

SpeedyPainter

User manual

Exploring SpeedyPainter interface



The Graphical User Interface:



Canvas movements

Panning

[SPACE] + mouse drag

Hold down the spacebar, then click with left mouse button on canvas and, holding the left button down, drag the canvas in the desired position.

Zooming at current cursor position

Mouse Wheel or [+/-] keys

'+' key: zoom in

'-' key: zoom out

Both the wheel zoom and the keyboard zoom, work relatively to the current cursor position, so if you have your cursor over a detail of the image, and you zoom in or out, the detail will still stay under the cursor.

Zooming at center of the drawing area

[CTRL] + [ALT] + [MOUSE LEFT] + vertical mouse movement

Rotating

[CTRL] + mouse drag

Hold down the [CTRL] key, then click with left mouse button on the canvas and, still holding the button down, move the mouse around the circular HUD that appears at the center of the canvas.

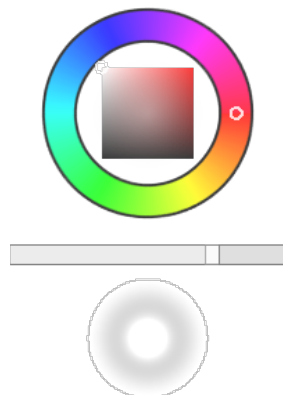
Reset canvas position

'c' key

To fit the canvas on the screen, you can use the 'c' key (which stands for "center canvas").

The behaviour of this command varies depending on the status of the GUI. When the GUI is hidden the canvas will fit the entire window area, on the other case it will not cover the whole area, in order to not overlap too much with GUI widgets.

The color selector



The color selector is normally shown on the right side of the application.

Alternatively, if you press and hold down the mouse right button, the color selector will appear at current cursor position, together with the brush size slider and a brush preview, as you can see in the image above.

Holding the [SHIFT] modifier you will be able to constrain the cursor movements only horizontally or vertically, in order to modify brightness or saturation independently. Vertical movements will modify color brightness. Horizontal movements will modify color saturation.

Brush properties sliders



Hotkey to quick change brush size
[CTRL] + [SPACE] + drag mouse horizontally

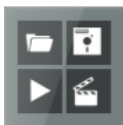
Toolbar



Generic buttons



Tools



Image/drawing process buttons

Generic buttons



new image: creates a new image.



info: opens a dialog showing the program's keyboard shortcuts.



undo: step backward in actions' history.



redo: step forward in actions' history.



fit to window: zoom canvas to fit on application window.
[CTRL+press button]: 100% zoom (actual pixels zoom level).



flip image: flips image horizontally.



settings: opens the "settings" dialog.



toggle reference view: shows/hides reference view.

Tools



brush: selects the brush tool. Keyboard shortcut: '**b**'. The cyan color indicates that the mode is currently active. **[CTRL+press button]:** opens the "Brush properties" dialog. Keyboard shortcut: '**F5**'.



eraser: selects the eraser tool. Keyboard shortcut: '**e**'.



rotation tool: activates the rotation tool. Keyboard shortcut: '**r**'. (You can also rotate the canvas without changing the current tool, just holding the CTRL key)



selection tool: activates selection mode. Keyboard shortcut: '**d**'.



crop tool: activates crop mode.



color picker tool: allows to set the color used in a particular point of the canvas as the current color. (You can also enable color picking without changing the current tool, just holding the ALT key)



bucket fill.



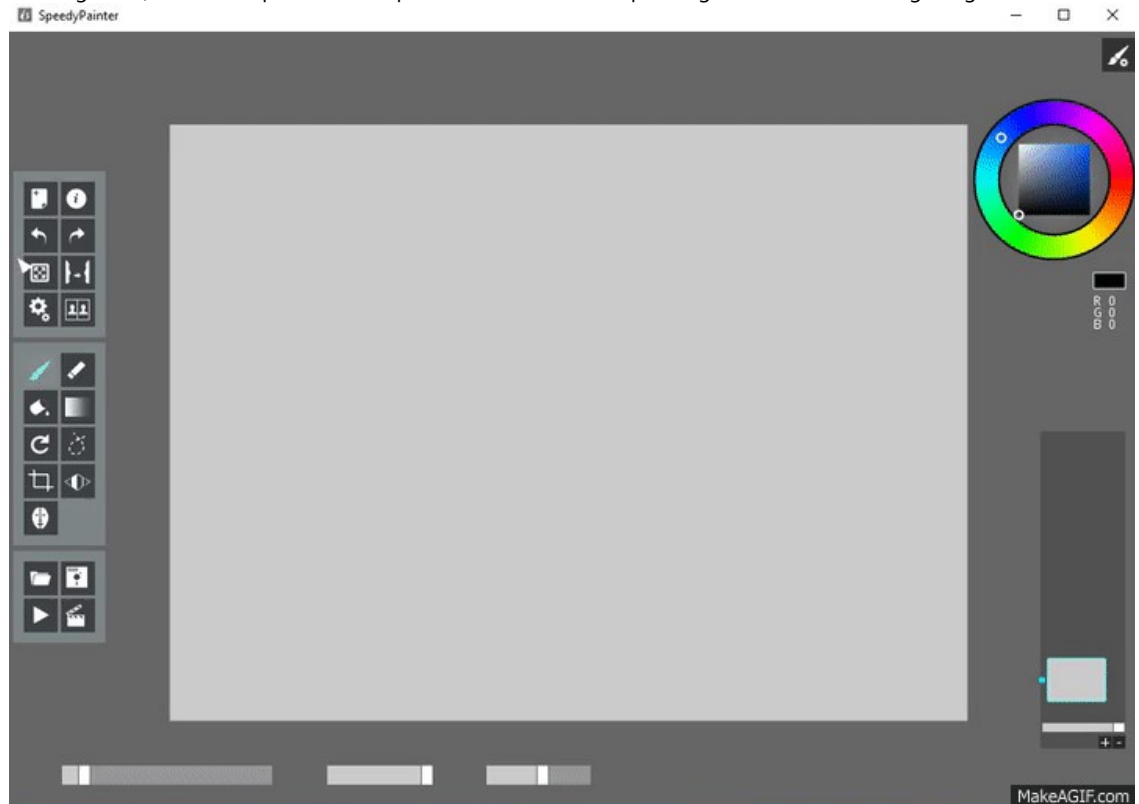
gradient tool.



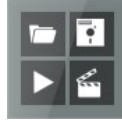
perspective mode: activates perspective grid mode. Keyboard shortcut: '**F4**'.



mirror tool: activates mirror mode. This tool allows to create mirrored images (useful for symmetrical shapes or drawing faces) or radial repetitions of a pattern, like in mandala paintings, like in the following image:



Image/drawing process buttons



load image: opens image from disk (supports various standard image formats, like .dds, .gif, .jpg, .png, .psd, .tga, .tif).



save image: saves current image into various standard image formats, like .jpg, .png, .bmp, .tif and also in the SpeedyPainter file format (.spf) which preserves multiple layers.

WARNING! In order to preserve the whole multi-layered structure of the image, you have to choose the ".spf" file format, that also stores informations about each layer's opacity and visibility flag. Saving in the other file formats will result in a "flattened" image, where all the layers are merged together.



load drawing process: load drawing process from file



save drawing process: save drawing process to file (this will also preserve the multilayered structure of the image)



replay drawing process: replays the whole drawing process inside SpeedyPainter.



export video: export the drawing process into an AVI video file

Layers' miniature

On the lower right corner of the application, you can see a miniatures for each layer in the image.

current layer

The current layer is the one highlighted with a cyan border. Brush strokes will be applied only to the current layer. To select a layer as the current one, just left click on it.

layer visibility

A small square on the left of each miniature will inform you on the visibility status of each layer. When the layer is visible the square is cyan, on the opposite case a grey square indicates that the layer is hidden. To toggle the visibility status of a layer, just doubleclick on it. An alternative way to toggle layer visibility status is to press 'h' key, the status change will be applied to the current layer.

layer ordering

You can change layer ordering by just drag and drop layers from one position to another. A small white triangle shown while dragging a layer, will tell you where the layer would be positioned if you release the mouse button.

layer opacity

You can change layer opacity using the layer opacity slider shown on the bottom of the miniatures. The opacity changes will affect only the current layer.

Video demos

You can see some demonstrative videos about SpeedyPainter usage [here](#).