

Rebelle 8

Real-Media Painting Software

User Manual

v.8.4

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1. Introduction

Welcome to Rebelle 8!

Rebelle is a one-of-a-kind painting and drawing software that lets you create realistic artwork. 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 canvas, 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. Rebelle 8 marks a major leap forward with over 40 new features that expand the creative possibilities. The new particle-based Bristle Brushes simulate individual brush strands, creating expressive, lifelike textures. RealShader enhances oil paintings with photorealistic lighting and rich impasto depth, while SoftShadows add live shadows and natural light rendering.

The updated NanoPixel 2 engine delivers sharper detail and supports larger image exports. Performance improvements allow for smoother painting with larger brushes, now up to 3000 px. New creative tools include a Symmetry Tool and enhanced PSD import and export compatibility for better workflow integration. Artists also gain more control with WebSocket support for real-time canvas interaction, Recent brushes for tracking used brushes, and the ability to upload custom reflectivity maps and granulation textures ideal for fine-tuning metallic and watercolor effects. Together, these upgrades make Rebelle 8 a powerful, intuitive tool for digital artists seeking true-to-life results.

To ensure you can use all that's new in Rebelle 8, 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 8! I hope you have a great time painting!

Peter Blaškovič
Creator of Rebelle

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2. Getting Started: Installation and Registration

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 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 8.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 8.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.

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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, 1,5 GB 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, 1,5 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 8 and Rebelle 8 Pro

Rebelle 8 Pro edition features a couple of advanced features for all artists wanting to try out the latest technology: Pigments, Bristle Brushes, RealShader, SoftShadows, NanoPixel 2, Smooth Scaling, Metallic Materials, Fractal Image Processing, Photoshop plug-in and advanced PSD import & export, Motion IO, Websocket Control Input and Color Management. The upgrade from Rebelle 8 to Rebelle 8 Pro is possible anytime, either from your Community account or from the Rebelle 8 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.

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Tablet Support

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

- Wacom compatible (Wintab);
- Xencelabs tablet;
- Windows Pointer Device (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.

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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.



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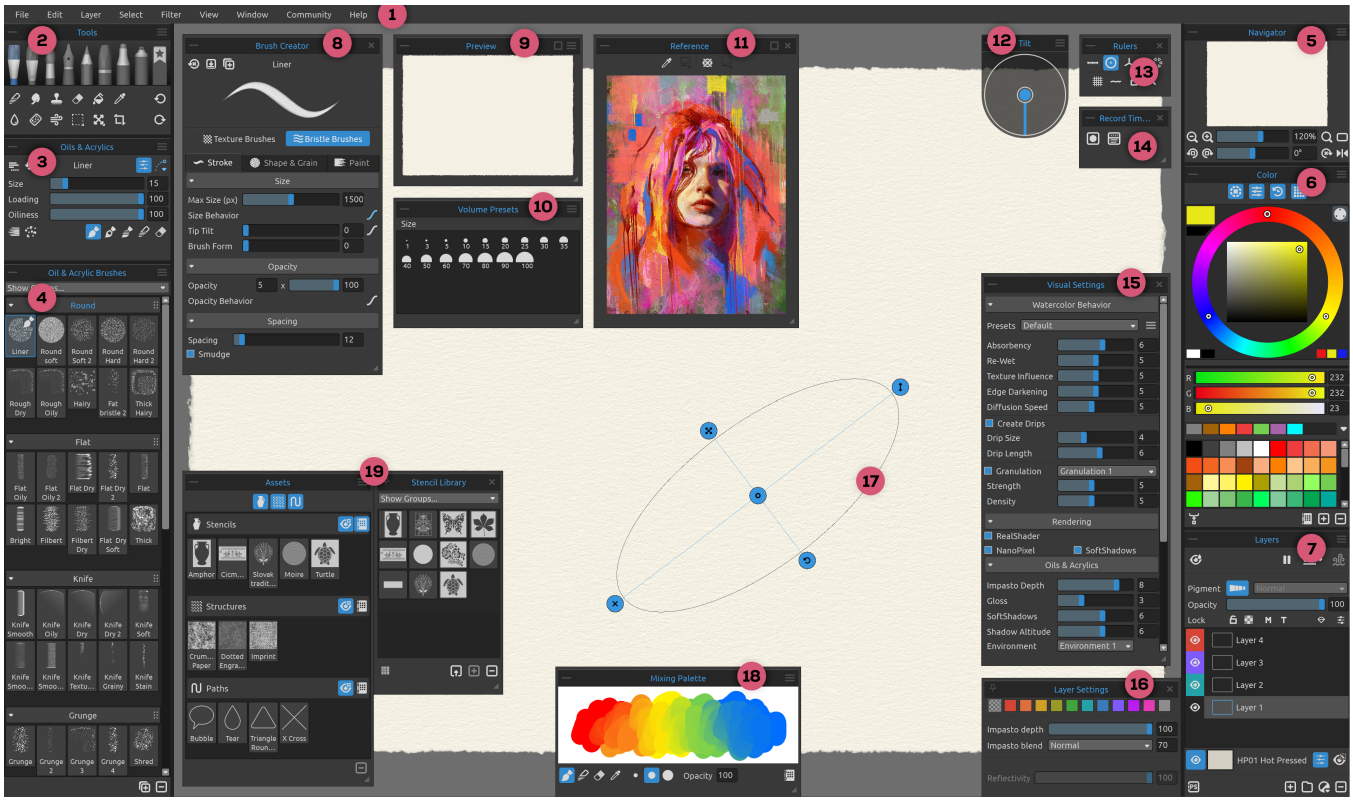
3. User Interface



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. Rulers
14. Record Time-lapse Panel

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15. Visual Settings Panel
16. Layer Settings
17. Ellipse | Line | Perspective
18. Mixing Palette Panel
19. Assets Panel (Stencils, Structures and Paths) 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.

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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** - This is the default setting. 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.

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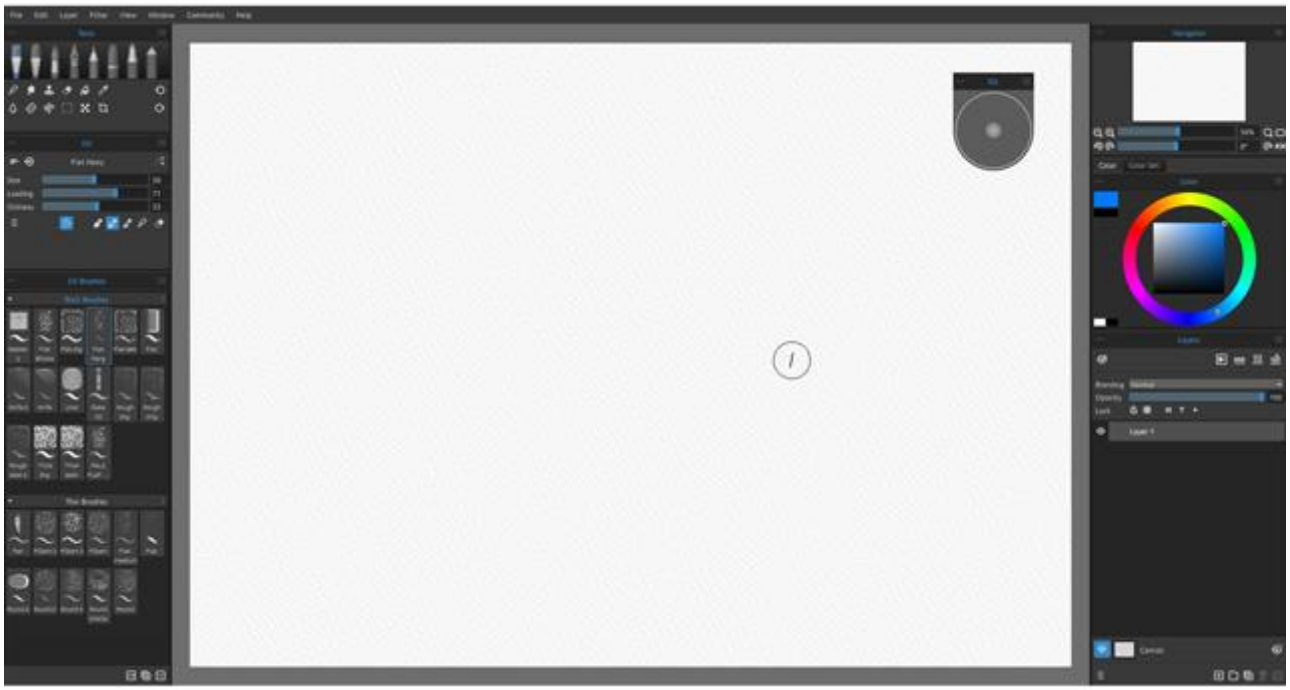
The light theme of the interface (on the left) vs. the default dark interface on the right.

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



1. Default interface arrangement with a floating Tilt panel.

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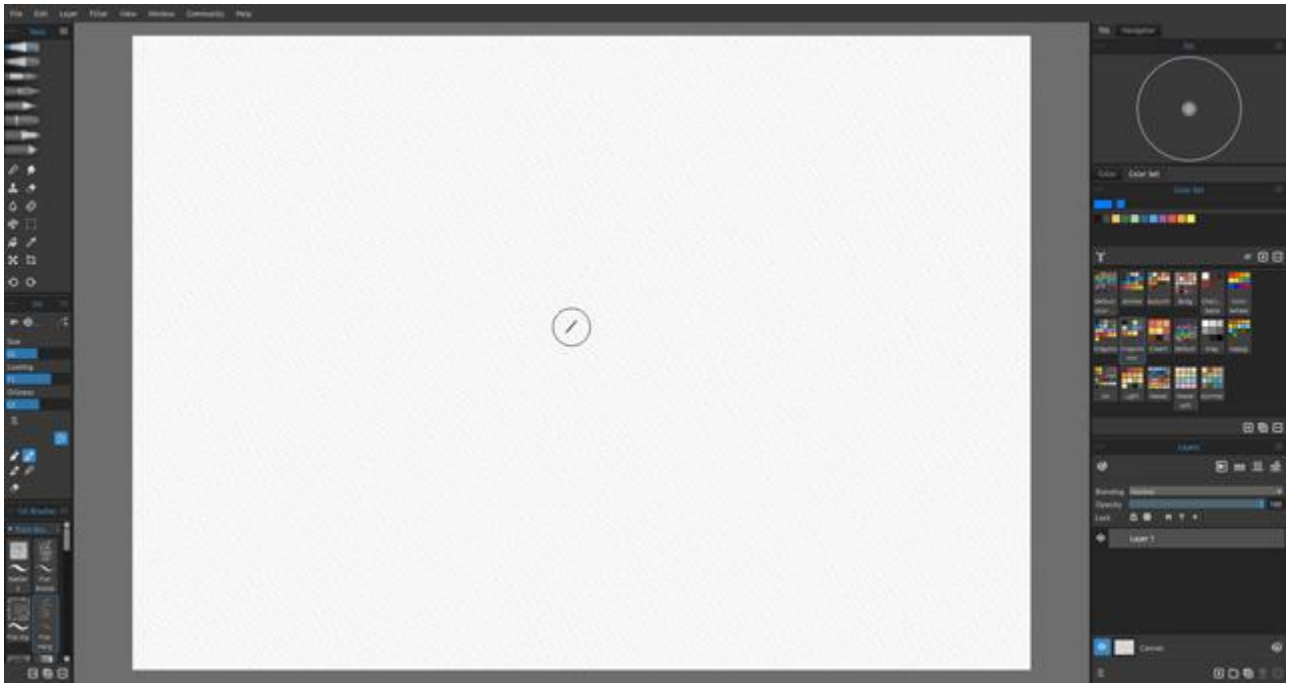

2. Tools, Properties and Brushes panels in a vertical mode on the left side with other panels nested on the right.

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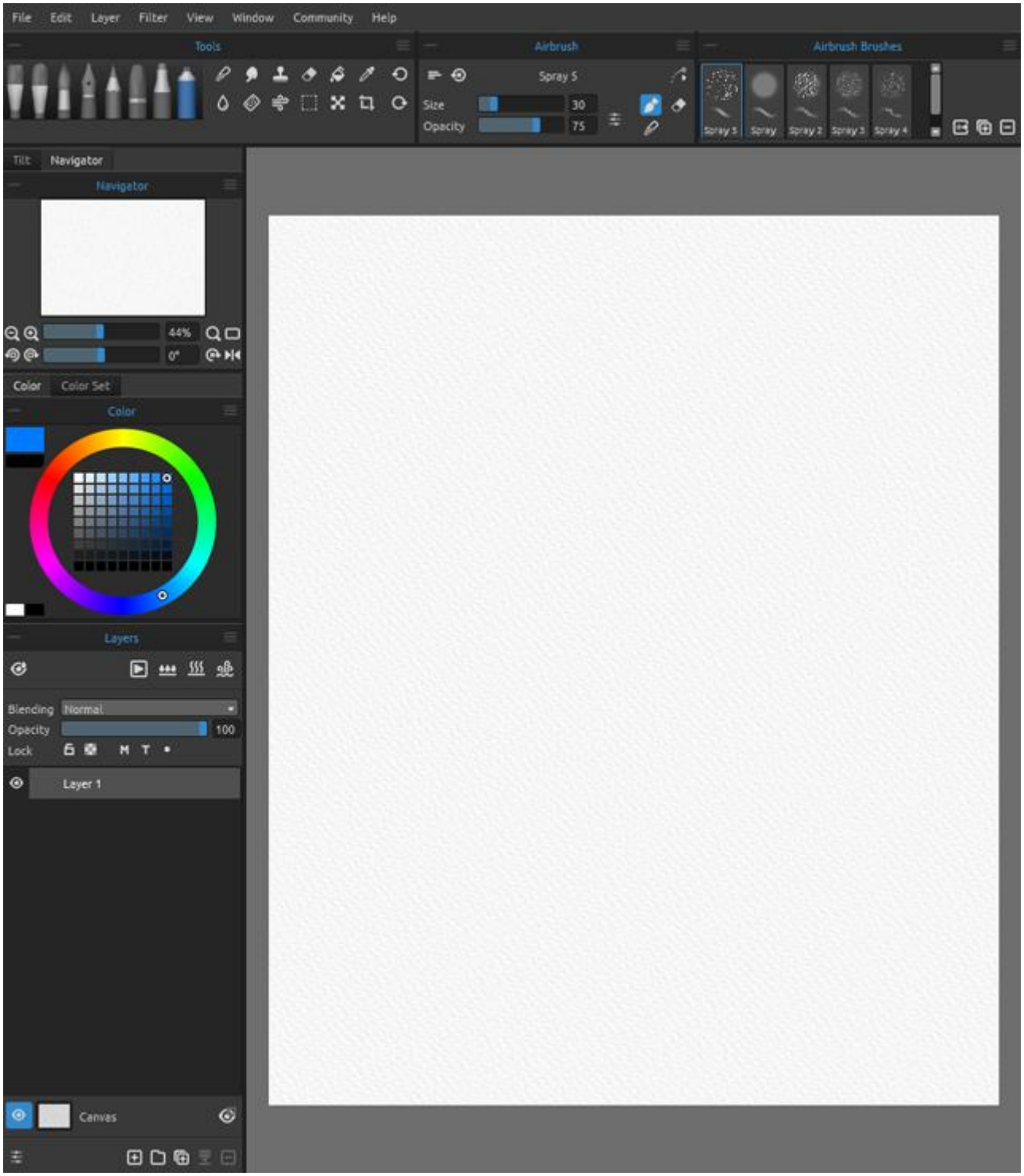

3. Tools, Properties and Brushes panel in horizontal mode on the top, other panels merged on the left side.

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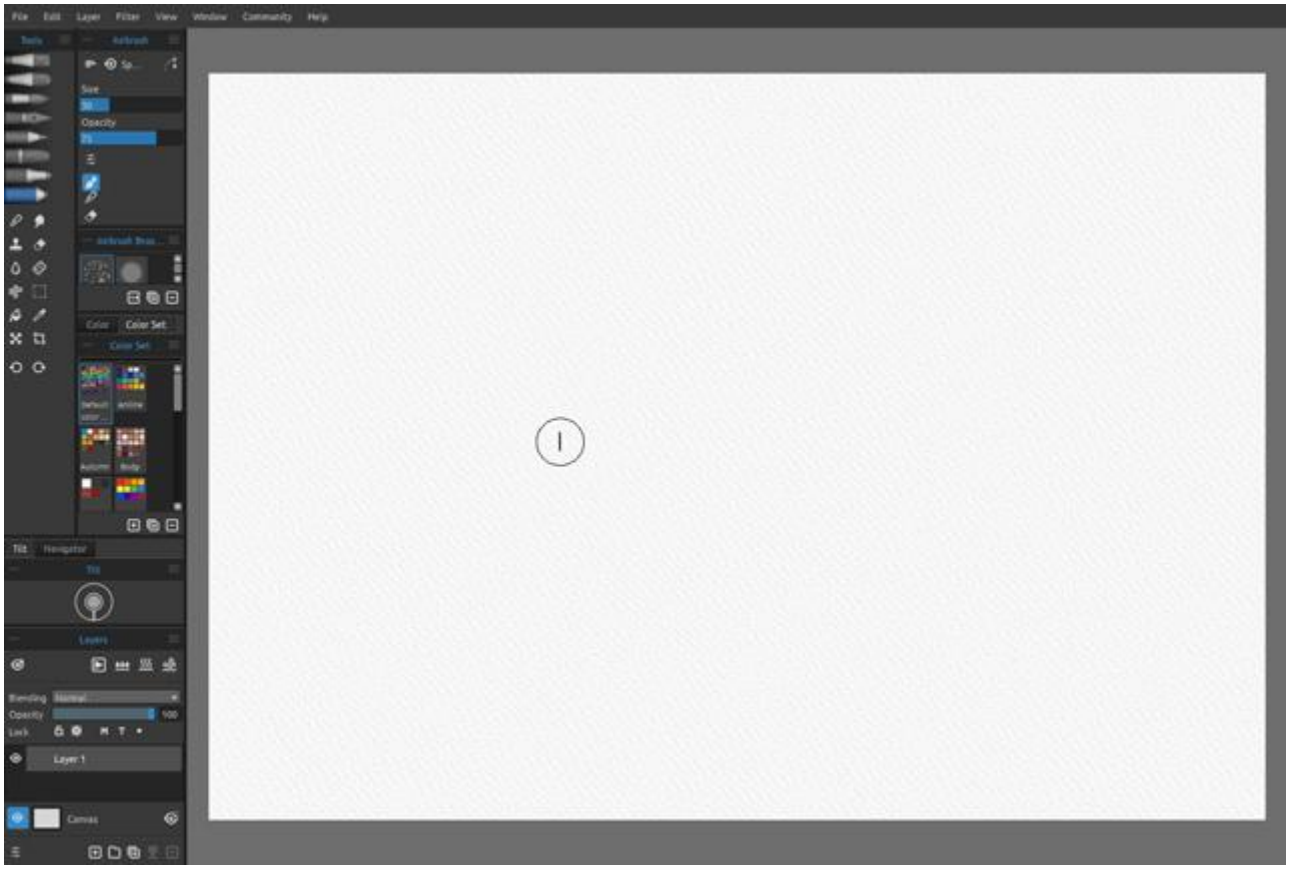

4. Tools, Properties and Color panels in vertical mode with other panels nested on the left.

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.

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3.1 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.

Select - Contains items related to the selections and selection lines.

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

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):

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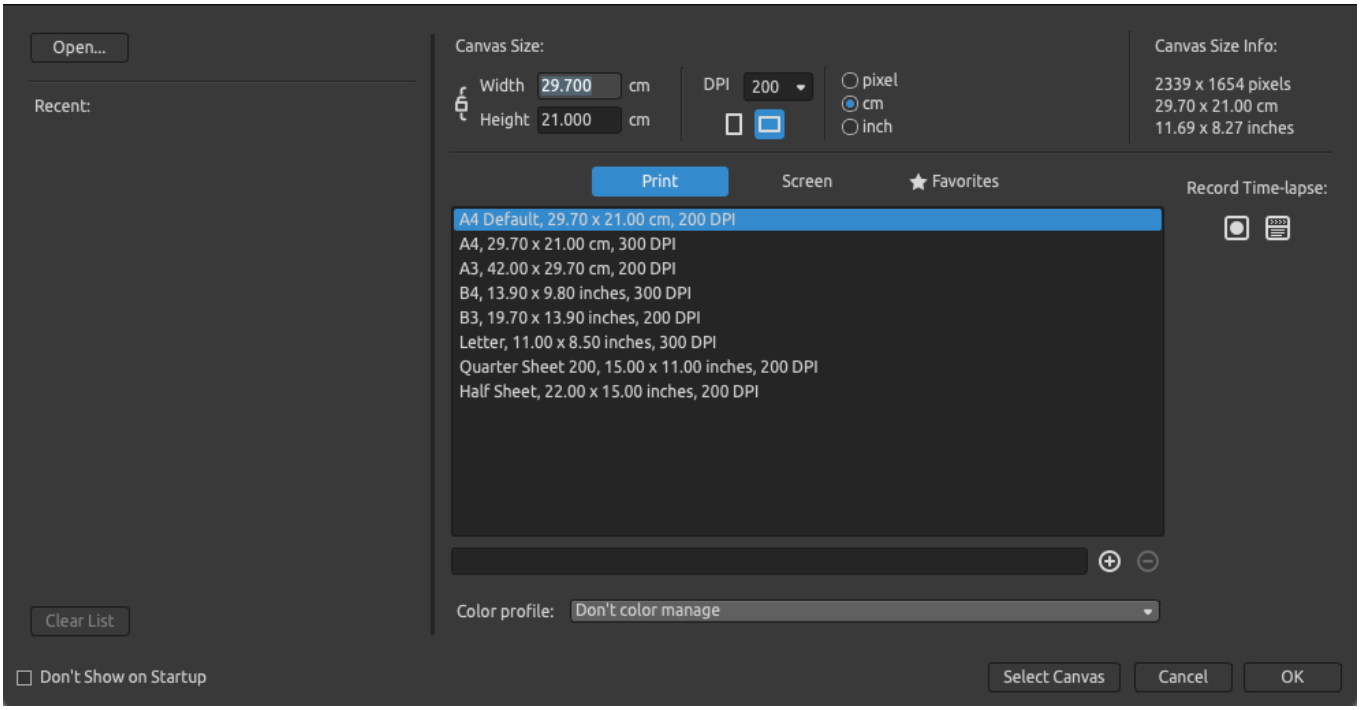

You can open any image in .reb, .psd PRO, .png, .jpg, .bmp, .webp, .heif or .tif file format from your computer.

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.

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

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

After clicking on **Select Canvas**, a new window with all available Rebelle papers, canvases and other art surfaces appears. You can test each surface on a special paper preview layer.

Open... - Open a file dialog that allows you to load a painting from disk in .reb, .psd PRO, .png, .jpg, .bmp, .webp, .heif or .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 PRO, .png, .jpg, .bmp, .webp or .tif file format. *(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... PRO - Export your artwork up to 400-times (20x20) larger.

Heightmap Export... PRO - Export the physical depth of impasto paint as a 16-bit EXR heightmap. The exported heightmap can be used in compatible 3D and compositing applications as a displacement map, allowing Rebelle's brush strokes to influence surface geometry and lighting.

Import Image... - Import any image file in .psd PRO, .png, .jpg, .bmp, .webp, .heif or .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)*

Yuify - Export your work with Yuify which works to protect artworks created in Rebelle 7 and other software. It provides a secure, tamper-proof method for registering and verifying the authenticity of digital art. More about Yuify can be found in the Authenticate Your Work with Yuify section.

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*.

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> **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

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.

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**.

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

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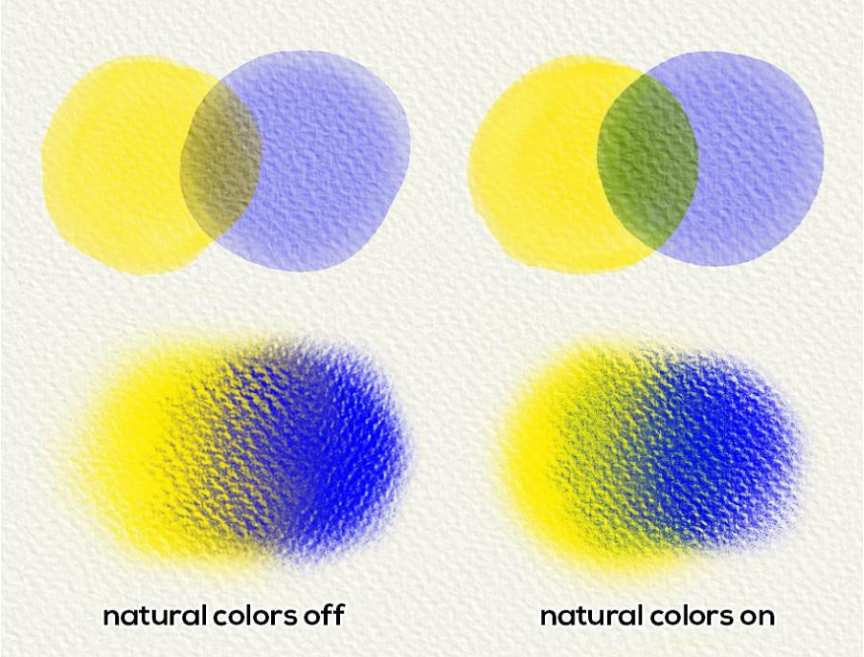
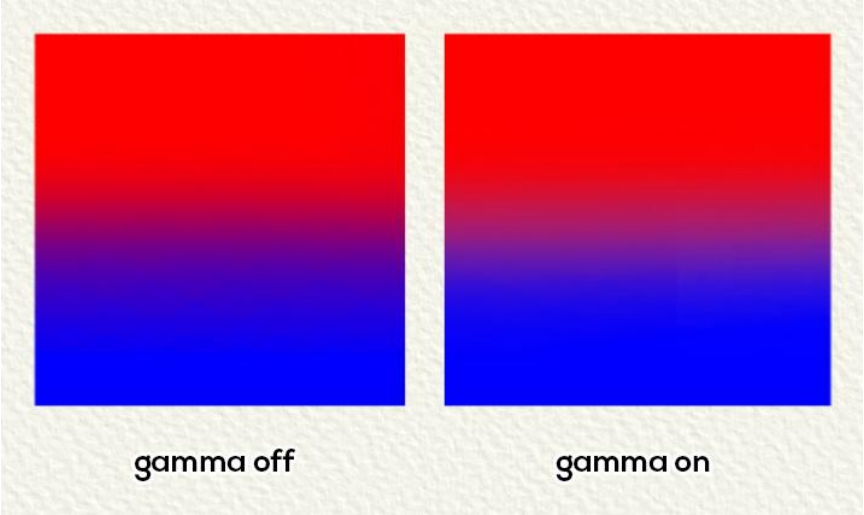


Gamma Correction - Lighten the dark margins on the overlay of colors:



> **Note**
>
> **Natural Colors** and **Gamma Correction** works for all painting tools except Oils and Acrylics.

Color Management PRO - Open the Color Management settings in the Preferences panel. *(shortcut* `Ctrl + Shift + K` *on Windows /* `Cmd + Shift + K` *on macOS)*

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

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

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

Preferences... - Set Preferences for *General*, *Tools*, *Color*, *Grid & Guides*, *Color Management*, *Cursor*, *Tablet and Keyboard* in Rebelle. 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

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 or groups into one layer. The original layers and groups will be removed. *(shortcut* `Ctrl + E` *on Windows /* `Cmd + E` *on macOS)*

Merge Visible Layers - Merge all visible layers and groups into one layer. The original layers and groups will be removed.
(shortcut `Ctrl + Shift + E` *on Windows /* `Cmd + Shift + E` *on macOS)*

Merge Visible to New Layer - Merge all visible layers and groups into one layer. The original layers and groups will be kept.\

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)*

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` *)*

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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 PRO - Export the selected layer to Photoshop.

Select

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)*

Paint Selection - Paint selection using any paint brush. *(shortcut* `Q` *)*

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

Expand.../Contract... - Expand/contract the current selection by selected pixel values. (-100-100)

Feather... - Create gradual transitions between selected and unselected areas, providing a soft and natural blending effect. (0-100)

Rough Feather... - Add irregularity and texture to the edges of a selection. Unlike standard feathering, which creates a smooth transition, Rough Feather produces a more natural edge that blends better with paper texture and oil impasto. (0-100)

Create Selection from Stencil - Create a selection on the canvas from the currently active stencil.

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Create Selection from Path - Create a selection on the canvas from the currently active path.

Restore Last Selection - Bring the last created selection back to the canvas.

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

Save Selection As... - You can save a custom selection as a PNG. 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.

Filter

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)*

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

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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.

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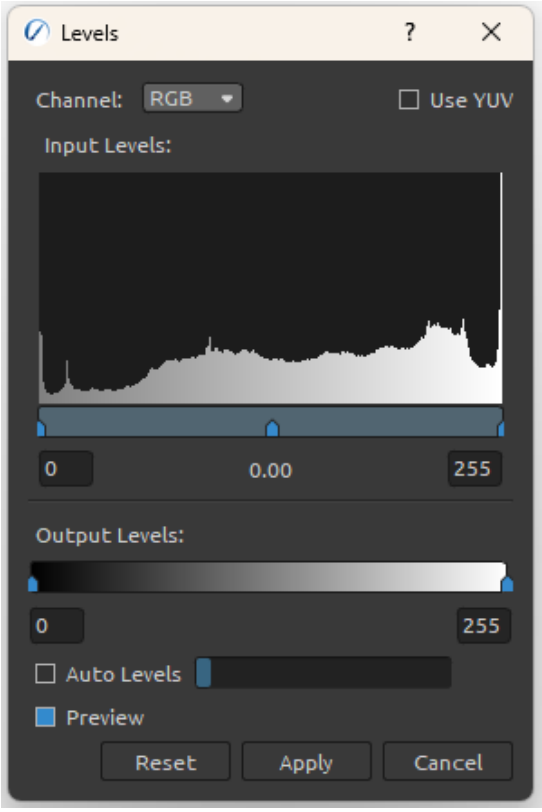

Channel - Adjust tones for the specific color channel: RGB, Red, Green, Blue.

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 are '**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.

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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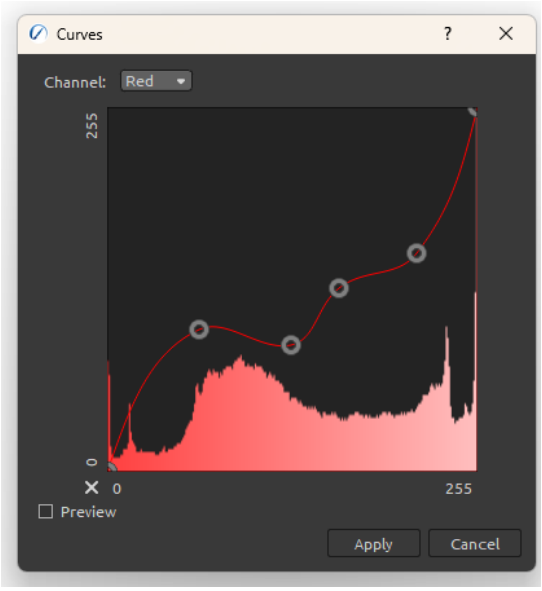
Curves...

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.

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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)*

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

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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.

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

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

Color Filter...

Apply the color filter on a current layer or in a selection. *(shortcut* `Ctrl + Shift + F` *on Windows /* `Cmd + Shift + F` *on macOS)* 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.

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

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

Colorize...

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

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

Click *Reset* to reset the values, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

Desaturate...

Convert all colors on a current layer or in a selection to corresponding shades of grey. *(shortcut* `Ctrl + Shift + U` *on Windows /* `Cmd + Shift + U` *on macOS)* The colors on the layer are still RGB values with three components. Choose shades of grey based on '*Luminosity*' or '*Average*' brightness.

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

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.

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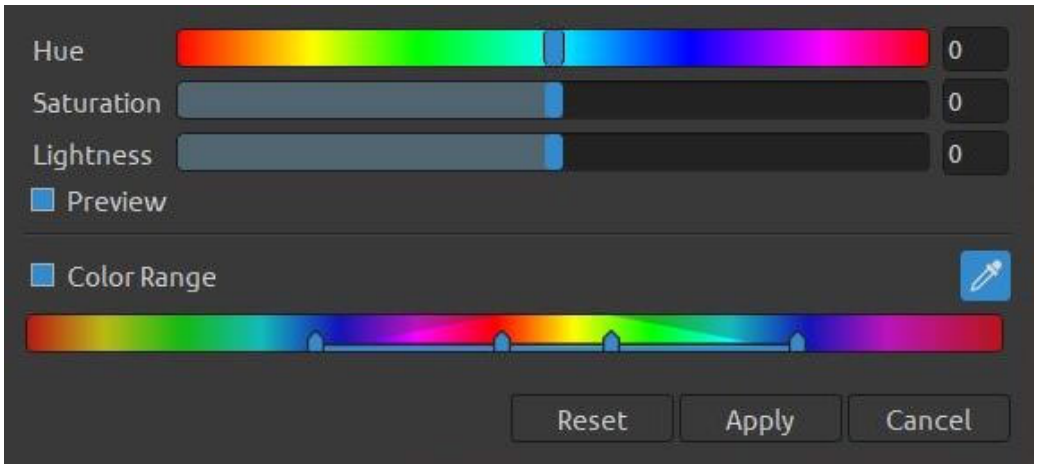

The two inner vertical sliders define the color range. The two outer vertical sliders show where the adjustments on a color range 'fall off' (fall-off is a feathering or tapering of the adjustments instead of a sharply defined on/off application of the adjustments).

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)*

Gradient Map...

The Gradient Map filter converts the grayscale values of the current image into colors based on a selected gradient. If you choose a two-color gradient, the darkest areas of the image will take on the gradient's first color, the brightest areas will map to the second color, and all midtones will transition smoothly between them.

Gradient Maps are a quick and powerful way to recolor artwork while preserving its tonal structure.

Click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

Gaussian Blur...

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

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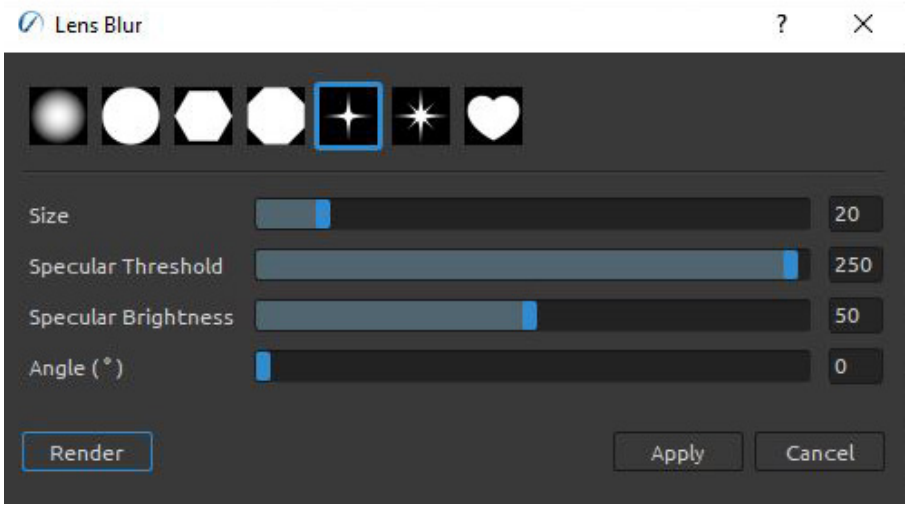
Radius (0-100) - Set the radius of the gaussian blur filter in pixels.

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

Click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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).

Click *Render* to render a preview of the Lens Blur effect, click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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).

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

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Click *Apply* to confirm the changes or *Cancel* to close the filter window without applying the changes.

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.

> **Note**
>
> When adjusting filters, the diffusion is paused on the current layer.

> **Tip**
>
> Import a linework 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

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* `.` *)*

View at Print Size - Preview how the artwork will look when printed. You will be asked to calibrate your monitor - a dialog window appear, allowing you to set your screen's PPI (pixels per inch). To recalibrate later, you can do so anytime by going to *Preferences > General*.

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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**.

Ruler - Activate the ruler tool on canvas. Choose between **Line**, **Ellipse** or **Perspective**. You can also activate the **Symmetry Tool** here.

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

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)*

Full Screen - Switch the application window to full-screen mode. (Press `Esc` to quit).

Window

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` *)*

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

Assets - Show or hide the Assets panel with stencils, structures and paths. *(shortcut* `F10` *)*

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

Select Canvas - Show or hide the Select Canvas panel.

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

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

Help - Open this Users' Manual document. *(shortcut* `F1` *)*

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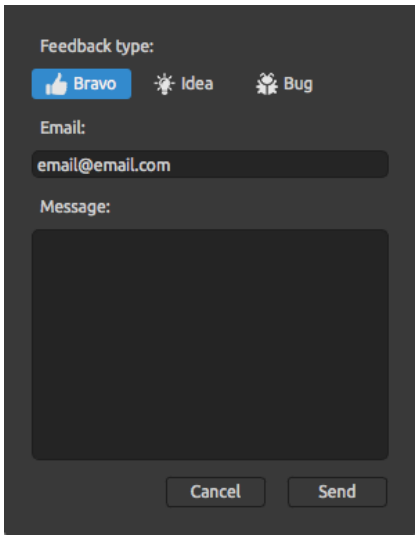
Feedback & Diagnostics - Share your feedback on Rebelle with the team or run a diagnostics in case of experiencing issues with the software:



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. ☺

Enable Tablet Event Log - Run tablet event log to diagnose issues you experience with Rebelle related to your graphics tablet. A *tablet_events.log* will be created in Rebelle's user folder which will open after you reproduce the issue and close Rebelle. Share the log with our development team via email at support@escapemotions.com.

Enable Realtime Log - Run realtime log to diagnose issues you experience with Rebelle. A *app_realtime.log* will be created in Rebelle's user folder which will open after you reproduce the issue and close Rebelle. Share the log with our development team via email at support@escapemotions.com.

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.

Refresh Content and Libraries - Click this option to load the content from Rebelle's user folder into panels and libraries (e.g. shapes, grains, brush presets, color sets, stencils, ...).

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

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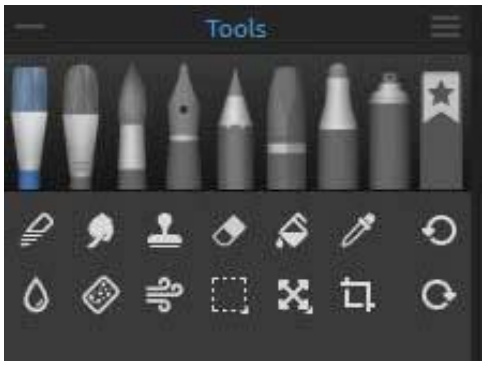
3.2 Panel Tools



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 & Recent 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.

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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, pinches, 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)*

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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.

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3.3 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).

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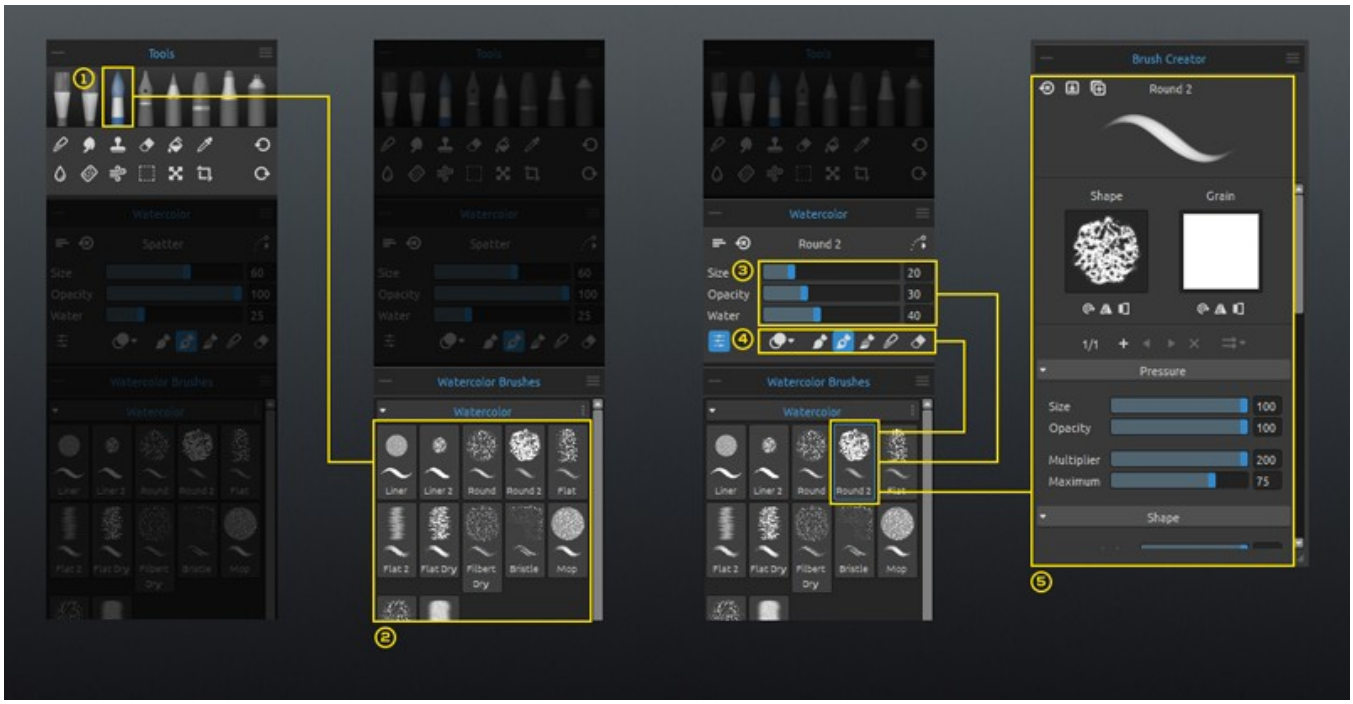

1. **Tools**: All Rebelle tools that make or modify marks on the canvas can have one or several brushes.
2. **Brushes**: Each brush is defined by its *shape*, *grain* and a set of *properties*.
   A brush's properties include:
   - *volumes* (brush settings available in the Properties panel settings);
   - *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 6 adjustable settings. For example, an Oil & Acrylic paint brush has the settings Size, Loading, Oiliness, Pressure, Length and Rotation.

   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.

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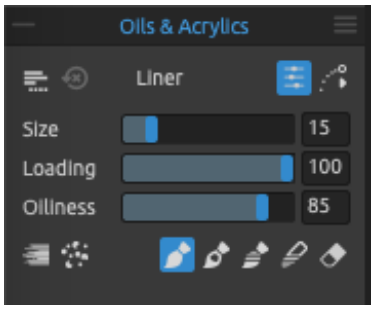
3.4 Properties Panel

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.

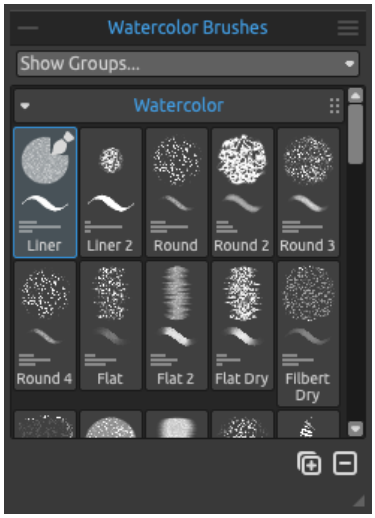
Use the **Save Volumes** menu to set how each brush's Properties are treated:

- Save Volumes (Size, Loading/Opacity, Oiliness/Water, Pressure, Length, Rotation) 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. This action restores all settings in both the Properties panel and the Brush Creator panel. *(shortcut* `Ctrl + Shift + H` *on Windows /* `Cmd + Shift + H` *on macOS)*



The Brushes 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*.

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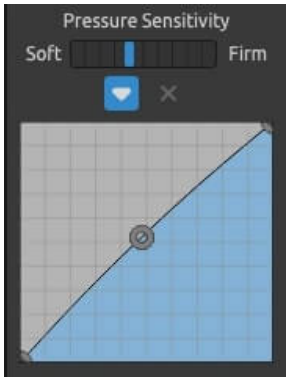
Line Smoothing Options - Rebelle can help to stabilize your stylus as you use it. You can choose from options to smooth the strokes you make and the pressure you apply. These Line Smoothing Options apply whatever tool you are using.

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:

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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.

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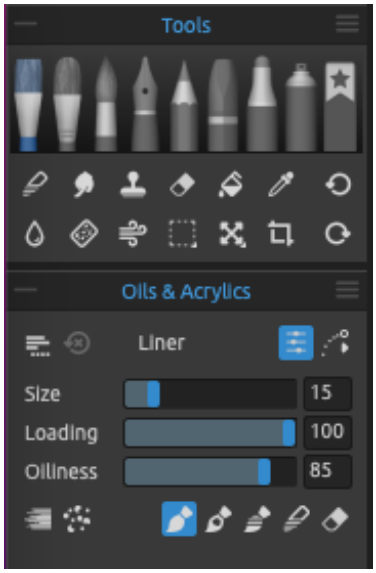
3.4.1 Oil & Acrylic Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

Video tutorial

Learn more about the Length slider in this video: Stroke Length.

Note

The Pressure, Length, and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

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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 > 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.

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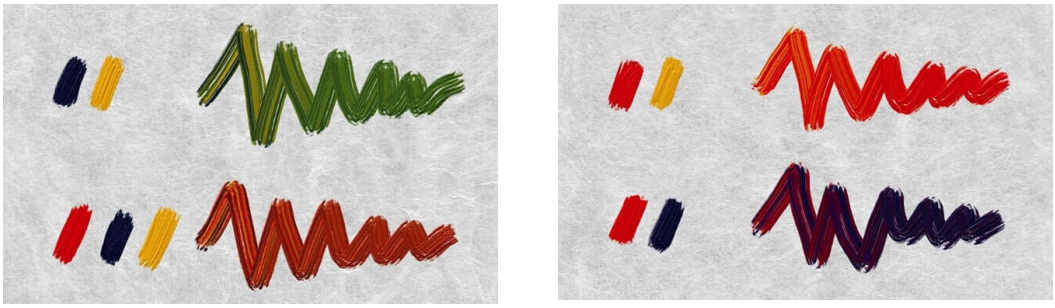
MultiColored Brush - Load two or more colors onto the brush tip and paint with multiple colors. The beginning of the multicolored brush stroke consists of all picked colors.

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.

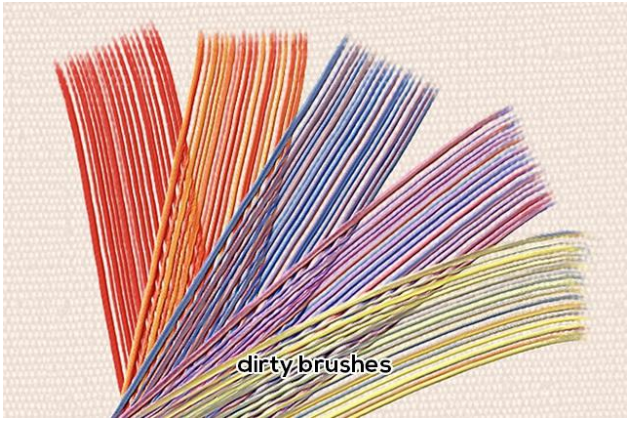
Tip

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.

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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* or by clicking on the primary color in the Color panel.

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*.

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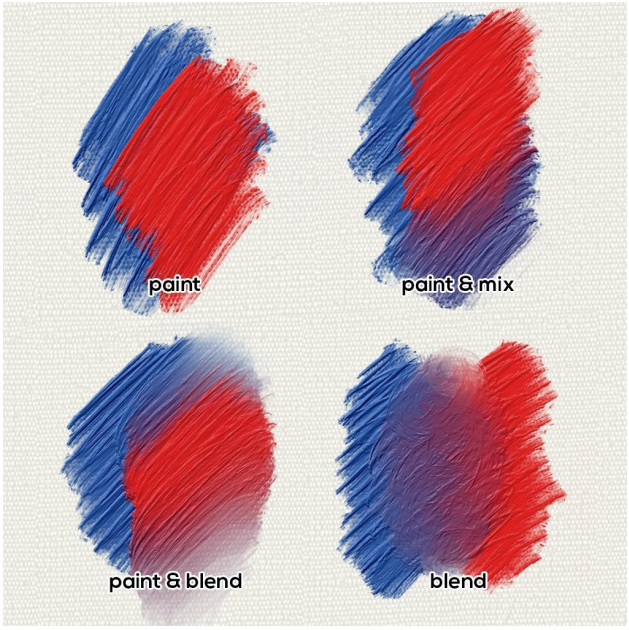

Examples of the behavior of Oil & Acrylic tool paint modes.

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

You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

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

Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

Video tutorial

Learn more about Rebelle's Oils & Acrylics in this video: Oils, Acrylics and Express Oils.

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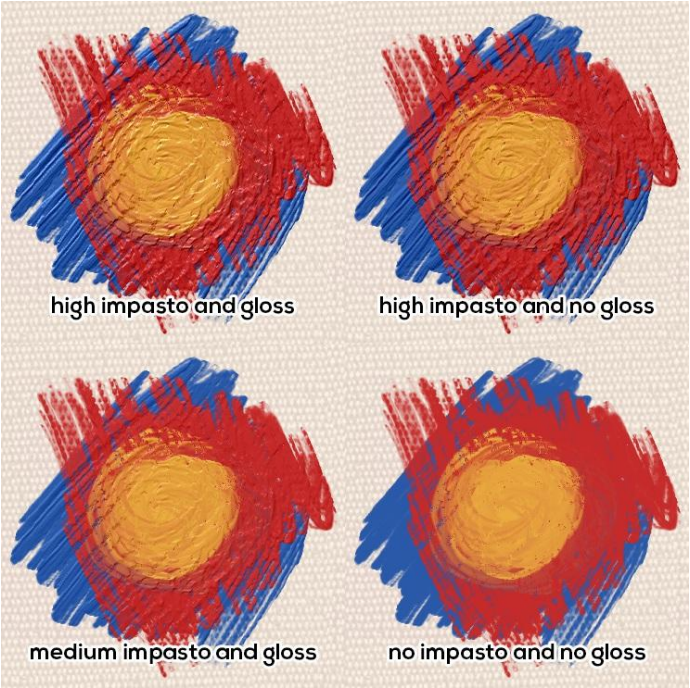
Oil and acrylic brushes apply color to the canvas with varying degrees of thickness. This quality is often called "Impasto".

Impasto Depth (0-10) - The global impasto depth can be adjusted at any time using the **Visual Settings** panel (choose *Window* menu > *Visual Settings* or click the Visual Settings button in the Layers panel). To create variations in impasto depth between layers, adjust the setting individually for each layer in the **Layer Settings** panel (click the Layer Settings button in 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 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 RealShader 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 find and achieve the best look of your metallic strokes. Once you are satisfied with how the stroke looks, you can use the option to lock reflectivity,

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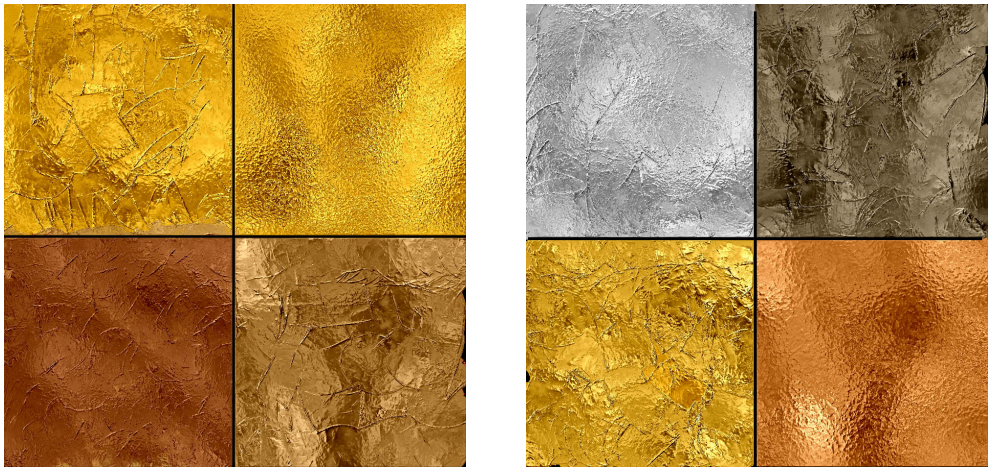
preventing further changes while moving the canvas. Note that reflectivity will still adjust during stroke transformations.

To create variations in reflectivity between metallic layers, adjust the setting individually for each layer in the **Layer Settings** panel (click the Layer Settings button in the Layers panel).



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

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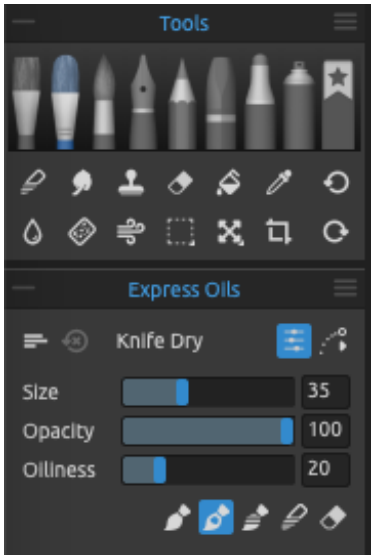
3.4.2 Express Oil Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure, Length, and Rotation sliders are hidden by default. You can view them anytime 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.

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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 > 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.

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Tip

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

You can switch between Paint modes and Erase mode by tapping or holding the A 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*.

Tip

Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

Video tutorial

Learn more about Rebelle's Express Oils in this video: Oils, Acrylics and Express Oils.

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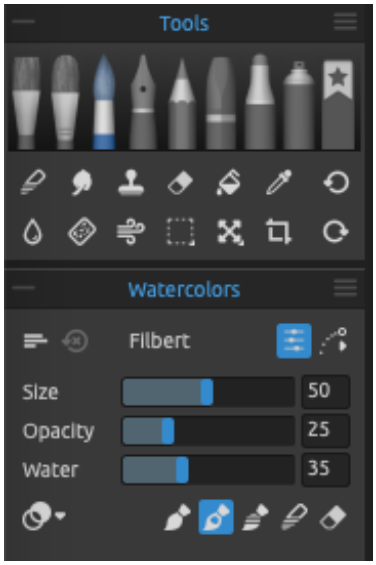
3.4.3 Watercolor Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

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, Length, and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

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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 > 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).

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Examples of different Watercolor Tool's Mixing Modes.

> **Note**
>
> Watercolor mixing color modes are deactivated when Pigment color mixing is enabled.

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.

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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.
>
> You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

> **Tip**
>
> Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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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*.

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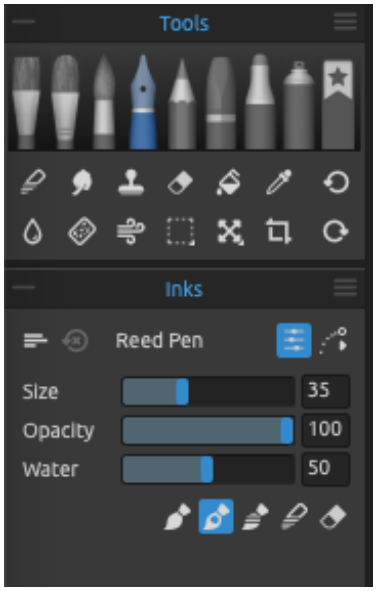
3.4.4 Ink Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure, Length, and Rotation sliders are hidden by default. You can view them anytime 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**.

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- 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 > 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.

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Tip

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

You can switch between Paint modes and Erase mode by tapping or holding the A 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*.

Tip

Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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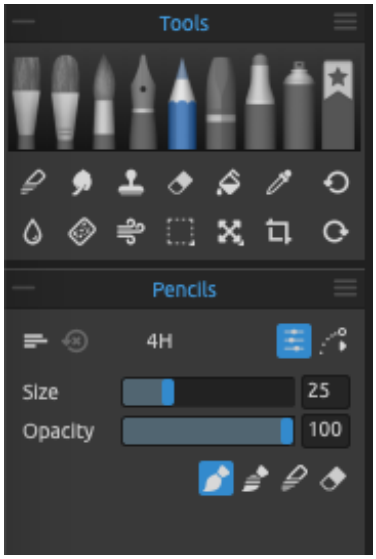
3.4.5 Pencil Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime 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 > Cursor*.

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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.

You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

Tip

Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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.

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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.

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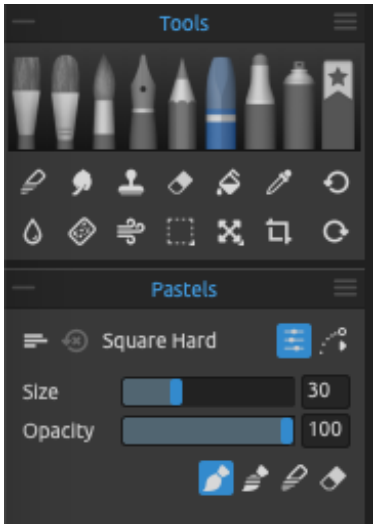
3.4.6 Pastel Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime 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 > Cursor*.

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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.
>
> You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

> **Tip**
>
> Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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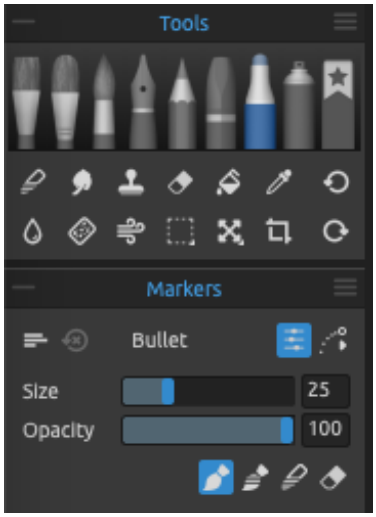
3.4.7 Marker Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime 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 > Cursor*.

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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.
>
> You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

> **Tip**
>
> Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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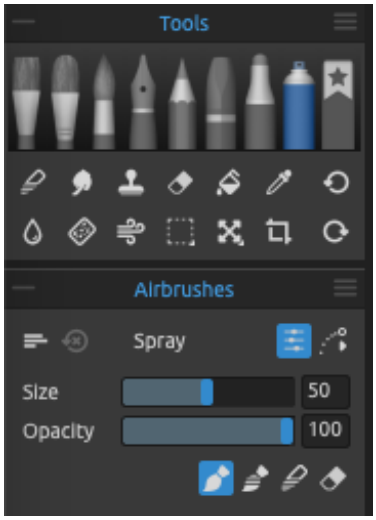
3.4.8 Airbrush Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime 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 > Cursor*.

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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.

You can switch between Paint modes and Erase mode by tapping or holding the A shortcut.

Tip

Paint modes can be saved within the brush preset by choosing 'Save Volumes and Paint Mode into Brush Preset' option in the Properties panel.

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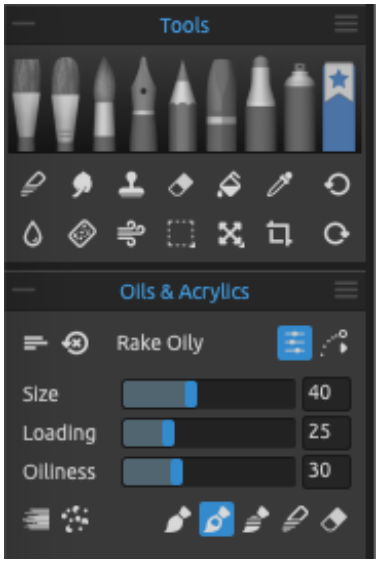
3.4.9 Favorite & Recent Brushes Properties



'Favorite & Recent Brushes' is a separate tool in the Tools panel. You can place your favorite brushes to 'Favorite' tab. Brushes used during the painting session are saved into the 'Recent' tab.

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*.

Recent Brushes

Rebelle now automatically keeps track of the brushes you've recently used within your current painting project. These brushes are collected and displayed in a 'Recent' tab, allowing you to quickly return to frequently used presets without needing to set them manually.

> **Note**
>
> Recent brushes are not saved into the .REB file.

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Favorite Brush Set Library

Favorite brushes have 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**.

Click to open the selected brush set from the Favorite Brush Set Library 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.

Save Changes - Save changes made to the currently selected brush set.

Video tutorial

Learn more about the Favorites in this video tutorial: Favorite Brushes.

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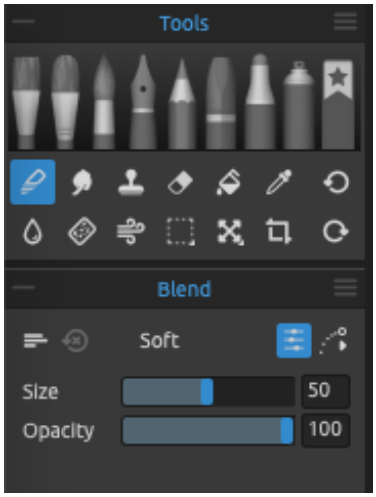
3.4.10 Blend Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

Note

The Pressure and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

Tip

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

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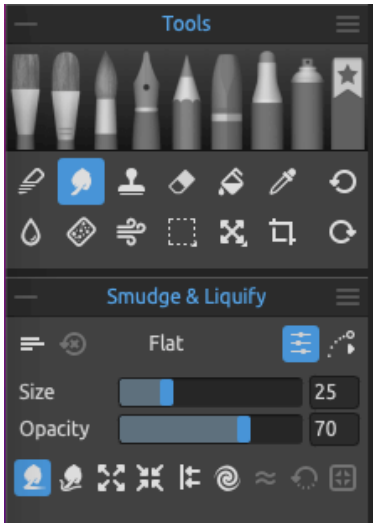
3.4.11 Smudge & Liquify Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

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 `Alt` *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.

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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.

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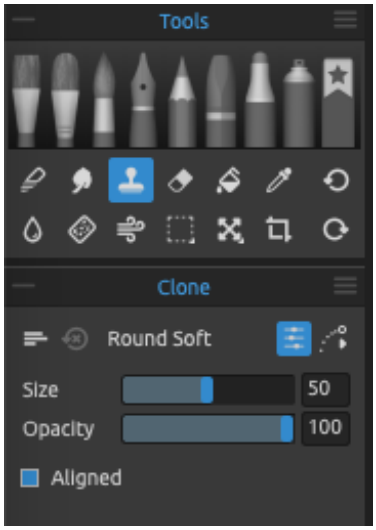
3.4.12 Clone Tool Properties



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).

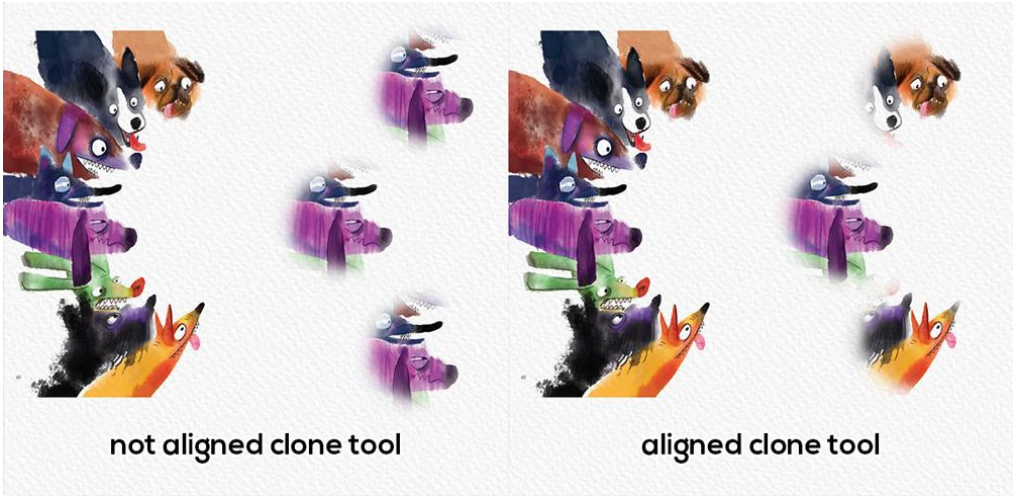
Opacity - Set the opacity of the "Clone" tool (1-100).

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.

Rotation - Determines the angle of the rotation of the brush (0° to 360°).

> **Note**
>
> The Pressure and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

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



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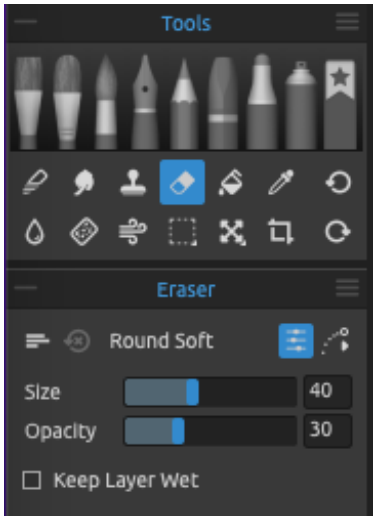
3.4.13 Eraser Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

Note

The Pressure and Rotation sliders are hidden by default. You can view them anytime in the *Properties panel menu > Show Sliders*.

Keep Layer Wet - Enable this option if you want the eraser to keep the erased area wet for further painting. The eraser completely dries the erased area by default.

Video tutorial

Learn more about Rebelle's tools in this video: Blend, Smudge, Clone, Fill and Erase Tool.

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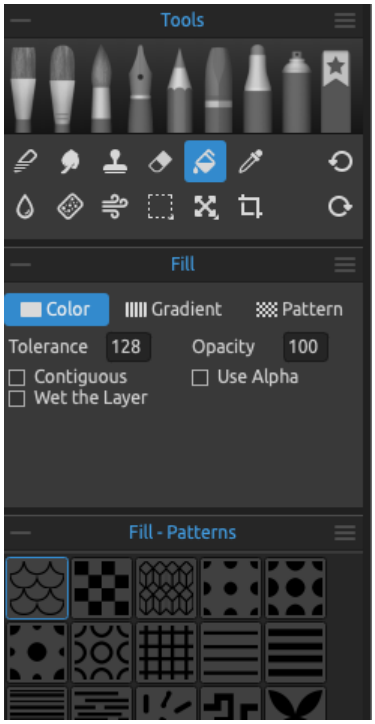
3.4.14 Fill Tool Properties



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*.

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.

Opacity - Set the opacity of the fill color, gradient or pattern (1-100).

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.

Scale (available for Pattern) - Scale up or down the default pattern (1-1000).

The Fill tool uses **Antialiasing** by default, ensuring a smoother-edged filled selection.

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.

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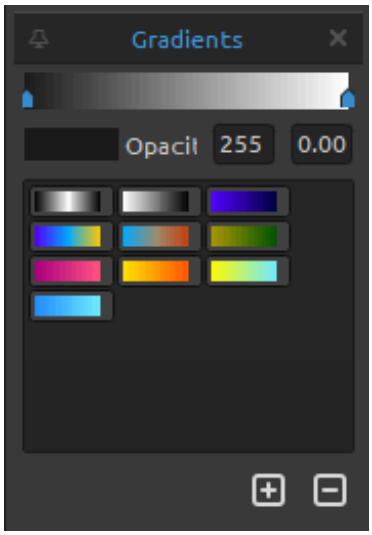

To save the gradient click the **Add Gradient** button at the bottom of the panel.

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

To fill with the chosen 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 Fill tool in this video: Fill & Gradient Tool.

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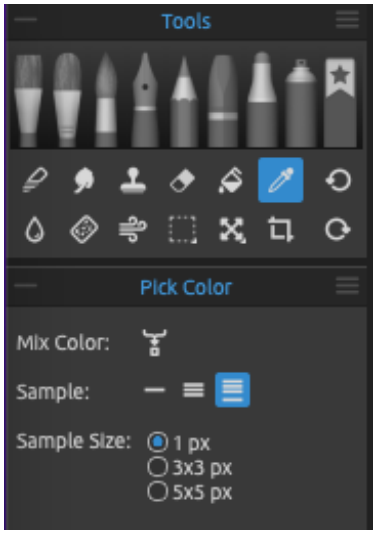
3.4.15 Pick Color Tool Properties



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*.

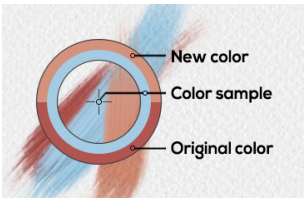
Sample:

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*.

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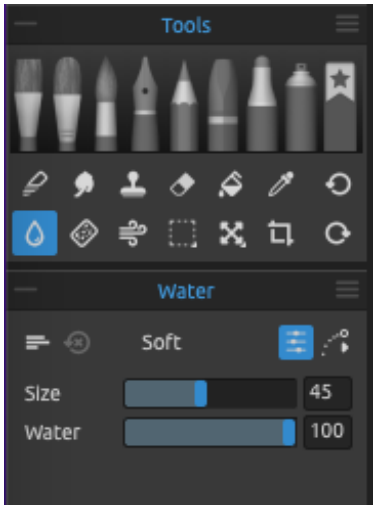
3.4.16 Water Tool Properties



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 the "Water" tool (1-100).

Water - Select the amount of water (1-100).

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

Note

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

The more water is selected, the wetter the canvas gets.

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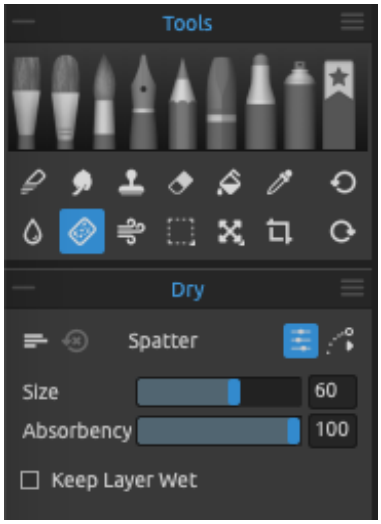
3.4.17 Dry Tool Properties



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.

Rotation - Determines the angle of the rotation of the brush (0° to 359°).

Note

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

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

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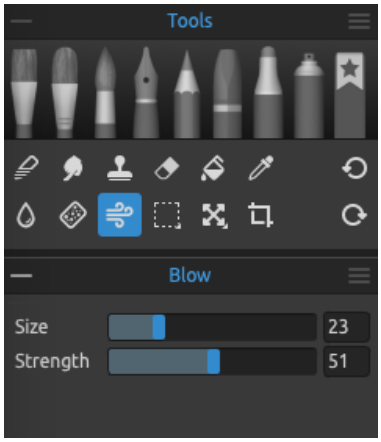
3.4.18 Blow Tool Properties



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 0 *shortcut*.

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

Strength - Select the strength of the "Blow" tool (1-100).

Tip

Moving the "Blow" tool over the wet painting blows the wet areas. In dry areas, it creates dripping effects.

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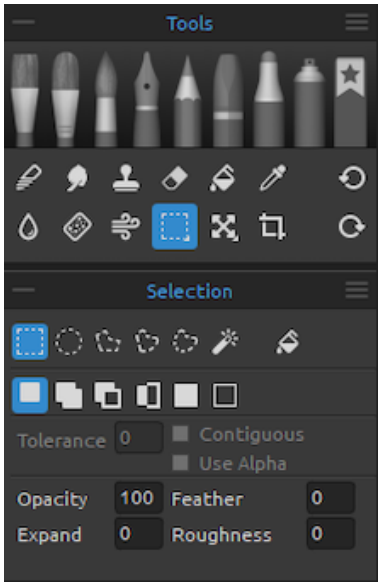
3.4.19 Selection Tool Properties



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 **six 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).

To transform the rectangular and elliptical selection, click the Transform tool in the Tools panel or use *shortcut* `Ctrl + T` *on Windows or* `Cmd + T` *on macOS*.

You can move, scale selection propotionally, rotate or flip selection horizontally or vertically.

Use `Shift` to scale the selection horizontally, vertically or both.

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, make a double-click 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 with Lines - Combination of a Polygon and a Freehand selection. Create freehand selections by drawing an outline around the area you want to select in combination with placing points. To finish creating a selection with lines either click on the first point again, make a double-click or hit `Enter` - the last point will be linked back to the first point automatically. Activate the freehand selection with lines by tapping `Ctrl + Alt + L` (on Windows) / `Cmd + Alt + L` (on macOS).

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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.
- **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 *Select menu > Invert Selection*.

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

Deselect All - Deselect the current selection from the canvas. You can 'deselect all' also with the shortcut `Ctrl + D` (on Windows) / `Cmd + D` (on macOS) or via *Select menu > Deselect All*.

Quick Fill - Fill the active selection with the currently selected color without switching to the Fill tool. Change color interactively. Use it to quickly block in shapes, create solid-color areas, or apply a base color to a selected region. *(shortcut:* `Shift+Q` *)*

Opacity - Adjust the opacity of the selection. Quick Fill respects this setting. You can set the opacity also interactively after the selection is filled. (1-100)

Expand/Contract - Expand or contract the active selection by entering a value or adjusting it interactively by clicking and dragging in the value field. (-100 - 100)

Feather - Create gradual transitions between selected and unselected areas, providing a soft and natural blending effect. Enter a value or adjust interactively by clicking and dragging in the value field. (0-100)

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Roughness - Create more organic selection edges that respect the paper texture and impasto structure, helping edits blend naturally into the artwork. Enter a value or adjust interactively by clicking and dragging in the value field. (-100-100)

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.

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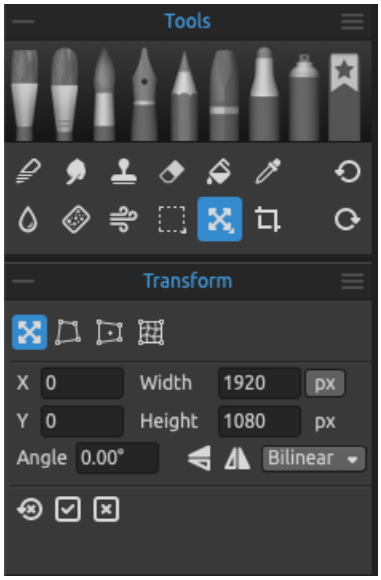
3.4.20 Transform Tool Properties



Transform the current layer or the selected layers and their position.

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

Choose which **image interpolation algorithm** should be used when transforming the layer PRO:

- **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:

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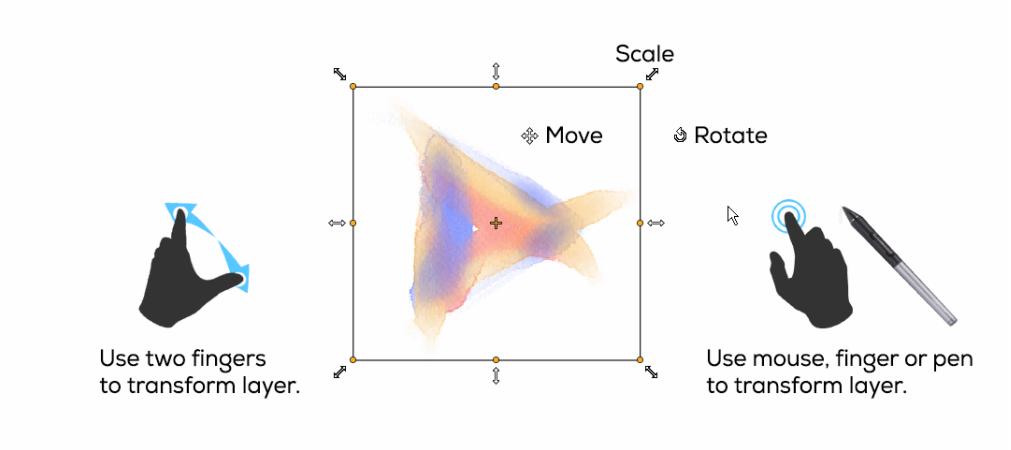

Move - Move a transformed layer or selected layers.

Scale - Scale enlarges or reduces transformed or selected layers relative to its top-left corner. You can scale a layer proportionally by default. Use the `Shift` shortcut to scale it horizontally, vertically, or both. 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 Anchor Point - Move the anchor point of the transformation area. The anchor point serves as the pivot for transforming a layer or selection, influencing how it is moved, rotated, and scaled.

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.

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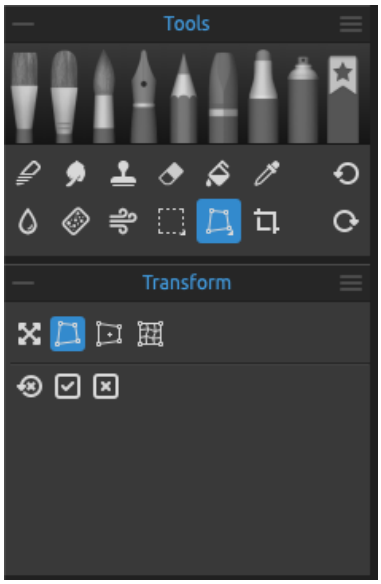
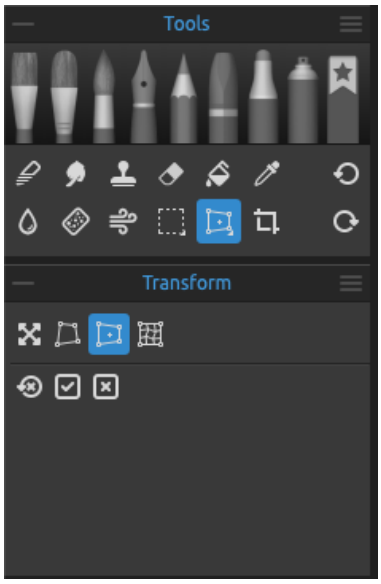


Deform

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.

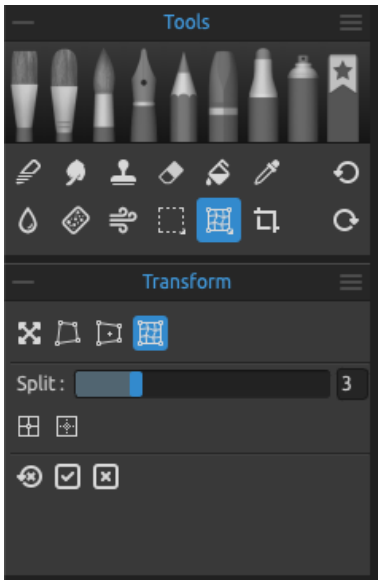
Confirm deform with the button: or **cancel** with the button: . To **reset** the changes, click the button: .



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.

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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.

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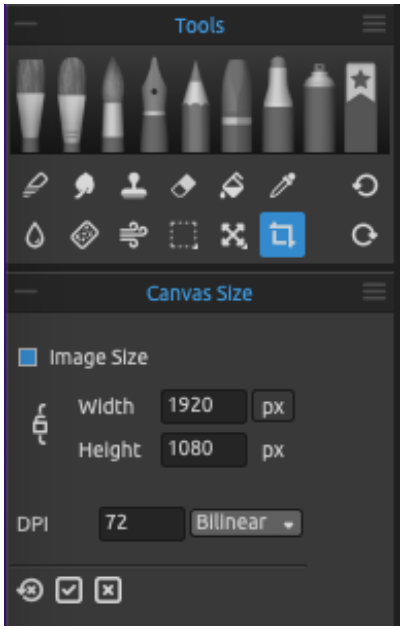
3.4.21 Canvas Size Tool Properties



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.

Choose which **image interpolation algorithm** should be used when changing the canvas size PRO:

- **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: ⟲.

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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.

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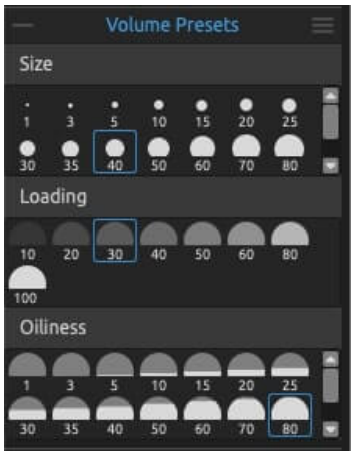
3.5 Volume Presets Panel



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.

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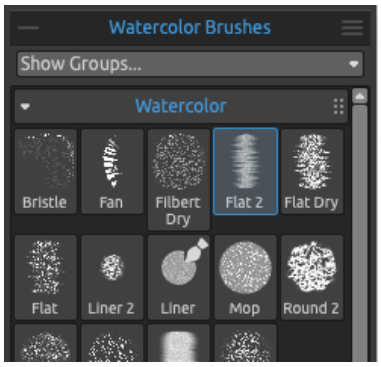
3.6 Brushes Panel



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 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.

Select multiple brushes at once by holding `Ctrl` or `Shift` shortcut while clicking individual brushes.

You can **move** the selected brush or brushes between brush groups with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

Click the button to **duplicate** or the button to **remove** the selected brush or brushes.

You can **rename** the selected brush or brush group by double-clicking on it, typing a new name and hitting `Enter`.

You can **add the selected brush or brushes 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 by clicking the arrow icon located to the left of the group's name.

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.

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> **Tip**
>
> You can move the selected brush preset from one brush group to another using drag & drop.

Recent Brushes

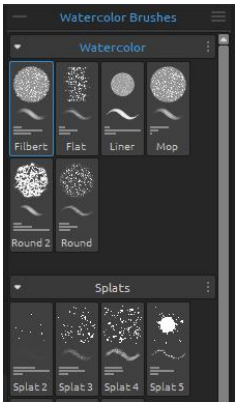
The software automatically keeps track of the brushes you've recently used within your current painting project. These brushes are conveniently collected and displayed in the "Recent" tab under the Favorite & Recent Brushes tool, making it easy to switch back to presets you've been using frequently without manually reselecting them.

You can adjust the maximum number of brushes that should be remembered via *Preferences > Tools > Brush Presets > Maximum Recent Brushes (1-100)*. The default number is 20.

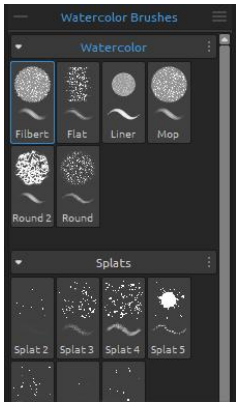
> **Note**
>
> These brushes are not embedded into the .REB (project) file itself.

Brushes Panel Menu:

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



Image, stroke volumes, name.



Image, stroke, name.

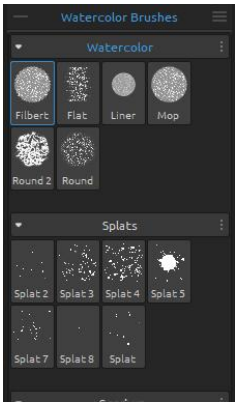
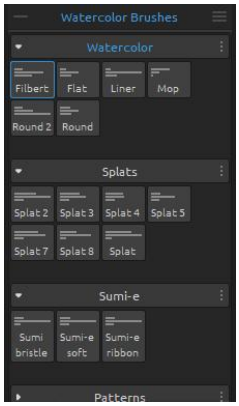


Image and name.



Volumes and name.

- **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)*

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- **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.
- **Clear Recent Brushes** - Clear the Recent brushes list under the 'Favorite & Recent brushes' 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)

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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.

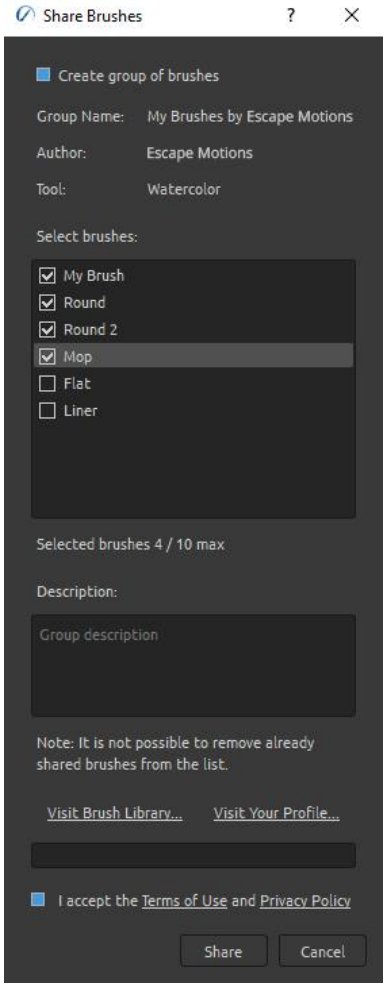
How to Share Brushes

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.

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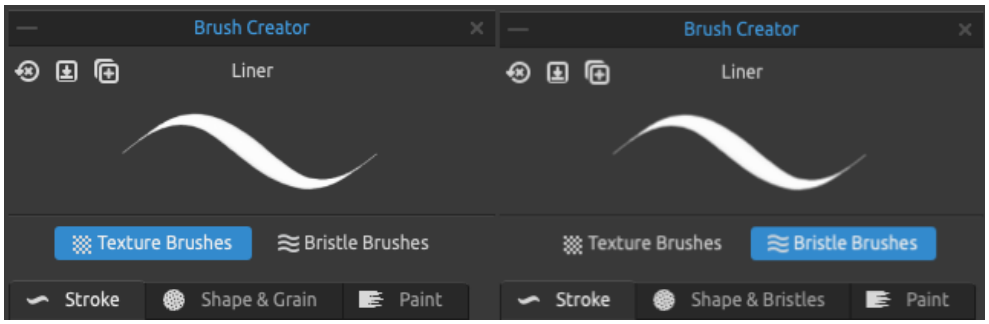
3.7 Brush Creator Panel

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. This action restores all settings in both the Properties panel and the Brush Creator panel. *(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.

From Rebelle 8 Pro, we recognize two different brush engines which differ in how the brush is rendered:

- **Texture Brushes** - Engine where we use shape and grain textures to create an imitation of brush strands.

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- **Bristle Brushes** PRO - Powered by the new particle brush system, which simulates the movement and behavior of each individual brush strand. This means every stroke can respond uniquely to color, smudging, pressure, etc.

Video tutorial

Dive into the basics of Brush Creator in this video: Brush Creator: Customize and Save Brushes.

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3.7.1 Texture Brushes

The Brush Creator is divided into three sections that define the Texture Brushes 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*, *Oil&Acrylic Impasto*, *Textures* and *Cursor*.

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Texture Brushes: Stroke

Size

Max Size (px) - Set the maximum size per brush in pixels (10-3000).

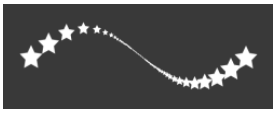
Size Jitter - Specify how the size of brush stamps varies in a stroke up to (but not exceeding) the size value specified in the Properties panel (0-100):



Size Behavior - Set how the **size** of the brush should be influenced by the pressure of the tablet pen via the curve editor. Negative values will invert the pressure results:



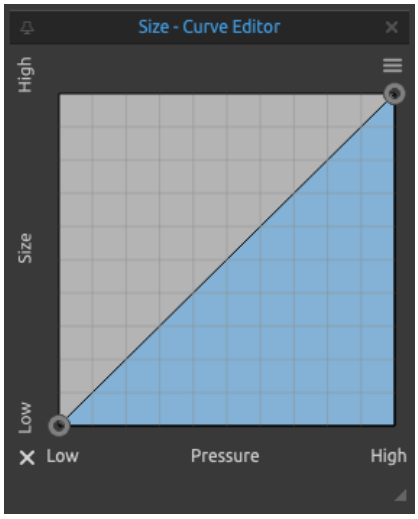
Ramp up Pressure curve



Ramp down Pressure curve

Video tutorial

Learn about Rebelle's Pressure settings in this video: Pressure Settings.



Size - Curve Editor - 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.

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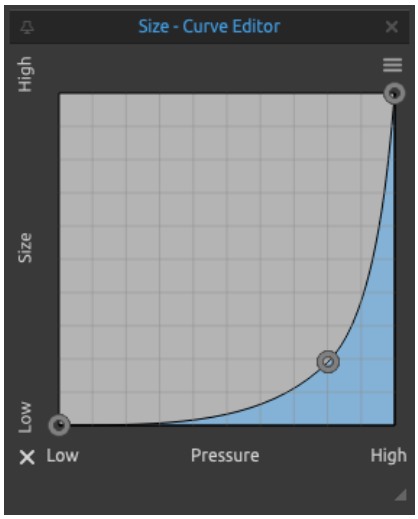
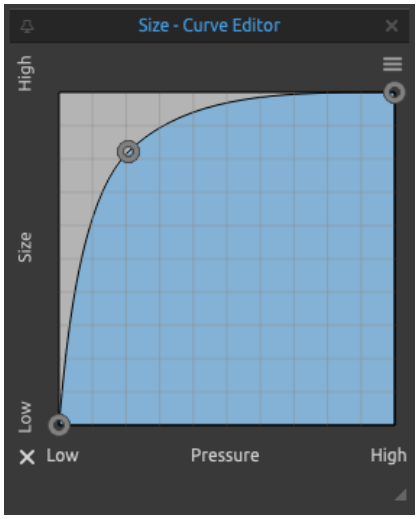
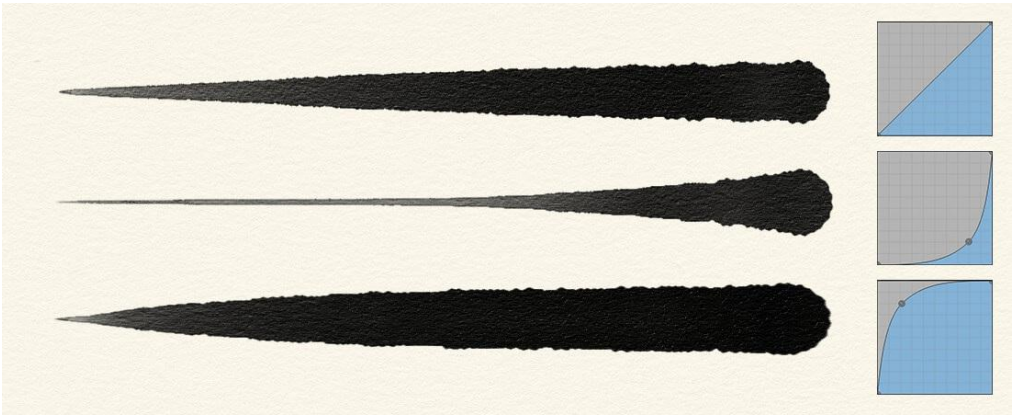


With the curve on the left, the size of the stroke will tend to be closer to the minimum size of your drawing tool, unless you apply a lot of pressure on your tablet pen.



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).

Curve Editor Menu - This menu is available in every curve editor. Here you can:

- **Copy Curve** - Copy the setting of the current curve.
- **Paste Curve** - Paste the setting from one curve to another, currently opened curve.

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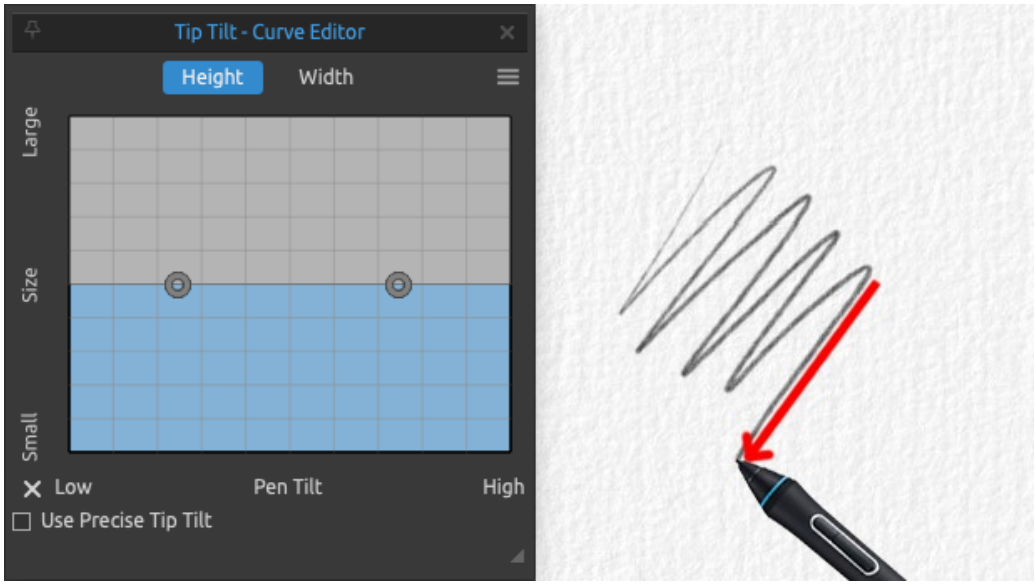
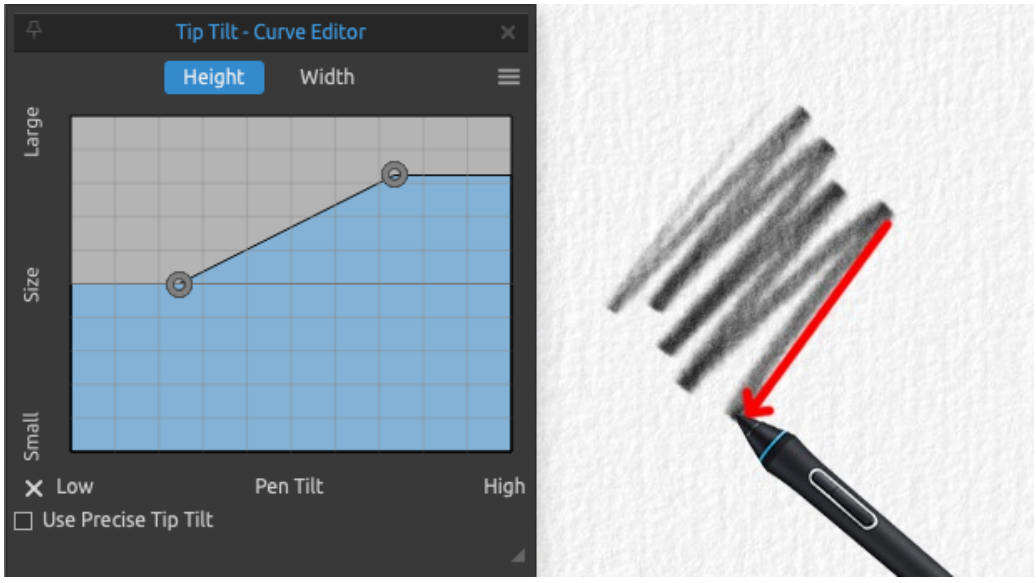
• **Lock to Grid** - Enable the control points to align to the curve's grid, making them easier to position accurately.

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:

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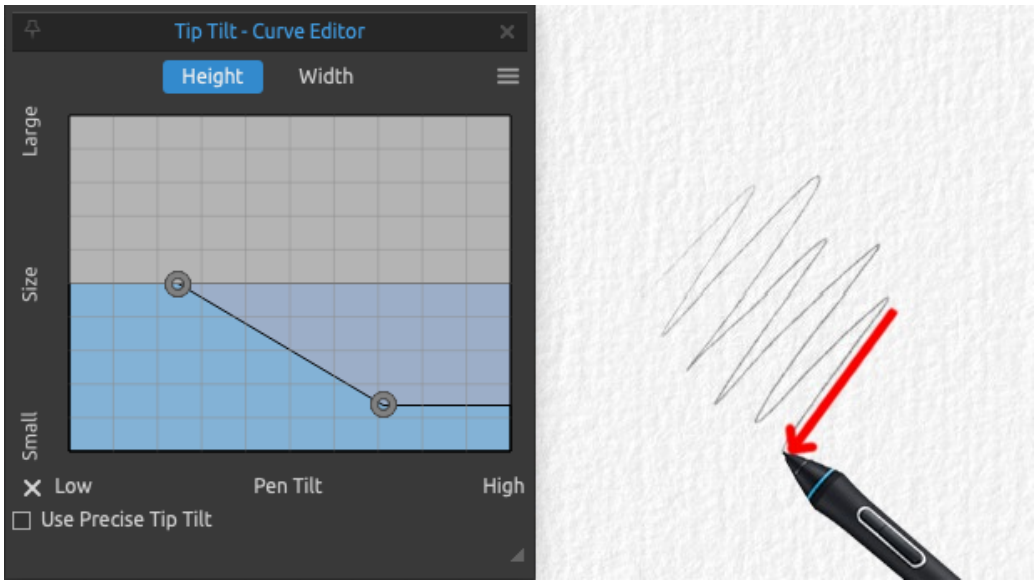
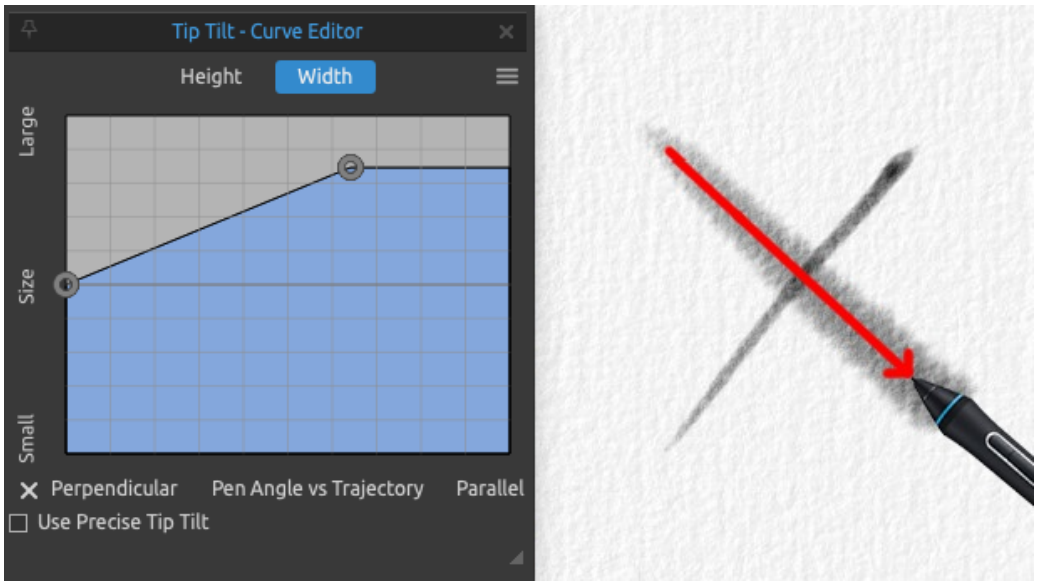


4. Large Width - When the stylus is in the perpendicular position to the trajectory of the stroke (in the example below it is the stroke going from the bottom left to the upper right), there is no change in size. When the stylus is in line (parallel) to the trajectory of the stroke (the stroke going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

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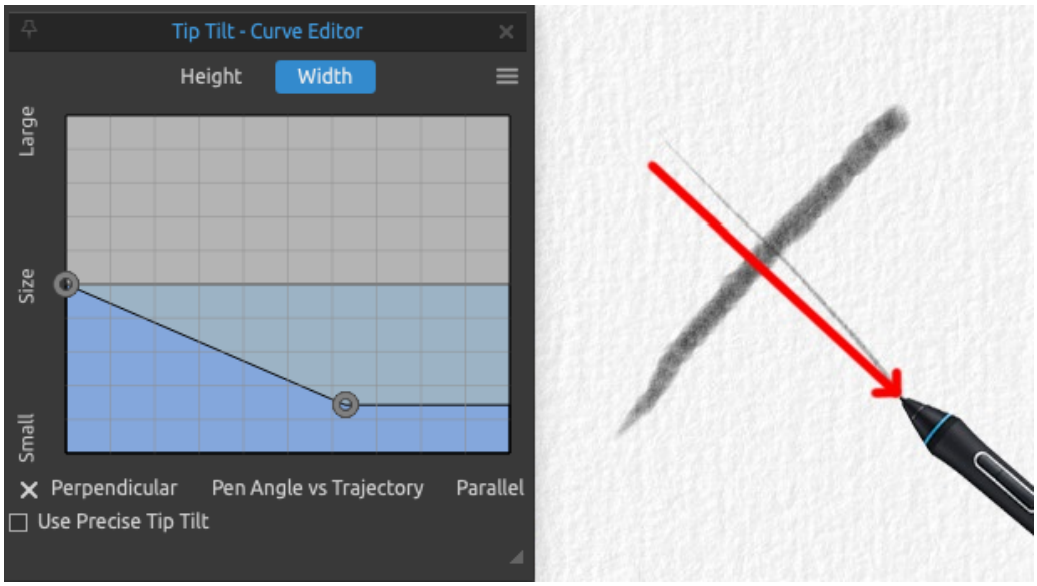

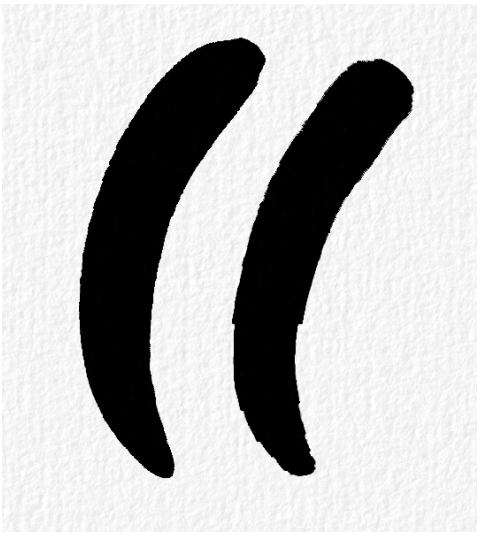

Use Precise Tip Tilt - Activate this option to eliminate issues with brush stepping when Tip Tilt brush feature is used at a cost of performance.

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 (Multiplier) - Set the multiplier for the opacity (1-100x). This parameter multiplies the Opacity parameter.

Opacity - 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.

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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):



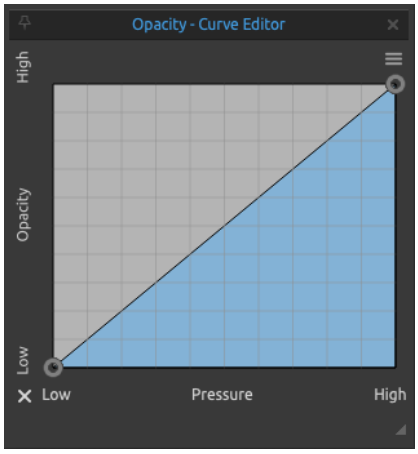
Opacity Behavior - Set how the **opacity** of the brush should be influenced by the pressure of the tablet pen via the curve editor. Negative values will invert the pressure results:



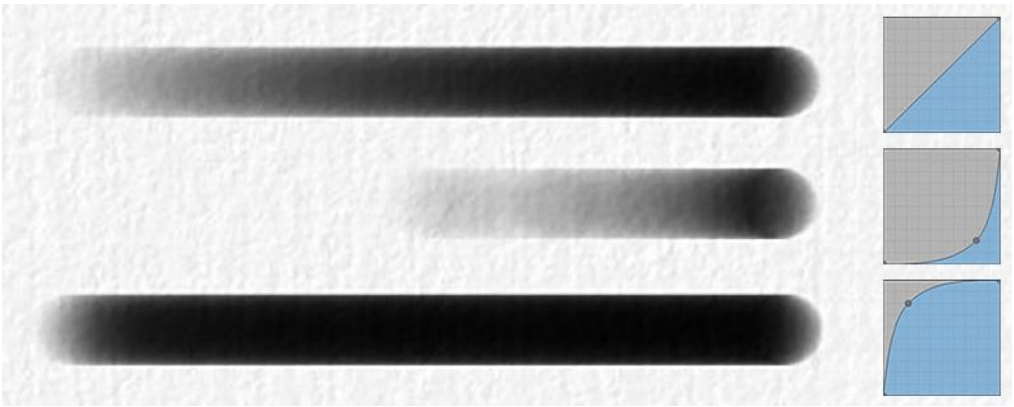
Pressure 100



Pressure -100



Opacity - Curve Editor - 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).

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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):



Scatter Count - Control the number of scattered brush stamps generated along the stroke. (1-10) Higher values increase the density of scattered marks.

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

- **Parallel** - This mode smudges the scattered brush stamps parallel to the direction of the brush stroke.
- **Perpendicular** - This mode smudges the scattered 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** is active, the brush stamps are smudged together to reduce the appearance of the individual marks.

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:

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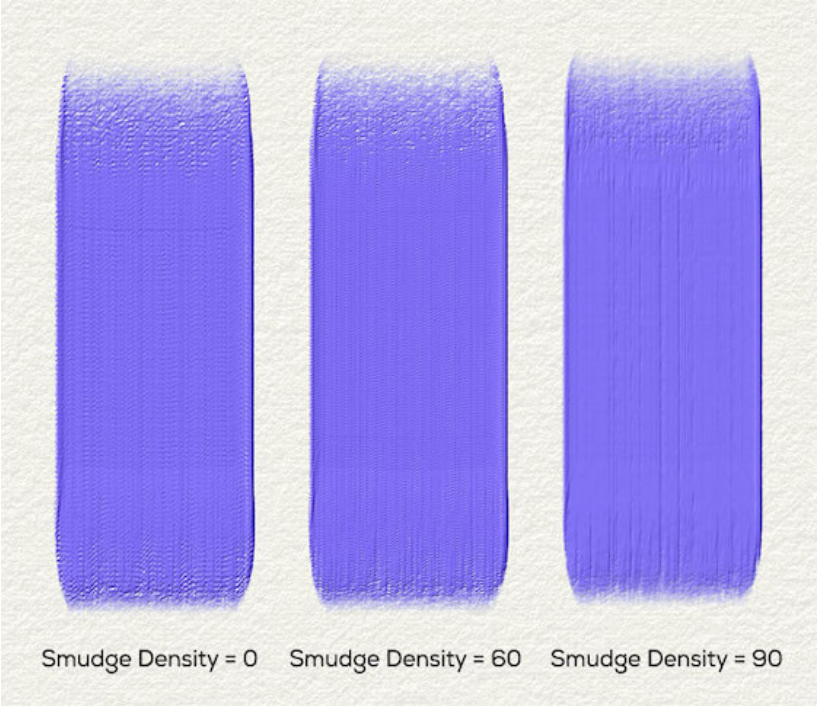
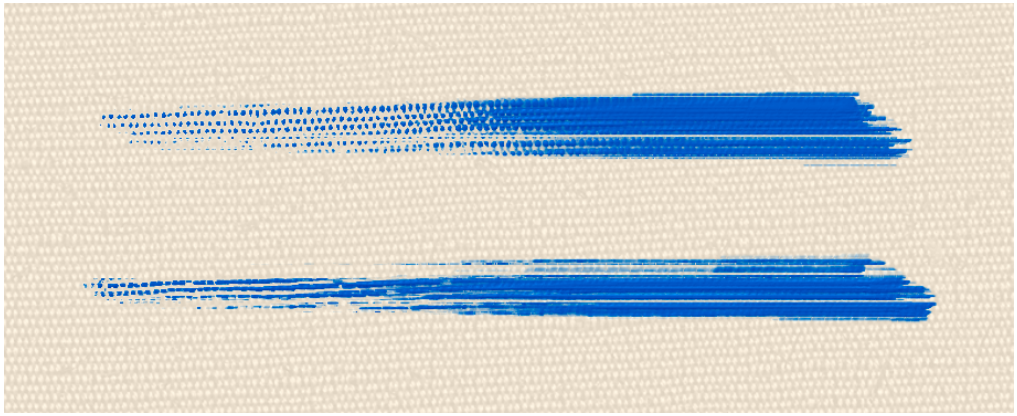


The default value is set to '60'. When "Smudge Density" is set to '90', the brushmarks are rendered on canvas with a distance of a maximum of 1 pixel, which is the recommended high-quality detail. When Smudge Density is set over '90', the brushmarks are rendered on canvas with a distance of less than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

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.

Video tutorial

Learn more about Rebelle's Stroke settings in this video: Brush Creator: Stroke

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Texture Brushes: 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.

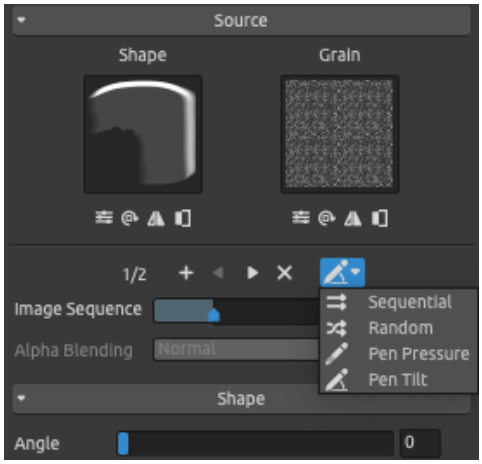
Texture Properties - **Scale** or change the **brightness** and **contrast** of the shape/grain.

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. The maximum size of the texture saved to brush files is 2,048 x 2,048 px. The maximum texture we use for painting is 1,024 x 1,024 px. Textures saved in the brush are images with lossless compression (PNG images).



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.

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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).

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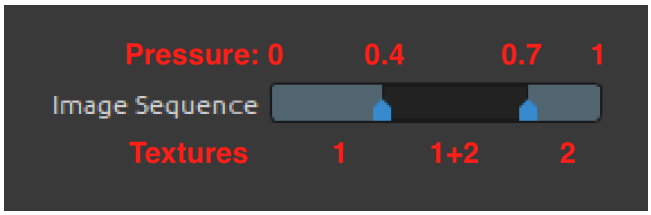
As you set higher values on the "Image Sequence" slider, the distribution changes - the first shape & grain pair will appear more likely than the second set of shape & grain.

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.

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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 (0-360):



Angle 25

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

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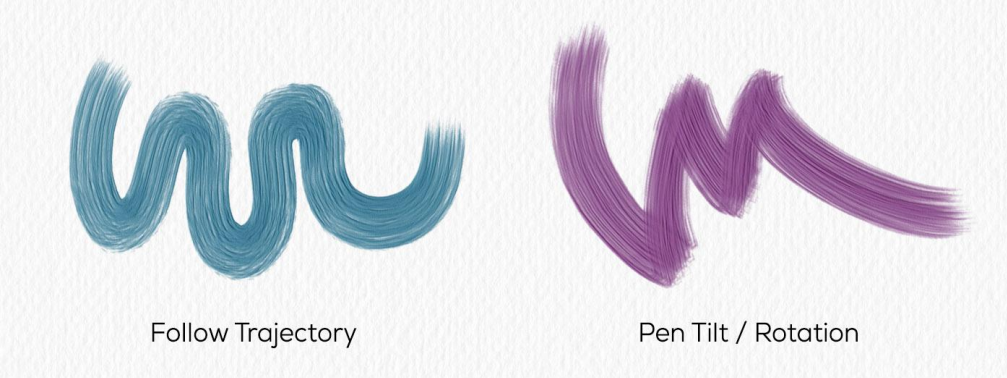
Rotation - Select the rotation mode of the brush shape:

- **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.



Lock Initial Angle - Locks the brush rotation to the angle determined at the beginning of each stroke. The angle remains constant throughout the stroke, regardless of changes in stroke direction, pen tilt, or 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.

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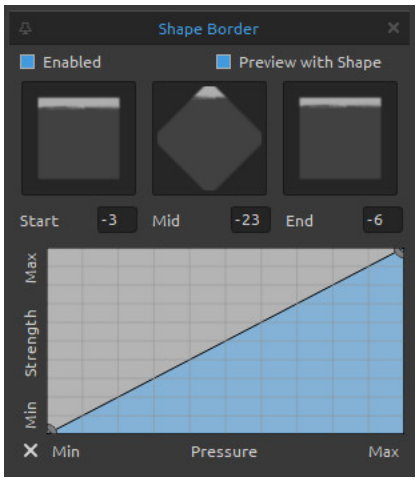


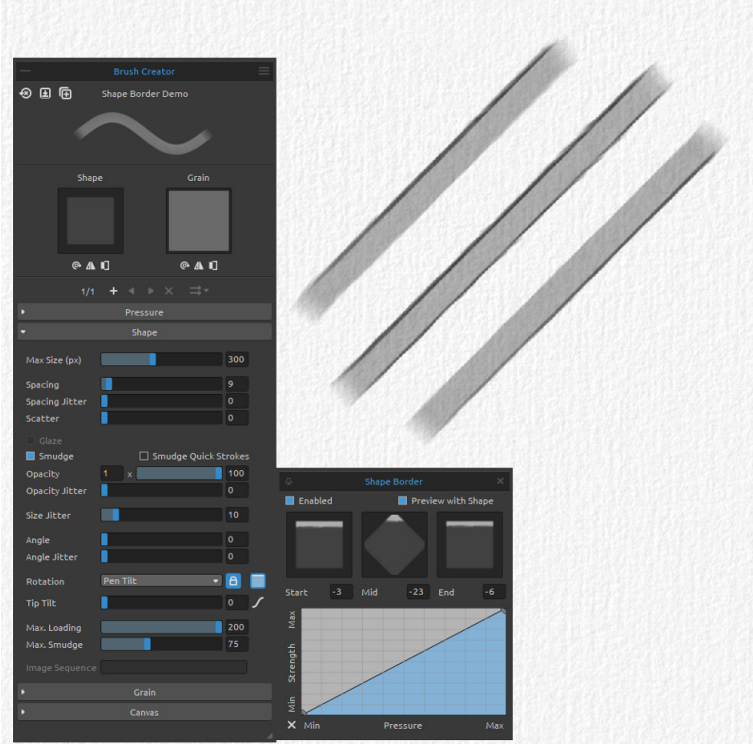
Shape Border - Add a custom border to your brush strokes via the Shape Border editor.

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.

Random Flip X - Enable this option to randomly flip the shape of the selected texture brush horizontally, across its x axis while painting.

Random Flip Y - Enable this option to randomly flip the shape of the selected texture brush vertically, across its y axis while painting.

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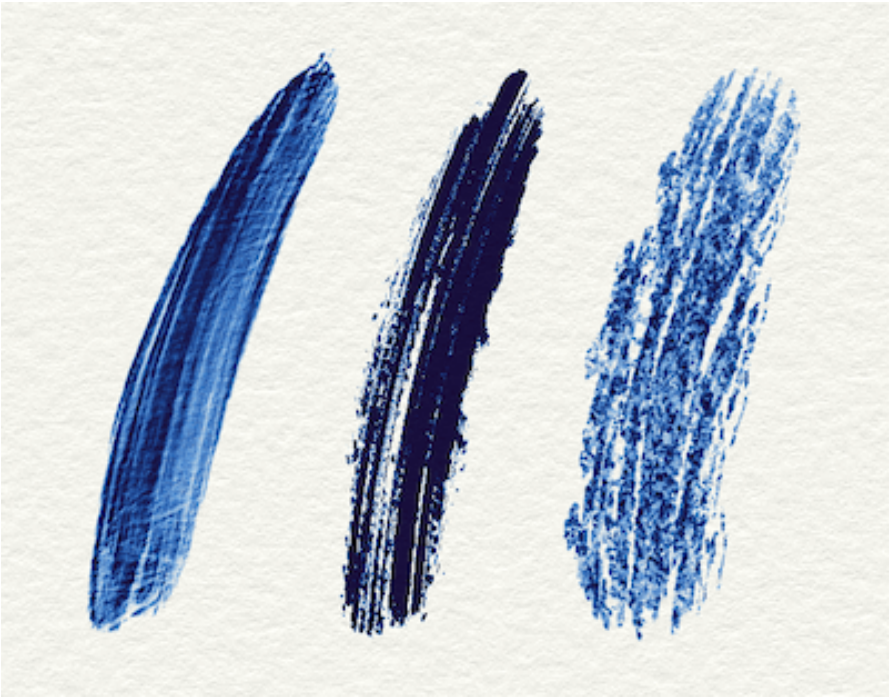
Grain

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.

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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.

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Texture Brushes: Paint

Mixing

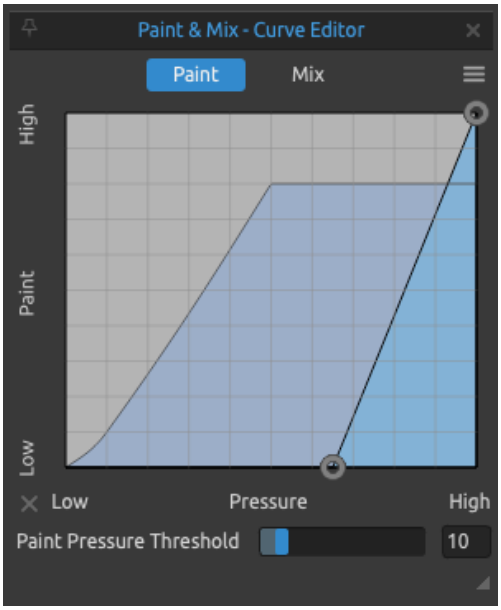
Paint & Mix - Curve Editor:

This mode starts with painting with a certain pressure. If you use less pressure, from a certain point, you start to mix the colors together. The point at which mixing starts is determined by the Paint Pressure Threshold parameter.

This mode is designed to simulate a natural brush stroke where you lay down fresh paint, then use lighter pressure to start dragging and mixing that paint into surrounding colors.

Paint & Mix Mode can also be engaged by tapping or holding 2 on the keyboard.

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:

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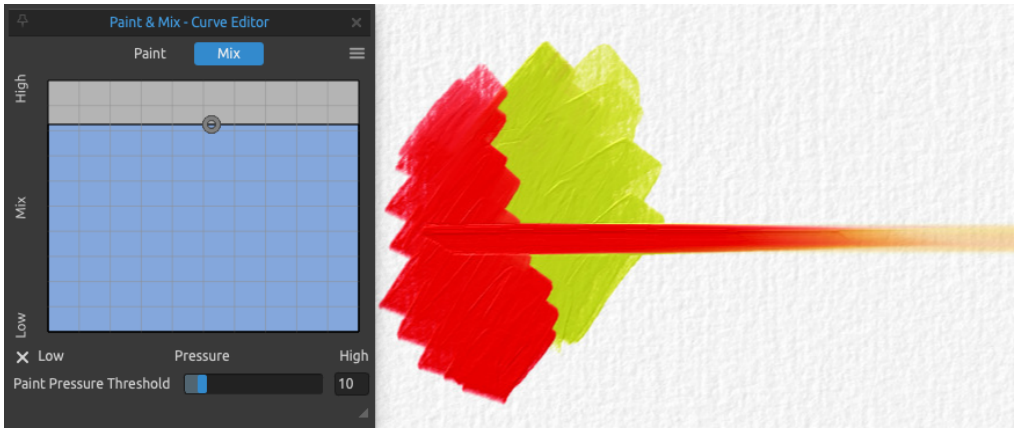
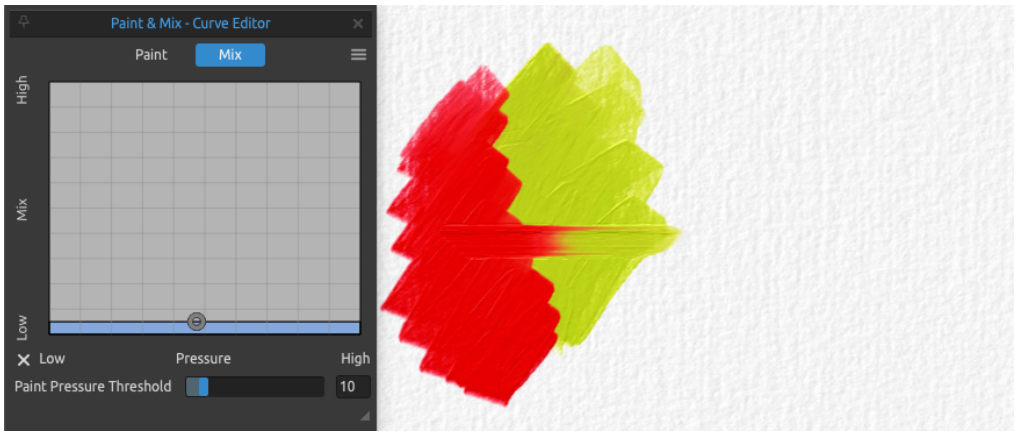
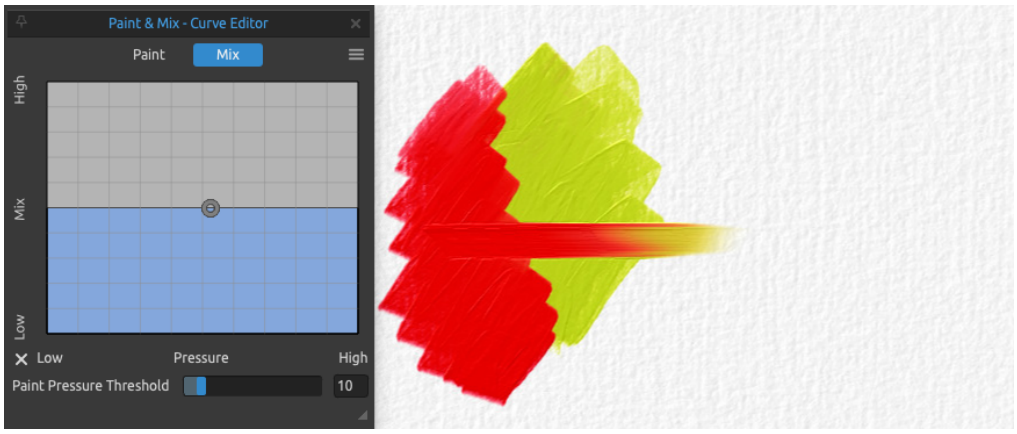


2. Low Mixing - The curve below shows the example of low mixing - it takes a very short period of time for the first color (red) to get mixed with the new color (green). The first color mixes with the new color almost immediately with these curve settings:



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



Paint & Mix works in two steps:

Step 1: Painting - When you begin a stroke and your pen pressure increases, the brush only paints. No color mixing occurs. Paint strength is taken from the right edge of the Paint curve (maximum paint value).

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Paint & Mix switches to mixing when you lower your pen pressure by a certain amount. This amount is controlled by *Paint Pressure Threshold*.

Paint Pressure Threshold - The value on the slider defines by how many percent you need to lower your pen pressure to start mixing. The default value is 10. This means that 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.

When set to 0: Even a tiny pressure drop switches from Step 1 to Step 2 = from painting to mixing. With higher values, you must lower the pressure more significantly to trigger mixing. When set to 100: No amount of pressure switches from Step 1 to Step 2 = brush will only paint, mixing will not occur.

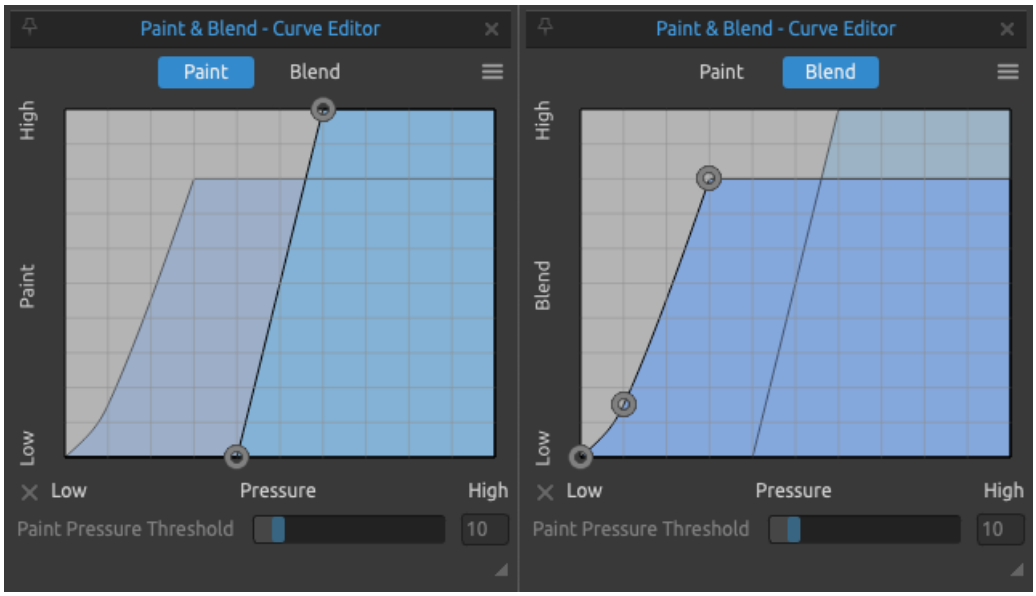
Step 2: Mixing & Painting - After lowering the pressure and entering the mixing zone, the brush both mixes and paints. Both the Paint curve and Mix curve are active. The pressure mapping is based on the maximum pressure reached earlier in the stroke, not the current pressure alone.

Paint & Blend - Curve Editor:

This mode paints with a certain pressure. If you use less pressure, from a certain point, you start to blend the colors together. This mode is a continuous pressure-based mode where painting and blending dynamically change based on the current pen pressure.

Paint & Blend Mode can also be engaged by tapping or holding 3 on the keyboard.

Adjust the pressure curve for the Paint & Blend mode of the brush using the curve editor:



Blend - Curve Editor:

This mode blends with a certain pressure. No painting occurs.

Blend Mode can also be engaged by tapping or holding 4 on the keyboard.

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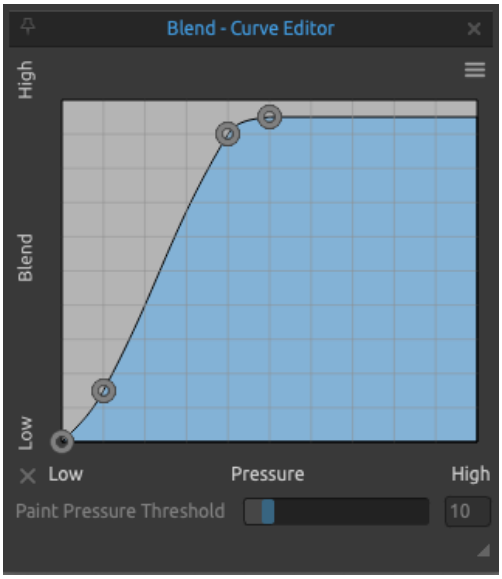
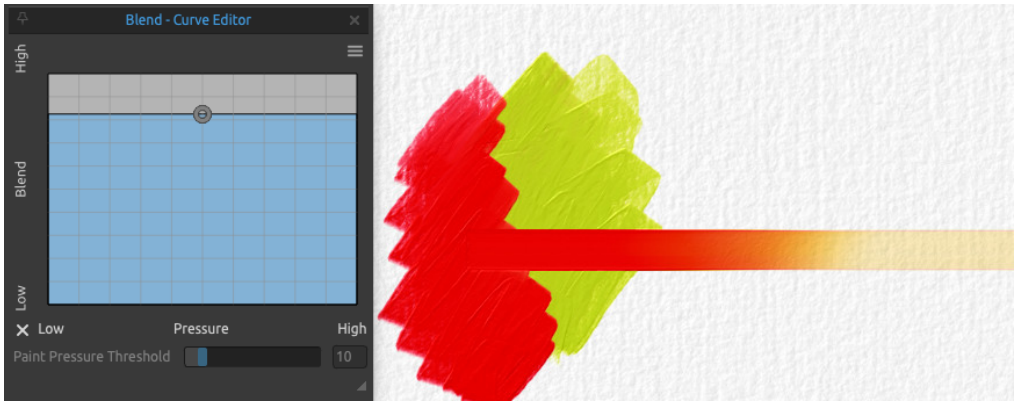
Adjust the pressure curve for the Blend mode of the brush using the curve editor:



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:

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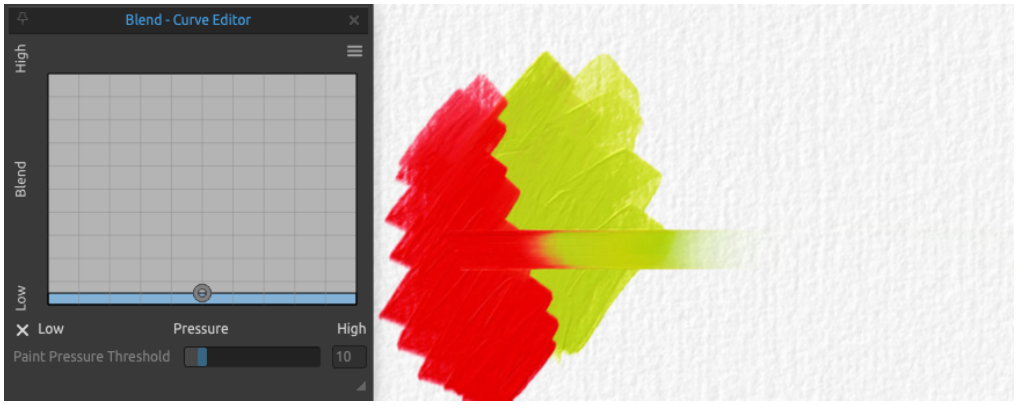
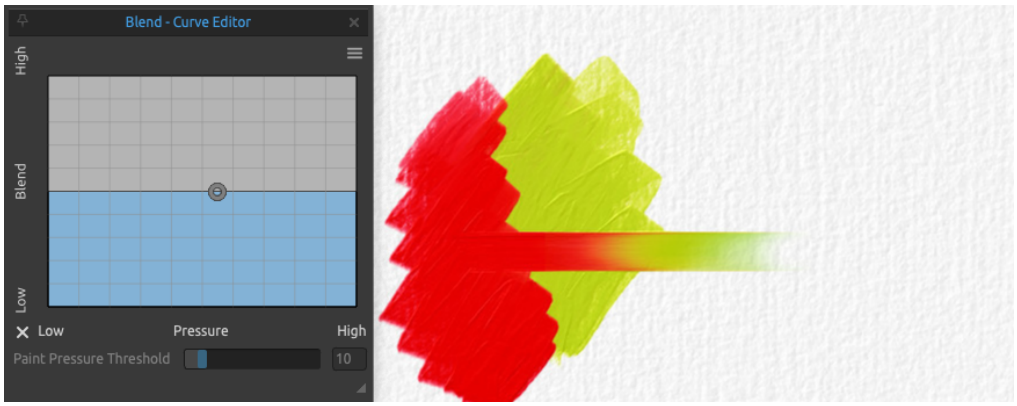


3. Medium Blending - The curve below shows the example of a setting between high and low blending:



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:

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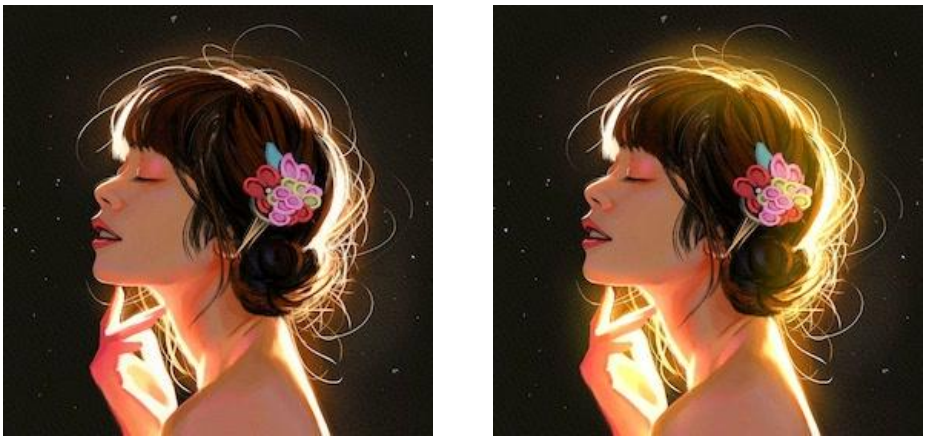
Note

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.

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.

Color Noise per Bristle - Set variations in color within the brush using the HSLuv palette. (0-100) The variation is distributed across the *height* of the brush, perpendicular to the stroke direction.

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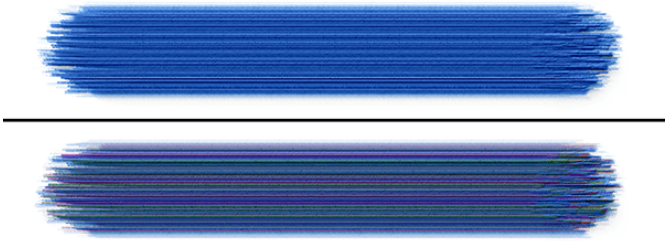
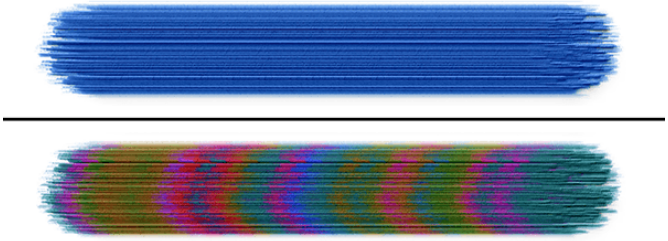


Color Noise per Bristle, HSL values set to 0 (top) vs. HSL values set to 100 (bottom)

Color Noise per Stamp - Set variations in color within the brush using the HSLuv palette. (0-100) The variation is distributed across the *width* of the brush, perpendicular to the stroke direction.

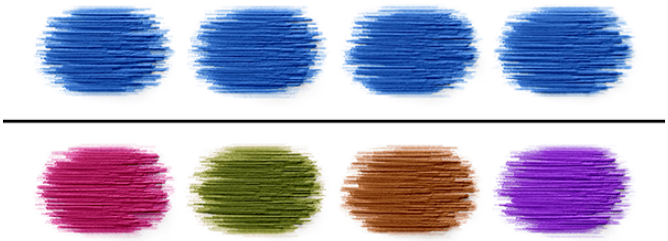


Color Noise per Stamp, HSL values set to 0 (top) vs. HSL values set to 100 (bottom)

Note

Color Noise per Stamp is disabled if Dirty Brush, MultiColored Brush, or Color Noise per Bristle is used.

Color Noise per Stroke - Set variations in color per each new stroke using the HSLuv palette. (0-100)



Color Noise per Stroke, HSL values set to 0 (top) vs. HSL values set to 100 (bottom)

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Note

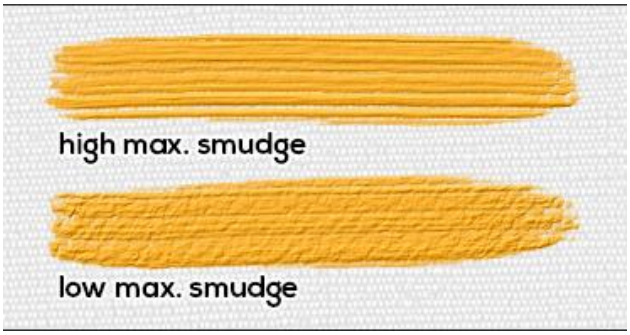
'Color Noise per Bristle' and 'Color Noise per Stamp' is available for Oil & Acrylic brushes only. 'Color Noise per Stroke' is available for all painting tools.

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:

Thick Impasto - Achieve a more pronounced impasto with your brushes. The option is by default enabled for Rebelle 7 brush presets.



Textures

Paper Texture Strength - Set how much the paper texture should influence the brush stroke. Adjust the pressure curve for the Texture Strength influence using the curve editor:

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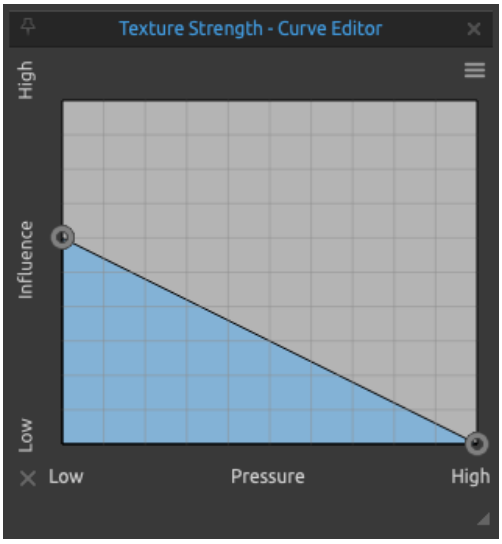

Paper Texture Contrast - Set how the texture contrast should be visible on the brush grain based on the pressure of the pen (0-100):



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.

Legacy Paper Mode - Compatibility mode for Rebelle 6 brushes. It disables Height maps by default. It also uses Paper Texture Scratch mode from Rebelle 6 = all brushes set to 'Auto' use the dark parts of the paper, except for

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CA01 and CA06 papers which will use the light parts of the paper texture. Legacy Paper mode will automatically activate for Rebelle 6 brushes imported to Rebelle 8.

Video tutorial

Learn more about Rebelle's Paint settings in these videos: Brush Creator: Paint - Part 1 and Brush Creator: Paint - Part 2

Background Textures

Add extra texture to your texture 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.

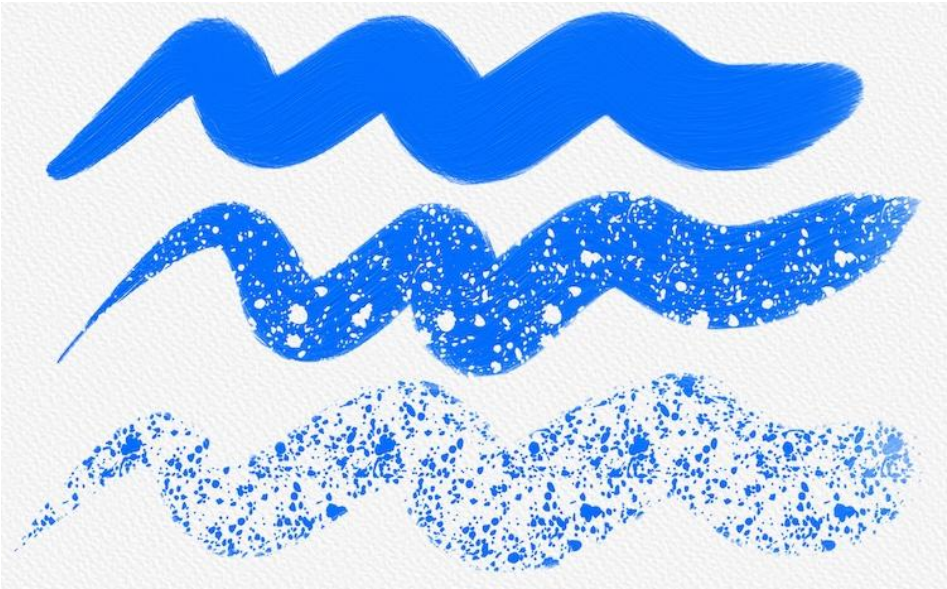
Click on the **Background Texture 1** or **Background Texture 2** button to reveal the panel for customization. To apply the background texture for the selected brush preset, activate the 'Enabled' checkbox and click on the icon to open the Image Library with the list of grains you can use for the background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

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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 in the **curve editor** 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.

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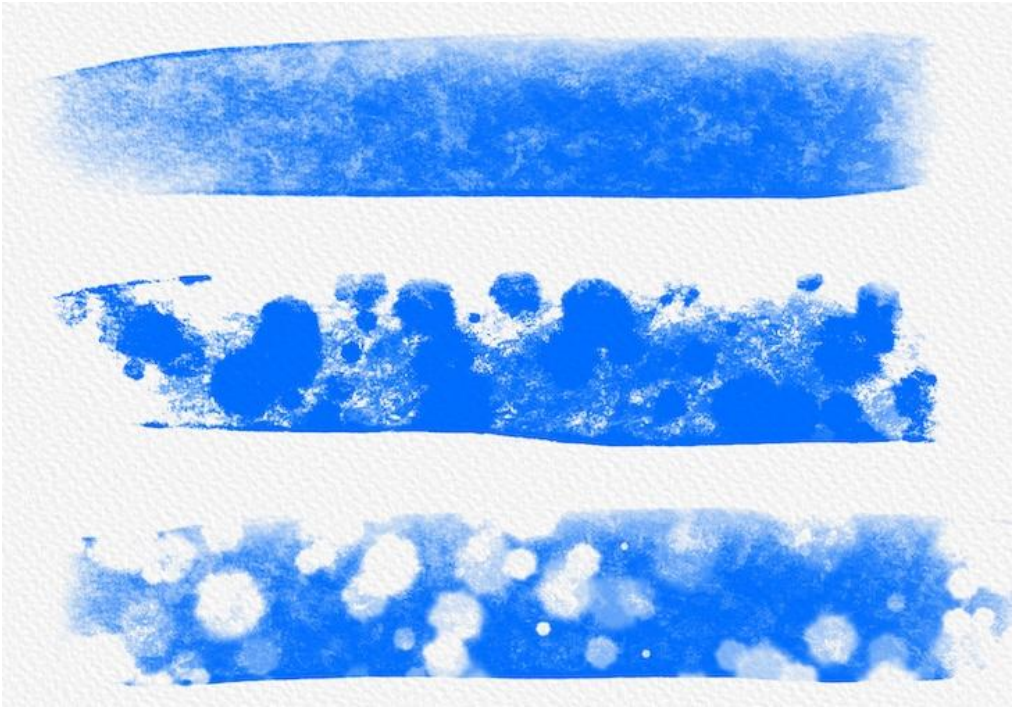

A brushstroke made with a primary brush (top) vs. brushstrokes where dual brush is enabled with different blend modes.

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).

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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.

Video tutorial

Learn more about Rebelle's Textures settings in this video: Brush Creator: Textures.

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.

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3.7.2 Bristle Brushes PRO

The Brush Creator is divided into three sections that define the Bristle Brushes settings:

- **Stroke** - Contains the settings concerning the main characteristics of the brush stroke: *Size*, *Opacity*, and *Spacing*.
- **Shape & Bristles** - Contains the settings concerning the brush preset *shapes* and *bristles*.
- **Paint** - Contains the settings influencing the painting output: *Mixing*, *Color*, *Textures* and *Cursor*.

Video tutorial

Learn more about Rebelle's Bristle Brushes in this video: Rebelle 8 New Features: Bristle Brushes.

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Bristle Brushes: Stroke

Size

Max Size (px) - Set the maximum size per brush in pixels (10-3000).

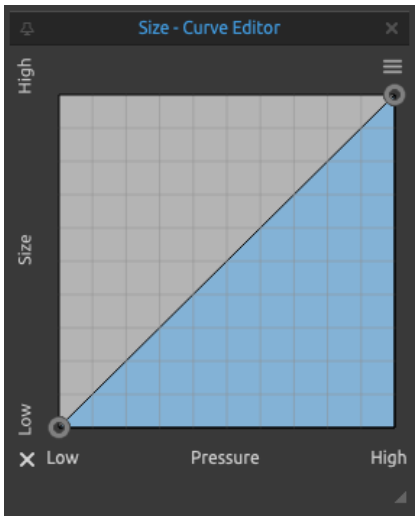
Size Behavior - Set how the **size** of the brush should be influenced by the pressure of the tablet pen via the curve editor. Negative values will invert the pressure results:



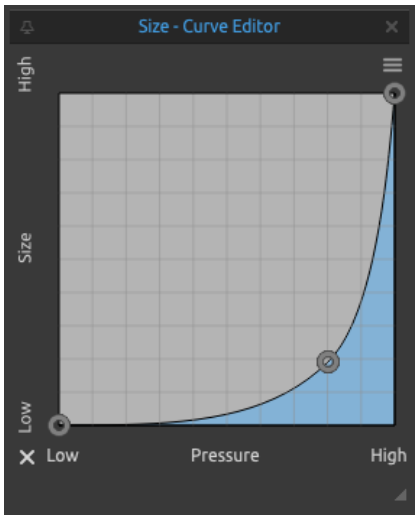
Ramp up Pressure curve



Ramp down Pressure curve



Size - Curve Editor - 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.

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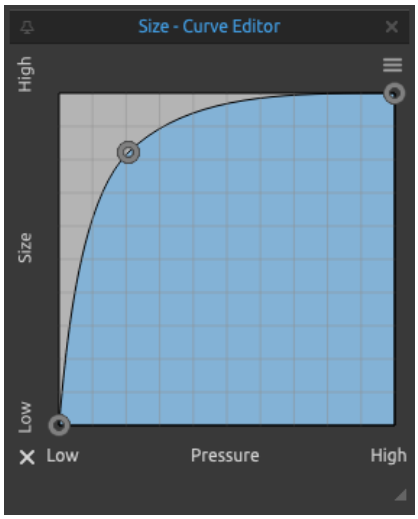
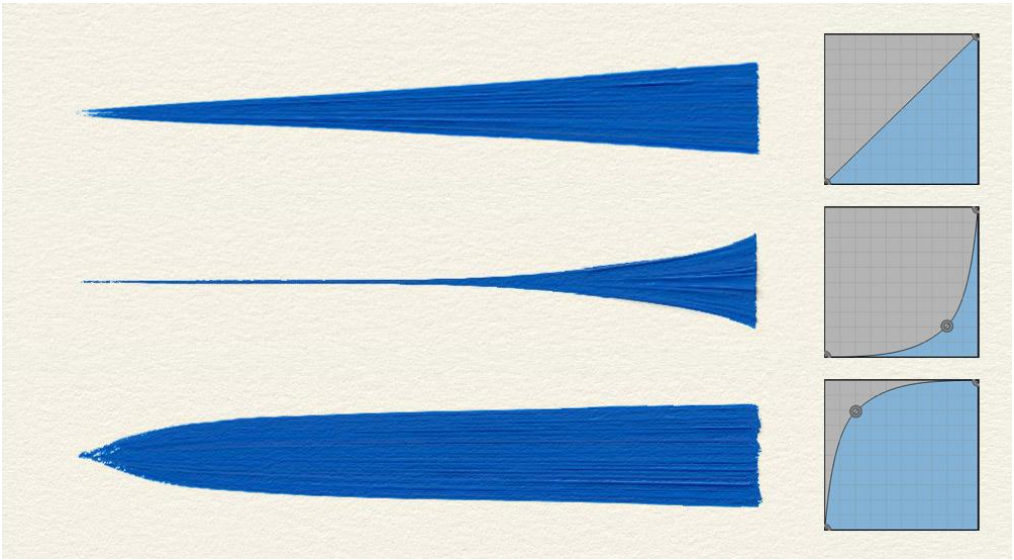


The curve on the left will make the size of the stroke be closer to the maximum size of your drawing tool unless you apply very little pressure on your tablet pen.



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

Curve Editor Menu - This menu is available in every curve editor. Here you can:

- **Copy Curve** - Copy the setting of the current curve.
- **Paste Curve** - Paste the setting from one curve to another, currently opened curve.
- **Lock to Grid** - Enable the control points to align to the curve's grid, making them easier to position accurately.

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:

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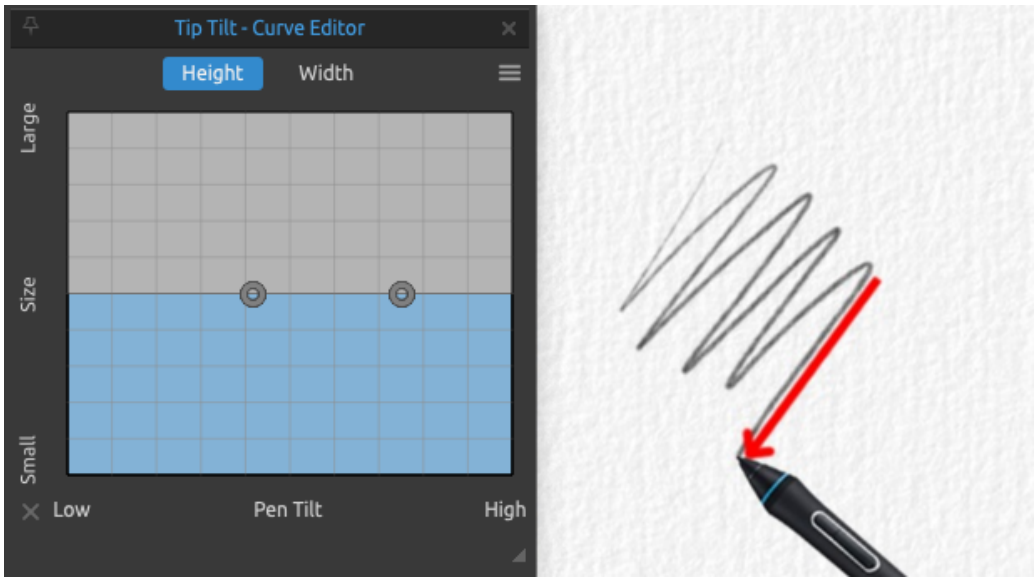
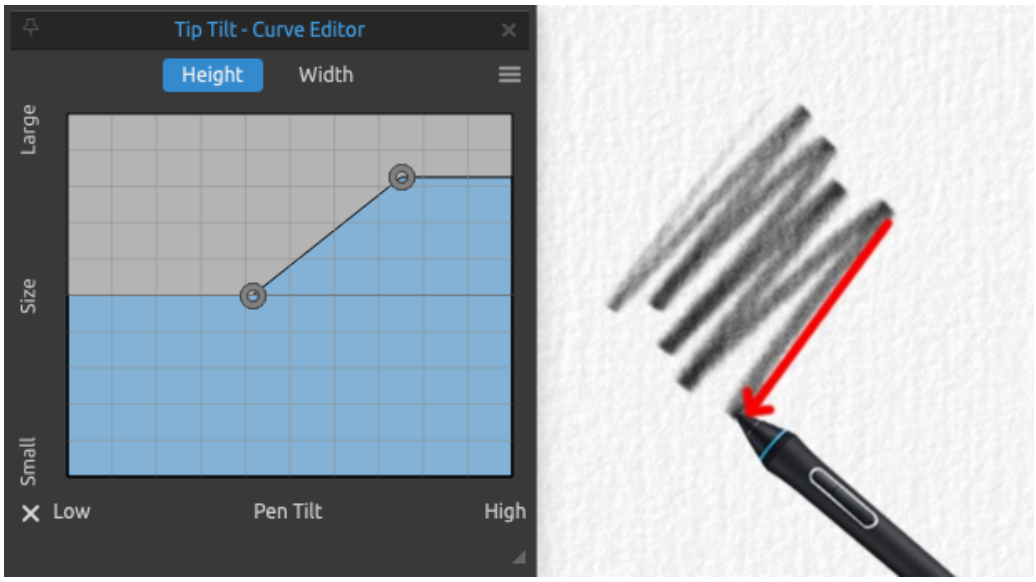


2. Large Height - The more you tilt your stylus, the larger the height of the brush stroke will be. It works the same way as if you used a pencil in the traditional painting, the more you tilt it, the larger the area you are going to paint with:



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

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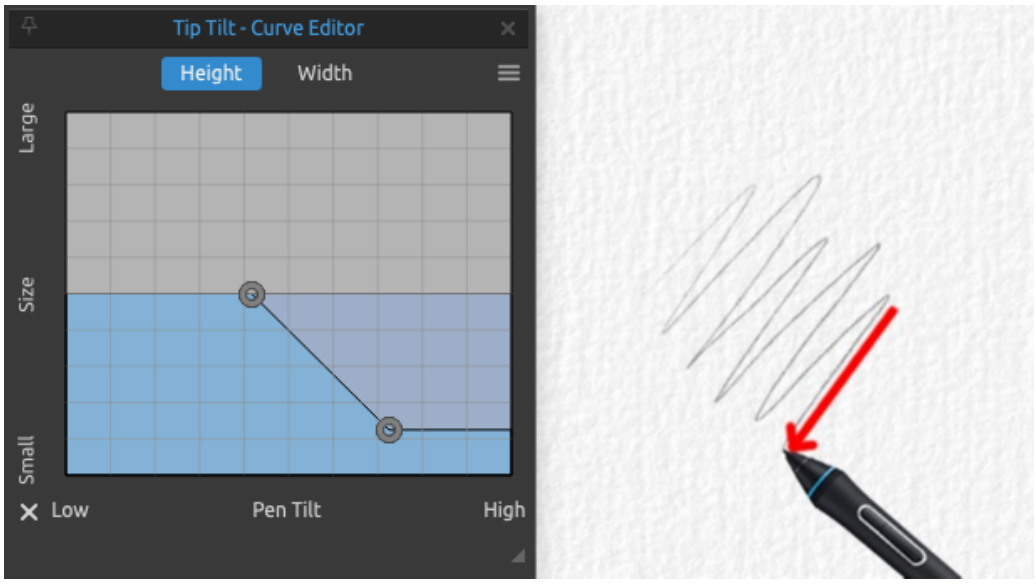
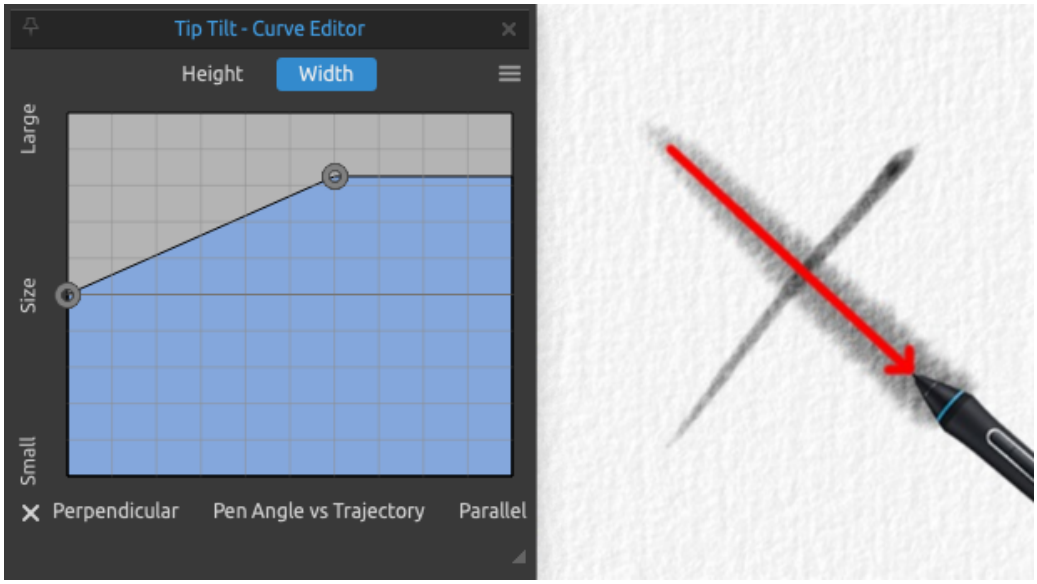


4. Large Width - When the stylus is in the perpendicular position to the trajectory of the stroke (in the example below it is the stroke going from the bottom left to the upper right), there is no change in size. When the stylus is in line (parallel) to the trajectory of the stroke (the stroke going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

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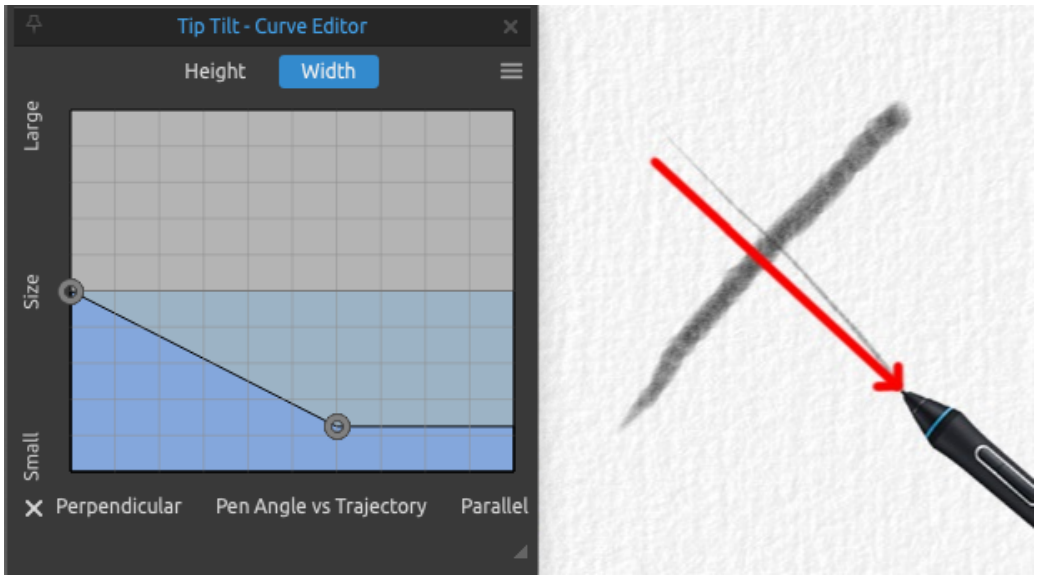
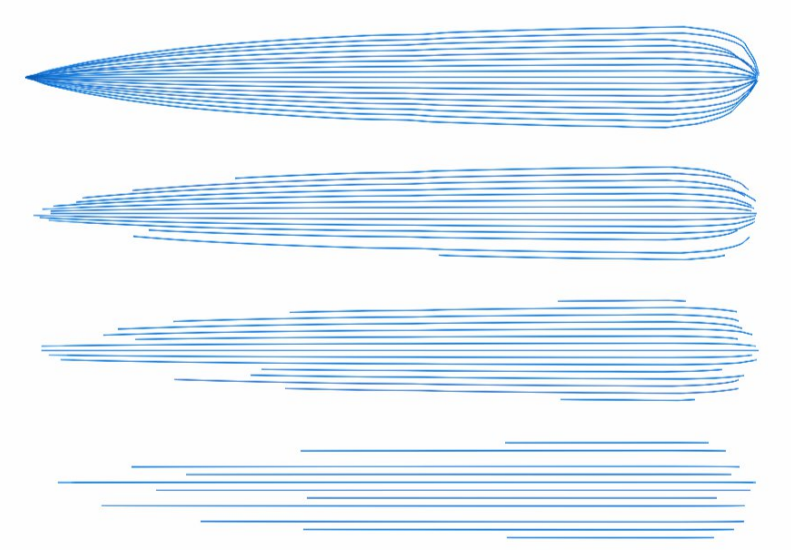


Brush Form - The parameter controls how bristles behave when the brush size changes due to pressure. At 0, all bristles interact with the canvas, and as the brush size changes, the spacing between bristles adjusts, altering the density of the stroke. At 100, the bristles don't move as the size changes. Instead, they are shown or hidden based on their position and the current size. This simulates a more realistic brush behavior, where not all bristles touch the canvas unless more pressure is applied.

Values between 0 and 100 let you fine-tune this effect, blending the two modes to achieve the brush response that best suits your style.



From the top: Brush Form at 0 (top), at 25, at 50 and at 100 (bottom) with a pressure curve

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Opacity

Opacity (Multiplier) - Set the multiplier for the opacity (1-100x). This parameter multiplies the Opacity parameter.

Opacity - Set the opacity of the custom brush (1-100).



Opacity 25

Opacity Behavior - Set how the **opacity** of the brush should be influenced by the pressure of the tablet pen via the curve editor. Negative values will invert the pressure results:



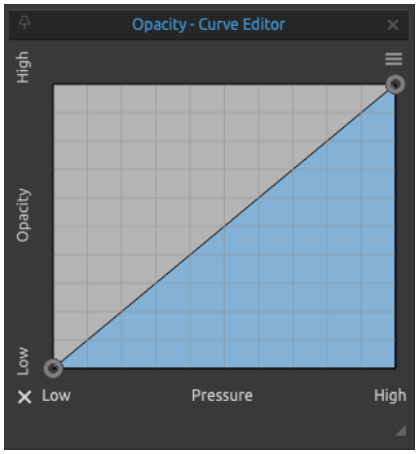
Ramp up Pressure curve



Ramp down Pressure curve

Note

Opacity Behavior curve is influenced by the 'Per-bristle Pressure' with its multiplier (Shape & Bristles > Bristles). This way, opacity curve for individual bristles may vary, resulting in various opacity values per each bristle.



Opacity - Curve Editor - 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.

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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 steps (1-200). Each step is spaced apart along the stroke by a set value. Value 100 is equal to the actual brush size:



Spacing at 1 (left), at 100 (middle) and at 200 (right)

Video tutorial

Learn more about Rebelle's Bristle brushes Stroke settings in this video: Brush Creator: Bristle Brushes - Stroke.

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Bristle Brushes: Shape & Bristles

Source

Brush Shape - Choose the shape of your custom brush. Click the shape thumbnail to open the image library of shapes. Individual bristles will be generated within the brush shape.

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

Rotate - Rotate the shape clockwise.

Flip Horizontally - Flip the shape horizontally.

Invert - Invert the shape.

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

Shape

Angle - Set the angle of the brush shape (0-360):



Angle 0



Angle 60

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.

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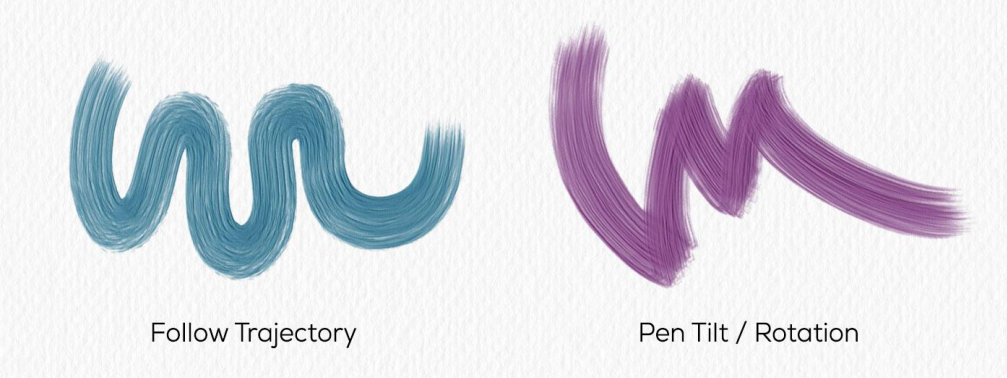

Lock Initial Angle - Locks the brush rotation to the angle determined at the beginning of each stroke. The angle remains constant throughout the stroke, regardless of changes in stroke direction, pen tilt, or pen rotation.

> **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.

Bristles

> **Note**
>
> Bristle brushes use two types of bristles: *Add impasto* bristles - those that build up impasto peaks, and *Remove impasto* bristles - those that carve valleys in the impasto.

Random Span - This setting controls the randomness in the placement of the bristles within the brush. (0-200) At 0, there is no randomness: bristles that 'Add impasto' and 'Remove impasto' are evenly spaced and consistently positioned. Increasing the value introduces more randomness to their placement, resulting in a more natural and varied brushstroke.

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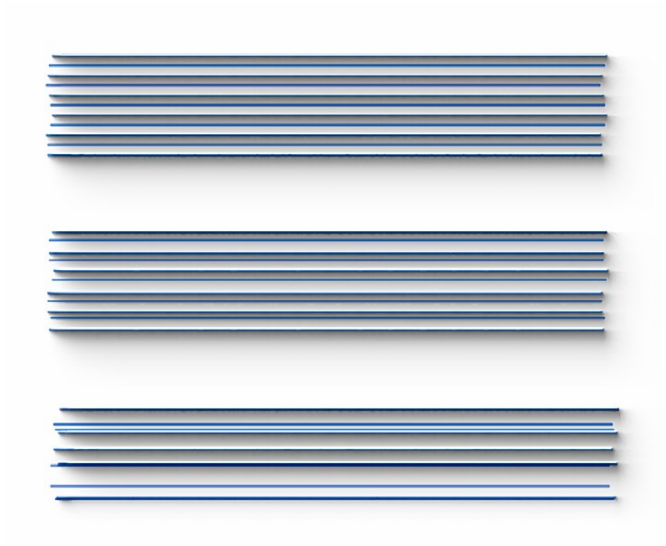
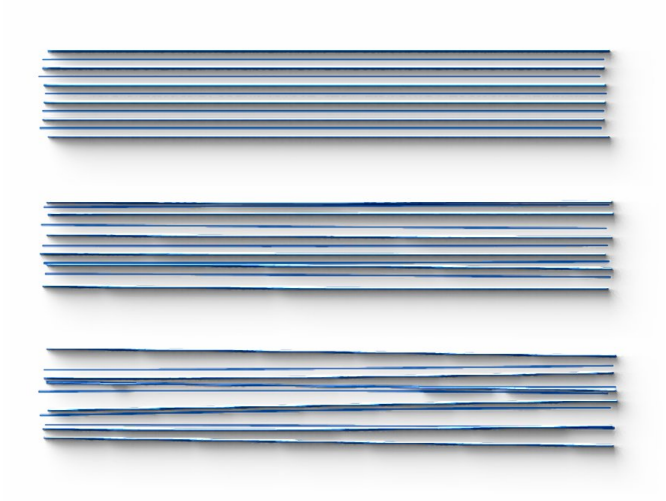


Random Span at 0 (top), at 25 (middle) and at 100 (bottom)

Oscillation - Controls the subtle up-and-down movement of individual bristles while painting. (0-10 px) This adds natural variation to brushstrokes so they don't look identical over time. At a value of 0, no oscillation is applied.



Oscillation at 0 (top), at 5 (middle) and at 10 (bottom)

Variation - Variation parameter (0-20) randomizes the sequence in which 'Add impasto' and 'Remove impasto' bristles are arranged within the brush. At 0, there is no randomness: the bristle order is fixed and predictable, e.g., peak–valley–peak from top to bottom. Increasing the value introduces randomness to this sequence, allowing for less uniform combinations, e.g., peak–peak–valley.

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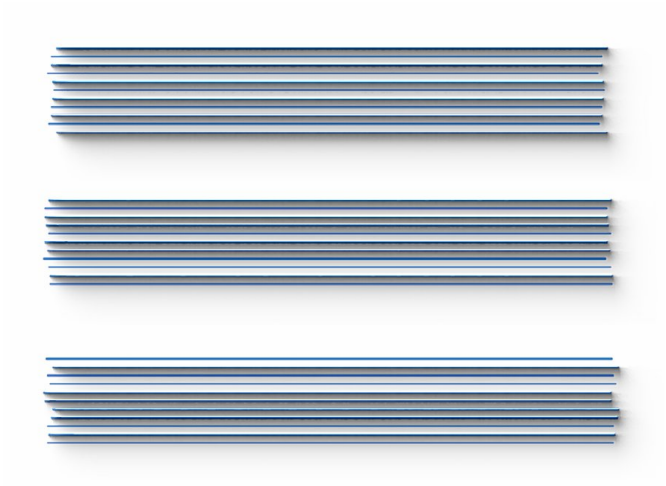

Variation at 0 (top), at 10 (middle) and at 20 (bottom)

Noise Frequency - Using Perlin noise, this setting controls the size of bristle groups that have similar behavior. (0-100) For example, bristles within a brush can behave differently in how they scratch the surface of the paper or how they react to mixing, blending or painting based on the pressure. At 0, brush will contain all bristles using the same values, while with higher values you can see several groups of bristles.



From the top: Noise Frequency at 0, at 10, at 50 and at 100 (bottom)

Random Noise - This setting controls the randomness of noise frequency. (0-100) At 0, there is no randomness. The higher the value the more noise used vs. smooth transitions from Perlin noise.

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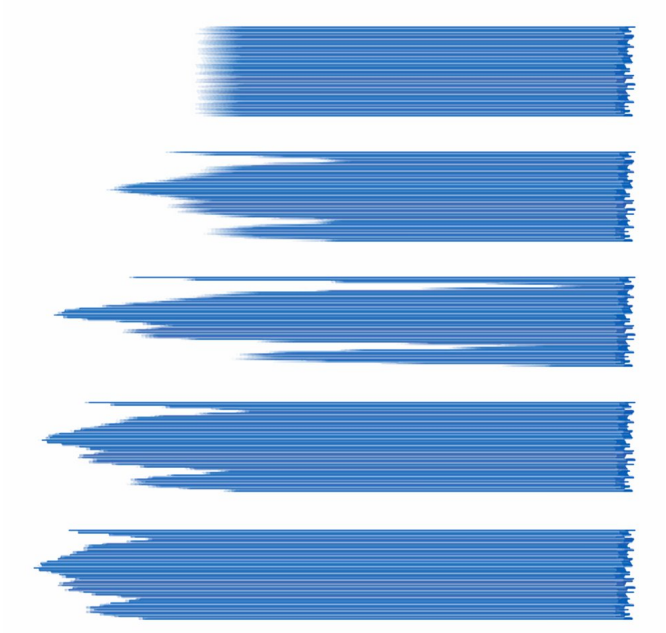
From the top: Random Noise at 0, at 5, at 50 and at 100 (bottom)

Per-bristle Pressure (Multiplier) - Set the pen pressure multiplier per bristle. (1-100) This parameter multiplies the Per-bristle Pressure parameter.

Per-bristle Pressure - Set the pen pressure per bristle. (1-100) - This slider controls how much variation is added to the pressure response of each bristle. At 0, all bristles follow the exact same pressure curve. As you increase the value, each bristle begins to respond differently to pressure.



Noise Frequency at 20. From the top, Per-bristle Pressure:Multiplier ratio: first 0:0, second 0:5, third 0:20, fourth 20:10, and fifth 20:20

Impasto Behavior - Adjusts the Pen Pressure curve for oil and acrylic impasto. With a linear curve, the thickness of the impasto will increase proportionally to the pressure applied with your tablet pen.

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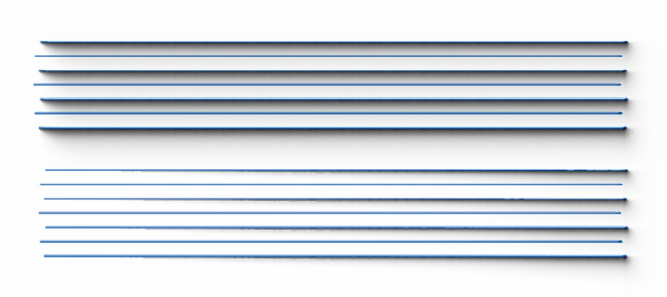


Impasto Behavior without a pen pressure curve (top) vs. with a pen pressure curve (bottom)

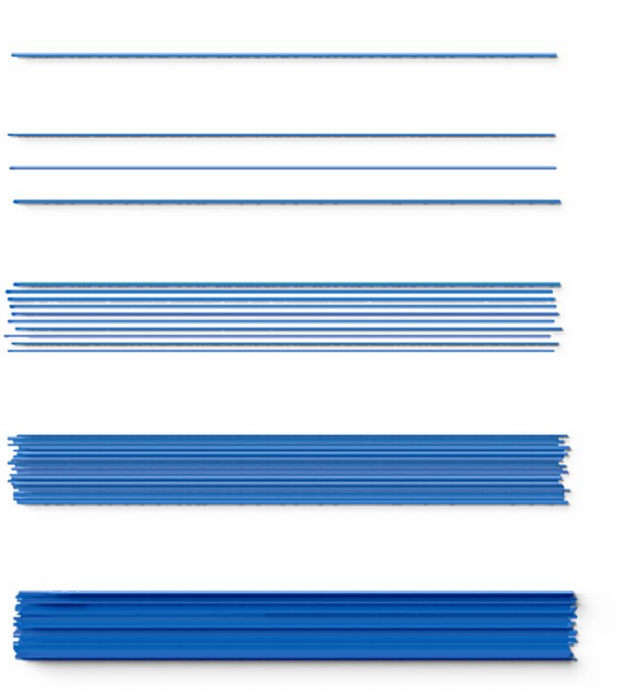
Note

Impasto Behavior curve is influenced by the 'Per-bristle Pressure' without its multiplier (Shape & Bristles > Bristles). This way, pen pressure for individual bristles may vary, resulting in impasto variations per each bristle.

Each bristle brush can consist of **Thin bristles**, **Thick bristles** and **Edges**.

Thin:

- Activate thin bristles within the brush by checking the **Enabled** box.
- **Density** - Set the density of the thin bristles within the brush. (1-100)



From the top: Density at 1, at 20, at 30, at 40 and at 50 (bottom)

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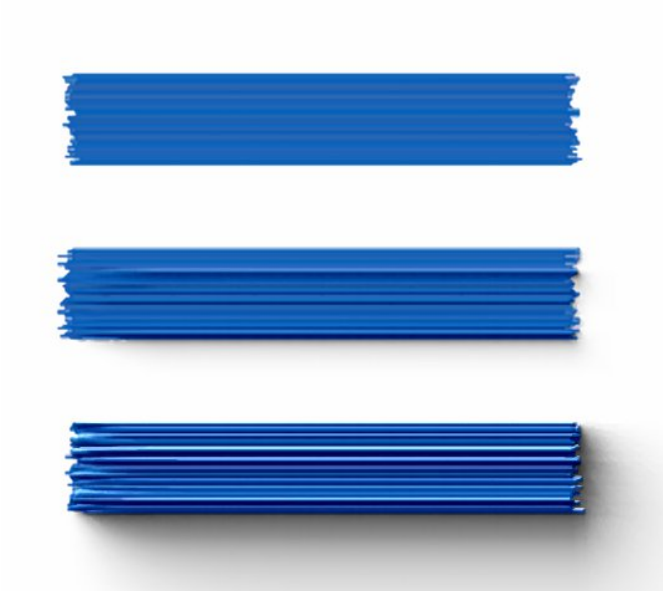
Note

Density set to around 40-50 is usually sufficient for a brush preset. Higher Density values have a significant influence on performance.

- **Add Impasto** - Add impasto to the thin bristles. The more impasto, the thicker the bristle. (0-100)



Add Impasto at 0 (top), at 20 (middle) and at 100 (bottom)

- **Remove Impasto** - At 0 no bristles remove impasto. With higher values, the bristles start removing the impasto with the slider controlling the intensity of this effect. (0-100)

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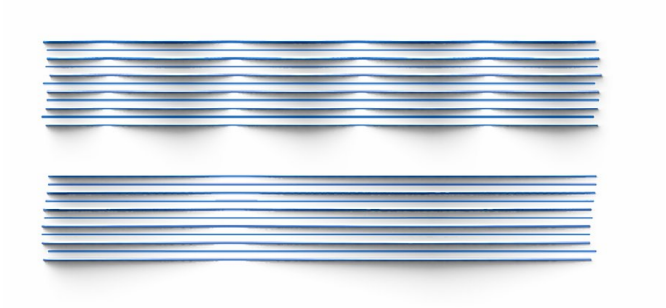
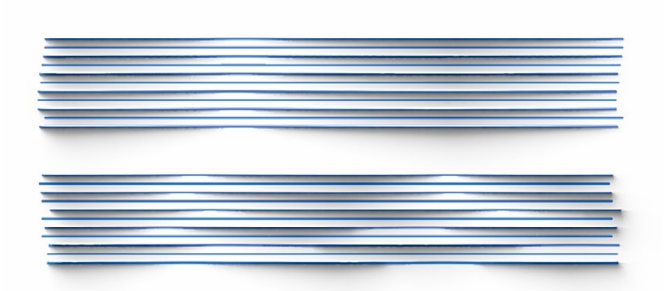
Remove Impasto at 0 (top), at 50 (middle) and at 100 (bottom)

- **Wave Length** - Each bristle can periodically change its size and amount of impasto. This parameter controls the length of these waves. (1-100)



Wave Length at 10 (top) vs. at 30 (bottom)

- **Jitter** - Randomly modifies the length of each wave. At 0 there is no randomness, all waves will have the same length. (0-100)



Jitter at 0 (top) vs. at 50 (bottom) while Wave Length is at 30

- **Min Width** - Controls the minimum size a bristle will have during the wave. (0-100)

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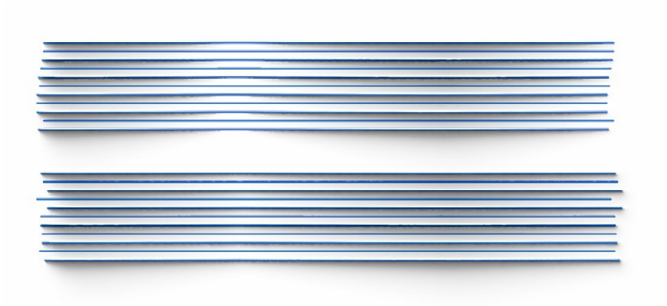
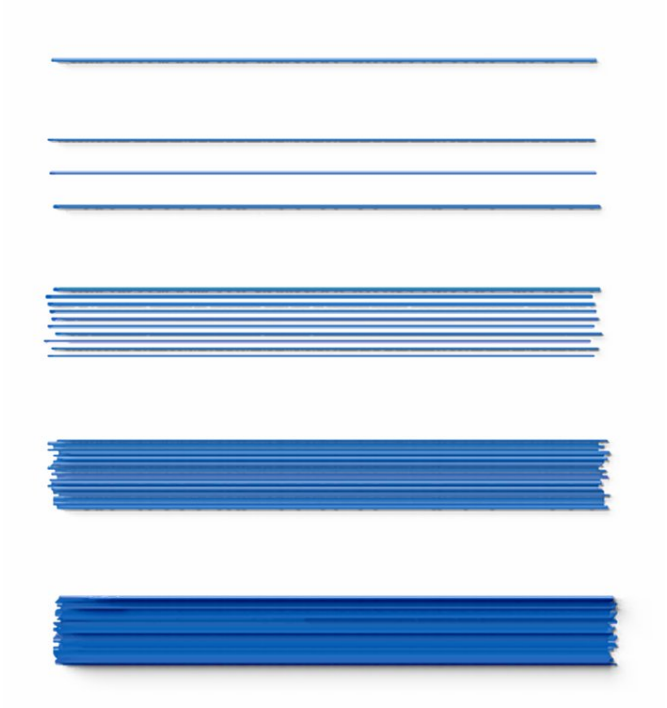


Min Width at 0 (top) vs. at 30 (bottom) while Wave Length is at 30

Thick:

- Activate thick bristles within the brush by checking the **Enabled** box.
- **Density** - Set the density of the thick bristles within the brush. (1-100)



From the top: Density at 1, at 20, at 30, at 40 and at 50 (bottom)

- **Add Impasto** - Add impasto to the thick bristles. The more impasto, the thicker the bristle. (0-100)

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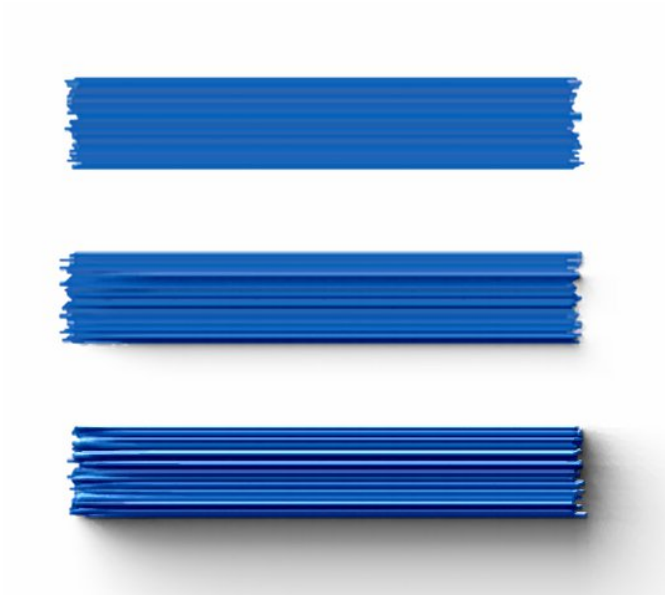

Add Impasto at 0 (top), at 20 (middle) and at 100 (bottom)

- **Remove Impasto** - At 0 no bristles remove impasto. With higher values, half of the bristles start removing the impasto with the slider controlling the intensity of this effect. (0-100)



Remove Impasto at 0 (top), at 50 (middle) and at 100 (bottom)

- **Width** - Set the width of the thick bristles in pixels. (1-100)

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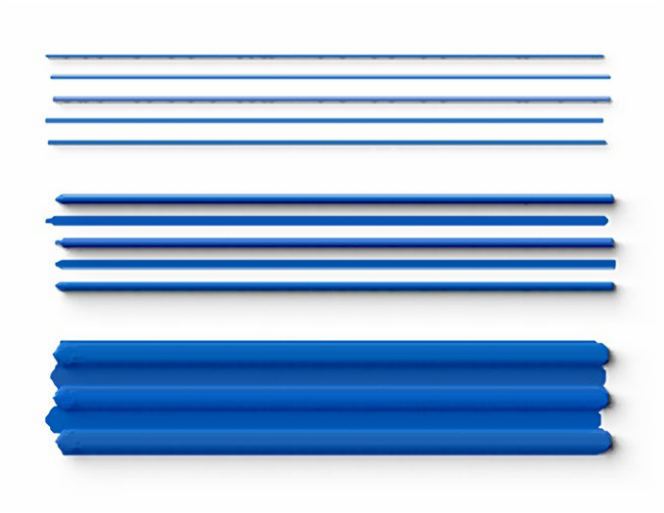

Width at 0 (top), at 3 (middle) and at 10 (bottom)

- **Width Behavior** - Adjusts the Pen Pressure curve for width of the bristles. With a linear curve, the width of the bristles will increase proportionally to the pressure applied with your tablet pen.



Width Behavior without a Pen Pressure curve (top) vs. with a Pen Pressure curve (bottom)

Note

Width Behavior curve is influenced by the 'Per-bristle Pressure' without its multiplier (Shape & Bristles > Bristles). This way, pen pressure for individual bristles may vary, resulting in width variations per each bristle.

- **Width Jitter** - Set how much the width of individual thick bristles varies randomly. At low values, the thick bristles maintain more uniform widths. As the value increases, the thick bristle widths vary more significantly. (0-100)

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Width Jitter at 0 (top) vs. at 50 (bottom)

- **Quality** - Set the quality of the bristles. The higher the value, the better the quality. (1-100)

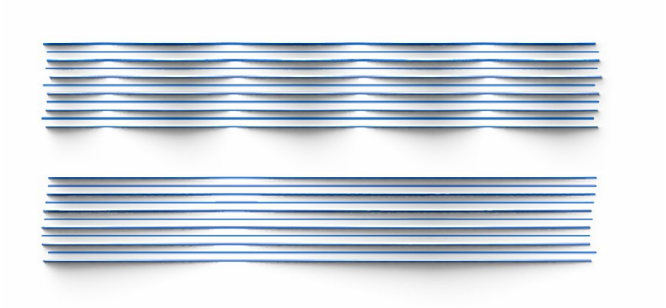


Quality at 0 (left), at 50 (middle) and at 100 (right)

Note

Quality set to around 40-50 is usually sufficient for a brush preset. Higher Quality values have a significant influence on performance.

- **Wave Length** - Each bristle can periodically change its size and amount of impasto. This parameter controls the length of these waves. (0-100)



Wave Length at 10 (top) vs. at 30 (bottom)

- **Jitter** - Randomly modifies the length of each wave. At 0 there is no randomness, all waves will have the same length. (0-100)

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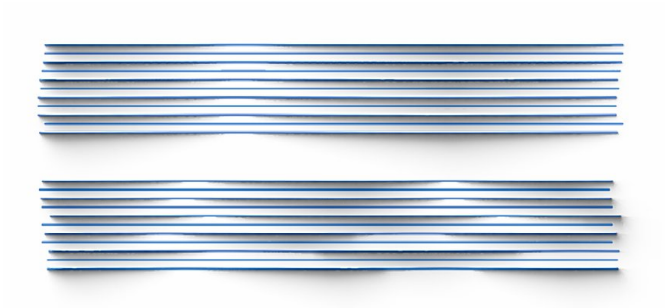
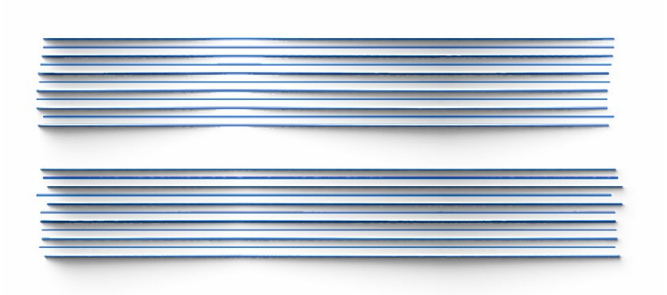


Jitter at 0 (top) vs. at 50 (bottom) while Wave Length is at 30

- **Min Width** - Controls the minimum width a bristle will have during the wave. (0-100)



Min Width at 0 (top) vs. at 30 (bottom) while Wave Length is at 30

Edges:

- Activate edges within the brush by checking the **Enabled** box.
- **Add Impasto** - Add impasto to the edges. The more impasto is added, the thicker the edge becomes. (0-100)



Add Impasto at 0 (top), at 20 (middle) and at 100 (bottom)

- **Width** - Set the width of the edges in pixels. (1-100)

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Width at 5 px (top), at 10 px (middle) and at 20 px (bottom)

- **Size Behavior** - Set how the **size** of the edges should be influenced by the pressure and tilt of the tablet pen via the curve editor:
  - **Pressure** - This curve can be used to fine tune how edges react to Pen Pressure. Low values will produce thin edges with low impasto. At high values, edges will be wider and have stronger impasto.



Example showing that the edges' size increases as pen pressure increases

  - **Tilt** - This curve controls how edges react to Pen Tilt. With curve set to horizontal line, edges on both sides of the brush strokes will have the same strength (influenced by Pressure Curve). With a linear curve, the strength of edges depends on the Pen Tilt in relation to the stroke.



Example showing that the edges' size increases as tilt of the stylus increases

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- **Quality** - Set the quality of the edges. The higher the value, the better the quality. (1-100)



Quality at 1 (left), at 50 (middle) and at 100 (right)

- **Wave Length** - Each bristle can periodically change its size and amount of impasto. This parameter controls the length of these waves. (1-100)



Wave Length at 10 (top) vs. at 20 (bottom)

- **Jitter** - Randomly modifies the length of each wave. At 0 there is no randomness, all waves will have the same length. (0-100)



Wave Jitter at 0 (top) vs. at 50 (bottom)

- **Min Width** - Controls the minimum size a bristle will have during the wave. (0-100)

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Min Width at 0 (top) vs. at 50 (bottom)

Video tutorial

Learn more about Rebelle's Bristle brushes Shape & Bristles settings in this video: Brush Creator: Bristle Brushes - Shape & Bristles.

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Bristle Brushes: Paint

Mixing

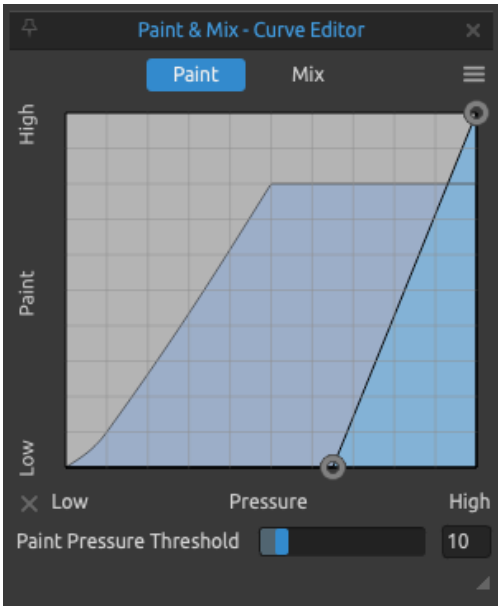
Paint & Mix - Curve Editor:

This mode starts with painting with a certain pressure. If you use less pressure, from a certain point, you start to mix the colors together. The point at which mixing starts is determined by the Paint Pressure Threshold parameter.

This mode is designed to simulate a natural brush stroke where you lay down fresh paint, then use lighter pressure to start dragging and mixing that paint into surrounding colors.

Paint & Mix Mode can also be engaged by tapping or holding 2 on the keyboard.

Adjust the pressure curve for the Paint & Mix mode of the brush using the curve editor:



Pressure curve for Paint.



Pressure curve for Mix.

Note

Paint Mode curves are influenced by the 'Per-bristle Pressure' without its multiplier (Shape & Bristles > Bristles). This way, pen pressure for individual bristles may vary, resulting in various paint mixing behavior per each bristle.

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

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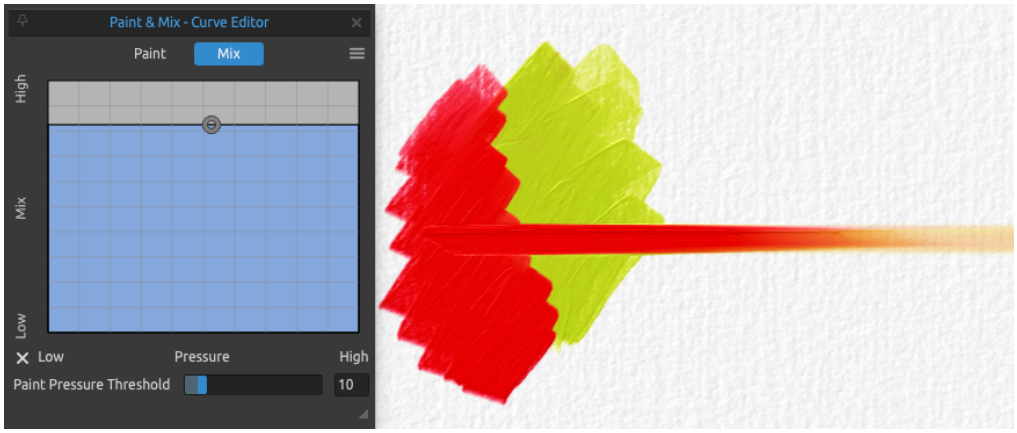
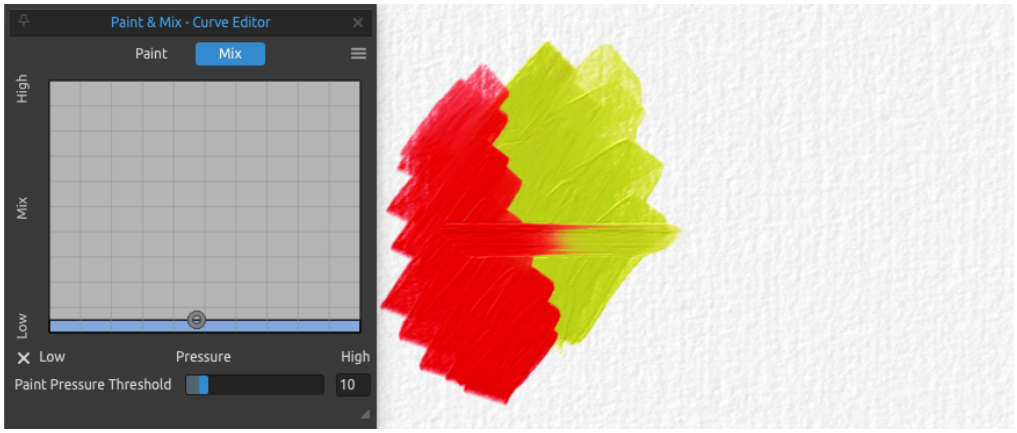
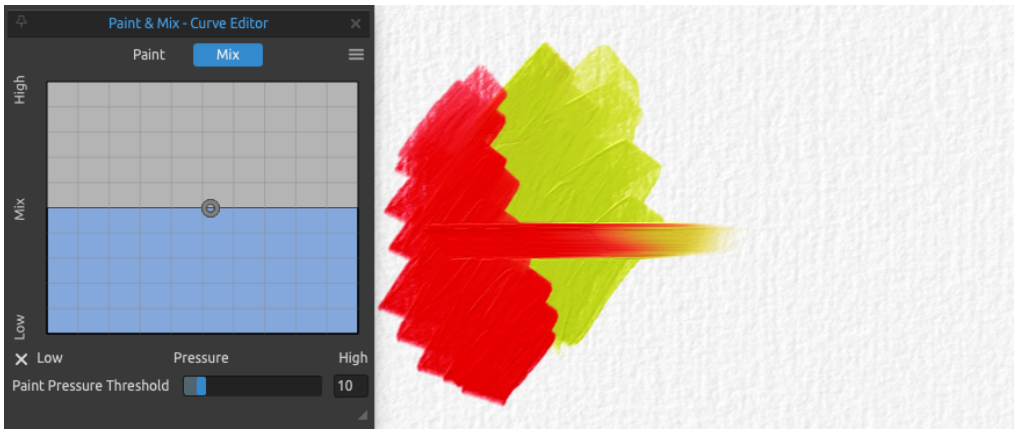
1. High Mixing - The curve below shows the example of high mixing - it takes longer for the first color (red) to get mixed with the new color (green). The first color prevails on the brush for a longer period of time with these curve settings:



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 & Mix works in two steps:

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Step 1: Painting - When you begin a stroke and your pen pressure increases, the brush only paints. No color mixing occurs. Paint strength is taken from the right edge of the Paint curve (maximum paint value).

Paint & Mix switches to mixing when you lower your pen pressure by a certain amount. This amount is controlled by *Paint Pressure Threshold*.

Paint Pressure Threshold - The value on the slider defines by how many percent you need to lower your pen pressure to start mixing. The default value is 10. This means that 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.

When set to 0: Even a tiny pressure drop switches from Step 1 to Step 2 = from painting to mixing. With higher values, you must lower the pressure more significantly to trigger mixing. When set to 100: No amount of pressure switches from Step 1 to Step 2 = brush will only paint, mixing will not occur.

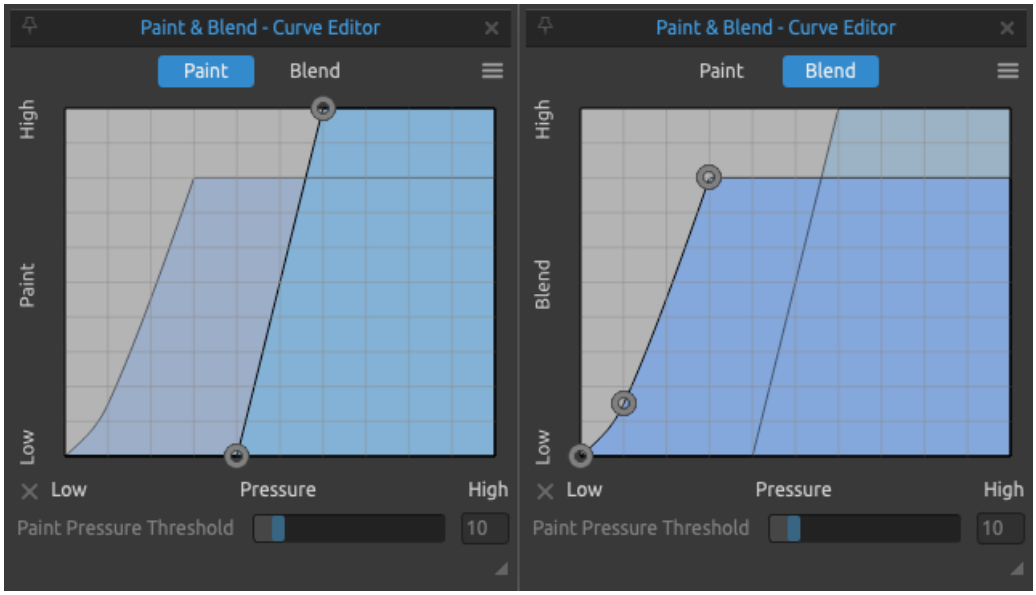
Step 2: Mixing & Painting - After lowering the pressure and entering the mixing zone, the brush both mixes and paints. Both the Paint curve and Mix curve are active. The pressure mapping is based on the maximum pressure reached earlier in the stroke, not the current pressure alone.

Paint & Blend - Curve Editor:

This mode paints with a certain pressure. If you use less pressure, from a certain point, you start to blend the colors together. This mode is a continuous pressure-based mode where painting and blending dynamically change based on the current pen pressure.

Paint & Blend Mode can also be engaged by tapping or holding 3 on the keyboard.

Adjust the pressure curve for the Paint & Blend mode of the brush using the curve editor:



Blend - Curve Editor:

This mode blends with a certain pressure. No painting occurs.

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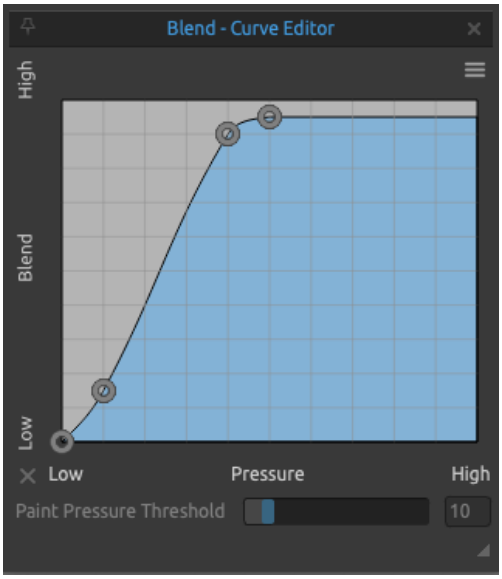
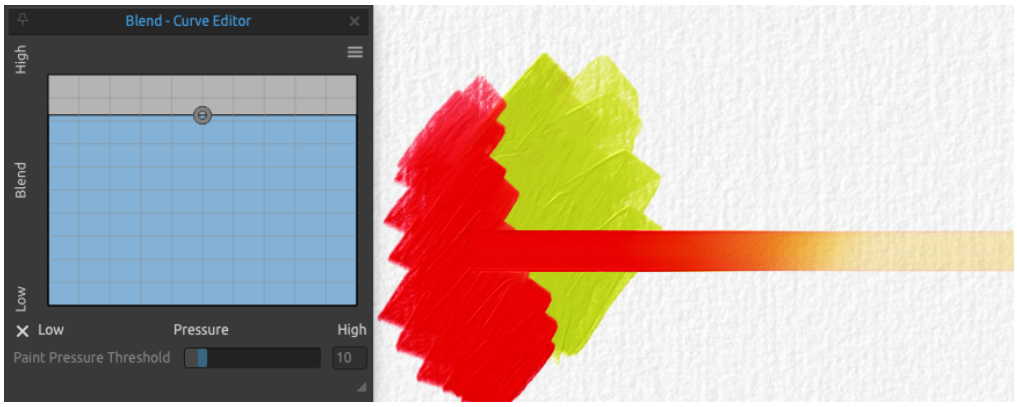
Blend Mode can also be engaged by tapping or holding 4 on the keyboard.

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:

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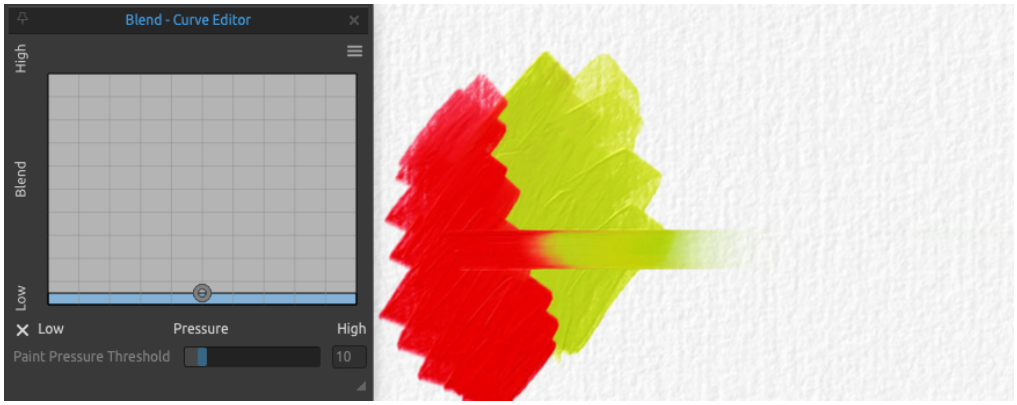
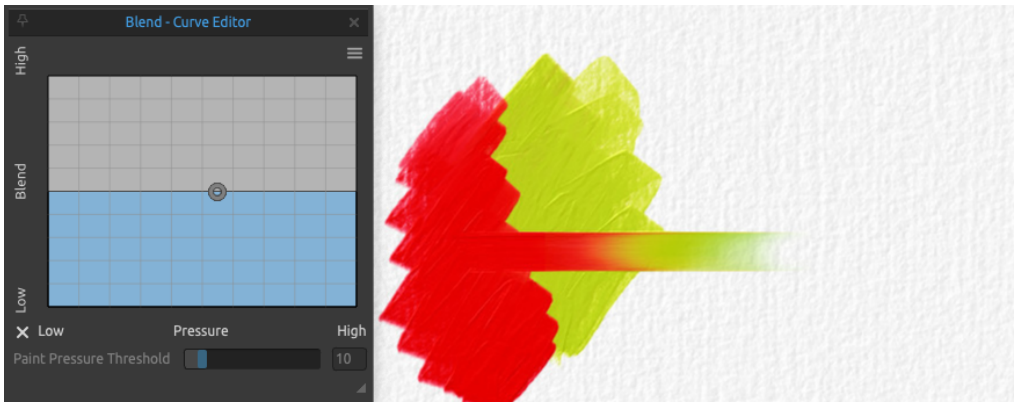


3. Medium Blending - The curve below shows the example of a setting between high and low blending:



> **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.

Average Smudge Color - This setting controls how color smudging is applied by the brush. At low values, each bristle smudges the colors it touches individually, creating more textured, varied strokes. At high values, the brush uses a single, averaged color.

Use Automatic Value - When enabled, Average Smudge Color is automatically set based on the currently used Oiliness value (Oils and Express Oils only).

Use Blend instead of Average Smudge - When enabled, higher Average Smudge Color values will blend colors instead of smudging.

Length Oiliness Fadeout - Adjusts how the bristle brush's oiliness changes as the paint runs out (0–100). At 0, the stroke ends with the highest oiliness. At 100, the oiliness tapers off, producing a dry, less oily stroke ending.

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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:

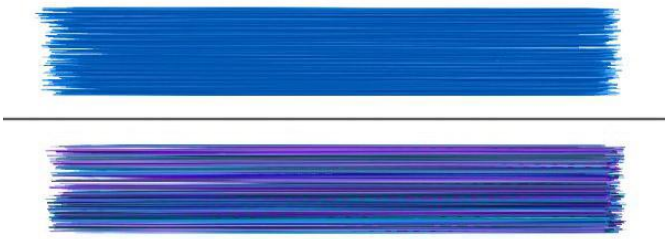


Note

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

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.

Color Noise per Bristle - Set variations in color per each bristle within the brush using the HSLuv palette. (0-100)



Color Noise per Bristle, HSL values set to 0 (top) vs. HSL values set to 50 (bottom)

Color Noise per Stroke - Set variations in color per each new stroke using the HSLuv palette. (0-100)

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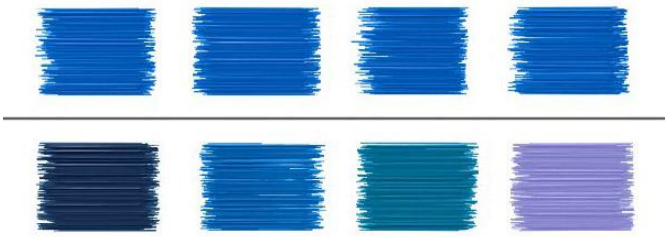
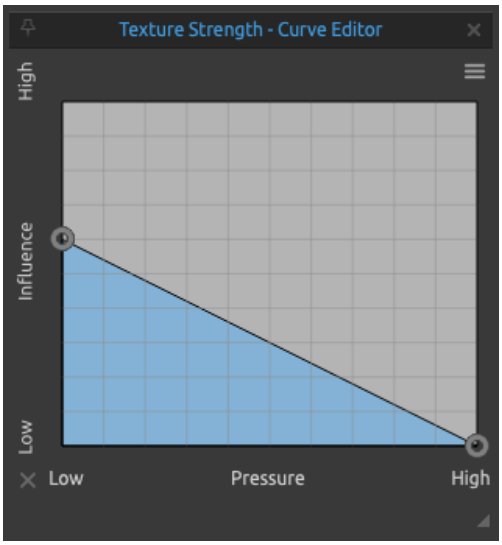


Color Noise per Stroke, HSL values set to 0 (top) vs. HSL values set to 50 (bottom)

Textures

Paper Texture Strength - Set how much the paper texture should influence the brush stroke. Adjust the pressure curve for the Texture Strength influence using the curve editor:



Note

Texture Strength curve is influenced by the 'Per-bristle Pressure' with its multiplier (Shape & Bristles > Bristles). This way, pen pressure for individual bristles may vary, resulting in variations per each bristle.

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

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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.

Legacy Paper Mode - Compatibility mode for Rebelle 6 brushes. It disables Height maps by default. It also uses Paper Texture Scratch mode from Rebelle 6 = all brushes set to 'Auto' use the dark parts of the paper, except for CA01 and CA06 papers which will use the light parts of the paper texture. Legacy Paper mode will automatically activate for Rebelle 6 brushes imported to Rebelle 8.

Background Texture

Add extra texture to your bristle brush with one customizable background texture which is 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** 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.

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Invert - Invert the background texture grain.

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.

Paper Texture Strength - Set how much the paper texture should influence the background texture. Adjust the setting in the **curve editor** 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 peaks of the paper height map. By inverting, the background texture applies to the valleys of the paper height map.

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.

Video tutorial

Learn more about Rebelle's Bristle brushes Paint settings in this video: Brush Creator: Bristle Brushes - Paint.

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3.7.3 Brush Creator: How to's

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.

Tip

You can import custom shapes or grains for your brush preset. The maximum size of the texture saved to brush files is 2,048 x 2,048 px. The maximum texture we use for painting is 1,024 x 1,024 px. Textures saved in the brush are images with lossless compression (PNG images).

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: Digital Brush with Traditional Feel. Create Yours.

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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*.

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3.8 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 artwork at a minimum size of 1%. *(shortcut* `-`, `Ctrl + -` *on Windows /* `Cmd + -` *on macOS)*

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 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)*

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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.

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3.9 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
Recent Colors
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)

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> **Note**
>
> RGB is a device-dependent color model - different devices/monitors may reproduce a given RGB value differently.

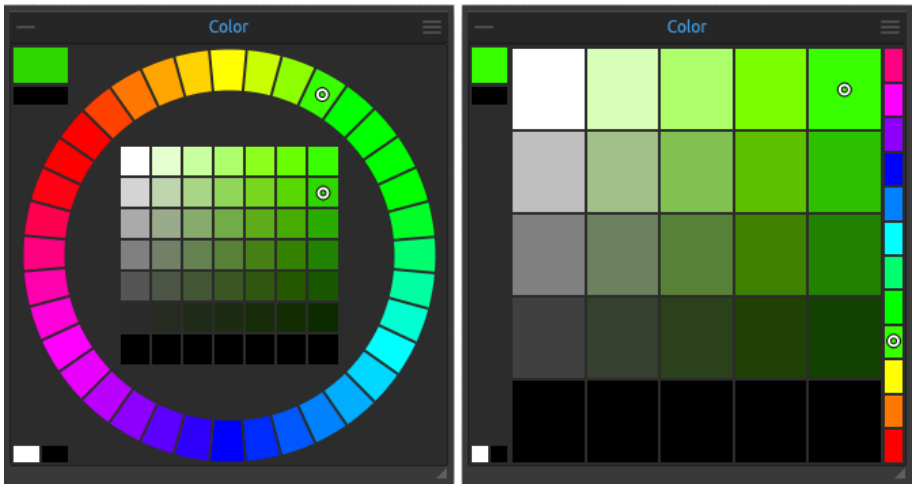
HSLuv - HSLuv allows you to define a color based on three dimensions - hue, saturation, and lightness - but contrary to an HSL color model based on RGB, this color model is based on CIELUV color space so two colors with an identical lightness value will look equally bright, have better saturation and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

RYB - Switch to RYB color wheel for better interpretation of how physical pigments mix in the real world. Unlike the RGB model used for digital screens where mixing light produces brighter colors, RYB uses subtractive mixing, where pigments absorb and reflect light differently. This results in deeper, more natural blends that can appear richer, darker, or even muddier, just like traditional paint on paper or canvas.

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` (a linear transformation of Hue value towards red as warmer color).
- to set **cooler color**, use `Alt + C` (a linear transformation of Hue value towards blue as cooler color).

Grid - 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.

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Color Harmonies - Quickly select well-balanced color palettes directly from the color wheel. This tool offers several harmony modes:

- **Complementary** (2 colors): This mode shows two colors opposite each other on the color wheel and is great for choosing the right colors to achieve strong contrast.
- **Triadic** (3 colors): A mode of three evenly spaced colors; this setup offers balance with bold, dynamic contrast. By adjusting the two neighbors, you can get **Split Complementary** mode for a vibrant yet balanced feel, or **Analogous** with one base color and three neighbor colors next to each other.
- **Analogous Complementary** (4 colors): This mode gives you three colors next to each other on the color wheel and one complementary color and is ideal for achieving smooth color transitions and harmony.
- **Tetradic** (4 colors): This mode shows you two complementary pairs of colors; this setup creates rich, diverse, and flexible color schemes.

> **Note**
>
> Color harmonies are supported in the circle-style color wheel.

Reset Harmony - Reset the position of harmony buttons to default.

Lock Harmony - Lock the current angle of the harmony buttons.

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:*

Gradient - Easily select colors along a smooth transition from black to white, based on your chosen hue. This is especially useful when working with Pigments, allowing for precise control of tonal variations.

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

Recent Colors

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

Recent Colors - Open the list with all previously used colors.

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

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

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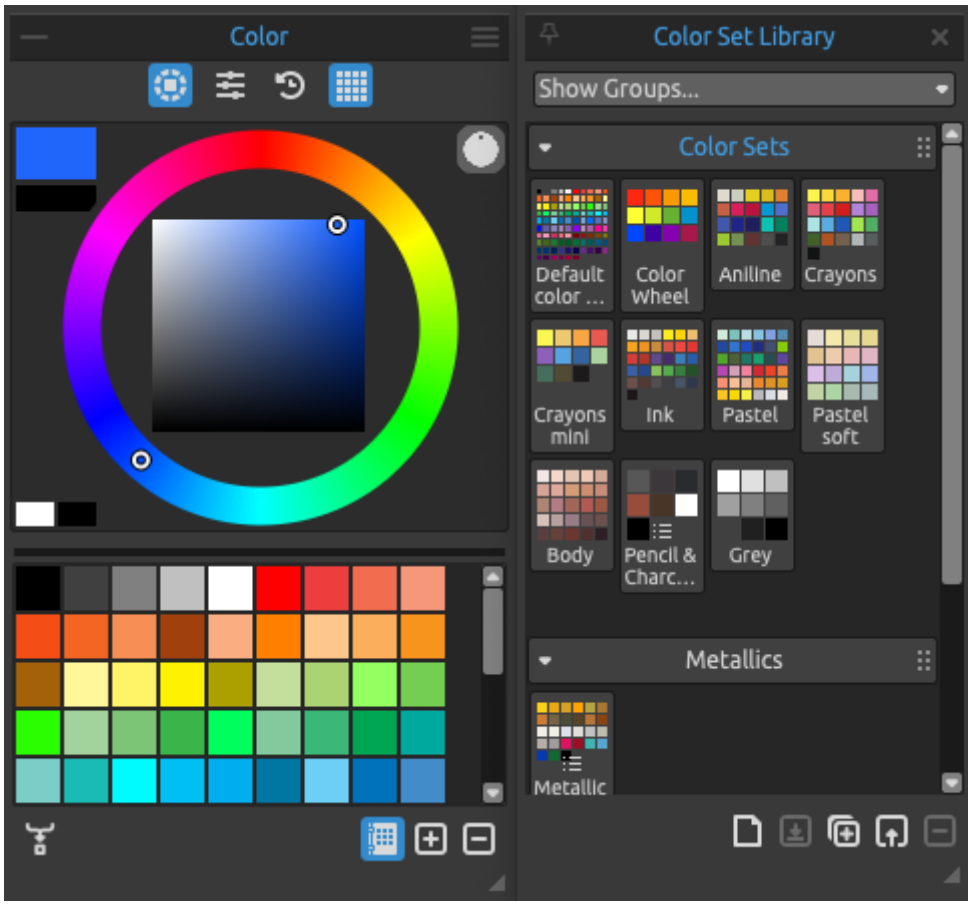
• **Clear** - Clear the recent colors list.

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.

You can **select multiple color swatches** at once by holding `Ctrl` or `Shift` shortcut while clicking individual swatches. You can **move** the selected color swatch or swatches with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

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.

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/ - **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.

Click on the color set in the Color Set Library to open it 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.

Right-click in the Color Set Library panel to **rename** or **remove** the selected color set. Here you can also choose to mark the selected color set as a **color set with pigment names**.

You can **select multiple color sets** at once by holding `Ctrl` or `Shift` shortcut while clicking individual sets. You can **move** the selected color set or sets with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

You can also **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.

You can re-arrange the list of color sets by dragging a selected set to the desired position.

Insert Empty Color Set - Create an empty color set in the Color Set Library.

Save Changes - Save changes made to the currently selected color set.

Duplicate Color Set - Create a new copy of the currently selected color set in the Color Set Library.

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

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

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.

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- **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.
  - **Recent 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.
- **Clear** - Clear the currently selected color set. All color swatches from the color set will be deleted.
- **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*.

Video tutorial

Learn more about the newly added features in the Color panel in this video: Rebelle 8 New Features: Color Panel.

System Color Palette

You can open the System Color Palette by clicking the `Alt + \` shortcut. This palette looks and behaves differently on Mac OS and Windows:

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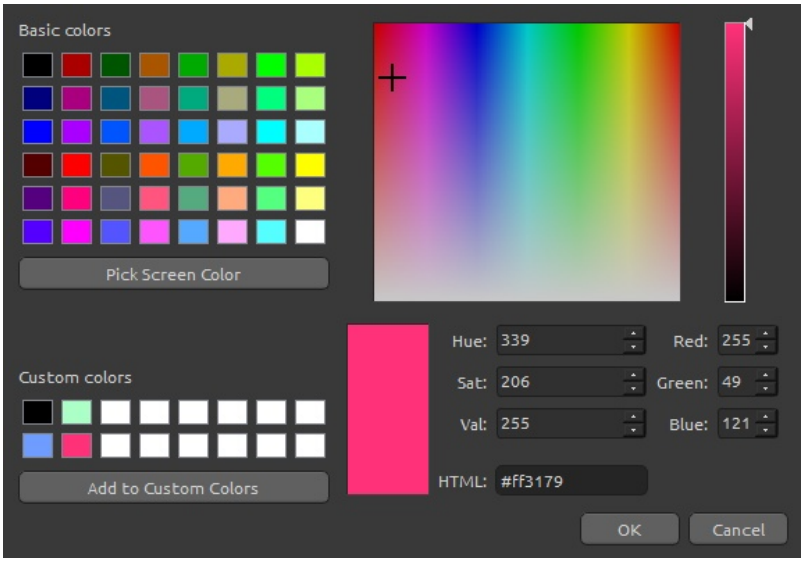
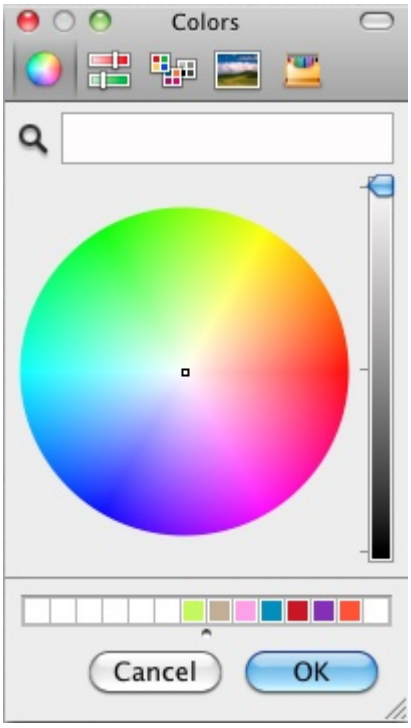


System Color Palette on Windows



System Color Palette on Mac OS

For Windows users:

You can pick any color from your screen by clicking on 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.

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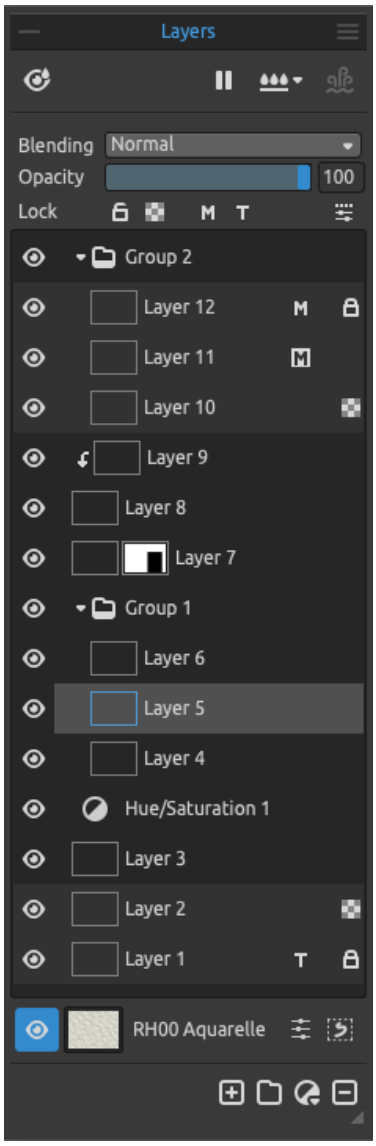
3.10 Layers Panel



Layers panel in Rebelle 8.

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.

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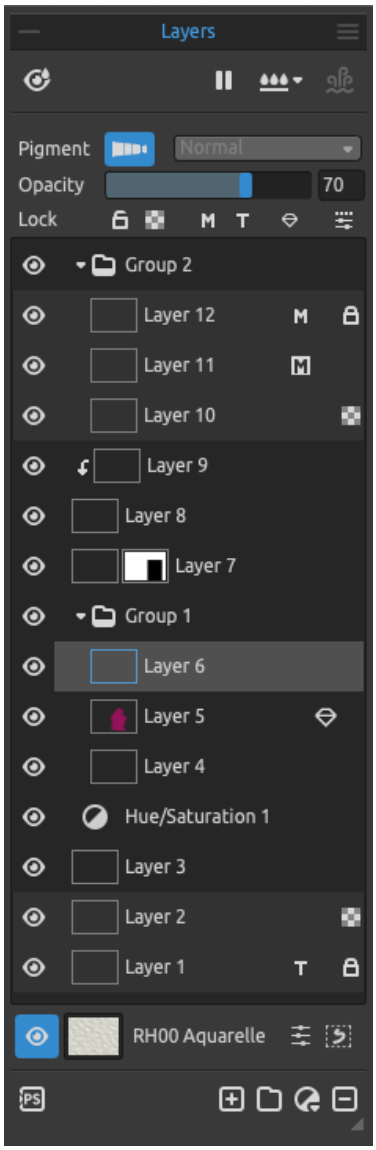

Use Color Pigments PRO - Turn the Pigments on for the selected layer. Pigments enable mixing colors as if they are made of actual realistic pigments known from a traditional painting (cadmium red, phthalo blue, titanium white, ...).

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.

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.

Layers panel in Rebelle 8 Pro.

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* `/` *)*

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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.
- **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.

More about how to use masking tools in Rebelle can be found in the Working with Masking Tools section.

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

Metallic Material Layer PRO - 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.

Layer Settings - This panel lets you assign **custom colors to layers** for better visual organization, especially in complex artworks. You can fine-tune **impasto depth** settings per layer, adjusting the texture's depth and choosing **how it blends** with the layers beneath. You can also control **metallic reflectivity** individually, per each metallic layer.

Video tutorial

Learn more about Layer Settings in this video: Rebelle 8 New Features: Layer Settings.

Layer Masks - Control the transparency of different areas of the layer independently. **Add** a layer mask by right-clicking the layer you 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'.

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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.

To **view** the mask, hold `Alt` and click on the mask you want to view or right-click the layer and select 'View Layer Mask'. The mask will display as a full grayscale image.

To **view a transparent overlay** of the mask directly on your artwork, press `\` or right-click the layer and select 'Overlay Layer Mask'.

> **Tip**
>
> You can customize the overlay's color and opacity in *Preferences > Color > Layer Mask*.

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 various canvas textures and canvas colors. By clicking on the canvas thumbnail, a 'Select Canvas' window will open where you can:

- 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'.
- scale the texture by using the **Texture Scale** slider (25-400%) in Select Canvas Window.

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- 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 paper... - click to be redirected to our website where you can get more papers.

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.

Visual Settings - Open or close the Visual Settings panel.

Paint Selection - Paint a selection using any brush preset. This tool also shows the currently selected area on the canvas where further operations will be performed. The inactive area outside the selection is colored. *(shortcut* `Q` *)*

Export to Photoshop PRO - 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.

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, Curves, Hue/Saturation, Color Balance, Desaturate and Gradient Map filter layer. Filter layers operate as 'pass-through' layers, meaning they influence all layers positioned beneath them. To apply the filter layer per layer, right-click the filter layer and set it as 'Clipping mask'.

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Video tutorial

Learn more about Rebelle's filter layers in this video: Filter Layers.

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

You can **merge only visible** layers or groups into a single layer by right-clicking and selecting 'Merge Visible Layers' in the menu. *(shortcut* `Ctrl + Shift + E` *on Windows /* `Cmd + Shift + E` *on macOS)*
Only visible layers and groups will be merged. The original layers and groups will be removed.
The hidden layers and groups will remain intact.

You can **merge visible** layers or groups **to a new layer** by right-clicking and selecting 'Merge Visible to New Layer' in the menu.
Only visible layers and groups will be merged. The original layers and groups will be kept.
The hidden layers and groups will remain intact.

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*.

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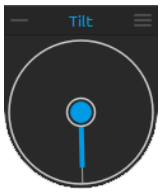
3.11 Tilt Panel



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*.

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3.12 Assets Panel

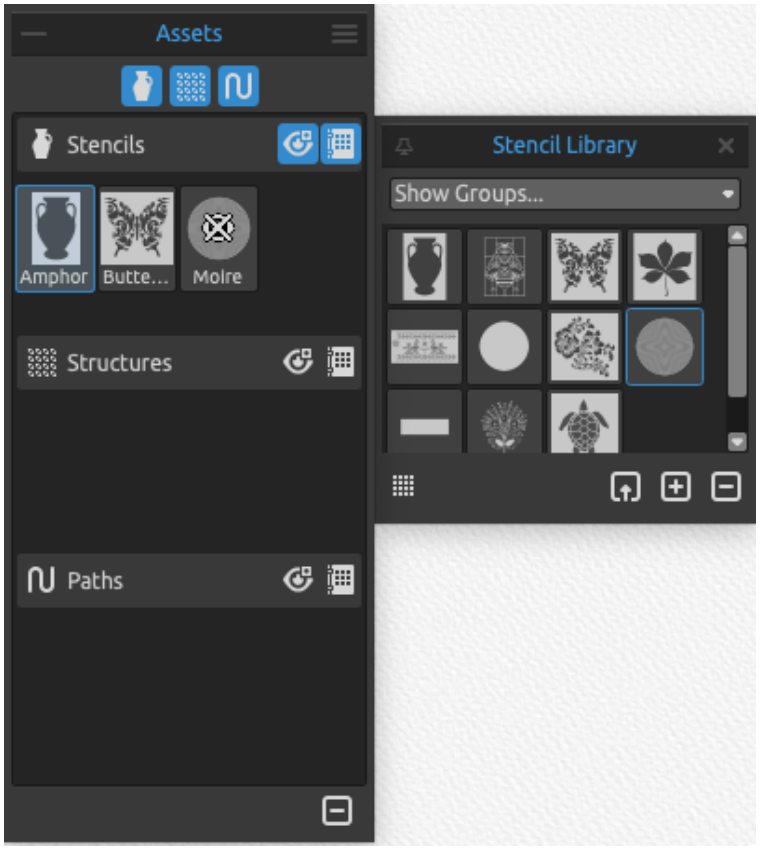
Stencils, Structures and Paths are merged into a single Assets panel. Open & close the Assets panel from the *Window menu* or by tapping the `F10` *shortcut.*

Video tutorial

Learn more about Rebelle's Assets Panel in this video: Rebelle 8 New Features: Assets Panel.

Stencils

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.



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

Click on the stencil in the Stencil Library to open it in the Assets panel for the current project. This will automatically add the stencil to the canvas.

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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.

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 Current Stencil to Library - Add the currently selected stencil from the Assets panel to the Stencil Library.

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

In the Library, right-click the stencil and choose to **rename** or **remove** it. You can **select multiple stencils** at once by holding `Ctrl` or `Shift` shortcut while clicking individual stencils. You can **move** the selected stencil or stencils with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

Right-click in the Stencil Library 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.

In the **Assets panel**, right-click the stencil and choose to **rename** or **remove** it.

Show | **Hide Stencils** - Show or hide all active stencils on/from the canvas. *(shortcut* `Alt + Shift + N`*)*

Remove Asset - Remove the selected stencil from the Assets panel.

You can choose from more options for stencils in the **Assets 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 list of stencils in the Assets 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 Layer (mask)** - Create a stencil from the current layer's mask.
- **Create Stencil from Selection** - Create a stencil from the current selection.
- **Create Stencil from Structure** - Create a stencil from the selected structure.
- **Create Stencil from Path** - Create a stencil from the selected path.
- **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, structures and paths to the Assets panel either from your disk or directly from the web browser.

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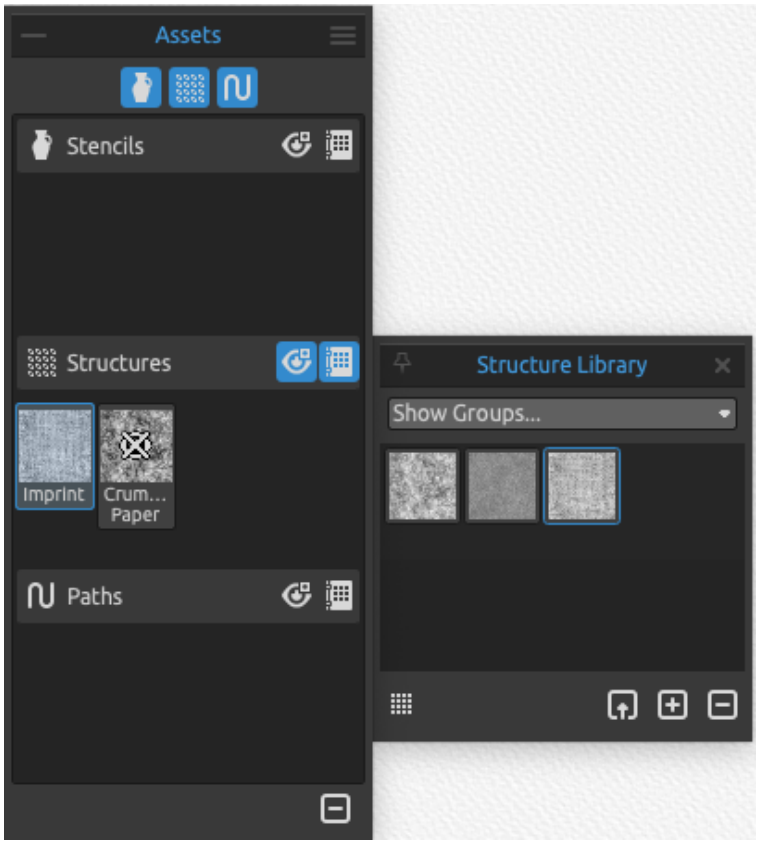
Structures

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.



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

Click on the structure in the Structure Library to open it in the Assets panel for the current project. This will automatically add the structure to the canvas.

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.

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

Import Structure - Import a custom structure to the Structure Library.

Add Current Structure to Library - Add the currently selected structure from the Assets panel to the Structure Library.

Remove Structure - Remove the selected structure from the Structure Library.

In the Library, right-click the structure and choose to **rename** or **remove** it. You can **select multiple structures** at once by holding `Ctrl` or `Shift` shortcut while clicking individual structures. You can **move** the selected

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structure or structures with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

Right-click in the Structure Library 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.

In the **Assets panel**, right-click the structure and choose to **rename** or **remove** it.

Show | Hide Structures - Show or hide all active structures on/from the canvas.

Remove Asset - Remove the selected structure from the Assets panel.

You can choose from more options for structures in the **Assets Panel Menu**:

- **Create Structure from Image File** - Create a structure from an image file. After selecting the file, the structure is automatically created and added to the list of structures in the Assets panel.
- **Create Structure from Layer (alpha)** - Create a structure from the current layer's alpha pixels.
- **Create Structure from Layer (image)** - Create a structure from the current layer's image.
- **Create Structure from Layer (mask)** - Create a structure from the current layer's mask.
- **Create Structure from Selection** - Create a structure from the current selection.
- **Create Structure from Stencil** - Create a structure from the selected stencil.
- **Create Structure from Path** - Create a structure from the selected path.
- **Close** - Close the panel. You can re-open the panel from the *Window menu*.

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.

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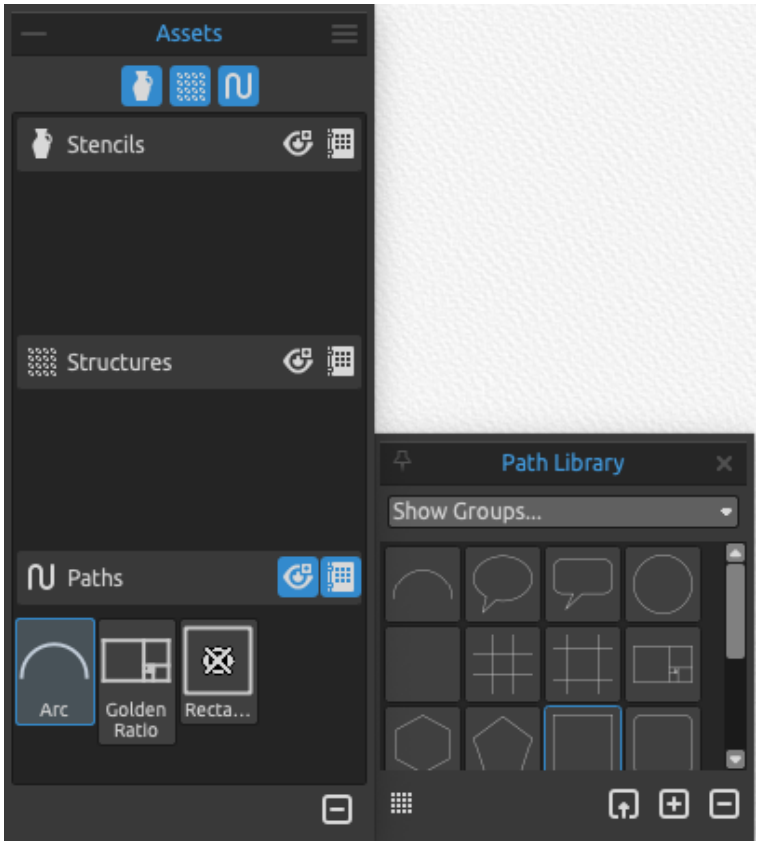

Path Library - Open the **Path Library** to access all your paths and pick the specific paths for your current project.

Click on the path in the Path Library to open it in the Assets panel for the current project. This will automatically add the path to the canvas.

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.

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

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 Current Path to Library - Add the currently selected path from the Assets panel to the Path Library.

Remove Path - Remove the selected path from the Path Library.

In the Library, right-click the path and choose to **rename** or **remove** it. You can **select multiple paths** at once by holding `Ctrl` or `Shift` shortcut while clicking individual paths. You can **move** the selected path or paths with Ctrl-drag or a long press. On touch-enabled devices, you can use long-press gestures.

Right-click in the Path Library 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.

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In the **Assets panel**, right-click the path and choose to **rename** or **remove** it.

Show | Hide Paths - Show or hide all active paths on/from the canvas.

Remove Asset - Remove the selected path from the Assets panel.

You can choose from more options for paths in the **Assets Panel Menu**:

- **Create Path from Vector Path** - Create a path from an SVG file. After selecting the file, the path is automatically created and added to the list of paths in the Assets panel.
- **Close** - Close the panel. You can re-open the panel from the *Window menu*.

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3.13 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.

Click on the mixing palette to load it from the Mixing Palette Library to 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.

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

Right-click in the Mixing Palette Library 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.

Insert Empty Mixing Palette - Create an empty mixing palette in the Mixing Palette Library.

Save Changes - Save changes made to the currently selected palette.

Duplicate Mixing Palette - Create a new copy of the currently selected mixing palette in the Mixing Palette Library.

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

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

Mixing Palette Menu:

- **Undo** - Undo the last operation you did in the mixing palette.
- **Redo** - Redo the last operation you undid in the mixing palette.
- **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 Palette** - 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.

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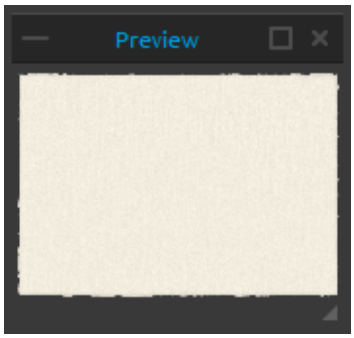
3.14 Preview Panel



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 **maximize** the panel to fullscreen and put it on a secondary monitor to get a large preview of your work.

☰ **Preview Panel Menu** - **Fit the preview to screen**, set **View at Print Size**, or **Close** the Preview panel. You can re-open the panel from the *Window menu*.

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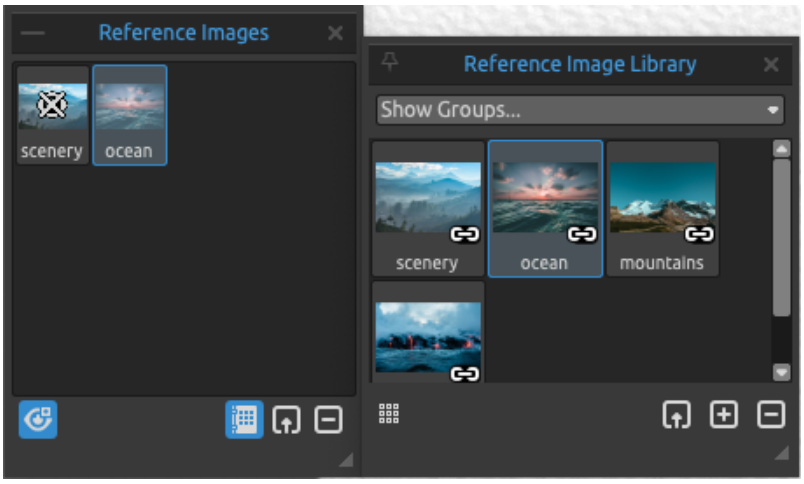
3.15 Reference Images Panel

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 active reference images. *(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 Images 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.

Import Reference Image - Import a reference image to the Reference Image Library. By default, the image is imported to the Library as a link.

Add Current Reference Image to Library - Add the currently selected reference image from the Reference Images panel to the Reference Image Library.

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

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

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Click on the image in the Reference Image Library to load it 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** or **remove** it. You can also **copy the linked image to the Library** which saves the actual image format in the Library. You can re-arrange the list by dragging a selected image to the desired position.

Right-click in the Reference Image Library 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.

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.

Edit Reference Image - Choose from the options for editing the reference image:

- **Fit to Screen** - Click to fit the zoomed or rotated reference image to fit the screen.
- **Greyscale** - Click to view the reference image in greyscale.
- **Flip Horizontally** - Flip the reference image horizontally.
- **Flip Vertically** - Flip the reference image vertically.

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- **Rotate Left** - Rotate the reference image to the left.
- **Rotate Right** - Rotate the reference image to the right.
- **Reset Transformation** - Reset the transformation of the reference image.

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

Edit Image on Canvas - Choose from the options for editing the reference image that is shown on canvas:

- **Transform Image** - Transform a semi-transparent reference image directly on the canvas. *(shortcut* `Shift + Y`*)*
- **Add Guide Line** - Add additional guide lines directly on the reference image which will be visible on the canvas. Click the 'Add Guides Lines' 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.
- **Opacity** - Adjust the opacity of the reference image shown on canvas.

> **Note**
>
> You can adjust the default color, width, and opacity of reference image guides, as well as the default opacity of the reference image on the canvas, in *Preferences > Color > Reference Image*.

> **Video tutorial**
>
> Learn more about the Reference Image Guides in Rebelle in this video: Reference Image Guides.

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

Video tutorial

Learn more about the new additions to Rebelle 8 in this video: Rebelle 8 New Features: Reference Image Panel.

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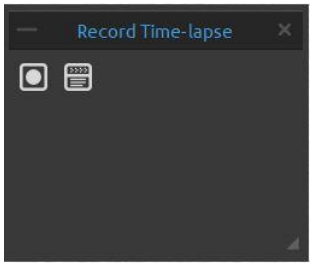
3.16 Record Time-lapse Panel

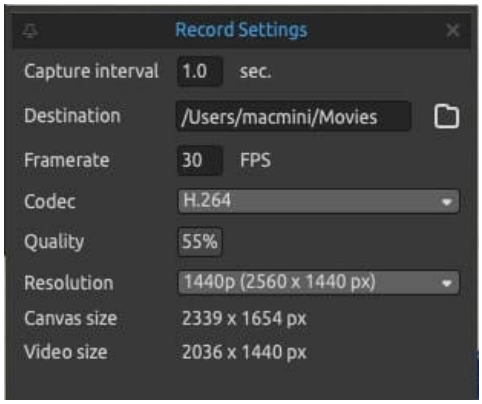


Open the panel to record a time-lapse video of your painting process. It is possible to enable the recording directly in the New Artwork window. After you click the Start Recording button and click OK to create a New artwork, the recording will start.

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 (1-100).

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

Quality - Set the quality of the video (1-100%). 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.

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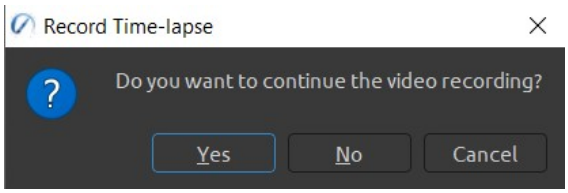
Video tutorial

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.

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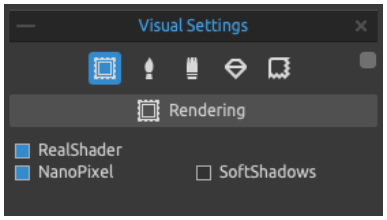
3.17 Visual Settings Panel

Adjust the settings for watercolor behavior, rendering, oils & acrylics, metallic materials 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.

Multi View - Toggle between displaying all Visual Settings tabs and only the active tab, providing more space for the settings you are currently working with.

Rendering PRO



RealShader PRO - A new generation of realistic Rebelle materials using real photos as environment maps. These maps simulate how light interacts with thick paint of Oils&Acrylics, making your brushstrokes look more lifelike. You can choose from three built-in maps in Visual Settings, under Oils&Acrylics.

RealShader creates a synergistic effect with soft shadows to achieve a much deeper, more realistic oil painting effect.

When the RealShader technology is in use, Rebelle uses OpenGL for rendering. Turn RealShader off to use the CPU instead.

NanoPixel PRO - Turn the NanoPixel on to be able to zoom in to get extra sharp detail of your artwork.

SoftShadows PRO - Shadows based on raytracing. Oil brushstrokes can cast realistic shadows, reflect light based on their shape and color, and exhibit a sense of three-dimensional volume, all while you're painting.



The evolution of Rebelle's impasto rendering.

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Video tutorial

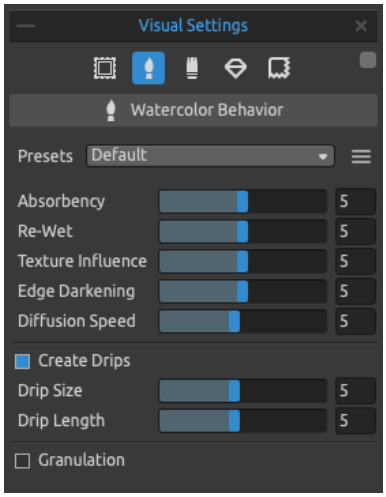
Learn more about the RealShader and SoftShadows in this video: Rebelle 8 New Features: RealShader and SoftShadows.

Smooth Scaling PRO - Smooth Scaling is active in Rebelle Pro when RealShader is active and ensures that strokes retain their smoothness and clarity no matter how far in or out you zoom, from 0% to 100% scale. This results in beautifully crisp and smooth strokes without aliasing.

Video tutorial

Learn more about the Smooth Scaling in this video: Rebelle 8 New Features: Smooth Scaling.

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

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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 three different granulation textures or upload your own as 1,024 x 1,024 PNG image.

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

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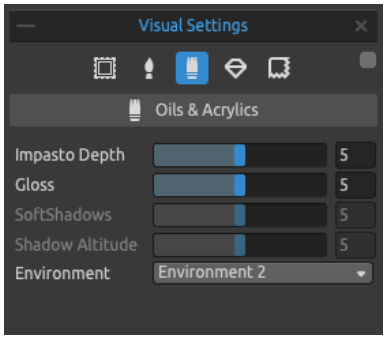
Example of granulation on watercolor strokes.

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).

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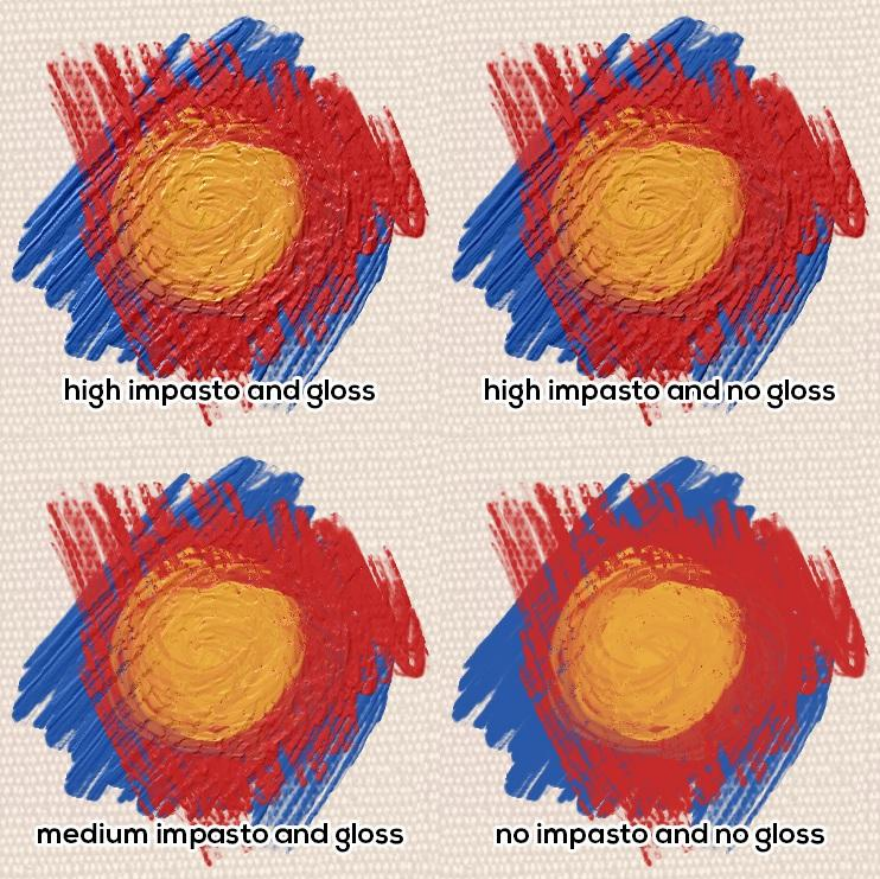

Examples of impasto and gloss settings.

SoftShadows PRO - Adjust the strength of the shadows that oil brushstrokes cast (0-10).

Shadow Altitute PRO - Adjust the altitute of the shadows that oil brushstrokes cast (0-10). The higher the altitute, the more pronouced the shadows are.

> **Note**
>
> To adjust the settings for SoftShadows, activate it in the Visual Settings' Rendering section first.

Environment PRO - Define the environment which will be used for RealShader. You can to choose from three built-in maps:

- **Environment 1** - The new environment reflects light the most.
- **Environment 2** - The new, default environment with a more subtle shine.
- **Legacy** - An environment similar to Rebelle 7 lighting without NanoPixel.

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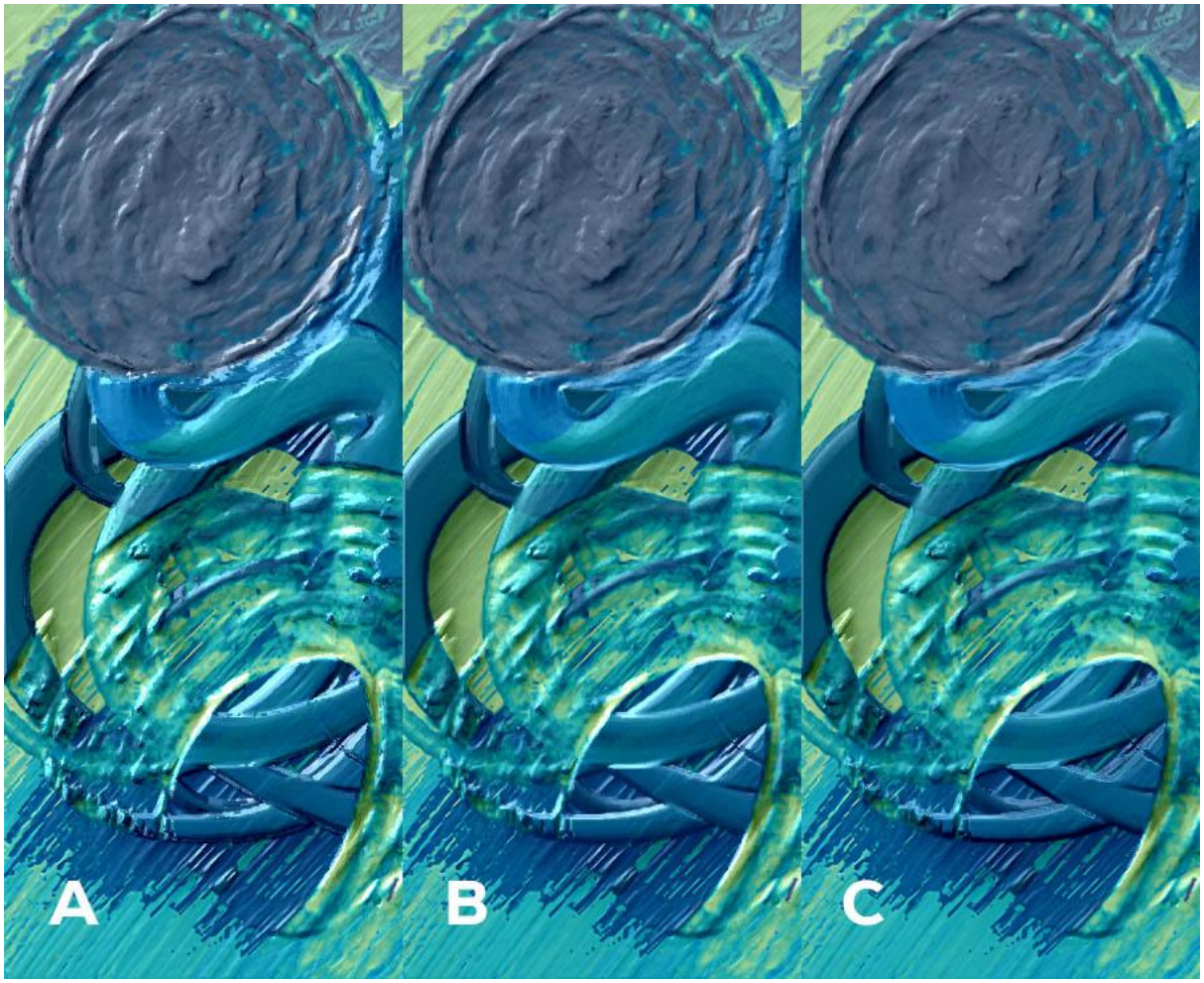
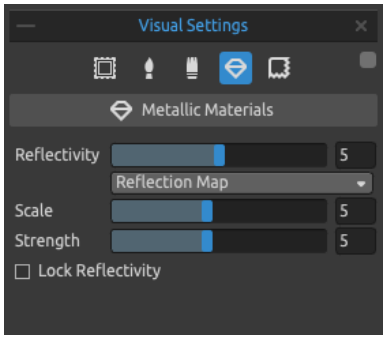


A - Environment 1 | B - Environment 2 | C - Legacy

Metallic Materials PRO



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

Reflection Map - Upload custom reflectivity texture which will be applied as reflection map on metallic strokes.

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

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

Lock Reflectivity - When RealShader 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 find and achieve the best look of your metallic strokes. Once you are satisfied with how the stroke looks, you can use the option to lock reflectivity, preventing further changes while moving the canvas. Note that reflectivity will still adjust during stroke transformations.

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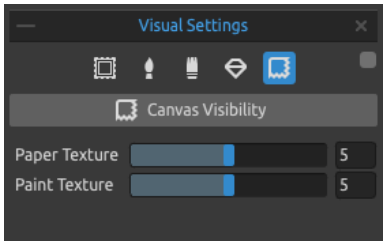
Note

Metallic Materials are available for Oils & Acrylics.

Video tutorial

Learn more about Rebelle's Metallic Materials in this video: Metallic Materials.

Canvas Visibility



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

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

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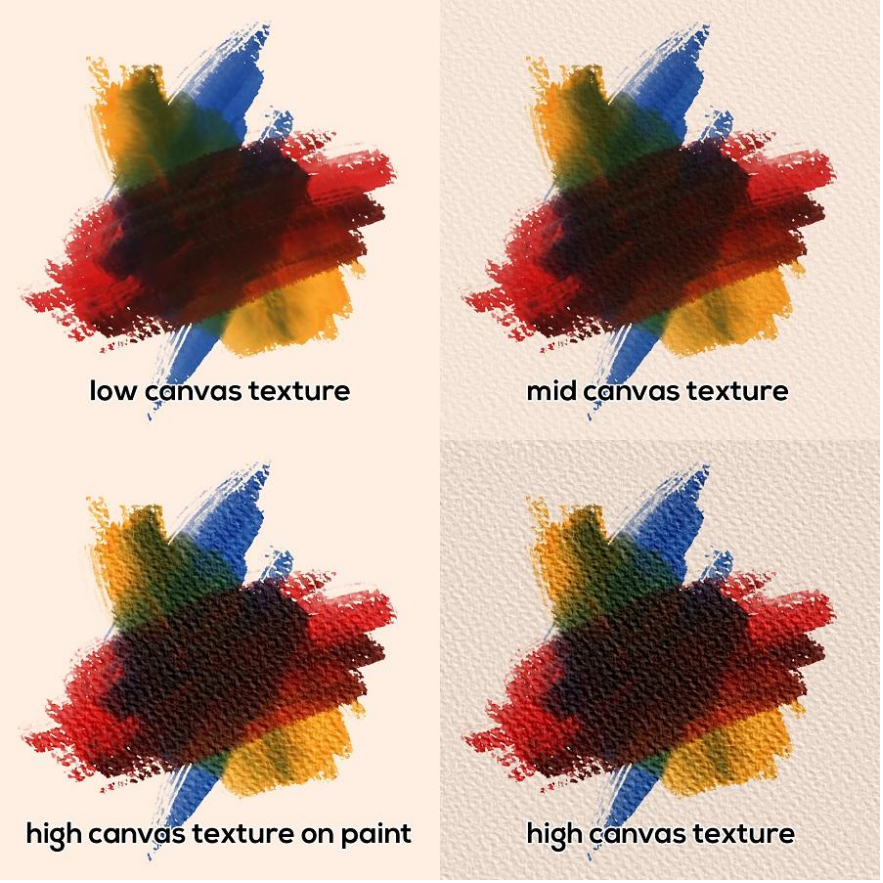

Tip

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.

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4. Preferences

Set Preferences for *General*, *Tools*, *Color*, *Grid & Guides*, *Color Management*, *Cursor*, *Tablet* and *Keyboard* 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*.

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4.1 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.
- Set the **background color** for transparent .jpeg files from the system color palette.

PSD OPTIONS PRO

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

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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.

USER ASSETS

- Choose a **custom path for the Rebelle user folder**, where all assets like brush presets, color presets, papers are stored. The default path is:

  on Windows: *C:/Users/[Your_Username]/AppData/Local/Escape Motions/Rebelle*

  on macOS: *Users/YourUsername/Library/Application Support/Escape Motions/Rebelle*

You may wish to set up a custom user path in order to:

- Free up system drive space: Move your Rebelle assets to another drive when you need to free up space on your system drive.
- Collaborate and share assets: Easily share your brushes and other assets with collaborators by storing them in a shared drive.
- Cloud sync: Access your customized Rebelle experience from multiple computers by syncing your user folder to a cloud storage service.

> **Note**
>
> The 'Data' subfolder, which stores settings and certain internal files, is always kept in the default location.

LANGUAGE

- Select the user interface **language**. Choose whether the languages should update automatically or not.

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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.

NOTIFICATIONS

- **Show notifications** - Control the visibility of notification icons displayed at the top left corner of the viewport. When disabled, icons related to Files, Layers, Selections, Watercolors, and Undo/Redo do not show. These icons include:
    - Files: Open, Save, AutoSave icons
    - Layers: Add, Remove, Duplicate, and Merge layers, Group and Ungroup layers, Create new group, Clear layer, and Export to PS icons
    - Selections: Show active selection, Select All, Deselect All, Invert selection icons
    - Watercolors: Show Wet, Pause Diffusion, Wet the Layer, Dry the Layer, Wet All Visible, Fast Dry icons
    - Undo/Redo icons

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.

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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.

PERFORMANCE

- **Enable FPS limit** - Controls how often Rebelle's viewport is refreshed (frames per second). This option is enabled by default and set to 120 FPS. On less powerful computers, lowering the FPS limit can improve painting performance, especially when working with large canvases and OpenGL enabled.
- **Enable Vertical Sync** - This option is disabled by default and may speed up RealShader rendering.
- **Enable RealShader viewport render optimization** - Some GPU drivers show rectangular rendering artifacts in viewport. When you see such artifacts, you can try to turn off this optimization.

USAGE STATISTICS

- **Allow sending anonymous statistics to the development team** - Enable this option to help us improve Rebelle by sending anonymous usage statistics to our development team. These insights will allow us to identify the most valuable features and further improve them, ensuring an even better painting experience. No personal data is ever included.

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DISPLAY PPI CALIBRATION

- Calibrate your display based on your screen's resolution (PPI) to get an accurate preview of the actual size of your artwork when "View at Print Size" is selected.

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4.2 Tools Preferences

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.
- **Maximum Recent Brushes** - Set the maximum number of the brushes that are added to the "Recent Brushes" list for the current project (1-100). The default value is 20.

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.

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ADJUST OPACITY/WATER/PRESSURE WITH KEYBOARD SHORTCUT

- Set the **sensitivity of adjusting these parameters with the keyboard shortcut** set in the Keyboard preferences.

ADJUST BRUSH ROTATION WITH KEYBOARD SHORTCUT

- Set the **sensitivity of adjusting brush rotation 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.

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4.3 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.

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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.

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).

STRUCTURES

- Set the **opacity of the structures** when active on canvas (1-100).

SELECTION

- Set the **custom color of the selection and its opacity** (1-100).

RULERS AND PATHS

- Set the **custom color of the rulers and paths and their opacity** (1-100).

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LAYER MASK

- Set the **custom color of the layer mask overlay and its opacity** (1-100).

REFERENCE IMAGE

- 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.

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4.4 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.
- **Lock on Pixel** - Enable this option to **lock transformations and selections to the Grid and Guides**, allowing for pixel-perfect alignment.

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).

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4.5 Color Management Preferences PRO

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.

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4.6 Cursor Preferences

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.
- **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.

CURSOR DYNAMICS

- **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.
    - **Show full-size outline when not painting** - Enable this option to see the brush outline at its full size while the brush is not actively painting.
    - **Show full-size outline and the actual size** - Enable this option to see both the full-size brush outline and the actual painting area of the brush.

BRUSH PROPERTIES POP-UP

- **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.

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- **Show Opacity in cursor preview when changing brush size** - Enable this option if you want to see the opacity values in the information panel pop up next to the cursor when changing the size of the brush with a shortcut.
- **Brush Resize Color** - Set the custom color of the brush cursor in resize mode.

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4.7 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 Pointer Device**. Select Windows Pointer Device 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.

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4.8 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.

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5. Starting Painting

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 PRO 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.

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5.1 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.

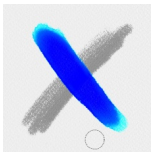
Not only colors can be wet, with a '**Wet the Layer**' button (in the Layers Panel) you can wet the whole layer. How the painting is blended and dried depends on the water and the wetness of the canvas underneath it.

To wet only the painted parts of the layer, choose the '**Wet All Visible**' button (in the Layers Panel).

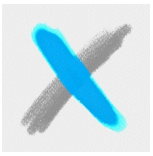
To see whether or where a painting is wet, click on the '**Show Wet**' button . A light blue color shows the wetness of the canvas and color - the more water is applied, the darker the blue color will be shown.



Color Layer



Show Wet



Fast Dry



Wet the Layer



Dry the Layer

To speed up your painting process we implemented 2 functions:

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

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

> **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:

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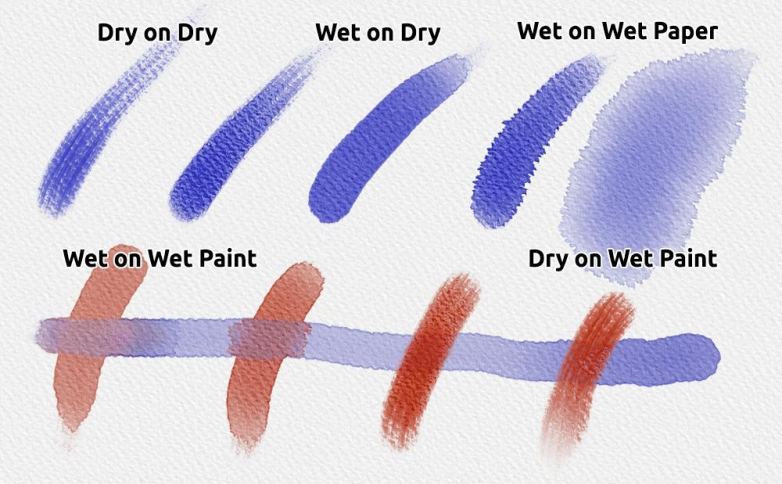

If you want to learn more about proper watercolor technique, we recommend watching our tutorials on YouTube.

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5.2 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.

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5.3 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 '**Paint 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 the selection, click the Transform tool in the Tools panel or *shortcut* `Ctrl + T` *on Windows or* `Cmd + T` *on macOS*.

You can **move, scale selection propotionally, rotate or flip** selection horizontally or vertically.

Use `Shift` to scale the selection horizontally, vertically or both.

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*.

More about transform can be found in the Transform Tool Properties section.

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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 *Select menu > Select All*.

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

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

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* or go to *Select menu > Select All Visible*.

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 *Select menu > Invert Selection*.

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

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PAINT SELECTION & SHOW SELECTION LINES

Paint Selection allows you to **create or modify a selection** using any brush from any painting tool. Activate it via the Layers panel, from the *Select menu*, or by pressing the `Q` *shortcut*.

If no selection is active when you enable Paint Selection, the entire layer will be selected by default, allowing you to paint a new selection directly on it.

If a selection already exists, it will become visible, and you can continue editing it. While in Paint Selection mode:

- Use white to add to the selection.
- Use black to subtract from the selection.

Use Paint selection to see which parts of the canvas are outside the current selection either via the *Select menu* or by using the `Q` *shortcut*. The color and the opacity of the 'Paint Selection' mode can be adjusted in *Preferences > Color > Selection*.

Show or hide the lines (marching ants) of the selection either via the *Select menu* or by using the `Alt+Q` *shortcut*. The selection lines cannot be hidden when in the Selection tool.

QUICK FILL SELECTION

Use Quick Fill to instantly **fill the active selection with the currently selected color** directly from the Selection tool. Click the Quick Fill button in the Selection tool's Properties panel or `Shift + Q` *shortcut* to apply the currently selected color without switching to the Fill tool. While the selection remains active, you can change the color and adjust its opacity by entering a value in the Opacity box interactively.

CREATE STENCIL FROM SELECTION

In Rebelle you can **create a stencil from your selection** via the Assets panel menu. Draw your selection on the canvas and confirm the selection, then go to the *Assets panel menu* and click "Create Stencil from Selection". The new stencil will be automatically created and added to the Assets panel, under stencils. 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". The canvas will be cropped and a new image format will be created.

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RESTORE LAST SELECTION

Rebelle remembers the last selection created during the session. You can **restore** this last selection from the *Select menu > Restore Last 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 *Select menu* and select "Save Selection As...".

To open a previously saved selection, go to the *Select menu* 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 *Select menu* 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 *Select menu* and select "Create Selection from Path". A selection will automatically be created on canvas.

ADJUST OPACITY OF SELECTION

Use the Opacity setting in Selection's Properties panel to **control the transparency** of the active selection. Opacity is applied as a selection filter, just like Expand, Contract, Feather, and Rough Feather (Roughness).

When you switch from the Selection tool to another tool, all current selection filters are baked into the active selection. This preserves the selection exactly as it appears, while resetting the filter controls to their default values for any future adjustments (e.g., for Paint Selection).

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Example:

- Create a rectangular selection and set its Opacity to 50%.
- Use Quick Fill or switch to the Fill tool to fill the selection. Both tools will respect the 50% opacity.
- After switching to the Fill tool, the 50% opacity becomes part of the active selection itself.
- If you return to the Selection tool, the Opacity control will show 100%, even though the selection remains at 50% opacity (visible through the Paint Selection (Q) overlay).
- At this point, you can reduce the opacity further, but you cannot restore it to a higher value because the previous adjustment has already been baked into the selection.

The same behavior applies to the other selection filters. For example, if you apply a Feather value of 50 px, then switch to a painting tool and later return to the Selection tool, the Feather control will be reset to 0 px. However, the active selection will remain feathered, and the feathering cannot be removed from that selection because it has already been baked in.

EXPAND SELECTION

Increase the size of your active selection by a specified number of pixels (0–100). Create a selection first. To expand it, navigate to *Select > Expand/Contract...*. A dialog window will appear where you can set the *Radius*, which determines how many pixels the selection will grow. Click *Apply* to confirm the adjustment, or *Cancel* to close the dialog without making changes.

You can expand a selection also interactively directly from the Selection tool's Properties panel.

CONTRACT SELECTION

Decrease the size of your active selection by a specified number of pixels (-100-0). Create a selection first. To contract it, navigate to *Select > Expand/Contract...*. A dialog window will appear where you can set the *Radius*, which determines how many pixels the selection will shrink. Click *Apply* to confirm the adjustment, or *Cancel* to close the dialog without making changes.

You can contract a selection also interactively directly from the Selection tool's Properties panel.

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. Create a selection first. To feather it, navigate to *Select > Feather...*. Set up the radius from 1-100. Click *Apply* to apply the changes or *Cancel* to remove the changes.

You can feather a selection also interactively directly from the Selection tool's Properties panel.

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ROUGH FEATHER...

This tool adds subtle texture and irregularity to selection edges, creating more natural and painterly transitions. It is especially useful for watercolor, textured masks, and atmospheric effects, helping selections blend seamlessly into the canvas surface and impasto.

Create a selection first. To rough feather its edges, navigate to *Select > Rough Feather...*. Set up the radius for Feather from 0-100. Set up the Roughness from -100-100. Click *Apply* to apply the changes or *Cancel* to remove the changes.

You can adjust the roughness of the selection's edges also interactively directly from the Selection tool's Properties panel.

> **Note**
>
> The Expand/Contract/Feather/Rough Feather controls in the Select menu and the Properties panel are synchronised. Changing a value in one location automatically updates it in the other.

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5.4 Working with Rulers

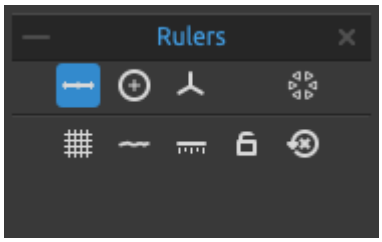
STRAIGHT LINE WITH 'SHIFT' KEY

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 *View 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 two 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 ✕ to deactivate the tool.

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

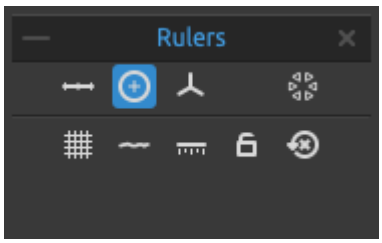
Free Hand - Activate freehand to give the straight lines a hand-drawn appeal.

Show Measurements - Activate this option to see the information about the length and angle of the line tool.

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

Reset - Reset the line to horizontal position.

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.

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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.

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

Show Measurements - Activate this option to see the information about the length, angle and diameter of the ellipse tool.

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

Reset - Reset the ellipse to a circle. This action will also reset the rotation of the tool.

PERSPECTIVE TOOL



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

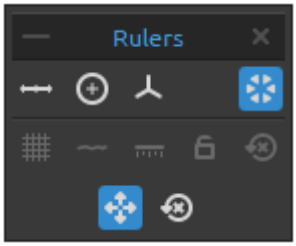
Free Hand - Activate freehand to give the straight lines a hand-drawn appeal.

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.

SYMMETRY TOOL



Create mirrored artwork effortlessly using the vertical Symmetry tool. Activate the Symmetry tool by clicking the Symmetry button in the Rulers panel.

Edit Symmetry - Adjust both the symmetry angle and the symmetry axis. This provides greater flexibility and control when creating balanced shapes, patterns, or mirrored artwork.

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Reset - Reset the symmetry to the default state = in the center of the canvas and placed vertically.

Note

When you paint in symmetry, you're not just duplicating strokes, you're using two fully responsive brushes at the same time. Each one interacts independently with the paint, water, and paper texture in real time.

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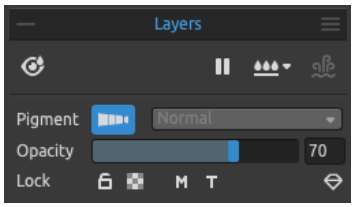
5.5 Working with Pigments PRO



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.

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:

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Examples of using Pigments with various different media.

Video tutorial

Understand the color mixing in the real-world and digital world in this video: Comparison of Traditional and Digital Pigment Color Mixing.

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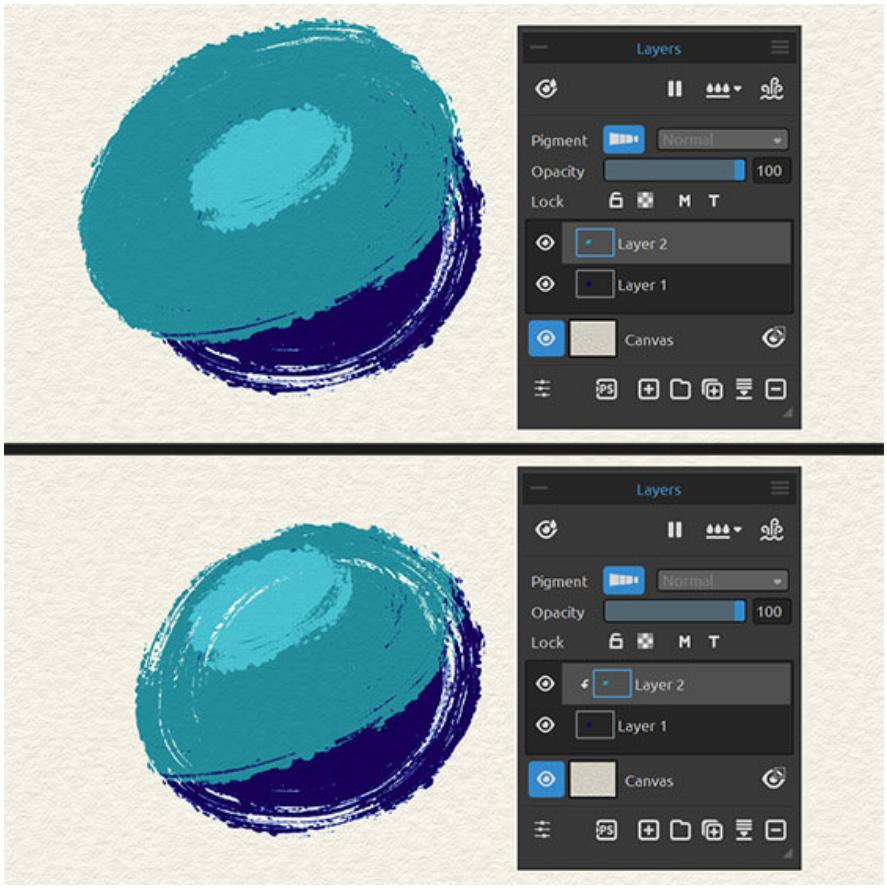
5.6 Working with Masking Tools

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.

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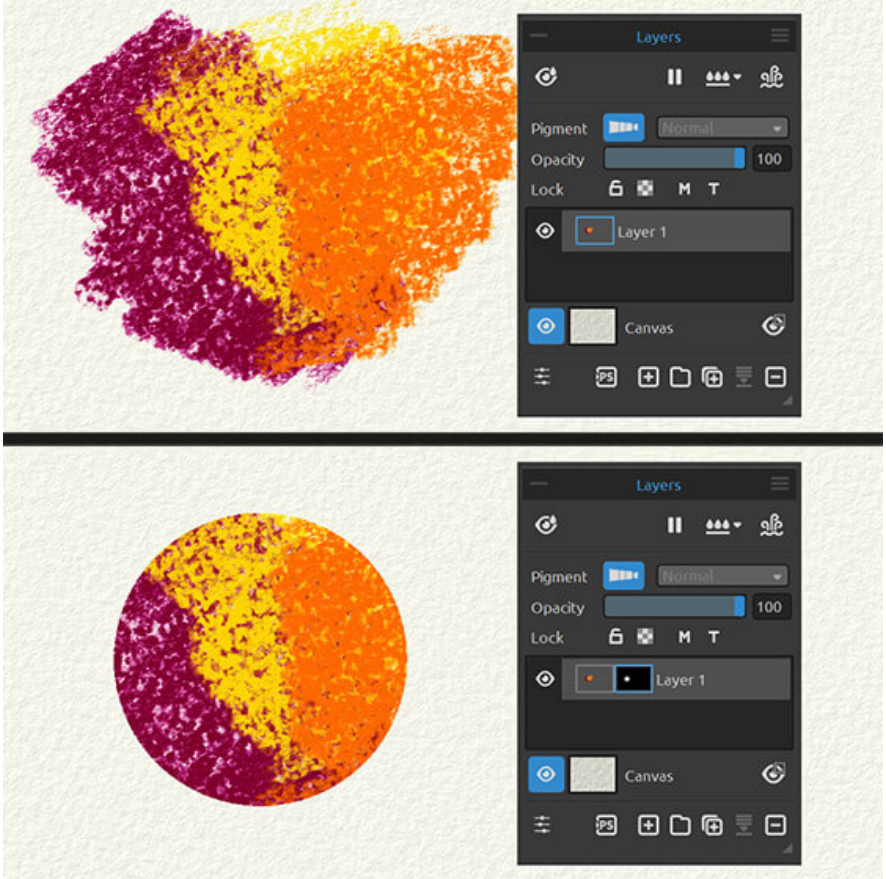

Example of a layer mask. The white circle on the mask determines the visible area of the original layer.

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

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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 Assets panel. You can create custom stencils from an image file, from a layer, from a selection, structure or path via the Assets 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 *Assets panel menu > Create Stencil from Selection*. The new stencil will be automatically created and added to your 'Stencils' list.

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5.7 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*.

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Tip

Moving, resizing or transforming on canvas will now snap accurately to grid and guide lines thanks to **Lock on Pixel** setting. You can deselect it at any time via *Preferences > Grid & 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.

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5.8 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'.

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5.9 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 to Raw and Fine Lithography Stones, these textures will give your digital paintings a traditional touch.

Note

Join us behind the scenes as we walk you through the fascinating process of crafting cold-pressed and hot-pressed paper, felt surface, and canvas, all made with precision and artistry: How are Rebelle art surfaces made?

All papers, canvases, and other art surfaces are available to preview directly in Rebelle 8 from the **Select Canvas** window:

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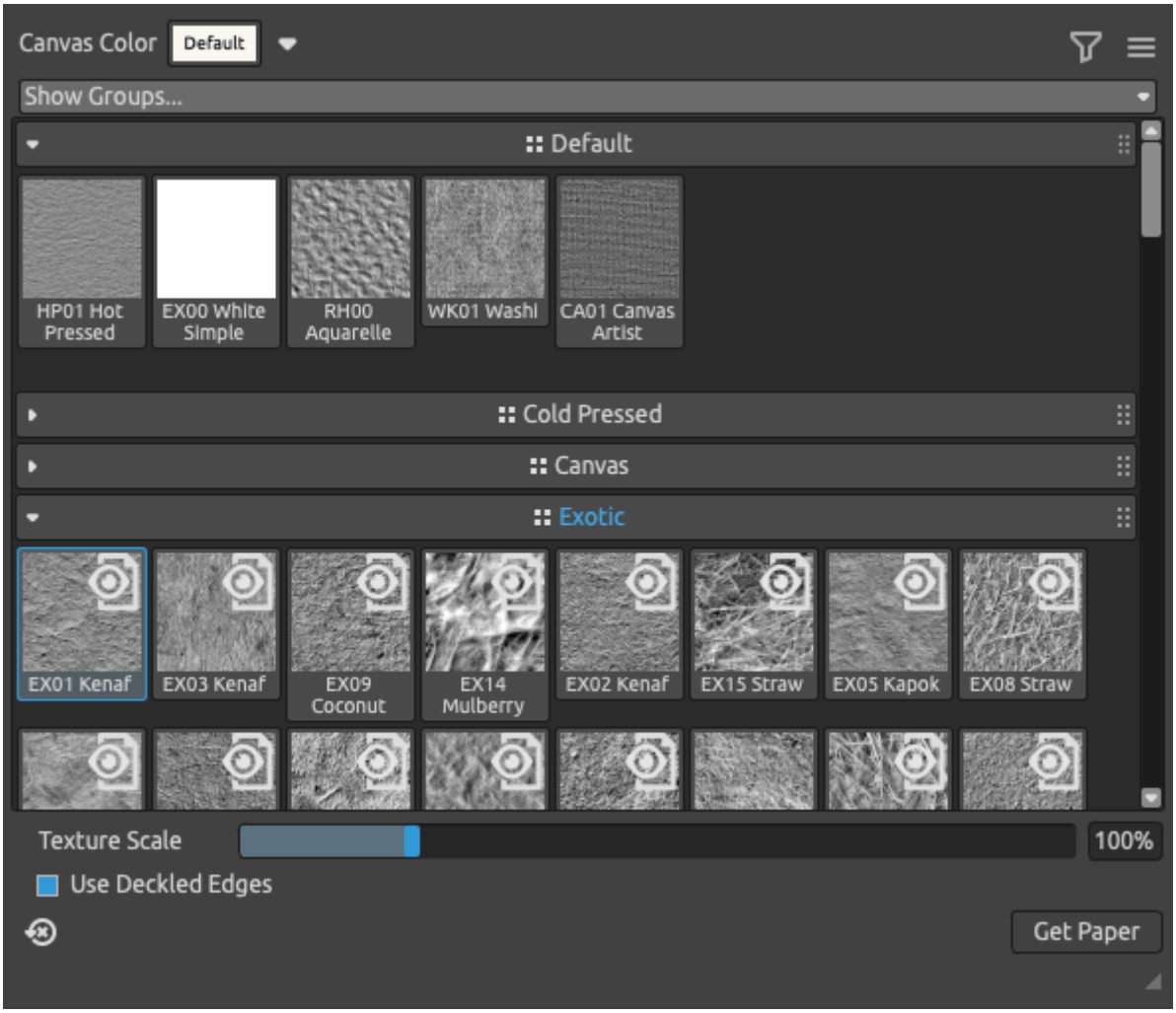

Tip

You can create a shortcut for opening the *Select Canvas* window in Preferences, via *Edit > Keyboard Shortcuts > Window*.

Papers that are not purchased and are available in the preview mode are marked with the Preview icon. These surfaces run on a dedicated layer directly in Rebelle, letting users test them - you can paint, draw, and adjust various texture settings. Saving, importing, exporting and other functions are disabled while in preview mode.

You can use the default papers without limits or purchase more papers as add-ons on our website: Browse Rebelle papers.

Click the *More Info* button to reveal the examples of various techniques on the selected paper:

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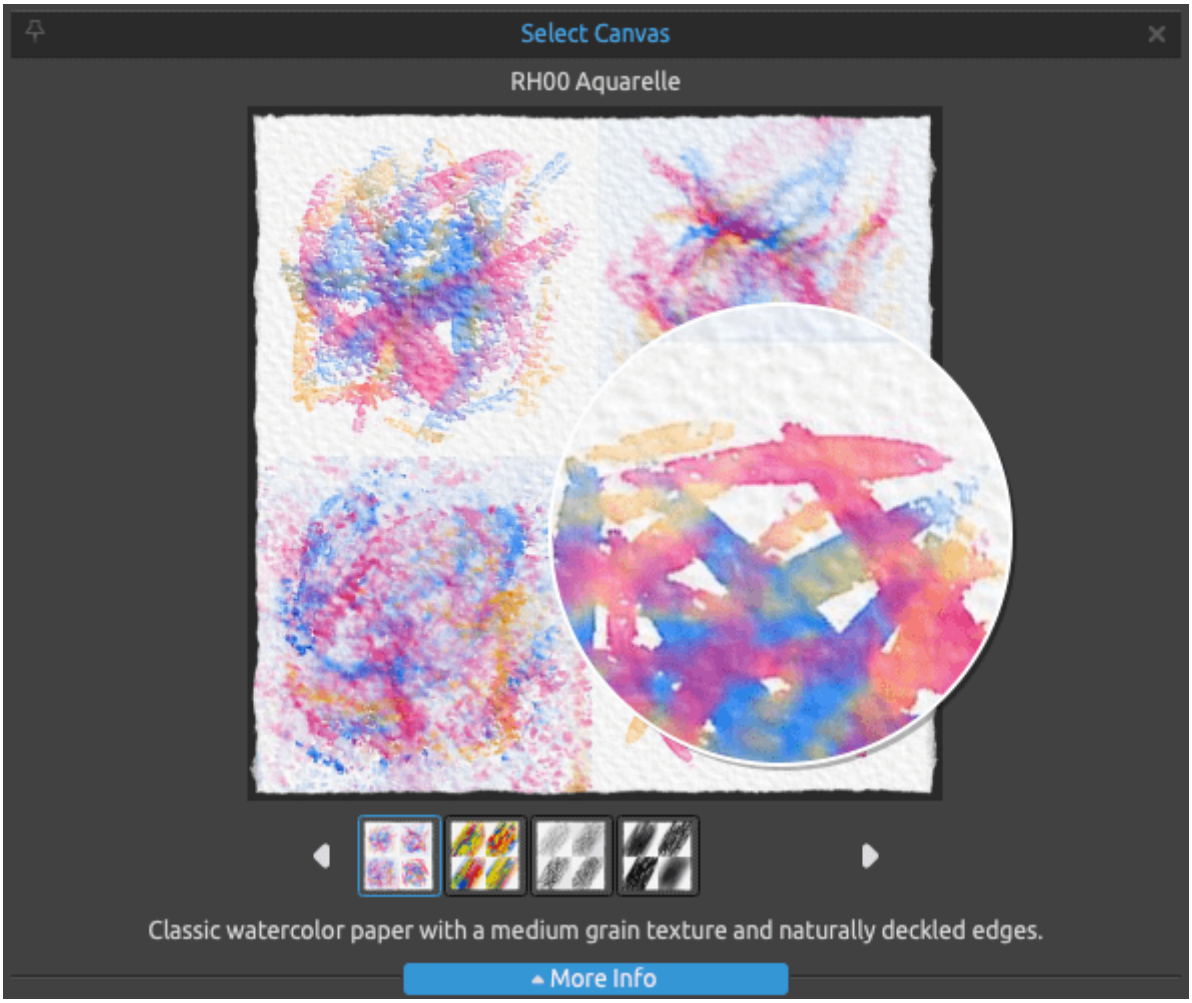

Note

Default paper groups marked with the icon are locked to maintain clear organization. Renaming, reordering, or importing, deleting the groups or the papers within them is not possible.

Canvas Color - Choose a canvas color from the system color palette. You can select any color or use the **default color** of the selected paper.

Show Groups... - Select the groups of papers that should be visible in the Select canvas window. You can create new groups from the *panel 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 *panel menu > Remove Group* or via the *right mouse button click > Remove Group*.

You can scale the texture by using the **Texture Scale** slider. (25-400%)

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Use Deckled Edges - Select whether you want to apply deckled edges on selected paper (papers with deckled edges are marked with the icon ⬚).

Reset - Reset the changes made to the selected paper.

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

Filter - Allows you to select which papers are displayed:

- **Purchased** - Displays only the papers that have been purchased.
- **Not Purchased** - Displays only the papers that have not yet been purchased.
- **User-made** - Displays only the papers created and/or imported by you.

Select Canvas Panel Menu:

- **Icon** - Choose what should be displayed in the paper's icon: image/name.
- **Import Canvas...** - Import a new canvas texture to the Select Canvas window.
- **Remove Canvas** - Remove the selected canvas texture from the Select Canvas window.
- **Add Group** - Add a new group.
- **Remove Group** - Remove the selected group.
- **Refresh Canvases** - Refresh the canvases to load purchased surfaces.

Note

Canvas texture affects how brushes and tools behave when painting, blending, erasing or using any available tool.

Video tutorial

Learn more about Rebelle's Papers & Deckled Edges in this video: Canvas Size, Image Size, Crop Tool, Papers & Deckled Edges.

Video tutorial

Learn about how Rebelle 7 brought a more smoother painting experience in this video: Improved Paper and Art Surfaces.

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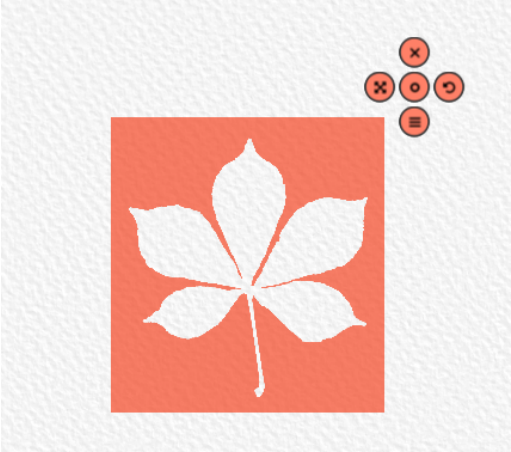
5.10 Working with Stencils

To add a stencil to the canvas, select it from the Stencil Library or Assets 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 center 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*.

Hide stencil - Hide the stencil from the canvas. *(shortcut* `Backspace`*)*

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.
- **Reset** - Reset the position and size of the stencil to default.
- **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 Corner** - When enabled, the stencil is resized from its bottom-left corner instead of from the center.
- **Lock Aspect Ratio** - Preserve the relative width and height when you resize the stencil.
- **Lock** - Lock to prevent the stencil from unwanted changes in size, rotation or position.

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.

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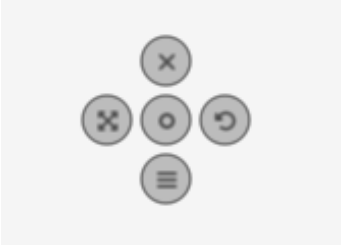
5.11 Working with Structures

To add a structure to the canvas, select it from the Structure Library or Structures panel by clicking on it.

When a structure is placed on canvas a **Structure Menu** appears at the top:



Move structure - Move the structure by clicking the center button and dragging it on the canvas.

Rotate structure - Rotate the structure by clicking the rotate button and dragging it on the canvas.

Scale structure - Scale the structure by clicking the scale button and dragging on the canvas.

Hide structure - Hide the structure from the canvas.

Structure menu:

- **Invert** - Invert the current structure.
- **Flip Horizontally** - Flip the structure horizontally.
- **Flip Vertically** - Flip the structure vertically.
- **Reset** - Reset the position and size of the structure to default.
- **Lock Corner** - When enabled, the structure is resized from its bottom-left corner instead of from the center.
- **Lock Aspect Ratio** - Preserve the relative width and height when you resize the structure.
- **Lock** - Lock to prevent the structure from unwanted changes in size, rotation or position.

Video tutorial

Learn more about Rebelle's Structures in this video: Structures.

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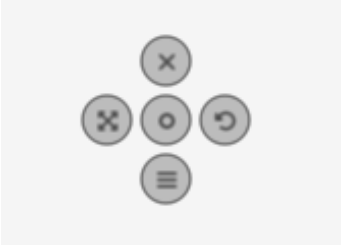
5.12 Working with Paths

To add a path to the canvas, select it from the Path Library or Paths panel by clicking on it.

When a path is placed on canvas a **Path Menu** appears at the top:



Move path - Move the path by clicking the center button and dragging it on the canvas.

Rotate path - Rotate the path by clicking the rotate button and dragging it on the canvas.

Scale path - Scale the path by clicking the scale button and dragging on the canvas.

Hide path - Hide the path from the canvas.

Path menu:

- **Flip Horizontally** - Flip the path horizontally.
- **Flip Vertically** - Flip the path vertically.
- **Reset** - Reset the position and size of the path to default.
- **Lock Corner** - When enabled, the path is resized from its bottom-left corner instead of from the center.
- **Lock Aspect Ratio** - Preserve the relative width and height when you resize the path.
- **Lock** - Lock to prevent the path from unwanted changes in size, rotation or position.

Video tutorial

Learn more about Rebelle's Paths in this video: Paths.

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5.13 Color Management PRO

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

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

SET UP THE ICC PROFILE VIA NEW ARTWORK WINDOW

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

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

ASSIGN PROFILE...

Assign a profile to your current document via 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.

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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.

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

POLICIES

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

- Keep embedded profile - Rebele automatically keeps the original embedded profile of the file.
- Convert to preferred RGB color profile - Rebelle automatically converts the color profile to the 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.

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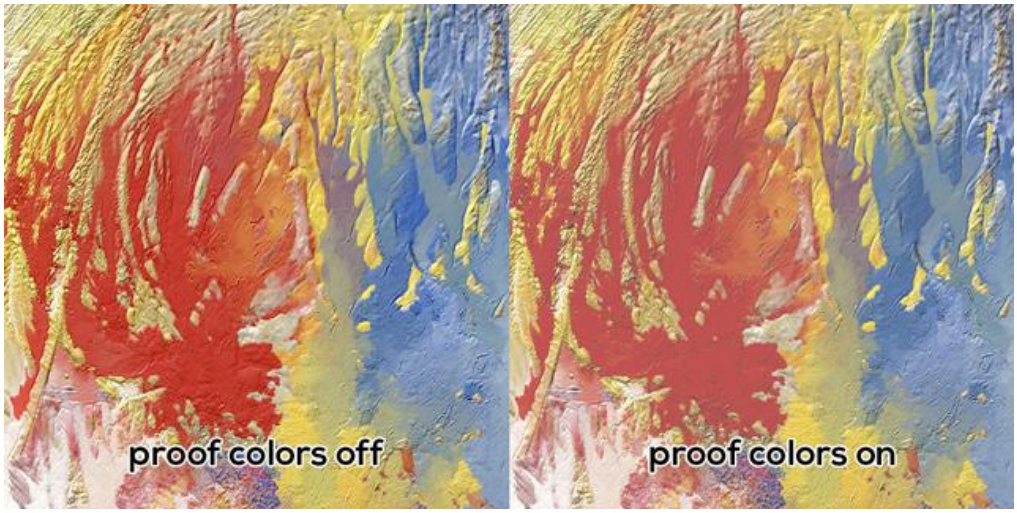
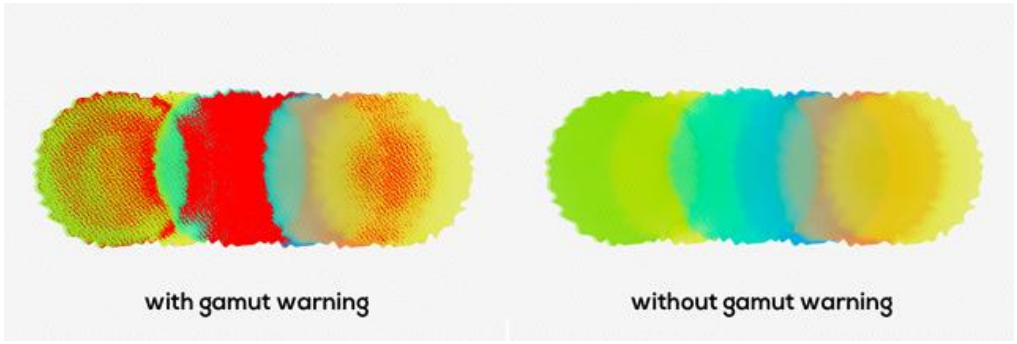
Enable the color proofing option via the menu *View > Proof Colors* or by hitting the shortcut `Ctrl + Y` on Windows / `Cmd + Y` on macOS.



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.

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5.14 Escape Motions Connect - Photoshop Plug-in PRO

Escape Motions Connect is a plug-in for Photoshop CC 2015 - CC 2025. It is a communication channel between Photoshop and Escape Motions Software for transferring layers between these applications. It is compatible with:

- Rebelle Pro (starting with Rebelle 5 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, double-click the downloaded .ccx file contained in this package. Creative Cloud is required. Installation will automatically start in the Creative Cloud.

HOW TO RUN ESCAPE MOTIONS CONNECT

STEP 1: Run both Photoshop and Rebelle.
STEP 2: In Photoshop create a new document from the menu: *File > New...*
STEP 3: In Photoshop click from the menu: *Plugins > Escape Motions Connect*.

A new Escape Motions Connect panel on the right side of the screen appears:

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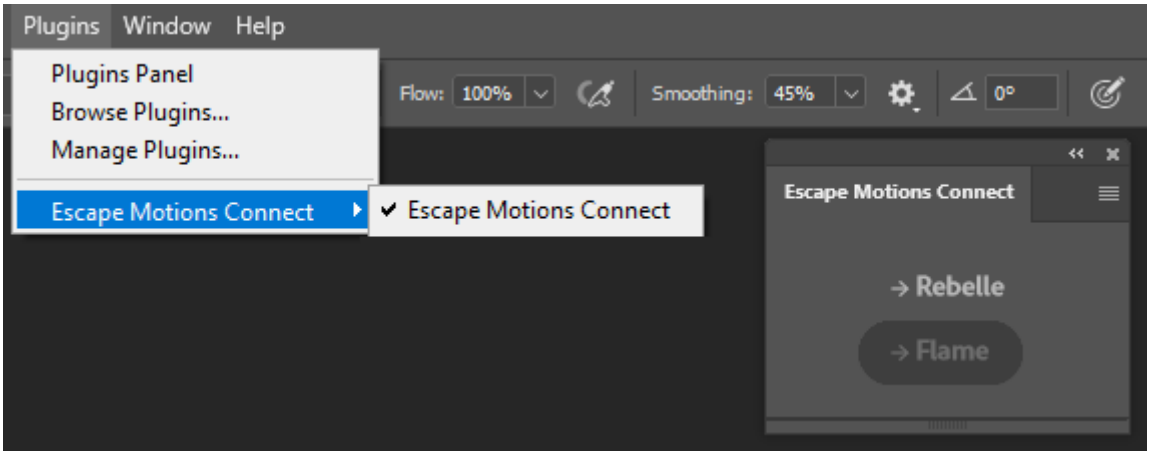

HOW TO EXPORT LAYERS

Export from Photoshop to Escape Motions Software

Select a layer that you want to export 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 export to Photoshop and click the button "PS" in the Layers panel. Or from the menu: *Layer > Export to Photoshop*.

If you select an empty layer in Photoshop, a layer from Rebelle will be exported to this empty layer, otherwise, a new layer will be created.

If the export from Rebelle 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.

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How to keep the same canvas size in Photoshop and Escape Motions Software

Option 1: Run both Photoshop and Rebelle.
When you export the Photoshop layer and there is a New document with no changes in Rebelle, the new document will be resized to the exported layer size.

Option 2: Run both Rebelle and Photoshop.
Open Escape Motions Connect in Photoshop.

When exporting a layer from Rebelle, the new document will be created in Photoshop with exported layer size.

Option 3: Manually set the same canvas size in both applications.

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5.15 WebSocket Control PRO

Rebelle 8 Pro introduces WebSocket Control, allowing the software to be operated remotely via external devices, enabling exciting possibilities for interactive installations, live performances, projections, and custom hardware setups.

When starting Rebelle, use the following command line arguments:

- `-websocket-server-enable` : Enable the WebSocket server. It is disabled by default.
- `-websocket-port PORT_NUMBER` : Set the port number for the WebSocket server. The default is 8265.
- `-websocket-allowed-ip-addresses IP1,IP2,...` : Comma-separated list of IP addresses allowed to connect to Rebelle's websocket server.
- `-websocket-allow-remote` : Let devices other than this computer connect (since Rebelle 8.4). See Network access.
- `-websocket-allowed-path FOLDER` : A folder in which `SAVE`, `LOAD` and `EDIT_BRUSH_PRESET` events may read and write files without asking (since Rebelle 8.4). Can be given more than once. See File access.

Then you can send any JSON event mentioned in the Rebelle Motion IO reference.

Network access

Since Rebelle 8.4, the WebSocket server listens on the local computer only (IPv4 address `127.0.0.1`). Connect to `ws://127.0.0.1:PORT_NUMBER` rather than `ws://localhost:PORT_NUMBER`, because `localhost` may resolve to the IPv6 address `::1`, where Rebelle does not listen.

The server accepts connections from other devices when you start Rebelle with `-websocket-allow-remote`, or when `-websocket-allowed-ip-addresses` lists at least one address other than `127.0.0.1`. In that case only the listed addresses may connect (if the list is given). The server never accepts remote connections when Rebelle runs with `-ui-automation`.

Web pages

Since Rebelle 8.4, a web page that opens a WebSocket connection to Rebelle needs your approval, unless the page is served from this computer (`localhost`, `127.0.0.1` or `::1`, any port). Rebelle recognizes such connections by the `Origin` that web browsers send; programs and scripts that send no `Origin` connect as before. Pages opened from a file (`file://`) also need approval.

Rebelle shows a question like "A web page at https://example.com (127.0.0.1) wants to control Rebelle over WebSocket. Allow this connection?". The default answer is **No**.

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Rebelle asks once per web page origin: connections the same page opens while the question is open wait for the same answer.

- **Yes** allows the waiting connections until they close. Rebelle then sends its greeting and processes the messages each of them sent while the question was open, in the order they were sent. Yes is not remembered: a connection the page opens later is asked about again.
- **No** closes the waiting connections with close code 1008 (policy violation) and the reason "origin not allowed". The messages they sent are discarded. No is remembered until Rebelle is closed: later connections from the same origin are closed with 1008 at once, without a question.

While the question is open, a connection may send at most 256 messages or 16 MB. A connection that sends more is closed with close code 1009 (message too big) and the reason "too many messages before approval".

File access

`SAVE` and `LOAD` events can be sent over the WebSocket since Rebelle 8.3, also inside a `GROUP`. Since Rebelle 8.4, every `filename` in such an event, and the `preset_path_in` and `preset_path_out` of an `EDIT_BRUSH_PRESET` event, must be inside one of these locations:

- a folder given with `-websocket-allowed-path`,
- a folder you allowed for the current connection (see below).

Relative paths are resolved against the folder Rebelle was started in; that folder itself is not allowed unless you pass it with `-websocket-allowed-path`. Paths are checked after resolving `..` and symbolic links, so a path cannot escape an allowed folder that way.

If an event uses a file outside these locations, Rebelle shows a question like "A WebSocket client (address) wants to save these files: ... Allow access to these folders for this connection?". The default answer is **No**.

- **Yes** allows the folders containing those files for this connection until it closes, and the event runs.
- **No** drops the event and Rebelle sends the client this reply:

```
{
    "event_type": "SAVE",
    "id": "my_save",
    "ok": false,
    "error": {
        "type": "file_access_denied",
        "paths": ["/home/user/other/result.png"],
        "message": "Rebelle denied access to: /home/user/other/result.png"
    }
}
```

`event_type` is the upper-case type of the top-level event (`SAVE`, `LOAD`, `EDIT_BRUSH_PRESET` or `GROUP`). The `id` is included only if the event had one. Later events are not affected. While the question is open, further messages from the same connection wait and are processed in the order they were sent after you answer.

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Other connections are not held back. If the connection closes before you answer, the waiting messages are discarded.

Allowed folders are not remembered: they are valid for one connection only. Folders must exist, because `SAVE` does not create folders.

> **Note**
>
> `-websocket-allowed-path` with an empty value is ignored.

REQUEST_FILE_ACCESS

A client can ask for access up front, so that later `SAVE`, `LOAD` and `EDIT_BRUSH_PRESET` events do not interrupt painting with questions:

```
{
    "event_type": "REQUEST_FILE_ACCESS",
    "id": "access1",
    "paths": ["/home/user/my_project", "/home/user/exports"]
}
```

Rebelle shows a question like "A WebSocket client (address) asks for access to save and load files in: ... Allow it for this connection?" (default **No**). Each listed folder or file, if allowed, gives access to itself and everything below it for this connection. If all paths are already allowed, no question is shown. Rebelle replies with:

```
{
    "event_type": "REQUEST_FILE_ACCESS",
    "id": "access1",
    "ok": true,
    "paths": ["/home/user/my_project", "/home/user/exports"]
}
```

`ok` is `false` when you answered No, when `paths` is missing, empty or not a list, or when an entry is not a valid path. `id` is included only if the request had one. `REQUEST_FILE_ACCESS` cannot be placed inside a `GROUP`: such a `GROUP` is refused as a whole with `"ok": false` and an error of type `unsupported`.

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License

Note

Under the end-user license agreement, it is allowed to use the WebSocket Control feature for commercial purposes in the context of painting a still image, live performance, interactive installation, or real-time visual projection. You may also use the WebSocket Control feature to create non-commercial animations. However, if you intend to use WebSocket-controlled animations for commercial purposes, you must obtain a separate commercial license from Escape Motions. Please contact us at support@escapemotions.com for licensing inquiries.

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5.16 Authenticate Your Work with Yuify

Rebelle offers the integration of an innovative new digital rights management service Wacom Yuify which enables you to protect your digital artworks, prove authorship, and manage usage rights with just a few clicks directly through Rebelle or other software.

Yuify provides a secure, tamper-proof method for registering and verifying the authenticity of digital art. This technology ensures that once your artwork is registered, it cannot be altered or duplicated without your consent, providing peace of mind and protecting your rights as a creator.

> **Note**
>
> Wacom Yuify is a free service and works to protect 2D artworks created in Rebelle and other software. To get the most current information on its availability and functionality, visit www.yuify.com.

Follow these steps to claim ownership of your Rebelle artwork:

- **Connect to Yuify** - To begin to use the service, open Rebelle 7.2 (or later) and go to *File > Yuify > Connect to Yuify...*. You will be forwarded to the Yuify website, where you can either log in with your Wacom ID or sign up to create an account. It is not required to own Wacom hardware to use the Yuify service.

  The registration process is simple and requires basic information about you and your artwork, which you will be providing to Wacom. After creating account, click on „Connect Service to Rebelle“. You can also connect your Yuify account to other software there.
- **Create Your Artwork in Rebelle** - Use Rebelle's wide range of tools and features to create your digital art. Once you are satisfied with your piece, proceed to exporting.
- **Export Secured Image** - Export the secured image through *File > Yuify > Export Secured Image...*, add the image description, and choose the file format. Currently, the service works for .jpg, .jpeg, and .png file formats. The artwork will be secured and exported shortly.
- **Export Secured Image with NanoPixel** - Export the secured image up to 400-times (20x20) larger with NanoPixel through *File > Yuify > Export Secured Image with NanoPixel...*. PRO

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Note

Wacom Yuify is currently in its open beta stage and is available globally. Restrictions may still apply to countries with export sanctions issued by the UN, USA, EU, and Japan. You might be asked to confirm your country of residence during export.

- **Receive Your Digital Certificate** - Once your artwork is successfully uploaded and registered through Yuify, the service will issue a digital certificate of authenticity. This certificate will be stored securely on the blockchain, providing irrefutable proof of your ownership. You can find all your secured images in your profile on the Yuify website. You can also create projects, add permissions to use your work, or ask someone else for permission to use theirs.
- **Share and Sell with Confidence** - With your artwork registered and protected, you can now share it on social media, art platforms, and with potential buyers with confidence. The digital certificate from Yuify serves as a guarantee of authenticity, adding value to your work.

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6. 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 PRO, .png, .jpg, .bmp, .webp, .heif or .tif file format 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 PRO, .png, .jpg, .bmp, .webp, .heif or .tif file format.

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 PRO, .png, .jpg, .bmp, .webp or .tif file format. 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:

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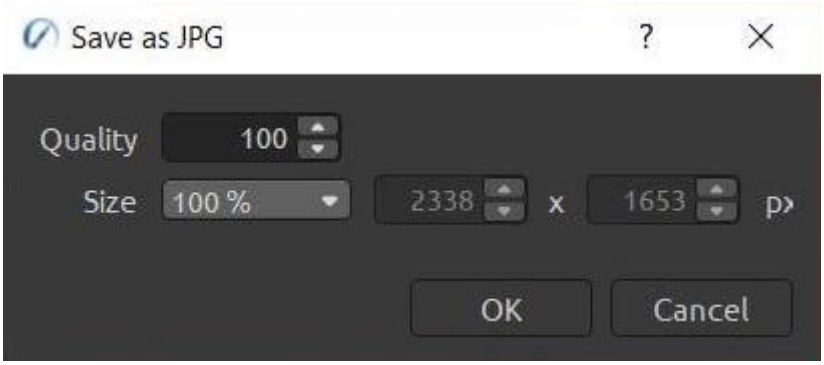

- Enter a value between 0 and 100 in the **Quality** box. The higher the Quality setting, the more detail is preserved in the JPG image, but the larger the file size.
- Adjust the **size** of the image - select 100%, 75%, 50%, 25%, or 'Custom' from the drop-down menu. 'Custom' lets you manually enter the required size of the JPEG image.

> **Note**
>
> Please be aware that only the REB file contains all artwork information. PSD PRO, 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... PRO

NanoPixel technology allows you to export paintings 400x times larger for print without losing details. Go to the *Visual Settings panel* and enable 'RealShader' and 'NanoPixel'.

When using the RealShader during painting, it is recommended to have a better GPU - graphic card, as the technology use OpenGL for rendering the painting in real time.

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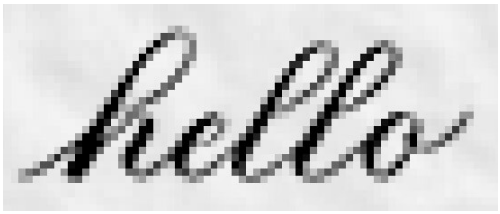
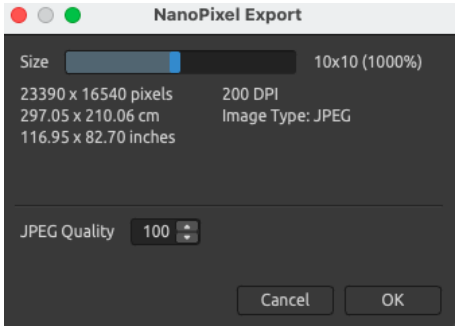
NanoPixel detail of the pixelated text.



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: from 1x1 (100%) to 20x20 (2000%). You will be asked to choose the location where the image should be saved and the file format (.jpg, .png, .bmp, or .tiff).

Below the Size slider, you can see the information about the size of the image in pixels, cms and inches. Click OK to export the image with NanoPixel.

Note

The NanoPixel export size is capped at 32,000 × 32,000 pixels for all file formats except TIFF, which supports unlimited resolution (file size is limited to ~4 GB).

Video tutorial

Get to know Rebelle's NanoPixel in this video: NanoPixel Technology available in Rebelle Pro.

Heightmap Export... PRO

Export the physical depth information of your impasto paint strokes via *File > Heightmap Export...* The exported heightmap preserves the surface structure and thickness of your artwork and is saved in the 16-bit EXR format, providing a much wider depth range than standard 8-bit images.

Heightmaps can be imported into 3D and compositing applications as displacement maps, allowing Rebelle's impasto texture to influence lighting and surface geometry for more realistic results.

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The exported EXR heightmap contains only depth information (valleys and peaks). It does not include the artwork's colors. To export a matching color texture for use in a 3D application:

- Set **Impasto Depth** to 0 in *Visual Settings > Oils & Acrylics*.
- Disable **SoftShadows** in *Visual Settings > Rendering*.
- If you do not want the paper texture to appear in the strokes, set **Paint Texture** to 0 in *Visual Settings > Canvas Visibility*, or hide the paper, as the paper texture is not included in the heightmap and will remain flat in 3D.
- Export the artwork as a JPEG (or another supported image format) and import it into your 3D application as the color texture, while using the exported EXR as the heightmap.

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`.

> **Note**
>
> Please don't forget to save your artwork before closing an application.

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7. 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*. State whether an *Artificial Intelligence (AI) system* was used to create the image (Yes / No).

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. State whether an *Artificial Intelligence (AI) system* was used to create the image (Yes / No).

To finish, click **Save**. Your painting will be published on the Gallery from your Community account.

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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.

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8. Keyboard Shortcuts

Panels

	Windows	Mac OS
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
Assets	F10	F10
Volume Presets	Ctrl+J	Cmd+J
Brush Creator	F5	F5
Visual Settings	F12	F12
Record Time-lapse	Ctrl+Shift+T	Cmd+Shift+T

Files

	Windows	Mac OS
New...	Ctrl+N	Cmd+N

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	Windows	Mac OS
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	Cmd+W, Cmd+Q
Quit Rebelle	Ctrl+F4 , Alt+F4	Cmd+F4

Edit

	Windows	Mac OS
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

	Windows	Mac OS
Watercolors	Shift+W	Shift+W
Oils & Acrylics	Shift+O	Shift+O
Express Oils	Shift+A	Shift+A
Pastels	Shift+T	Shift+T

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	Windows	Mac OS
Pencils	Shift+N	Shift+N
Inks	Shift+I	Shift+I
Markers	Shift+M	Shift+M
Airbrushes	Shift+H	Shift+H
Eraser	E or stylus	E or stylus
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

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Working with Brush Presets

	Windows	Mac OS
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

	Windows	Mac OS
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

	Windows	Mac OS
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+'

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	Windows	Mac OS
Decrease Brush Water	Ctrl+;	Cmd+;
Increase Brush Pressure	Ctrl+Shift+] / Ctrl+Shift+}	Cmd+Shift+] / Cmd+Shift+}
Decrease Brush Pressure	Ctrl+Shift+[/ Ctrl+Shift+{	Cmd+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
Switch between Paint and Erase	A	A
Dirty Brush	Alt+D	Alt+D
MultiColored Brush	Alt+M	Alt+M

Working with Water

	Windows	Mac OS
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

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Stencils

	Windows	Mac OS
Select Stencil	Right MouseButton (RMB) or Space Bar + LMB	
Show/Hide Stencil	Alt+Shift+N	Alt+Shift+N
Remove Stencil	Backspace	Backspace

Selections

	Windows	Mac OS
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 with Lines Selection	Ctrl+Alt+L	Cmd+Alt+L
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 or Ctrl / Cmd + click on layer's thumbnail	
Deselect All	Ctrl+D	Cmd+D
Confirm Selection	Enter	Enter
Quick Fill	Shift+Q	Shift+Q
Cancel Selection	Esc	Esc

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	Windows	Mac OS
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

	Windows	Mac OS
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

	Windows	Mac OS
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
Merge Visible Layers	Ctrl+Shift+E	Cmd+Shift+E
Remove Layer	Alt+Shift+D	Alt+Shift+D

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	Windows	Mac OS
Group Layers	Ctrl+G	Cmd+G
Ungroup Layers	Ctrl+Shift+G	Cmd+Shift+G
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	/	/
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
View Layer Mask	Alt+click on the layer mask	
Overlay Layer Mask	\	\

Sliders

	Windows	Mac OS
Increase Value +1	Up	Up
Decrease Value -1	Down	Down
Increase Value +10	Pg Up	Pg Up
Decrease Value -10	Pg Down	Pg Down

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Color Filters

	Windows	Mac OS
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

	Windows	Mac OS
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 Red	Alt+R	Alt+R
Decrease Red	Alt+Shift+R	Alt+Shift+R
Increase Green	Alt+G	Alt+G
Decrease Green	Alt+Shift+G	Alt+Shift+G
Increase Blue	Alt+B	Alt+B
Decrease Blue	Alt+Shift+B	Alt+Shift+B
Increase Hue	Alt+H	Alt+H
Decrease Hue	Alt+Shift+H	Alt+Shift+H
Increase Saturation	Alt+S	Alt+S
Decrease Saturation	Alt+Shift+S	Alt+Shift+S

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	Windows	Mac OS
Increase Lightness	Alt+L	Alt+L
Decrease Lightness	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

	Windows	Mac OS
Open Color Management	Ctrl+Shift+K	Cmd+Shift+K
Proof Colors	Ctrl+Y	Cmd+Y
Gamut Warning	Ctrl+Shift+Y	Cmd+Shift+Y

View

	Windows	Mac OS
Zoom In	+ / Ctrl + + or	+ / Cmd + + or
	Z + LMB click + move (right) or	Z + LMB click + move (right)
	Ctrl + Space Bar + LMB	Cmd + Space + LMB
Zoom Out	- / Ctrl + -	- / Cmd + -
	Z + LMB click + move (left)	Z + LMB click + move (left)
	Ctrl + Space Bar + LMB	Cmd + Space + LMB
Zoom 100%	0	0
Fit to Screen	. or Ctrl + 0	. or Cmd + 0
Zoom In/Out	Mouse Scroll or Alt + Mouse Scroll	
Rotate Canvas	R	R

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	Windows	Mac OS
Move Canvas	Right MouseButton (RMB) or Space Bar + LMB	
Show Grid	Shift+G	Shift+G
Show Guides	Shift+U	Shift+U
Show Ref. Image on Canvas	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

	Windows	Mac OS
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.

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9. Copyright & Credits

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MixBox pigment color mixing model by Šárka Sochorová and Ondřej Jamřiška: https://scrtwpns.com/mixbox

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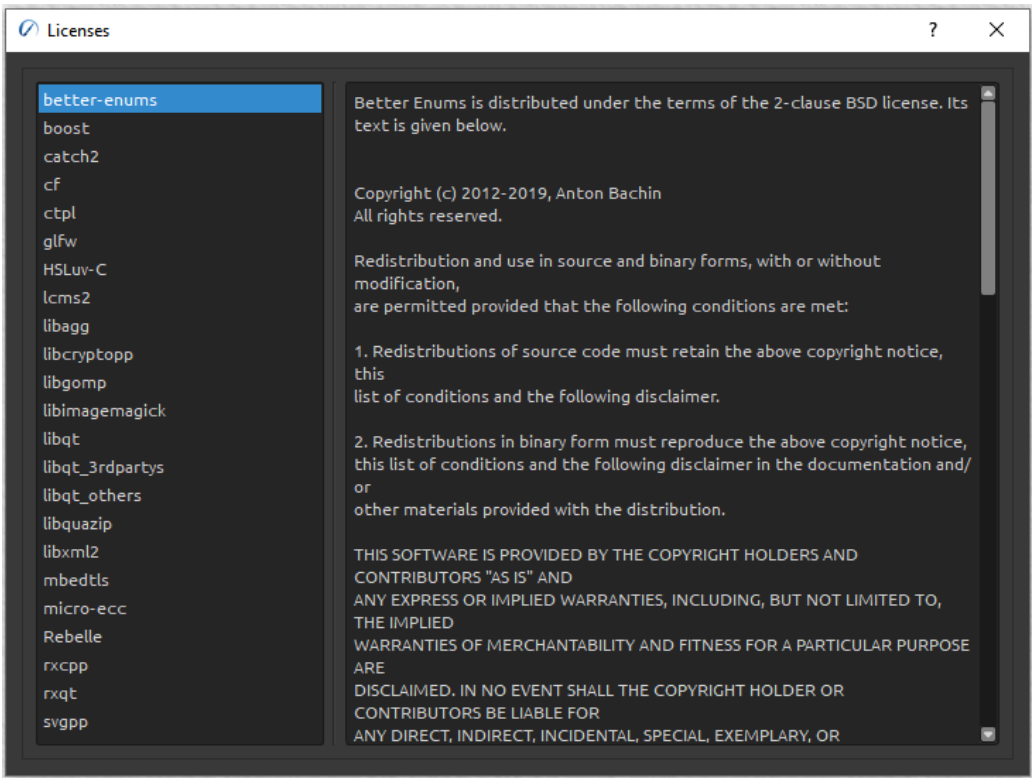
Used Libraries

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.

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