well as more than 50 % discount for existing Rebelle users. Users who purchased Rebelle 2 after March 1st this year will get a free upgrade to version 3 on its release.

Minimum: Intel i5 or equivalent AMD processor, 4GB RAM, 200MB hard disk space, graphics card with 1GB RAM, Windows 7 (64-bit or 32-bit) or Mac OS X 10.11.

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

New Key Features

- **Ultra-realistic papers** - In the new version you can use not only textured paper backgrounds, but also an imitation of real watercolor papers, some of them with deckled - rough and irregular edges, including: hot press, cold press, rough, Japanese, canvases and others.
- **Watercolor simulation code re-design** - To adapt to the new papers, a watercolor simulation code has been rewritten to be even more realistic than before. In Rebelle 3 you will be able to change the watercolor behavior and other settings via Visual Settings panel.
- **New 'DropEngine'** - The developer implemented a new "DropEngine" especially to simulate drips and connected it with Rebelle 3 watercolor simulation. Drips behave more naturally now - their appearance is influenced by paper structure, water, stencils and selections.

- **‘Masking Fluid’ layer** - The masking fluid allows you to paint freely over the masked area. Using this handy tool, there’s no need to paint around complex objects laboriously any more.
- **Straight line, Ruler & Perspective tools** – Rebelle 3 introduces you to the new useful drawing assistants. You can lock the control points if you don’t wish to move the ruler, or paint with a freehand, so the lines will have hand drawn appeal.
- **‘Reference Image’ and ‘Preview’ panel** - Reference image panel was one of the most demanded features from Rebelle users. This panel serves as a visual guide while painting. Preview panel is very practical when you work on detail but you don’t want to zoom in & out all the time to see the whole picture.
- **Magic Wand** - This newly implemented tool will help you create selections based on tone and color of the pixels.
- **Support for pen rotation** - Support for brush rotations which is now available by activating Follow Brush, Pen tilt or Pen rotation setting.
- **Canvas and Image resize** - Other great news is the implementation of ‘Canvas Size’ and ‘Image Size’ - a new tool that will serve for cropping, scaling and resizing your work.
- **New „Filter“ menu** – This new menu allows artists to make desired color adjustments to their painting, with a help of such as Brightness, Contrast, Hue, Saturation, Lightness, Color Balance and other color filters.

Media & Artists Testimonials

"Painting with its tools feels natural and organic." *ImagineFX*

"Rebelle takes realism to a new realm." *Advanced Photoshop*

"If you love painting with watercolours then it's tricky to beat the natural, realistic look of watercolour painting within Rebelle." *Digital Arts*

"This is a great budget piece of software from an impressive company." *CreativeBloq.com*

"The genius of Rebelle for me is that you're aware that there is a really sophisticate brush engine in the background, but as the end-user you control this power in a simple, uncomplicated way, within a wonderfully streamlined interface." *Tim Shelbourne*

"I am absolutely blown away by the update - I feel like this is some great dream I don't want to wake up from! I'm raising my recommendation from being a tool you "should" buy to a tool you "MUST" buy." *Junkyard Sam*

"Rebelle is the first "natural media" program that really looks like natural media." *Alan Schwarz*

"It is magnificent software, which opens new doors to new levels of creativity." *Suawek*

"This is by far the most revolutionary natural media digital painting program I've ever tried and an absolute blast to play with. I've used many and while others are much more full featured and powerful, none come even close to matching the simulation of fluids like Rebelle." *Rod Sawatsky*

"Firstly bravo! I have used nearly every PC art app of any worth and you have beaten them all. This is a different league." *Guyfunguy*

"I truly see it has immense potential & is a wonderful tool for all artistic levels. And it is so incredibly intuitive; I practically knew how to use it right away with its tiny learning curve. It's my new go to painting app." *Jeanne*

"It's amazing! The physics are really spot on. Aside from its standalone quality, for me this will eliminate endless hunting online for quality watercolor resources." *Francis Aeonic*

About Escape Motions and Peter Blaškovič

Escape Motions is a small studio of creatives and coders dedicated to develop innovative visual tools. They love to experiment with interactive art, new media and code to find a new expression and bring new experience for artists and designers who want to stand out from the crowd. This is why [Flame Painter](#), [Amberlight](#), [Inspirit](#) and [Rebelle](#) were born.

How did it all begin? What's the story behind Escape Motions?

Peter Blaškovič, a young designer from Slovak Republic, developed in 2009 a painting application within his "I am an artist" experimental project, which became one of the top procedural painting applications in the world. He called it **Flame Painter**, and its unique particle brushes allow the artist to create original artworks, light effects or unconventional designs since then. The latest version **Flame Painter 3** offers many advanced features for CG artists and professionals, whereas **Flame Painter for iOS** with its intuitive and playful user interface is specially designed for children and enthusiast artists.

An equally unique and innovative **Amberlight 2** is perfect tool for all digital artists who love to experiment with beautiful computer generated fractal-like images and animations. A relaxing painting app for creative souls - **Inspirit** soothes the soul and lets you create mesmerizing mandalas and kaleidoscope artworks and watch them slowly evolve in time.

After launching the first version of Rebelle in May 2015, the team kept on working on new features for two years to deliver the closest a digital tool has ever come to the flow, spontaneity, and feel of traditional materials - **Rebelle 3**. After implementing many unique ideas and users' suggested features, Rebelle 3 comes closer to blur the line between traditional and digital painting. With its unparalleled organic feel, this new-era painting tool is a must-have for every artist's digital toolbox.

Peter believes that everyone can be an artist and his vision is to inspire people to be creative. "Many people think they cannot draw or paint at all. Therefore I want to keep creating tools that encourage and liberate people to express themselves." he says.

Websites & Links

Rebelle's [web](#)

Rebelle [free online](#) (java script running in browser window)

Media Kit - download a [.zip file](#) with Rebelle artworks and texts

Rebelle 3 tutorials [on Youtube](#)

Contacts

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