

ArtRage Lite User Guide



Contents

1.	Limitation of Liability	4
2.	Presentation of ArtRage Lite	5
3.	How to use ArtRage Lite	6
3.1	Painting Tools	7
3.1.1	Tool Picker	7
3.1.2	Tool Settings	7
3.1.3	Tool Presets	7
3.1.4	Tools	8
3.2	Colors	9
3.2.1	Color Picker	9
3.2.2	Working with the Color Picker	9
3.2.3	Color Samples	9
3.2.4	Sampling from the Canvas	10
3.2.5	Blending Paint	10
3.3	Working with Files	10
3.3.1	Saving and Loading	10
3.3.2	ArtRage Painting Files (PTG)	10
3.3.3	Sharing Images	10
3.3.4	Importing Images	11
3.3.5	Package Files (ARPACK)	11
3.3.6	Script Files (ARSCRIPT)	11
3.4	Layers	11
3.4.1	What are Layers?	11
3.4.2	The Layers Panel	12
3.4.3	Adding and Removing Layers	12
3.4.4	Selecting Layers	12
3.4.5	Layers Properties	12
3.5	References and Tracing Images	13
3.5.1	What are References and Tracing Images?	13
3.5.2	The References Panel	13
3.5.3	References Images	13
3.5.4	The Tracing Panel	13
3.6	Stickers	14
3.6.1	What are Stickers?	14
3.6.2	The Stickers Panel	14
3.6.3	Working with Stickers	15

3.6.4 Sticker Sheets	15
3.5 Stencils	15
3.5.1 What are Stencils?	15
3.5.2 The Stencils Panel	15
3.5.3 Working with Stencils	16
3.5.4 Rulers	16

1. Limitation of Liability

This document and the software described in it may only be used or copied in accordance with the terms of the license. Please note that this document is for information purposes only, and has been prepared for the benefit of the end user. Nevertheless, the information contained herein is subject to change without notice and is not warranted to be error-free.

2. Presentation of ArtRage Lite

ArtRage Lite is a realistic art media-painting program, designed as an affordable and fun introduction to art software for first time digital artists.

ArtRage Lite focuses on mimicking traditional painting and drawing as intuitively as possible. It is easy to learn for people who have never used a digital art program and allows you to continue using your experience and traditional art skills.

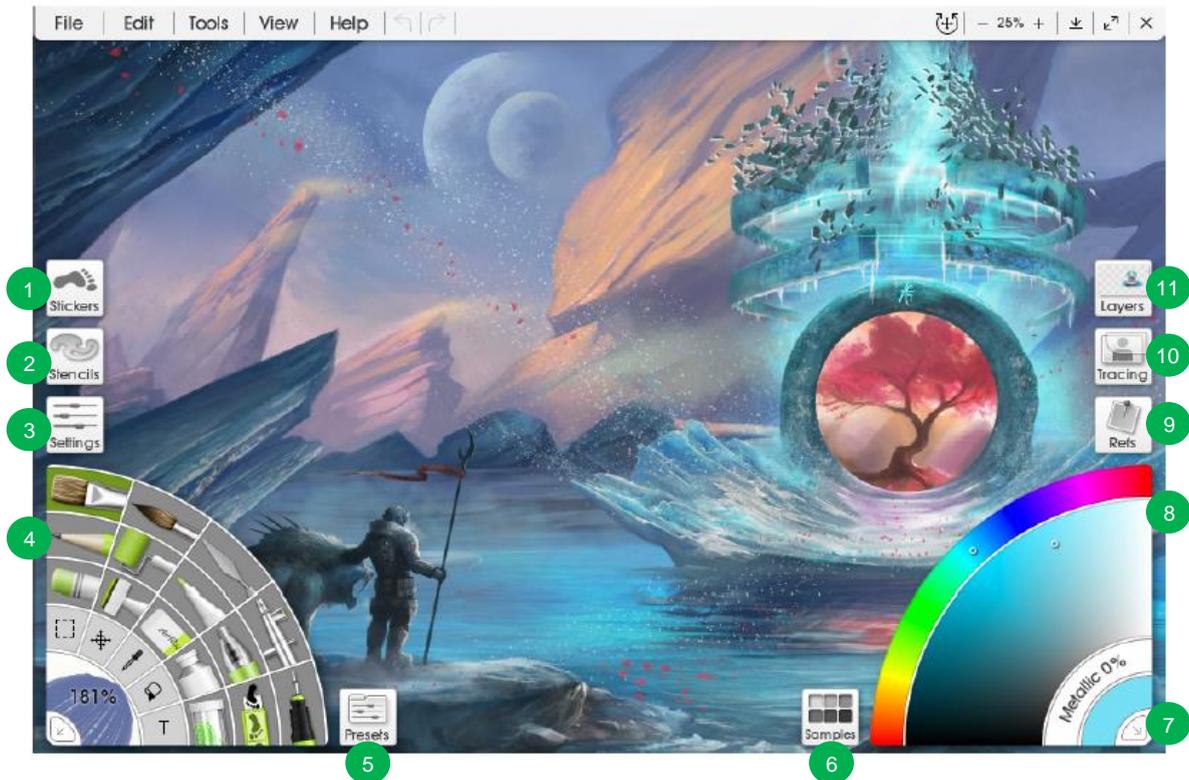
ArtRage offers something different to the standard digital art program: a bit messier, a bit more room for inspiration, and extremely flexible. No other program offers the gorgeous textures, easy colour mixing and creative freedom that **ArtRage** does.

3. How to use ArtRage Lite

To paint in **ArtRage**, follow the steps below:

1. Select a tool on the left;
2. Select a color on the right;
3. Click and drag in the central canvas area to paint.

To save your painting, look for the File Menu in the Menu Bar (Windows) or at the top of your screen (Mac OS X) and use the Save option.



1. Stickers
2. Stencils
3. Tool Settings
4. Tool Picker – click a tool to select it for painting
5. Tool Presets
6. Color Samples
7. Current Color
8. Color Picker – click and drag to select colors
9. References
10. Tracing Image
11. Layers

3.1 Painting Tools

3.1.1 Tool Picker

The Tool Picker is where you can find all of the painting tools in **ArtRage**.



1. Click a tool to select it for painting.
2. Click and drag in the Tool Size area at the bottom left to change the size of the current Tool.
3. Click the green grip in the corner to hide the Tool Picker.

3.1.2 Tool Settings



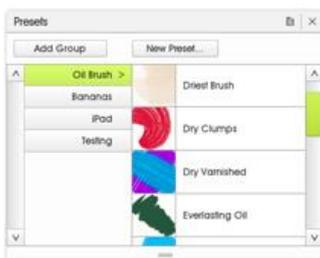
Each tool has a number of settings that can be changed to customise its behaviour. For example, The Oil Brush can be made to apply thick or thin paint, and the Pencil can be made soft or hard.

The Tool Settings panel shows all of the settings for the currently selected tool.

1. Click the Tool Settings Pod to display the panel.
2. At the top of the panel is the Preset block. Click it to select Presets.

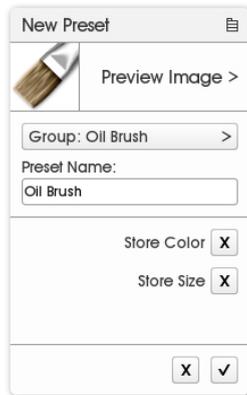
3.1.3 Tool Presets

Tool Presets are an easy way to store and retrieve specific types of tool. For example, rather than manually changing the settings to make your favourite Watercolor brush you can store a Preset for it.



The Presets Panel is found next to the Tool Picker.

1. Click the Presets Pod to display the panel. You can also open a list of presets by clicking the Presets Section at the top of the Tool Settings Panel.
2. Click a Preset to make it active. When you do this,



the Tool Settings Panel updates to display the settings stored in the Preset.

3. When you create a New Preset you can give it a name, choose where to store it, and decide whether it stores tool size and the current paint color.

3.1.4 Tools

-  **Oil Brush:** A bristle tipped brush that applies oil paints that can be blended together and smeared on the canvas.
-  **Watercolor Brush:** A fine tipped brush that applies watercolor that blends and spreads in to other wet areas of the canvas.
-  **Palette Knife:** A knife for blending paint on the canvas in various different ways.
-  **Airbrush:** A sprays that creates a fine mist of paint on the canvas.
-  **Ink Pen:** A hard tipped pen that creates smooth solid ink lines on the canvas.
-  **Pencil:** A sketching pencil with adjustable tip hardness for shading or line work.
-  **Paint Roller:** A broad headed roller that creates solid trails of paint on the canvas.
-  **Felt Pen:** A felt tip highlighter pen that applies translucent inks to the canvas.
-  **Gloop Pen:** A special effect pen that creates expanding blobs of paint on the canvas.
-  **Sticker Spray:** A tool for spraying stickers from a Sticker Sheet on to the canvas.
-  **Pastel:** A wax or chalk pastel that applies strokes of dry media to the canvas.
-  **Cloner:** A brush like tool for copying areas of the canvas using paint strokes.
-  **Eraser:** A hard or soft eraser for removing paint from the canvas.
-  **Paint Tube:** A tube of oil paint that can create thick blobs on the canvas for blending.
-  **Glitter Tube:** A tube of glitter sprinkles for adding texture to the canvas.
-  **Selection Tool:** A utility for selecting areas of the canvas for copying, painting in, or manipulating.



Transform Tool: A utility for adjusting the size and shape of items on the canvas.



Paint Sampler: A utility for setting the current color by selecting paint from the canvas.



Fill Tool: A utility for filling outlined areas of the canvas with solid color.



Text Tool: A utility for adding text to the canvas.

3.2 Colors

3.2.1 Color Picker



The Color Picker is where you select the current paint color. This is the color that will be applied to the next paint stroke you make.

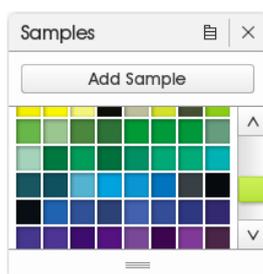
1. The bottom right corner of the Color Picker shows you the current color.
2. Click and drag on the Metallic slider to make the paint more reflective.

3.2.2 Working with the Color Picker



1. To pick colors from the Color Picker you first select the 'Hue' of the color by clicking and dragging on the outer arc. This selects the basic color you are working with, for example red or green.
2. Then you select how bright and vibrant the color should be by clicking and dragging in the larger inner arc.

3.2.3 Color Samples



Color Samples let you store your favorite colors for later use.

1. Click the Color Samples Pod to show the panel.
2. Click a sample to make it the current color.
3. Click the Add Sample button to store a new Sample.
4. Click a Sample to select it for painting.

3.2.4 Sampling from the Canvas

If you want to select a color that is already on the canvas, use the Color Sampler Tool.

1. Select this tool;
2. Click and drag on the color you want to select on the canvas.

3.2.5 Blending Paint

If you have thick paint like oil on the canvas you can blend it. When you use the oil brush your paint will blend with other paint, or you can use the Palette Knife to smear paint and blend it on the canvas. If you want to create a large blob of paint to blend, use the Paint Tube.

Dry paint, or paint that is too thin, cannot be blended but can be smudged used the Palette Knife tool.

3.3 Working with Files

3.3.1 Saving and Loading

To save and load files use the File Menu at the top left of the menu bar.

3.3.2 ArtRage Painting Files (PTG)

ArtRage painting files contain a lot of information other applications will not understand, like how thick the paint is on the canvas and how wet it is. When you save an **ArtRage** Painting file (PTG) all this information is saved as well, so that you can keep painting when you next load it.

Note: Make sure you always save your work using the Save option in the File Menu. This makes sure you have a PTG file to load in when you want to work on it again.

3.3.3 Sharing Images

If you want to share your paintings with people who do not have **ArtRage**, you will need to export a copy of your painting as a normal Image File.

To do this, use the Export option in the File Menu. This saves a copy of your current painting to a normal image file that can be understood by other applications.

Note: Do not load the Exported image file back in to **ArtRage** when you want to keep painting, always load the original PTG file.

3.3.4 Importing Images

If you have an image from outside **ArtRage** that you would like to work with, use the Import Image option in the File Menu to load it. When you Save your work, a new **ArtRage** Painting File will be created.

3.3.5 Package Files (ARPACK)

ArtRage Package Files contain sets of resources like Tool Presets, Grain Images, Stencils, and more. When you install a Package File, the resources it contains are added to your copy of **ArtRage**, and can be located in the panel for the type of resources that were installed.

You can install a Package File either using the File Menu or by double clicking on the file itself.

3.3.6 Script Files (ARSCRIPT)

ArtRage Script Files contain recordings of paintings made by other people. When you play a script file, the painting is recreated stroke by stroke on a new canvas.

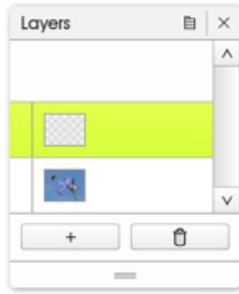
You can play a script file either by selecting the option in the File Menu or by double clicking on the file itself.

3.4 Layers

3.4.1 What are Layers?

Layers are like sheets of transparent plastic that you can paint on. They stack on top of each other and you can paint on any of them at any time. This allows you to paint without damaging existing paint on layers underneath.

3.4.2 The Layers Panel



The Layers Panel is where you can add and remove layers, select layers for painting on, and change the properties of Layers.

The Layers in your painting are displayed in a list, stacked on top of each other.

You can click and drag on a Layer to move it in the list.

The buttons at the bottom of the panel let you adjust your layers.

3.4.3 Adding and Removing Layers

1. To add a Layer, click the + button at the bottom of the Layers Panel;
2. A new, empty Layer is added on top of the currently selected Layer. When the Layer is added it becomes selected.
3. To remove a Layer click the dustbin button at the bottom of the Layers Panel;
4. The currently selected Layer will be removed.

3.4.4 Selecting Layers

1. Click on a Layer in the Layers Panel to select it;
2. When a Layer is selected, the tool you are using will apply paint or adjust that Layer only. Paint in other Layers will be ignore. The selected Layer is lit up with a green background;
3. You can move a Layer up and down in the stack of Layers by clicking and dragging on it in the Layers Panel.

3.4.5 Layer Properties

1. To change the properties of a Layer such as its Blend Mode or Opacity point at the Layer in the Layers Panel and click the Menu button that appears at the bottom right. This gives you a menu of options;
2. You can also click the Opacity button at the bottom left to enter the opacity of the layer, or click and drag up and down in that button to change opacity directly;
3. If you click in the Eye button that appears at the bottom right, the layer will be shown or hidden.

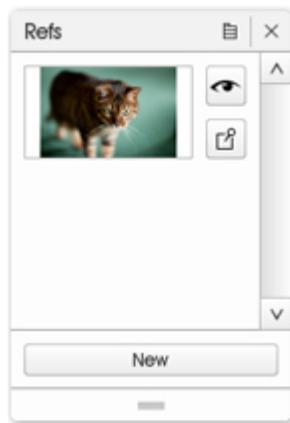
3.5 References and Tracing Images

3.5.1 What are References and Tracing Images?

References and Tracing Images are images you load in to **ArtRage** to use as a guide while painting. References are like photos you pin to the canvas to act as a visual guide. Tracing Images are overlaid on top of the canvas transparently so that you can follow the lines and colors in them.

3.5.2 The References Panel

The References Panel is used to load and adjust Reference Images.



1. Click the New button in the Panel to load a new Reference. When you do this, the Reference appears on the canvas.
2. Click the Eye button next to the Reference to show or hide it;
3. Click the Reference button next to the Reference for options including Remove.
4. The Menu button at the bottom of the panel lets you adjust all Reference Images at once.

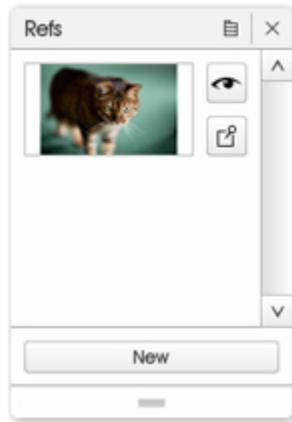
3.5.3 Reference Images

You can move a Reference Image you have loaded by clicking and dragging on it.

1. Click and drag on the corners to resize the Reference;
2. Click and drag on the edges to rotate the Reference.
3. Click at the Icon at the bottom of the Reference to display a menu of options;
4. You can sample color from the Reference using the Color Sampler tool.

3.5.4 The Tracing Panel

The Tracing Panel is used to load and adjust Tracing Images. The first time you click to open the panel you will be asked to select an image. The image will then



be displayed partially transparent on the canvas and the Color Picker will change to indicate that color is being automatically sampled from the image.

When a Tracing Image is loaded, painting on the canvas causes color to be picked up from that Image and used with each stroke.

You can adjust the opacity of the Tracing image using the slider in the Tracing Panel.

You can adjust how the Tracing Image scales to fit the canvas, and select a new image to load or remove the current image using the Menu button that appears under the preview image in the Tracing panel.

Click the Eye button under the preview image in the Tracing Panel to show or hide the Tracing Image.

3.6 Stickers

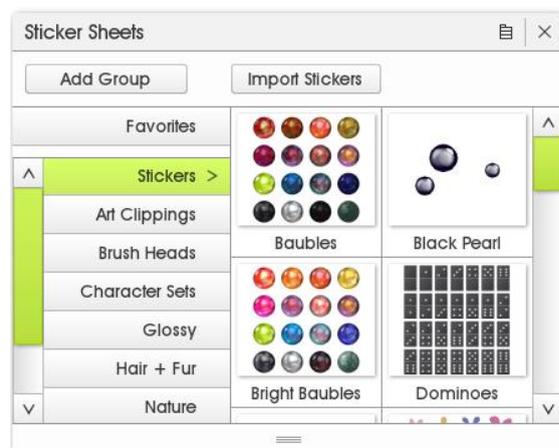
3.6.1 What are Stickers?

Stickers are pre-made images that you can place on your canvas. They are stored in 'sheets' that contain different stickers of a similar type.

3.6.2 The Stickers Panel

The Stickers Panel contains all of the Sticker Sheets you have available in ArtRage. The list on the left is a list of folders.

1. Click on a folder and on the right you will see the Sticker Sheets stored in it.
2. Click on a Sticker Sheet on the right and it will open.



3.6.3 Working with Stickers

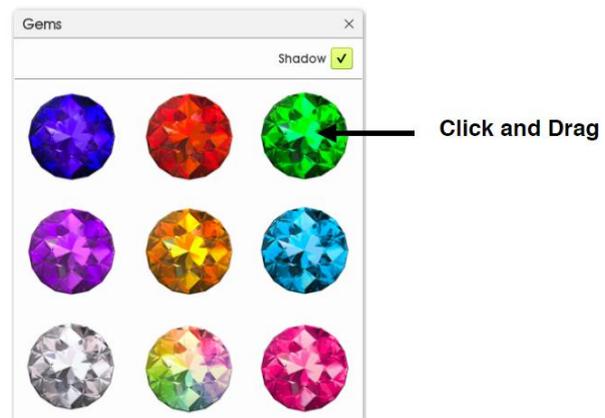
A Sticker has its own entry in the Layers Panel.

1. Select the Sticker in that panel to work with it;
2. Click the footprint button at the top right of the Sticker in the Layers Panel and select Transform Sticker to move and resize it. When you add a new Sticker it is automatically selected and prepared for moving;
3. Click and drag inside it to move it;
4. Click and drag on the corner circles to resize it;
5. Click and drag just outside the dotted line to rotate it.

3.6.4 Sticker Sheets

When a Sticker Sheet is open, you can move it around by clicking and dragging on its title bar.

To add a Sticker to your canvas you can either click on a Sticker in the sheet, or click and drag to peel it off and place it on the canvas where you want.



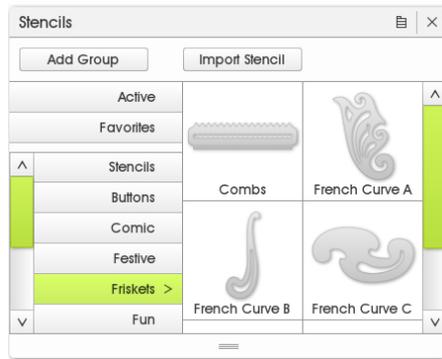
3.7 Stencils

3.7.1 What are Stencils?

Stencils are utilities used to prevent you paint over a certain area. They are like pieces of plastic you can lay on the canvas to protect it from paint. When you paint over a Stencil, that paint is not applied to the canvas beneath.

3.7.2 The Stencils Panel

The Stencils Panel contains all of the Stencils you have available in **ArtRage**. The list on the left is a list of folders.



1. Click on a folder and on the right you will see the Stencils stored in it;
2. To add a stencil to the canvas you can either click it here, or click and drag it on to the canvas directly;
3. Click the 'Active' folder button on the left to display all the Stencils currently on your canvas. You can show or hide them, or remove them from there.

3.7.3 Working with Stencils

You can move and size Stencils using the Transform Tool.

1. Select the Transform Tool in the Tool Picker and click on the Stencil.
2. Once you have done that, you can click and drag inside the Stencil to move it, click on the corner circles to scale it, or click just outside the dotted line to rotate it.
3. When you are done, click outside the Stencil and the dotted line will vanish, you can now start painting again.

Stencils show you where your paint will not be applied and where it will 'fall through'. Stencils are like red plastic - where you see red paint will not be applied to the canvas, where there is a hole in the stencil paint will be applied. Some stencils are partially transparent, which means that some paint will get through, but not all.

3.7.4 Rulers

You can add a Ruler to the canvas using the menu button at the top right of the Stencils panel. A Ruler is like a Stencil but when you paint close to its edge your cursor will 'stick' to it and you can paint in straight lines.

Click and drag on the green handles on the ruler to change its size and angle.