



Corel® Painter™ 8
Water Color Visual Guide

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Welcome to Corel Painter 8

Corel® Painter™ 8 is the leading Natural-Media® painting application. Corel Painter lets you simulate a wide range of art tools, from felt pens, charcoal, and colored pencils to water color and oils.

Corel Painter lets you experiment with the widest range of Natural-Media tools. You can expand your digital drawing and painting techniques with a portfolio of new features.

The application features a redesigned user interface, including a new toolbox, Brush selector bar, property bar, Info palette, and new palette design and behavior. Corel Painter also includes a Mixer palette that realistically mimics the traditional paint mixing experience. Digital water color, a new Sketch effect, and more than 400 new brushes all expand your creative potential.

You can create custom brush variants using the new Brush Creator, which includes the Randomizer, Transposer, and Stroke Designer. Corel Painter also includes redesigned layer masks and channels that provide a smoother workflow and greater compatibility with Adobe® Photoshop®.

Water Color Controls in Corel Painter 8

One of the main features in Corel Painter 8 water color technology is the Water Color layer. Unlike the wet layer found in previous versions of the application, the Water Color layer allows artists to use multiple water color layers in their artwork and to more closely simulate the effect of a dye suspended in an aqueous medium.

In addition to correcting the absence of multiple wet layers, the Water Color layer allowed developers to change the diffusion model used by earlier versions of the application. Previously, the diffusion of water color strokes was visible only after a brush stroke was complete. This reduced the control artists had over their water color strokes. Now, with the creation of a Water Color layer and an expanded set of Water Color controls, artists can see their water color strokes as they are applied. They can control the wetness, absorption, and evaporation rate of the paper, as well as the spreading, migration, and drying of the waterborne dye. This ensures that Corel Painter water color technology provides a much more realistic simulation of traditional water color techniques.

Corel Painter treats the canvas and Water Color layer as separate entities, letting artists edit the canvas and apply surface textures to it after having applied water color strokes. In addition, because water color effects occur on their own media layer, only brushes specific to the layer can act upon it.

The following areas on the Stroke Designer page of the Brush Creator contain the Water Color controls for Corel Painter:

- General
- Size
- Water

You can also modify the settings on the Papers palette and on the Layers palette.

General Area: Water Color Dab Types

Water color dab types are found in the General section on the Stroke Designer page of the Brush Creator. The dab is responsible for the shape and behavior of the tool used to create a stroke. Corel Painter includes a set of water color–specific dabs:

- Water Color Camel Hair
- Water Color Flat
- Water Color Palette Knife
- Water Color Bristle Spray
- Water Color Airbrush

Corel Painter Water Color brushes use water color–specific dabs. Other dab types and brush methods are not compatible with the Water Color layer.

Size Area : Continuous Stroke Control

Continuous stroke controls are found in the Size section on the Stroke Designer page of the Brush Creator. The density of the bundle of hairs that compose a continuous stroke is controlled using the Feature slider in the Size section. Moving the Feature slider to the left or right decreases or increases the number of hairs.

Increasing the brush hair density tends to decrease how quickly the brush applies strokes. Artists can offset this tendency by decreasing the brush hair density. The optimal setting that will balance brush hair density and stroke speed will vary according to the processor speed of artists' computers.

Water Section: Water Controls

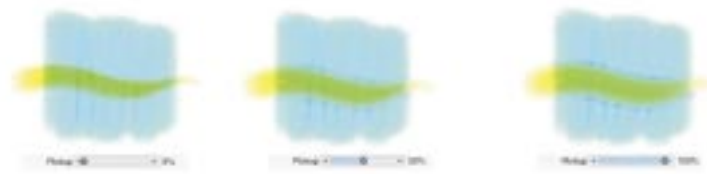
Water controls are found in the Water section on the Stroke Designer page of the Brush Creator. The Water controls determine how media in a Water Color layer appear. The water controls are as follows:

Wetness — controls the dilution and spread of the dye so that as wetness increases, the stroke expands across a larger surface area



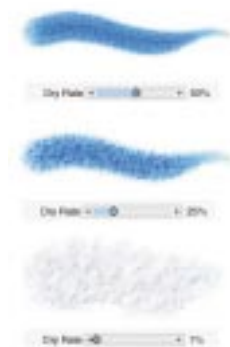
Wetness slider

Pickup — controls how much dye gets picked up as water diffuses into the paper. If the pickup rate is set to zero, the colors do not mix or leach. If the pickup rate is set to a high value, the paint strokes mix together as one is applied over the other.



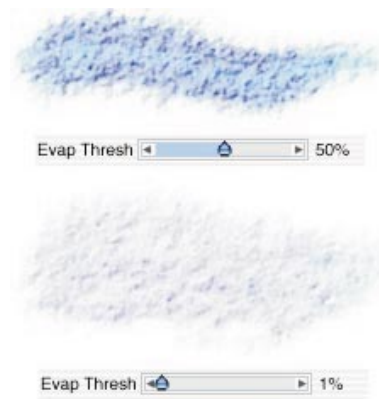
Pickup slider

Dry Rate — controls how quickly the water dries as brush strokes are applied to the paper. If the dry rate is set to a low value, the brush strokes take longer to dry and diffuse more widely into the paper. If the dry rate is set to a high value, the brush strokes take less time to dry and diffuse less.



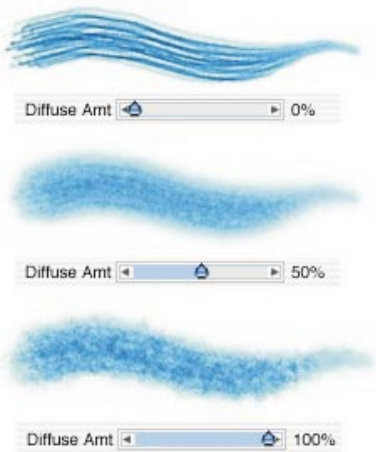
Dry Rate slider

Evaporation Threshold — controls the minimum amount of water that can diffuse into the paper. If the evaporation threshold is set to a high value, the brush strokes diffuse less into the paper. If the evaporation threshold is set to a low value, the brush strokes diffuse further.



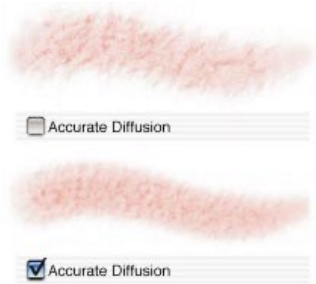
Evaporation Threshold slider

Diffuse Amount — controls the amount of dye diffused and the contrast of the grain as a brush stroke diffuses into the paper. If the Diffuse Amount slider is set to a low value, a small amount of dye diffuses into the paper. If the Diffuse Amount slider is set to a high value, a larger amount of dye diffuses.



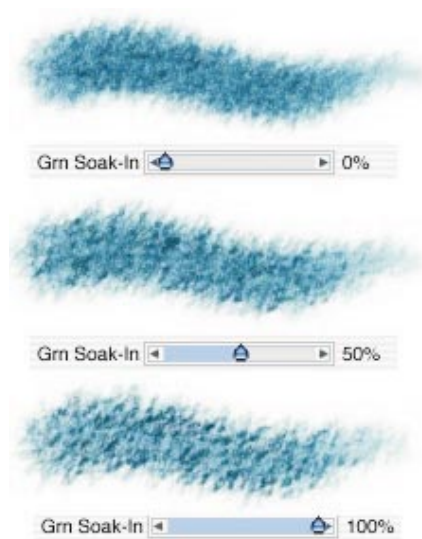
Diffusion Amount slider

Accurate Diffusion — controls the diffusion boundaries for a brush stroke



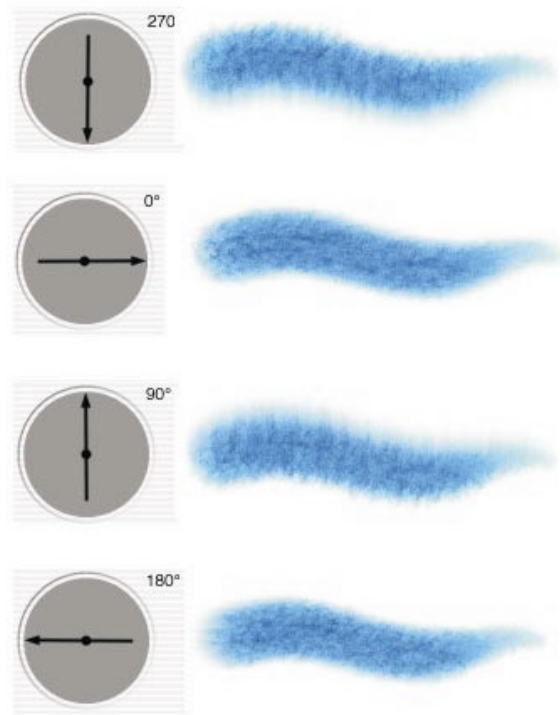
Accurate Diffusion option

Grain Soak-In — controls the graininess of the brush stroke as it dries. If the Grain Soak-In slider is set to a low value, the brush stroke appears less grainy. If it is set to a high value, the graininess of the brush stroke increases.



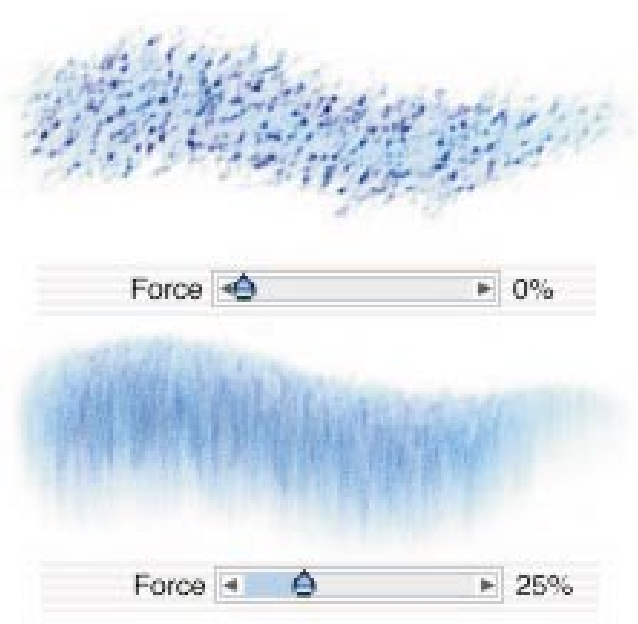
Grain Soak-In slider

Wind Direction — controls the direction of the wind as the water color diffuses into the paper. This control can be used to simulate tilting a wet water color to let gravity affect how the dye runs.



Wind Direction slider

Wind Force — controls the force exerted as the water color diffuses into the paper in the wind direction specified. If the Wind Force slider is set to a low value, the water color stroke diffuses less in a given direction. If the Wind Force slider is set to a high value, the water color stroke diffuses more.



Wind Force slider

Papers Palette: Grain Control

Grain controls are found on the Papers palette. The Papers palette is closely associated with the Water Color layer, as the luminance of the paper grain determines the capillary channels of diffusion and modulates the soak-in of dye. The appearance of the paper grain can be controlled using the adjustment sliders on the Papers palette.

The Papers palette includes the following controls:

- Paper Scale slider — adjusts the size of the paper grain
- Paper Contrast slider — controls the height of the grain surface. Reducing contrast minimizes the appearance of the grain; increasing contrast increases the appearance of the grain. The ability to control grain height is useful for controlling the appearance of Water Color layers.
- Paper Brightness slider — controls the luminance of the paper

Layers Palette: Water Color Commands

Water Color commands are found on the Layers palette. The Layers palette menu contains three commands specific to the Water Color layer:

- Lift Canvas to Water Color Layer — picks up any pixel information from the canvas and transfers it to a new Water Color layer as dye. Water Color brushes can interact with this dye, producing some interesting visual effects when combined with a photographic image.
- Wet Entire Water Color Layer — wets a Water Color layer randomly based on the Wetness setting on the Stroke Designer page of the Brush Creator. Once wet, the Water Color layer diffuses until it dries.
- Dry Water Color Layer — stops diffusion in a Water Color layer, fixing the current appearance of an image. When applying water color strokes with slow-drying brushes, it is a good idea to wait for the

drying process to finish before applying further strokes. This optimizes brush performance.

In addition, the Water Color layer drying process is area-sensitive—all areas of the Water Color layer bounded by the water color strokes the farthest apart are processed. To optimize brush performance, it is best to keep new water color strokes in close proximity to recently applied strokes.

Resizing Water Color Images

To optimize the performance of the Water Color layer in Corel Painter, artists can work with water color images at a doubled screen magnification. This is easily accomplished by adjusting the image Zoom slider to 200%. By enabling the Accurate Diffusion check box in the Water area on the Stroke Designer page of the Brush Creator, artists can improve the rendering quality of the magnified image.

It is sometimes necessary to adapt water color images to applications that require a higher native resolution. This is done by resizing an image. However, resizing an image introduces interpolation artifacts, which tend to soften the detail of the original image. To add detail to an image that has been affected by resizing, artists can rewet the image using the Wet Entire Water Color Layer command, keeping the same or different water color and paper grain settings.

The following image illustrates how rewetting a Water Color layer reintroduces high resolution detail into an interpolated image.

Before & After Comparison of Wetting a Resized Water Color Layer



Water Color Resized by 400%

**Water Color Resized by 400%
plus "Wet Entire Water Color Layer" Applied**

Resizing water color images

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