

Corel®
Painter® 2021

INTRODUCTION TO PAINTER 2021



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Introduction to Corel® Painter® 2021 User Guide

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Corel Painter 2021

Corel® Painter® 2021 is the ultimate digital art studio. Its inventive drawing tools, realistic brushes, cloning capabilities, and customizable features let you expand your creative output in exciting new ways. When you use the pressure-sensitive brushes of Corel Painter, they become fluid extensions of your hand, so the resulting brushstrokes are unrivaled in texture and precision. What's more, features such as the ability to build your own Natural-Media® brushes and customize how brushes interact with the canvas give you countless ways to develop your artistic ideas. Corel Painter takes you far beyond what's possible in a traditional art environment.



Image created with Corel Painter 2021 by using the Colored Pencil AI style preset and Thick Paint. Artwork by Deborah Kolesar

What's new in Corel Painter 2021

Enhanced! Performance optimization

Corel Painter 2021 takes advantage of the latest developments in processor (CPU), graphics processor (GPU) and memory to deliver the best digital painting experience. With improved GPU compatibility and efficiency, you'll experience faster brush and tool switching.

The enhanced Brush Accelerator is more intuitive and evaluates your system's CPU, GPU, and memory to optimize application settings for better performance. It also offers suggestions on how to upgrade system components, as well as recommendations on which brush categories are most compatible with your computer.



The Brush Accelerator evaluates your system and generates a report that lets you view the test results.

To run the Brush Accelerator

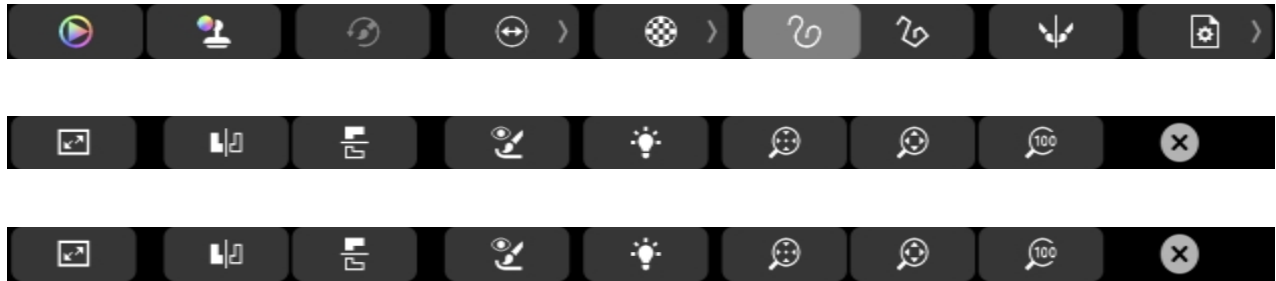
- 1 On the Welcome Screen, click the **Performance** tab.
If the Welcome Screen isn't open, choose **Help** ▶ **Welcome**.
- 2 Click **Optimize Now**.
To cancel the test at any time, press **Esc**.



You can also run the Brush Accelerator from the **Performance** page of the **Preferences** dialog box (macOS: **Corel Painter 2021** menu **Preferences** ▶ **Performance**; Windows: **Edit** ▶ **Preferences** ▶ **Performance**) and the **Performance** panel (**Window** ▶ **Brush Control Panels** ▶ **Performance**).

New! Apple Touch Bar support

Painter provides new support for the Touch Bar on your MacBook Pro, offering context-sensitive controls that change depending on the selected tool. For example, when you work with brushes, the Touch Bar will display controls for selecting colors, cloning color, adjusting brush size and opacity, and more.



The Touch Bar content changes depending on the active brush or tool. For example, when you choose a variant from the Artist's Oils category (top), the Touch Bar displays commands for selecting colors, adjusting brush size and opacity, and stroke options; when you choose a variant from the Cloners category (middle), the Touch Bar provides access to additional controls, such as showing and hiding tracing paper. The Touch Bar also lets you access useful document options (bottom) for switching document views, flipping the canvas, zooming, and more.

New! Apple Pencil tilt support

With new tilt support for Apple Pencil, you can now tilt the selected brush while you paint to precisely control the shape of the brushstroke, for example while shading with a pencil, aiming an airbrush, or splaying soft bristles.

Enhanced! Apple Trackpad support

With responsive support for the multi-touch trackpad on your Mac, you can perform useful actions by swiping, and pinching or spreading your thumb and forefinger on your trackpad. This makes panning, zooming, and rotating your artwork quick, intuitive, and efficient.

To enable or disable trackpad support (macOS)

- 1 Choose Corel Painter 2021 menu ► Preferences ► Tablet and Trackpad.
- 2 In the Trackpad Options area, enable or disable the **Enable pan, zoom and rotate on Apple devices equipped with a Trackpad** check box.

New! Apple Sidecar support

With Painter 2021, you can use your iPad as a secondary display that mirrors your Mac desktop. The Painter user interface will auto-adjust based on the resolution of your iPad.

New! Clone tinting


You can now dynamically add color to mix with your clone source. While painting with clone tinting enabled, you can add the currently selected color, or a sampled color, to any brush independent of the clone source. This highly versatile technology is supported by any brush that responds to clone color or clone method. It also works in conjunction with multi-point cloning, giving you an abundance of creative options while cloning. Plus, the **Clone Color** and **Clone Source** flyouts on the property bar provide quicker access to settings, options, and panels for an improved cloning workflow.




Clone tinting lets you add color to mix with your clone source. Artwork by Dana Diamond.

To apply clone tinting

1 In the Brush Selector, choose a cloner brush.

Tip: To paint with a brush from any other category, choose a brush, and click the **Clone Color** button  in the **Color** panel (**Window** ► **Color Panels** ► **Color Panel (Full View)**).

2 Click the **Clone Color** flyout button  on the property bar, and enable the **Color Tinting** check box.

3 Perform a task from the following table.

To	Do the following
Set the amount of tinting applied to a brushstroke	Move the Amount slider.
Link tinting to a specific stylus or mouse movement	Choose an option from the Expression list box.

4 Hover over the color wheel in the **Color** panel and choose a color.

5 Paint in the clone document.



Enable the **Precise Sampling** check box to sample color from the center of the dab, which is useful for cloning images with transparency.

Enhanced! UI elements

Painter 2021 helps you work faster and more efficiently by giving you quick access to frequently used commands and options. For photo artists, a new **Photo Art** command bar lets you instantly clone, access photo art panels, apply surface texture, as well as adjust colors, brightness and contrast, and equalize. To give you more room to paint, you can move command bars anywhere on the screen.

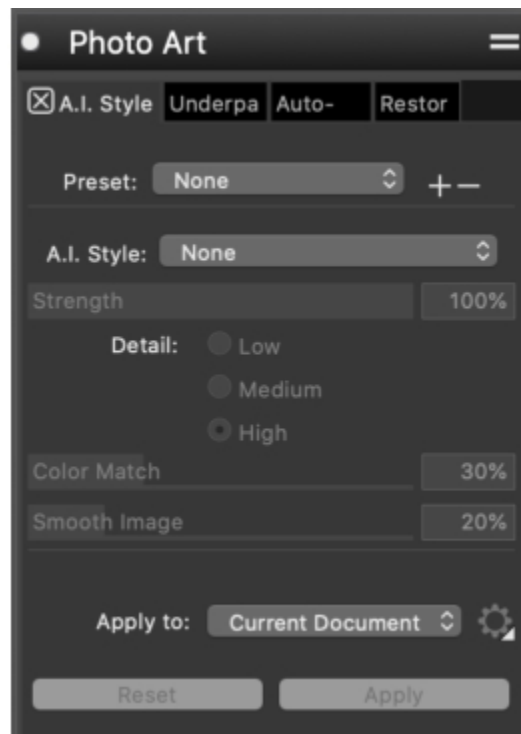
In addition, Thick Paint brush controls have been reorganized so that property bar flyouts and panels put the most important controls at your fingertips. An updated **Impasto** flyout reduces the need to open panels, making it easier to control the interaction of depth on the canvas. Plus, the **Underpainting** panel provides instant access to setting up clone documents and brush options.

Enhanced! New Image dialog box

To quickly get started, Corel Painter now lets you start your document by creating a Thick Paint, Watercolor, or Liquid Ink layer, setting canvas visibility and orientation, and choosing a color profile directly from the **New Image** dialog box.

New! A.I. Style panel and transfers

The new **A.I. Style** panel includes presets and styles that use artificial intelligence to create a stylized painting from a photo. You can fine-tune the settings of AI styles, and save your own custom preset. Plus, you can add style to virtually anything in Painter: a photo, a sketch, a painting, or even a few simple brush marks. The unique look and feel of an AI style can serve either as an underpainting for your photo art or inspiration for your next masterpiece.



The A.I. Style panel lets you apply style transfers and presets to any Painter document.

To apply an AI style or preset

- 1 Open an image.
- 2 In the **A.I. Style** panel (**Window** ▶ **Photo Art Panels** ▶ **A.I. Style**), do one of the following:
 - Choose a style from the **A.I. Style** list box to apply a style.
 - Choose a preset from the **Preset** list box to apply a preset.
- 3 When you are satisfied with the result, click **Apply**.

You can also

Vary the intensity of the effect

Move the **Strength** slider.

Specify the level of detail in the style transfer

In the **Detail** area, enable one of the following options:

- **Low**
- **Medium**
- **High**

Specify the percentage of color matching taken from the original image

Move the **Color Match** slider.

Smooth out the colors and sharp details


Move the **Smooth Image** slider.

Apply a style to the current document

Choose **Current Document** from the **Apply to** list box.

Apply a style to a new clone document

Choose **New Clone Document** from the **Apply to** list box.

Tip: Click the **Settings** button  to adjust various clone and brush settings, such as clearing the canvas, activating tracing paper, and switching to a cloning brush category.




You can apply an AI style or preset only to default layers. To apply an AI style or preset to Watercolor, Thick Paint, or Liquid Ink layers, you have to convert them to default layers.

In a multi-layer document, you can apply an AI style or preset only to the currently selected layer.



You can also apply an AI style or preset to a selection. For more information about selections, see [“Getting started with selections.”](#)

You can also access the **A.I. Style** panel by clicking the **A.I. Style flyout** button  on the **Photo Art** command bar (**Window** ▶ **Command Bars** ▶ **Photo Art.**)

New! AI style presets

You can quick start your photo art by taking advantage of new AI style presets. These meticulously curated settings are tuned to work best for specific types of photos, such as architecture, portraits, wildlife, landscapes, and more. You can also experiment with AI styles for fast results in a Quick Clone workflow.



Two AI style presets: Fabulous Animals (top) and Painted Landscape (bottom)

New! Apple Core ML

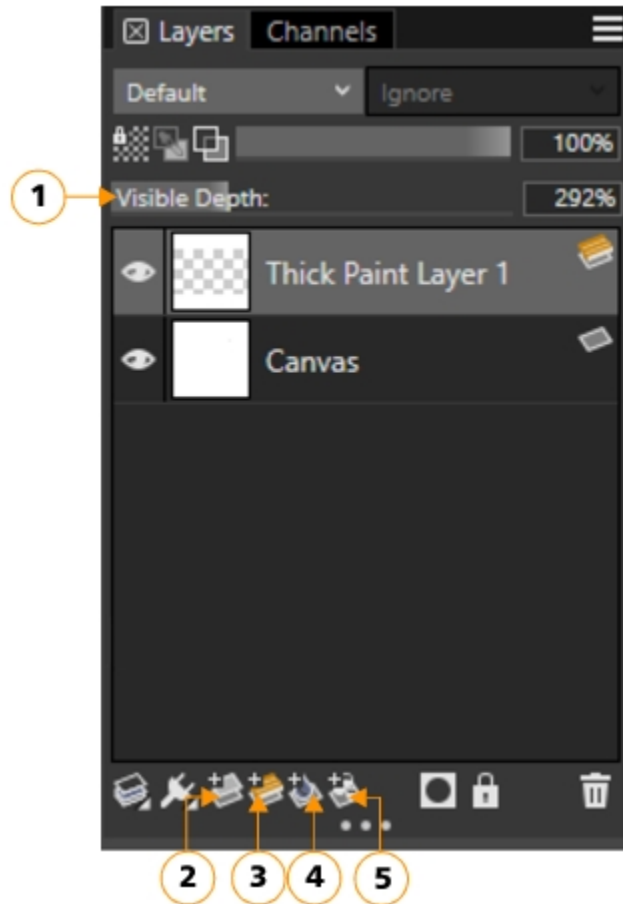
Painter 2021 uses the latest and greatest machine learning (ML) technology from Apple to power your AI style experience.

New! Layer compatibility

It's now easier to identify which brushes are compatible with which layers in the enhanced Brush selector. As you hover over a brush variant, layer compatibility icons display for Default, Liquid Ink, Thick Paint, and Watercolor layers. You can also click any layer compatibility icon to search for all brushes compatible with that layer. Plus, you can use abbreviated search terms "d", "tp", "li", and "wc" in the Search bar to find respective Default, Thick Paint, Liquid Ink, and Watercolor brushes. In addition, the search term "gl" will instantly find all brushes that require Gel composite method for optimal look and feel.

Enhanced! Layers panel

You can now add new Default, Thick Paint, Watercolor, and Liquid Ink layers with a single click. You can also adjust Thick Paint visible depth in the Layers panel to dynamically control the depth of Thick Paint as you apply brushstrokes to the layer. Plus, the Layer options menu on the panel has been reorganized for quicker access and better alignment with the commands in the Layers menu. And you can right-click (Windows), or click with two fingers on the trackpad (macOS), the icons along the bottom of the panel to access handy contextual menus.



Layers panel: The new Visible Depth slider (1) lets you dynamically control the depth of Thick Paint on a layer. The New Layer (2), New Thick Paint Layer (3), New Watercolor Layer (4), New Liquid Ink Layer (5) buttons let you add layers with a single click.

Enhanced! Layers workflow

Painter 2021 provides other general refinements to layers workflow designed to help you focus on creativity. Watercolor layers have been improved, making it easier to merge two or more watercolor layers, convert default layers to watercolor, and flip watercolor layers. Plus, you can quickly unlock all layers, duplicate layer groups and canvas, retain the first layer name when merging a group, and use the **Shift** key to constrain movement while adjusting layers.

New! Brushes

Painter 2021 introduces Clone Tinting and Thick Paint-compatible brush categories, featuring new brushes developed by Painter Masters. You can take advantage of brushes designed by a group of talented illustrators, fine artists, and photo artists who excel in their craft.

With a variety of brush types and shapes, Clone Tinting brushes pick up the currently selected color and mix it with your clone source. The Thick Paint-compatible brushes are designed to take full advantage of the depth, lighting, and shadows of Thick Paint technology. Plus, there are nine additional new or enhanced Thick Paint brushes.

New and enhanced! Thick Paint workflow

Painter 2021 provides an optimized Thick Paint workflow, featuring reorganized brush control panels and property bar flyouts that give you quicker access to frequently used settings. You can instantly adjust how Thick Paint is applied to the brush, how the brush behaves, and how the paint interacts by using the revamped Media, Shape, and Wetness flyouts, reducing the need to open their respective panels.

What's more, Thick Paint layer performance has been improved, making it easier to duplicate and flip layers, adjust visible depth, and preserve transparency when blocking in color. You can also lift the canvas, such as a photo, or convert a layer, such as brush marks on default layers, to Thick Paint, offering you a variety of powerful options to add visible depth to your artwork.

New! Thick Paint compatibility

Painter 2021 makes it easier to incorporate Thick Paint in your artwork. The improved brush compatibility offers a much greater variety of shapes, such as captured dabs and stencils, and media types, such as oily Sargent, chalks and pencils, buildup support for inks, crayons, and sumi-e, and so much more. In addition, the default appearance and interaction has been improved, making it quicker to make fine, non-destructive adjustments to the visible depth of Thick Paint brushstrokes. All in all, natural-looking mixed media and photo art with Painter is now more powerful and easier than ever.

Workspace overview

The workspace is organized by using a series of menus, selectors, panels, and interactive palettes.



Circled numbers correspond to the numbers in the following table, which describes the main components of the application window.

Part	Description
1. Menu bar	Lets you access tools and features using pull-down menu options
2. Brush Selector bar	Lets you open the Brush library panel to choose a brush category and variant. It also allows you to open and manage brush libraries.
3. Brush Selector flyout	Lets you choose a brush library, select a brush from a brush category, and browse additional brush packs that can complement your creative set of brushes. It also lets you instantly identify which brush variants are compatible with the Default, Liquid Ink, Thick Paint, and Watercolor layers. When you hover over a brush variant, eligible layer compatibility icons appear beside the brush name at the bottom of the Brush Selector.
4. Command bars	The command bars — File/Edit , Canvas , Photo Art — contain buttons and controls that are shortcuts to many commonly used menu commands
5. Property bar	Displays commands that relate to the active tool or object. For example, when the Fill tool is active, the fill property bar displays commands for filling selected areas. Controls on the property bar are organized logically for ease of use. Group labels help you find, understand, and use commands quickly and efficiently.
6. Color panel	Lets you select a color and view information about the selected color
7. Harmonies panel	Lets you use harmony rules to create color harmonies
8. Layers panel	Lets you manage the hierarchy of layers and includes controls for creating, selecting, hiding, locking, deleting, naming, and grouping layers
9. Canvas	The canvas is the rectangular work area inside the document window whose size determines the size of the image you create. The canvas acts as the image background and, unlike a layer, it is always locked.
10. Toolbox	Lets you access tools for creating, filling, and modifying an image

Choosing a workspace layout

A workspace layout (also known as "palette arrangement") displays, hides, and positions workspace elements such as palettes and panels to suit a specific workflow. Corel Painter 2021 offers the following workspace layouts:

Workspace layout

Description

New to Painter	Displays the most essential controls together with the Hints panel to help you get started quickly with Corel Painter
Classic	Ideal for users who have experience with previous versions of Corel Painter and are looking for a seamless transition to a familiar environment
Default	The default workspace layout that works well for most computers. For more information, see “Workspace overview” on page 11 .
Simple	Displays minimal user interface that includes the toolbox, the menu bar, and the extended property bar
Concept Art	Provides quick access to brushes, gradients, and texture painting controls. Brush and media palettes are logically grouped in palette drawers to save screen space.
Illustration	Displays the Reference Image panel, brushes, papers, gradients
Fine Art	Provides quick access to traditional media brushes and composition tools
Photo Art	Displays palettes commonly used by photo artists, providing optimal setup for cloning photos, textures, and paintings
Manga Art	Provides quick access to brushes, papers, and gradients, as well as brush size and opacity controls

The Quick Switch feature lets you choose two workspace layouts and quickly switch between them to suit the current task or the display mode of your device. This feature is especially useful on multi- or dual-mode devices. For example, you can select Default as Layout 1 and Simple as Layout 2. When you flip the display panel from Notebook to Tablet mode, the Simple workspace layout is automatically displayed, which lets you work in an uncluttered, minimalistic user interface.

To choose a workspace layout

- Choose **Window** ► **Layout**, and choose a layout.



You can also choose a layout from the Welcome screen by clicking **Setup** and selecting a layout.

To switch between workspace layouts

- 1 Choose **Window** ► **Layout** ► **Quick Switch** ► **Layout 1**, and choose a layout.
- 2 Choose **Window** ► **Layout** ► **Quick Switch** ► **Layout 2**, and choose a layout.
- 3 To switch between Layout 1 and Layout 2, do one of the following:
 - Reposition the display panel of your dual- or multi-mode device (for example, from Notebook mode to Tablet mode).

- Choose Window ► Layout ► Quick Switch ► Toggle Layout.



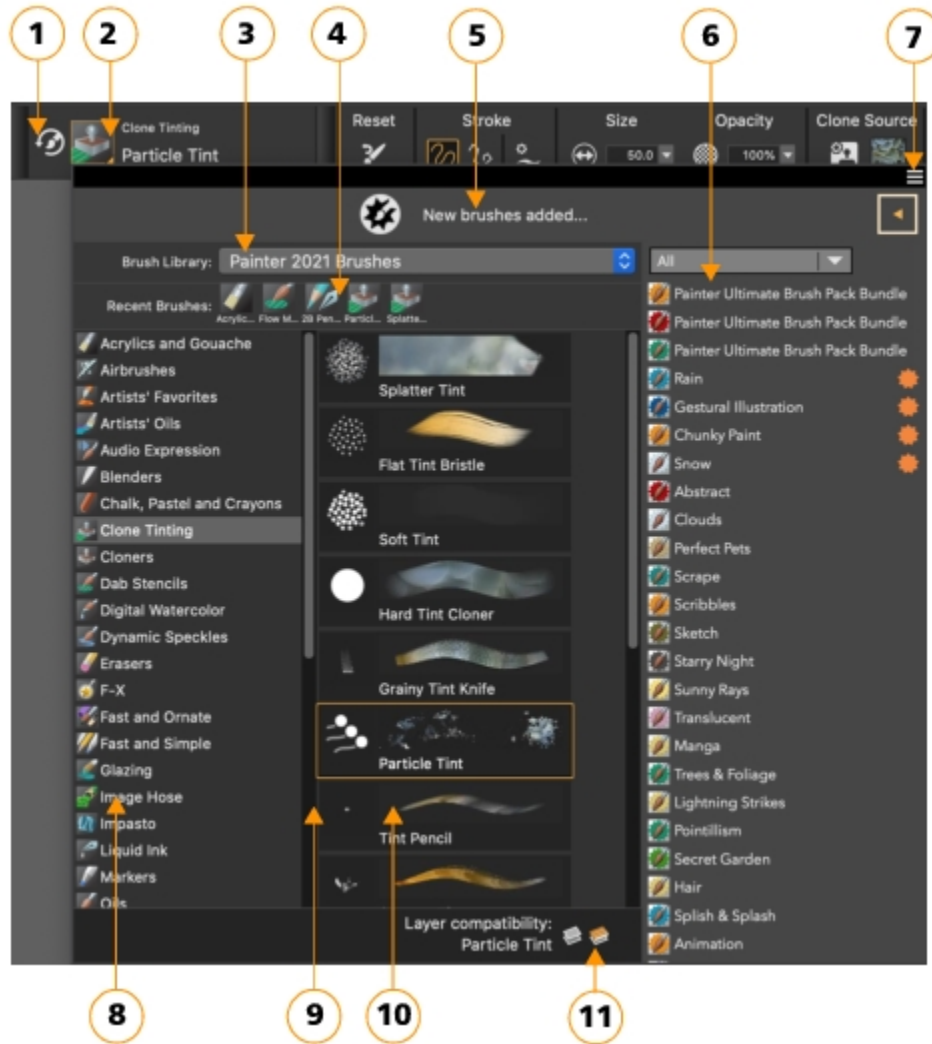
You can switch between factory workspace layouts or custom workspace layouts that you created. For information about creating and saving custom workspace layouts, see [“Rearranging panels and palettes.”](#)

Choosing and modifying brushes

Corel Painter 2021 brushes consist of a wide range of preset painting and drawing tools called brush variants. Brush variants are organized into a wide variety of categories, such as Airbrushes, Artists’ Oils, Calligraphy, Pens and Pencils, and Watercolor. Some brush categories are designed with real media in mind, so you can select a tool with an expectation of how it will behave. Other brush categories have no real-media equivalent, such as the ground-breaking Particle brushes, and give digital artists the ability to express themselves in ways never thought possible.

The Brush Selector lets you choose a brush library, select a brush from a brush category, and browse additional brush packs that can complement your creative set of brushes. It also allows you to view the most recently used brushes and organize and display brushes in various ways. For example, you can hide the recently used brushes to save screen space or hide brush categories and variants to expose the brushes that you use most.

The Brush Selector also lets you instantly identify which brush variants are compatible with the Default, Liquid Ink, Thick Paint, and Watercolor layers. When you hover over a brush variant, eligible layer compatibility icons appear beside the brush name at the bottom of the Brush Selector. Clicking a layer compatibility icon lets you find all brush variants that paint on this layer.

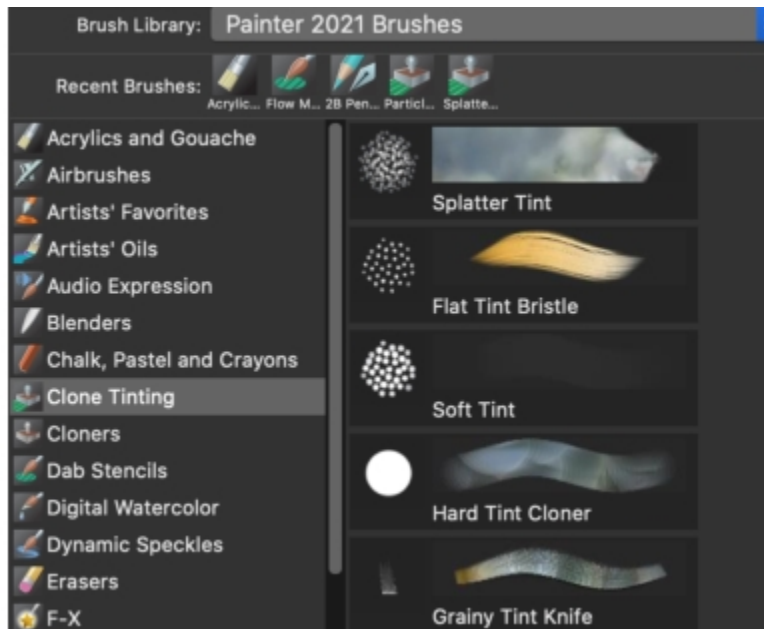


Circled numbers correspond to the numbers in the following table, which describes the main components of the Brush Selector.

Part	Description
1. Last Used Brush	Lets you access the previously used brush variant
2. Brush Selector Bar	Lets you access the Brush Selector flyout
3. Brush Library Selector	Lets you choose a brush library
4. Recent Brushes	Displays the recently used brushes. The list includes only brushes from the currently selected brush library. Switching to a different brush library clears the most recently used brushes list.
5. Brush Pack Promotions bar	Lets you access the Brush Pack Selector and purchase brush packs

Part	Description
6. Brush Pack Promotions list	Lets you browse the available brush packs
7. Brush library options button	Lets you access commands that help you organize and display brushes in various ways
8. Brush categories	Lets you browse all categories in a brush library. Brush categories are groups of similar brushes and media.
9. Brush library panel	Lets you browse the brush categories and variants in the currently selected library
10. Brush variants	Lets you browse the brush variants in a category. Brush variants are specific brushes and brush settings within a brush category.
11. Layer compatibility icons	Lets you identify and search for brush variants that are compatible with the Default, Liquid Ink, Thick Paint, or Watercolor layers

In the Brush library panel, brushes are organized into categories, which are groups of similar brushes and media. Brush variants are specific brushes within a brush category. The Brush Selector is also available as a floating panel that you can keep open to access brushes quickly and easily while you are painting. The Brush Selector panel has two viewing modes: compact and full view. In full view, both the brush categories and variants are displayed. In compact view, only the brush variants are displayed, which lets you see more brushes at a glance without the need to scroll.



In full view, the Brush library panel lets you choose a brush category (left) and a brush variant (right).

To show or hide the Brush Selector

- Perform a task from the following table.

To show or hide

The Brush Selector bar

The Brush Selector panel in full view

The Brush Selector panel in compact view


Do the following

Choose **Window** ► **Brush Selector** ► **Bar**.

Choose **Window** ► **Brush Selector** ► **Panel (Full View)**.

Choose **Window** ► **Brush Selector** ► **Panel (Compact)**.

To select a brush category and variant

- 1 In the toolbox, click the **Brush** tool .
- 2 Click the Brush Selector on the Brush Selector bar.
- 3 In the Brush library panel, click a brush category, and click a brush variant.

Finding brushes

You can quickly search the content of the currently selected brush library to find brushes that match a specific description. You can perform a search by entering one attribute, or a combination of brush attributes. For example, typing the search terms “pencil real” generates a list of all “Real Pencil” brush variants. Plus, you can use abbreviated search terms “d”, “tp”, “li”, and “wc” in the Search bar to find respective Default, Thick Paint, Liquid Ink, and Watercolor brushes. In addition, the search term “gl” will instantly find all brushes that require Gel composite method for optimal look and feel.

To search for brush variants

- 1 In the Search bar, type one attribute or a combination of brush attributes in the **Search** text box.
- 2 Hover over a brush variant in the list to display a preview of the brushstroke at the bottom of the flyout.
- 3 Choose a brush variant from the list.



The Search bar is displayed by default only in the Classic layout and is located to the right of the property bar, in the upper-right corner of the document window. To display the Search bar in all other layouts, click **Window** ► **Search**.



Click a **Layer compatibility** icon in the Brush Selector to find all brush variants that paint on this layer.

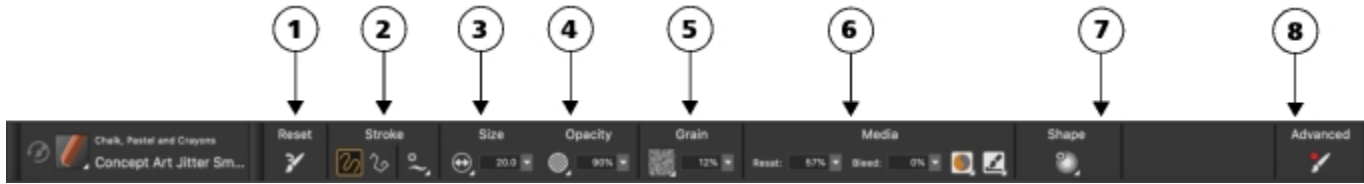
You can search for new or updated brushes in Corel Painter 2021 by typing **2021** in the Search box.

You can use **GPU**, **AVX2**, and **Multi-core** (or “Multicore”) as search terms to find brushes that leverage those technologies.

If you previously hid the Search bar, you can show it by clicking **Window** ► **Search**.

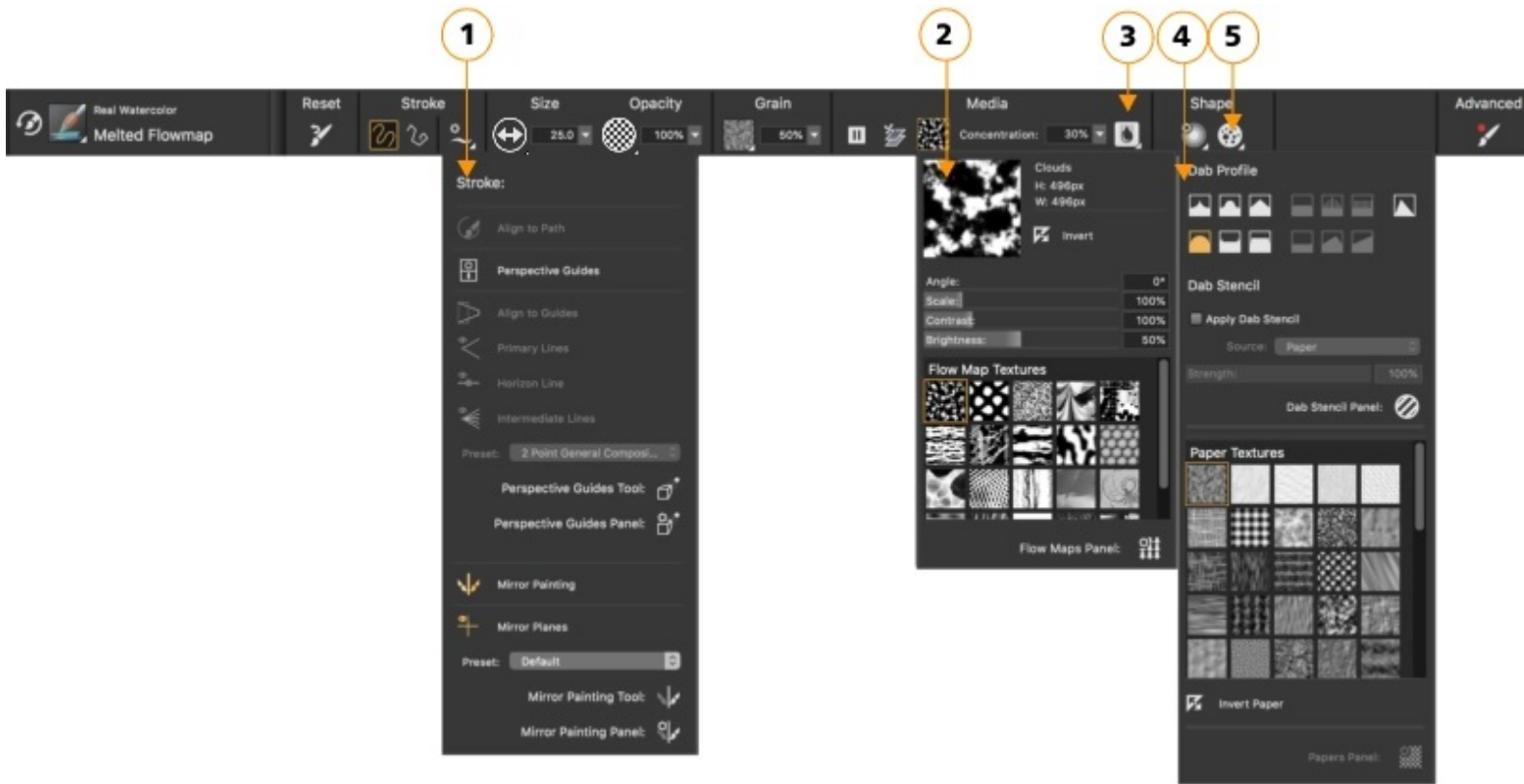
Modifying brushes

When the Brush tool is selected, you can quickly modify a brush variant on the property bar. Some basic attributes, such as size and opacity, are common to all brushes, and other attributes are specific to the brush category that you’ve chosen.




Controls on the property bar are organized logically for ease of use. Group labels help you find, understand, and use commands quickly and efficiently. (1) The Reset button lets you restore the default settings of a selected brush; (2,3,4) Controls common to all brushes; (5, 6, 7) Brush-specific controls; (8) The Advanced Brush Controls button lets you access the panels related to the active brush variant.

Depending on the brush category and variant you select, the property bar contains flyouts that provide access to the most commonly used functions that are relevant to the active brush or tool.



The property bar for a Real Watercolor brush variant: (1) the Stroke flyout; (2) the Flow map flyout; (3) the Real Watercolor flyout button; (4) the Dab Options flyout; (5) the Static Bristle flyout button; The background shape of icons indicates their use. A square background (4) signifies that the control gives access to settings that let you modify the media properties of a brush. Icons with a round background (4, 5) give access to settings that control the shaping of a brush.

To set basic brush attributes

- 1 In the toolbox, click the **Brush** tool .
- 2 Click the Brush Selector on the Brush Selector bar.
- 3 In the Brush library panel, click a brush category, and click a brush variant.
- 4 On the property bar, do any of the following:
 - To set brush size, move the **Size** slider , or type a value in the **Size** box.
 - To set brushstroke opacity, move the **Opacity** slider , or type a percentage in the **Opacity** box.



You can also increase brush size incrementally by pressing the right square bracket (]) key or decrease brush size by pressing the left square bracket ([) key.

When the **Brush** tool is active, you can set opacity by pressing a number key. Each number key is mapped to a fixed percentage. For example, 1 equals 10% opacity, 5 equals 50% opacity, and 0 equals 100% opacity.

Exploring brush categories

Corel Painter 2021 has a wide selection of brush categories, each with a variety of preset brush variants. For a list of brush categories, see “[Exploring brush categories](#)” in the product Help.

Creating custom brushes

You can choose a ready-to-use default brush variant from the impressive Corel Painter brush library, or you can modify a brush variant in the General brush control panel. It contains the following settings:

- **Dab Type** — determines the method for applying media to the canvas
- **Stroke Type** — determines how a brushstroke applies media
- **Method** and **Subcategory** — method defines the most basic level of brush behavior and is the foundation on which all other brush variables are built. The method and method subcategory represent attributes of the stroke’s appearance.
- **Source** — determines the media that is applied by the brush variant

For more information about using the General brush control panel, see “[General Controls](#)” in the product Help.



To display the General Brush Controls panel

- Choose **Window** ▶ **Brush Control Panels** ▶ **General**.

Exploring the toolbox

You can use the tools in the toolbox to paint, draw lines and shapes, fill shapes with color, view and navigate documents, and make selections.

The following table provides descriptions of the tools in the Corel Painter toolbox.

Tool	Description
Color tools	
	The Brush tool lets you paint and draw on the canvas or a layer. The property bar displays the most commonly used functions that are relevant to the active brush. For more information, see “ Selecting, managing, and creating brushes .”
	The Dropper tool lets you pick up a color from an existing image. The property bar shows the values of the color. When you select a color with the Dropper tool, that color becomes the current color in the Color panel. For more information, see “ Sampling colors from images .”

Tool



Description

The **Paint Bucket** tool lets you fill an area with media, such as a color, gradient, pattern, weave, or clone. The property bar shows options for the areas that you can fill and the media that you can use. For more information, see ["Working with color fills."](#)



The **Interactive Gradient** tool lets you apply a gradient to an image by filling an area, such as the canvas, a selection, layer, or channel. For more information, see ["Applying gradients."](#)



The **Eraser** tool lets you remove unwanted areas from an image. For more information, see ["Erasing image areas."](#)

Selection tools



The **Layer Adjuster** tool is used to select, move, and manipulate layers. For more information, see ["Displaying the Layers panel."](#)



The **Transform** tool lets you modify selected areas of an image by using different transformation modes. For more information, see ["Preparing selections for transformations."](#)



The **Rectangular Selection** tool lets you create rectangular selections. For more information, see ["Getting started with selections."](#)



The **Oval Selection** tool lets you create oval selections. For more information, see ["Getting started with selections."](#)



The **Lasso** tool lets you draw a freehand selection. For more information, see ["Getting started with selections."](#)



The **Polygonal Selection** tool lets you select an area by clicking different points on the image to anchor straight line segments. For more information, see ["Creating path-based selections."](#)




The **Magic Wand** tool lets you select an area of similar color by clicking or dragging in an image. For more information, see ["Creating pixel-based selections."](#)













The **Selection Brush** tool lets you create a freehand selection by painting. For more information, see ["Selecting areas by painting."](#)












The **Selection Adjuster** tool lets you select, move, and manipulate selections created with the **Rectangular**, **Oval**, and **Lasso** selection




Tool	Description
	<p>tools and selections converted from shapes. For more information, see “Preparing selections for transformations.”</p> <p>The Crop tool lets you remove unwanted edges from an image. For more information, see “Cropping images.”</p>

Shape tools

	<p>The Pen tool lets you create straight lines and curves in objects. For more information, see “Drawing lines and curves.”</p>
	<p>The Quick Curve tool lets you create shape paths by drawing freehand curves. For more information, see “Adjusting curvature.”</p>
	<p>The Rectangular Shape tool lets you create rectangles and squares. For more information, see “Drawing shapes.”</p>
	<p>The Oval Shape tool lets you create circles and ovals. For more information, see “Drawing shapes.”</p>
	<p>The Text tool creates text shapes. Use the Text panel to set the font, point size, and tracking. For more information, see “Adding text.”</p>
	<p>The Shape Selection tool is for editing Bézier curves. You use the Shape Selection tool to select and move anchor points and adjust their control handles. For more information, see “Selecting a shape.”</p>
	<p>The Scissors tool lets you cut an open or closed segment. If the segment is closed, after you click on a line or point, the shape path becomes open. For more information, see “Cutting and joining shape segments.”</p>
	<p>The Add Point tool lets you create a new anchor point on a shape path. For more information, see “Adding, deleting, and moving anchor points.”</p>
	<p>The Remove Point tool lets you remove an anchor point from a shape path. For more information, see “Adding, deleting, and moving anchor points.”</p>
	<p>The Convert Point tool is used to convert between smooth and corner anchor points. For more information, see “Adjusting curvature.”</p>

Tool	Description
Photo tools	
	The Cloner tool gives you quick access to the last Cloner brush variant you used. For more information, see “Painting in the clone.”
	The Rubber Stamp tool gives you quick access to the Straight Cloner brush variant and lets you sample areas within an image or between images. For more information, see “Performing offset sampling.”
	The Dodge tool lets you lighten the highlights, midtones, and shadows in an image. For more information, see “Dodging and burning.”
	The Burn tool lets you darken the highlights, midtones, and shadows in an image. For more information, see “Dodging and burning.”
Symmetry tools	
	The Mirror Painting mode lets you create a perfectly symmetrical painting. For more information, see “Using the Mirror Painting mode.”
	The Kaleidoscope mode lets you transform basic brushstrokes into colorful and symmetrical kaleidoscope images. For more information, see “Using the Kaleidoscope Painting mode.”
Composition tools	
	The Divine Proportion tool lets you plan compositions by using guides based on a classical composition method. For more information, see “Using the Divine Proportion tool.”
	The Layout Grid tool lets you divide your canvas so that you can plan your composition. For example, you can divide your canvas into thirds vertically and horizontally to use the compositional rule of thirds. For more information, see “Using the Layout Grid.”
	The Perspective Guides tool lets you display guides using one-, two-, or three-point perspective. For more information, see “Using Perspective Guides.”

Navigation tools

Tool	Description
	The Grabber tool lets you scroll through an image quickly. For more information, see “Repositioning images.”
	The Magnifier tool lets you magnify areas of an image when you are performing detailed work, or reduce areas to get an overall view of an image. For more information, see “Zooming images.”
	The Rotate Page tool lets you rotate an image window to accommodate the way you naturally draw. For more information, see “Rotating images and the canvas.”

Selectors



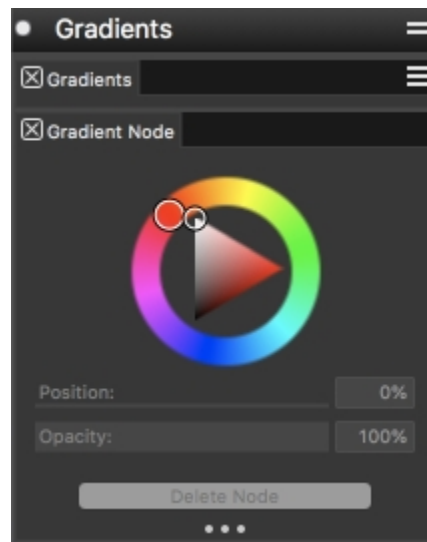
The **View** selector allows you to switch between document views and viewing modes. For more information, see [“Switching document views.”](#)



The toolbox is open by default, but you can close it by clicking the close button on the toolbox header bar. To reopen the toolbox, choose **Window** ► **Toolbox**.

Exploring panels and palettes

The interactive panels in Corel Painter are single tabbed containers that let you access content libraries, commands, controls, and settings. Panels are stored in palettes. You can turn a palette into a palette drawer, so you can quickly collapse it to save screen space.



This palette drawer includes two related panels: Gradients and Gradient Node. You can access a panel's content by clicking its tab.

Exploring panels

Most panels in Corel Painter contain option menus from which you can access a series of related commands. For example, you can use the options menu in the **Layers** controls panel to lock, duplicate, and group layers.



A typical palette features a header bar (1), a Palette Drawer button that lets you turn a palette into a palette drawer (2), panel tabs (3), and a Panel options button that allows you to access a series of related commands (4).

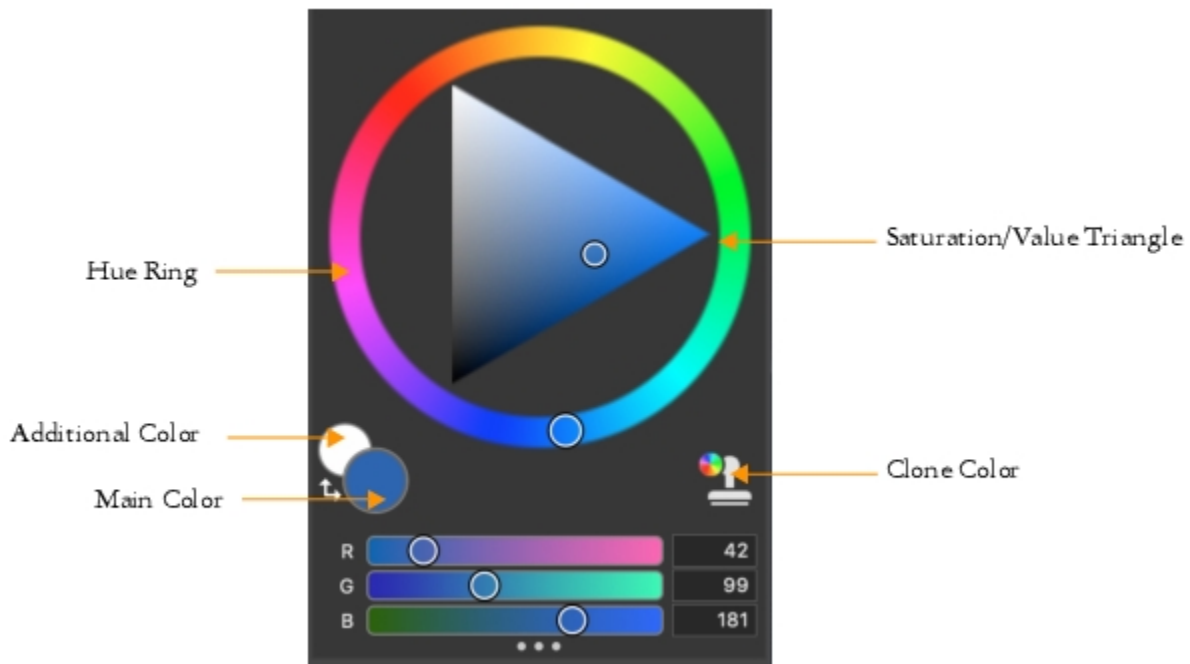
The following table contains descriptions of the most frequently used panels. For more information about other panels, see “[Exploring panels](#)” in the product Help.

Panel	Description
Brush Control panels	
The brush control panels are included in the Brush Controls palette. The brush controls are divided into multiple brush control panels that allow you to adjust a brush variant while you work, or alter an existing variant to create a new variant.	Allow you to customize brush variants. For more information, see “ Adjusting brushes with brush controls .”
Advanced Brush Controls panel	Generates a grouping of brush control panels that are relevant to the currently selected brush. You can access brush shape and brush media panels quickly by using the Shape and Media shortcuts in the Edit panel. For more information, see “ Exploring Brush Controls .”
Color panels	
Color Panel (Full View)	Let you choose main and additional colors and create color harmonies. For more information, see “ Choosing colors from the Color panel .”
Color Panel (Compact)	
Mixer	Lets you mix and blend colors as you would on an artist’s palette. For more information, see “ Exploring the Mixer panel and mixing controls .”
Color Set Libraries	Displays the colors in the current color set so you can organize groups of colors. For more information, see “ Working with color sets .”

Panel	Description
Harmonies	Lets you use harmony rules to create color harmonies. For more information, see "Working with color harmonies."
Layers and Channels panels	
Layers	Lets you preview and arrange all layers. You can use Dynamic Plugins, add new layers (including Default, Thick Paint, Watercolor, and Liquid Ink layers), create layer masks, and delete layers. In addition, you can set the composite method and depth, adjust the opacity, and lock and unlock layers. For more information, see "Layers."
Channels	Lets you preview thumbnails of all the channels in a Corel Painter document, including RGB composite channels, layer masks, and alpha channels. From the panel, you can also load, save, and invert existing channels, and create new channels. For more information, see "Alpha Channels."

Working with panels and palettes



When you launch Corel Painter 2021, the **Color** panel is open automatically and is grouped in a palette drawer with the **Mixer**, **Harmonies**, **Color Set Libraries**, **Layers**, and **Channels** panels. The **Color** panel has two viewing modes: compact and full view. In full view, both the color wheel and sliders are displayed. In compact view, only the sliders are displayed. By default, the **Color** panel in full view displays the color wheel, and information for a selected color, but you can hide these elements.



The Color panel in full view

To hide information on the Color panel

- 1 Choose **Window** ► **Color Panels** ► **Color Panel (Full View)**.
- 2 Perform a task from the following table.

To	Do the following
Hide the color wheel	Click the Color options button  , and choose Color Wheel .
Hide color information	Click the Color options button  , and choose Color Sliders .

You can easily display a panel when you need it, and you can quickly close a panel when you're done.

To hide or show a panel or palette

- Choose **Window** ► [Panel name].



You can restore a previously hidden palette by choosing **Window** and choosing the name of a panel that is contained in the palette.

You can save the arrangement of palettes as a custom workspace layout for later use, and you can delete this custom workspace layout when you no longer need it.

You can rearrange the display of panels to better match your workflow. For example, you can group task-related panels together in one palette. At any time, you can further customize these palettes by adding or removing a panel, repositioning a panel, or moving a panel to another palette.

To group panels into palettes

- Perform a task from the following table.

Palettes and panels float in the workspace. Docking attaches panels or palettes to the vertical edge of the application window. Undocking detaches them from the workspace, so you can move them.

To dock or undock a palette or a panel



- Perform a task from the following table.

To	Do the following
Dock a palette	Drag the palette header bar to the vertical edge of the application window. The palette snaps into place when it lines up with the edge.
Undock a palette	Drag the blank area to the right of the panel tabs away from the edge of the application window.
Dock a panel	Drag the panel tab to the vertical edge of the application window. The panel snaps into place when it lines up with the edge.
Undock a panel	Drag the panel tab away from the application window.

You can turn a palette into a palette drawer, so you can quickly collapse it to save screen space. At any time, you can turn a palette drawer back into a regular palette. You can resize and reposition a palette drawer like any other palette group.

To use a palette drawer

- Perform a task from the following table.

To	Do the following
Create a palette drawer	Click the Palette Drawer toggle button  on the palette header bar, and click Palette Drawer . To turn a drawer into a regular palette, repeat the preceding steps.
Expand or collapse a palette drawer	Double-click the header bar of the palette drawer.
Hide a palette drawer	Click the Close button  on the header bar.
Show a palette drawer	Choose Window ▶ Palette Drawers ▶ [Palette drawer name].

Creating custom palettes

Corel Painter lets you create custom palettes that contain only the features that you want so you can quickly access them. For example, you can place items from the Brush library panel or any of the Media library panels in a custom palette. You can also add commands from the main menus or panel options to custom palettes. For more information, see “[Creating and modifying custom palettes](#)” in the product Help.

You can change how items on a custom palette are displayed. For example, you can display them as text, icons, or wide icons.

To quickly create a custom palette

- Press **Shift**, and do any of the following:
 - Drag a brush variant from the **Brush Selector** panel to the document window.
 - Drag a paper, flow map, or media library thumbnail from the **Paper** libraries (**Window** ▶ **Media Panels** ▶ **Papers**), **Flow Map** libraries (**Window** ▶ **Media Panels** ▶ **Flow Maps**), or the other **Media** panels (**Window** ▶ **Media Panels** ▶ [Textures, Patterns, Gradients, Nozzles, Looks, Weaves Library Panel]) to the document window.

To add menu commands, controls, or tools to a custom palette

- 1 Choose **Window** ▶ **Custom Palette** ▶ **Add Command**.
- 2 From the **Select Custom Palette** list box, choose **New** to create a new palette or select an existing custom palette.
- 3 With the **Create Palette/Add Command** dialog box open, perform a task from the following table:

To add	Do the following
A menu item	Choose a menu item from a default Corel Painter menu.
Additional controls	Choose a menu item from the Other menu.

To add

A panel, or any item included in a panel's options flyout menu

A toolbox tool

An item from an open palette

Do the following

Choose a menu item from the **Panel Menus** menu.

Choose a menu item from the **Tools** menu.

Click the item.

4 In the **Create Palette/Add Command** dialog box, click **Add**, and then click **OK**.

Choosing a workflow

Corel Painter includes a wide array of tools and features that allow you to create original artwork and use the workflow that best suits your creative style.

Using Corel Painter's powerful cloning tools, you can quickly transform a digital photo into a painting. You can also use a photo as a starting point for a painting with the tracing paper feature, which displays a faded-out version of the source image beneath the clone document and allows you to precisely apply clone colors to the canvas.

If you prefer to start with a sketch created with traditional art tools, you can scan it and finish the painting digitally in Corel Painter. You can also start a project from scratch in Corel Painter by choosing a paper texture and a brush, and applying color to the canvas.

Photo art: Photo painting

A great way to become acquainted with Corel Painter is to create photo art by painting on a photo. All you need is a photo to use as a source image. The Photo Art workspace layout displays only the palettes and tools that are relevant to photo painting.



You can use various preset styles to turn your photo into a painting.

Corel Painter includes powerful image cloning tools to help you transform an existing image, such as a photograph, into a work of art. You can use the Quick Clone feature to automatically set up everything you need to clone an image, or you can start from a blank document and add one or more clone sources. A clone source is a reference — a guide — for brush colors. You clone (copy) color from a clone source and apply it to a destination canvas (clone document). A clone source may or may not be embedded. Embedding a clone source allows you to keep it with your document and switch quickly between clone sources as you paint. You can use images, textures, and patterns as clone

sources. If you plan to use a clone source only once — for example, if you want to turn a photo into a painting — you can embed it as an image. If you plan to reuse a content asset as a clone source in multiple projects, you can store it as a texture or a pattern in the Texture or Pattern library, respectively. Corel Painter supports PNG and RIFF clone sources with transparency and lets you easily transform textures in the context of your composition to make them suit your artistic vision. For more information about cloning, see [“Image cloning and sampling”](#) in the product help.

In this guide, we describe one of many possible photo-painting workflows for creating a composite image. We use a painting by Karen Bonaker as a guide to show how you can use an embedded image and a texture as clone sources. Feel free to experiment with the tools and settings shown to create your own digital art from scratch.

Corel Painter also has auto-painting tools that streamline the process of creating a painting that is based on a digital image or scanned photo. Previous experience with digital art is not required to use these tools. For more information, see [“Auto-painting photos”](#) in the product help.

To display the Photo Art workspace layout

- Choose **Window** ▶ **Layout** ▶ **Photo Art**.

To clone an image using Quick Clone

- 1 Open the image that you want to clone.
- 2 Choose **File** ▶ **Quick Clone**.
- 3 Apply brushstrokes to the canvas by using a cloner brush.



You can also choose a brush from any other brush category and set it to clone color by clicking the **Clone Color** button on the **Color** panel.

To add clone sources to a document

- 1 Open or create a document.



Corel Painter supports PNG and RIFF clone sources with transparency. In this example, Karen Bonaker used a transparent PNG.

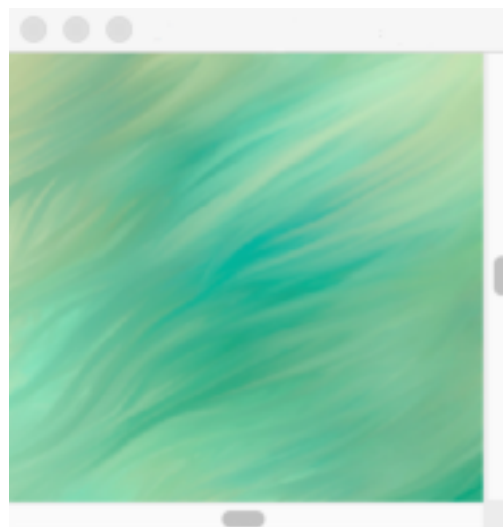
- 2 In the **Clone Source** panel (**Window** ▶ **Clone Source**), choose **Embedded Image** from the **Source** list box. In the **Embed Source Image** dialog box, enable the **Current Document** option, and choose the document that you want to clone from the list of open documents.
Tip: To embed an additional image, click the **Embed Source Image** button , and click **Browse**. Locate the folder that contains the image that you want to use, and click **Open**.
- 3 To add a texture as a clone source, in the **Clone Source** panel, choose **Texture** from the **Source** list box. Click a texture thumbnail in the list. Enable the **Show Texture** check box to see the texture in the document window.



Create your content assets, import them into the **Texture** library, and use them as clone sources in your painting or photo collage.

Tip: Before you clone a texture, you can modify its appearance to suit your composition and concept. Learn more about [modifying textures](#) in the Help.

- 4 In the Brush Selector Panel (**Window** ▶ **Brush Selector** ▶ **Panel (Full View)**), choose a brush from the Cloners category.
- 5 Paint in the clone document to clone the texture.



In this example, Karen Bonaker used a custom texture.

Tip: To embed a texture into a clone document so that it's saved with the document for future use, in the **Clone Source** panel, right-click a texture thumbnail (Windows) or hold down **Control** and click a texture thumbnail (macOS), and click **Embed Texture as Clone Source Image**.

- 6 To switch to the embedded source image, in the **Clone Source** panel, choose **Embedded Image** from the **Source** list box.

- 7 Paint in the clone document to clone the image. As you paint, you can turn the tracing paper on and off by enabling or disabling the **Toggle Tracing Paper** check box in the **Clone Source** panel.



In this painting, Karen Bonaker used an embedded image and a texture as clone sources.



Experiment with other variants from the Cloners brush category.



Examples of brush variants from the Cloners category. Find [more examples](#) of brushstrokes in the Help.

You can transform any brush into a cloner brush by clicking the **Clone Color** button in the **Color** panel.

Photo art: Tracing

In addition to painting on a photo, you can use tracing paper to outline a photo or other artwork. You can then use the outline as a starting point for a painting. Or you can trace a photo to create a sketch, such as a charcoal or chalk drawing.



Tracing a photo to create a sketch

To trace a photo

- 1 Open the photo or other artwork that you want to trace.
- 2 Choose **File ▶ Quick Clone**.
- 3 In the **Clone Source** panel (**Window ▶ Clone Source**), make sure the **Toggle Tracing Paper** check box is enabled, and in the **Clone Color** panel (**Window ▶ Brush Controls Panels ▶ Brush Media ▶ Clone Color**), disable the **Clone Color** option.
Now you can see a visual reference of the original photo as you paint, but you can choose the color that you paint with.
- 4 Draw on the canvas to outline the image by using the underlying image as reference.

By varying the pressure of the stylus, you can apply darker or lighter tones. The shading doesn't have to be exact.



You can change the opacity of tracing paper by moving the **Opacity** slider in the **Clone Source** panel, or turn off the tracing paper by disabling the **Toggle Tracing Paper** check box.

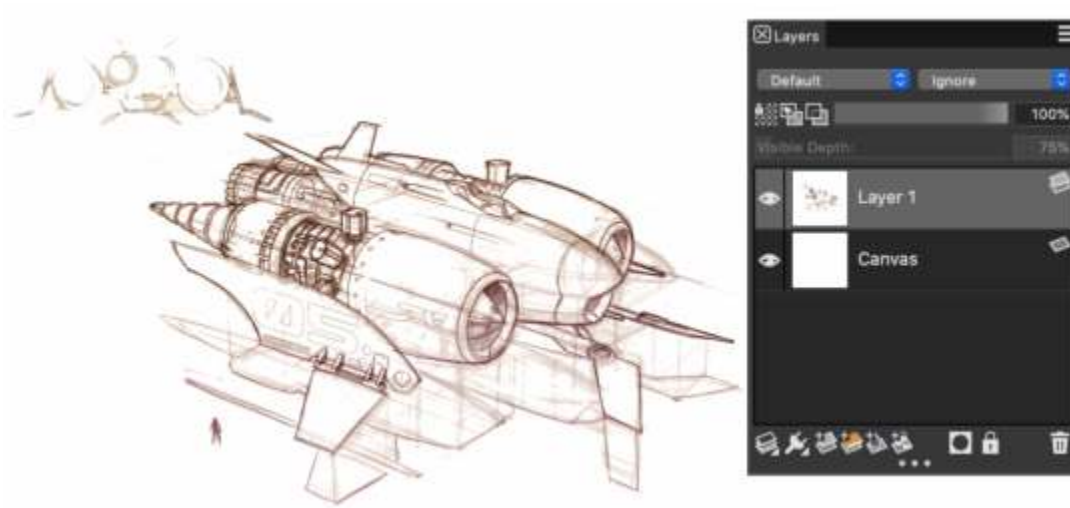
Starting from a scanned illustration

With Corel Painter, you can easily cross over to the digital world from pencil and paper. Many graphics professionals still prefer to start with a hand-drawn illustration, scan it, and then import the scan into Corel Painter.

First, you scan a sketch done in any medium on white paper to the JPEG or TIFF file format.

To place a scanned illustration

- 1 Choose **File ▶ New** to create the document into which you'll place the scanned image.
- 2 In the **New Image** dialog box, specify the document width and height by using roughly the same dimensions as your scan.
- 3 Choose **File ▶ Place**, browse to the scan, select it, and click **Open**.
An outline of the scan appears, which you can use to position the sketch.
- 4 Click the document when the outline is in position, or click **OK** in the **Place** dialog box.
The scanned sketch becomes a new layer.




Artwork by Dwayne Vance

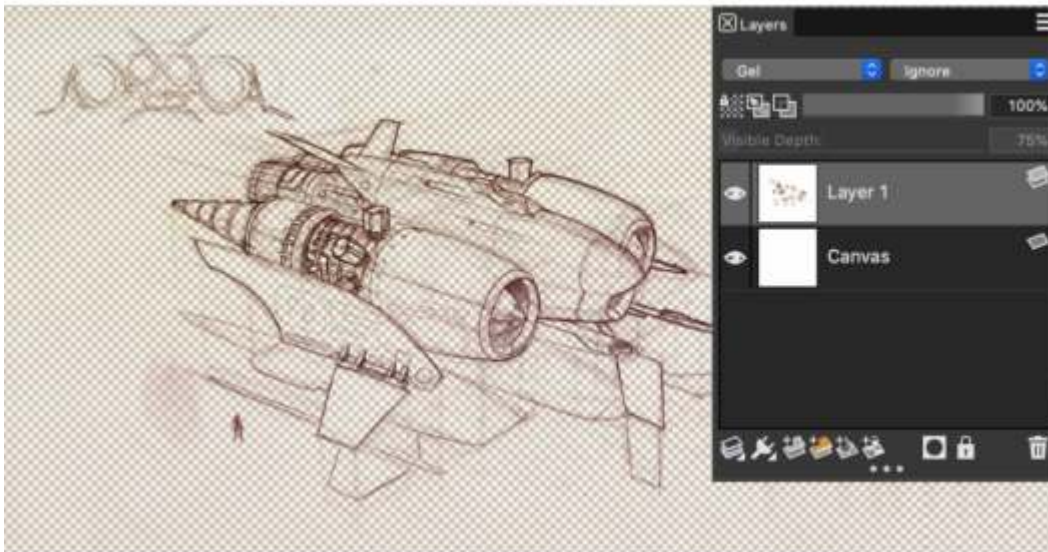
When you scan or photograph a sketch, there might be smudging picked up by color scanners or lighting imperfections in a photo. You can quickly correct these issues by hiding the canvas and changing its composite method, which lets you determine how a layer blends with an underlying image. For example, change the layer's composite method to Gel to see the sketch on a transparent background. With this method, anything that is white is made transparent.

To make the sketch background transparent

- 1 In the **Layers** panel, click the eye icon  next to the canvas.
- 2 Select the sketch layer, and choose **Gel** from the **Composite Method** list box.



You can also work in Gel mode when the canvas is visible by first filling the canvas with a color other than white. This allows you to paint on the canvas, so you can paint underneath the sketch. This method is used by many graphics professionals because it allows them to paint large parts of the sketch quickly and then clean it up with the **Eraser** tool . 



Artwork by Dwayne Vance

You can also open a scanned file directly in Corel Painter, rather than place the scanned sketch in a new document. There is no guesswork in trying to size your document. Keep in mind that when you open a scanned file, it's mounted to the canvas, so lifting it off the canvas onto its own layer offers you greater flexibility.

To open a scanned illustration





- Choose **File** ► **Open**, browse to the scanned file, select it, and click **Open**.

To lift the canvas to a layer




- 1 In the **Layers** panel, right-click the canvas, and choose **Lift Canvas to Watercolor Layer**.
The default composite method for Watercolor layers is **Gel**.
- 2 Double-click the Watercolor layer, and type **Sketch** in the text box.
- 3 If you want to use a variant from a brush category other than Watercolor, right-click the layer, and choose **Convert to Default Layer**.


You can use shapes and selections to add line work over the sketch for reference. Alternatively, you can copy the line work to its own layer and incorporate it into the painting. Another technique that design professionals use when they start with a scanned sketch is to create shapes that mirror parts of the sketch. You can then snap a brushstroke to the shape or fill it with color.

To use shapes to recreate the sketch

- 1 Click any of the following tools in the toolbox to create shapes that replicate portions of the sketch:
 - **Pen tool**  to create straight lines and curves in objects
 - **Quick Curve tool**  to create shape paths by drawing freehand curves, which are ideal for tracing areas of the sketch
 - **Rectangular Shape tool**  to create rectangles and squares
 - **Oval Shape tool**  to create circles and ovals



2 Click any of the following tools in the toolbox to fine-tune a shape so that it better mirrors an area of the sketch:

- **Shape Selection** tool  to select and move anchor points and adjust their control handles
- **Add Point** tool  to create a new anchor point on a shape path
- **Remove Point** tool  to remove an anchor point from a shape path

You can't paint on a Shape layer, so when you're satisfied with the look of a shape, select its layer, and click the **New Layer** button  in the **Layers** panel to create a layer above the shape layer.

3 In the toolbox, click the **Brush** tool .


4 Click the Brush Selector on the Brush Selector bar, and choose a brush category and variant.

5 On the property bar, click the **Stroke Options** flyout button , and click **Align to Path** .

Brushstrokes within the tolerance area of a path or shape are automatically aligned.

6 In the **Layers** panel, select the layer you added above the shape layer, and paint.



If you use closed shapes, you can convert them to selections that can be filled with the **Paint Bucket** tool . First, select the shape, and then choose **Shapes** ▶ **Convert to Selection**.

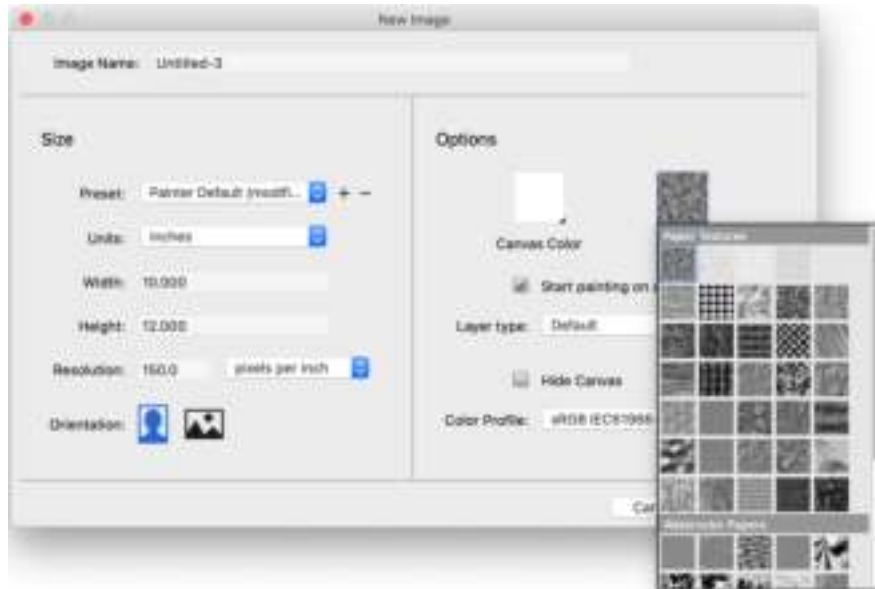
Drawing and painting from scratch

When you draw or paint from scratch, you start by setting up the canvas size, resolution, and orientation. When setting the canvas size and resolution, keep in mind that a larger image size preserves more image detail and makes it easier to maintain image quality when you need to produce a smaller version of the image. For more information, see "[Understanding resolution](#)" and "[Resizing images and the canvas](#)."

In this guide, we use a painting created by renowned Corel Painter Master Mike Thompson as a guide. Feel free to experiment with the tools and settings shown to create your own digital art from scratch.

To set up your painting

- 1 Choose **File** ▶ **New**, and choose any options to set up your canvas.
- 2 Type a value in the **Resolution** box.
In the sample image, the resolution is set to 200 dpi.
- 3 Choose a unit of measurement from the **Units** list box, and set the image width and height.



In the sample image, the unit of measurement used is inches. The width is set to 10 inches, and the height is set to 12 inches.

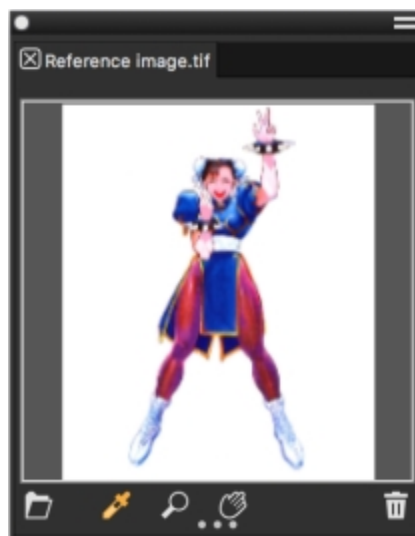
- 4 Click the **Canvas Color** selector, and choose a color from the color picker.
In the sample image, white is used.
- 5 Click the **Paper** selector, and choose a paper texture from the **Papers** panel.
In the sample image, **Basic Paper** is used.




To quickly get started, Corel Painter lets you start your document by creating a Thick Paint, Watercolor, or Liquid Ink layer, setting canvas visibility and orientation, and choosing a color profile directly from the **New Image** dialog box.

The maximum canvas size is 16 382 x 16 382 pixels. To prevent performance issues, start with a canvas that is smaller than 16 382 x 16 382 because layers expand when paint and effects are applied close to their edges.

If you're basing your painting on a photo, design, or another piece of digital art, the **Reference Image** panel makes it easy to keep a visual source of inspiration within sight while you create. It's the perfect way to capture subtle elements that will enhance your artwork without disrupting your workflow. You can resize the panel by dragging from the lower-right corner. In the **Reference Image** panel, you can even sample colors from the image, reposition the image, as well as zoom in or out.



To display a reference image

- 1 Choose **Window** ► **Reference Image**.
- 2 In the **Reference Image** panel, click the **Open Reference Image** button .
- 3 In the **Open Reference Image** dialog box, locate the file that you want to open.
You can open reference images that are saved to the following file formats: JPG, PNG, RIFF, and PSD.
- 4 Click **Open**.



When you open RIFF, TIFF, and PSD files that contain layers in the **Reference Image** panel, all layers are flattened.


To sample a color in a reference image, click the **Dropper** tool , move the cursor to the color that you want to sample, and click it. The color swatch is updated to display the color you've selected.

With the document set up, now it's time to choose a brush, select a color, and start painting. Corel Painter offers a wide range of brushes that are designed with the real media in mind, so you can predict how a brush will behave. Corel Painter brushes can paint or draw with any kind of media — not just oils and watercolor, but also pencils, pens, pastels, and other media.

Individual brushes, known as brush variants, are stored in the Brush library panel in different brush categories. For more information, see [“Choosing and modifying brushes” on page 14](#).



You can use the brush variants as they are, or you can adjust them to suit your purposes. Many artists use brush variants with only minor adjustments to size, opacity, or grain (how brushstrokes interact with paper texture). These settings are found on the property bar.

To choose a brush and change its color

- 1 In the toolbox, click the **Brush** tool .
- 2 From the Brush Selector bar, choose a brush category, and then choose a brush variant.
In the sample image, Mike used the 2B Pencil variant from the Pens and Pencils brush category.
- 3 To change the color, on the **Color** panel, drag the **Hue Ring** to display the range of colors you want, and click the **Saturation/Value Triangle** to specify the color.
The top of the triangle represents the highest value (white), and the bottom of the triangle represents the lowest value (black). Saturation levels increase from left to right. Dragging to the right, or clicking on the right, produces purer colors within the predominant hue. Dragging to the left, or clicking on the left, reduces the color saturation and produces “muddier” or grayer colors.
In the sample image, Mike started with a light blue.

When you start a painting from scratch, it's a good idea to place each element of your painting on its own layer. This allows you to modify and manipulate the content of a layer independently of other layers and the canvas. It also allows you to use one layer as a sketch, which you can then trace on another layer with more detail and precision.

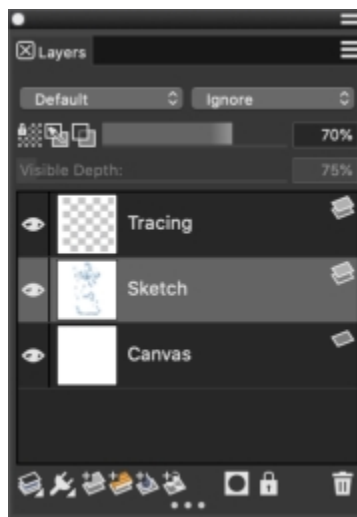
To add and manage layers

- 1 In the **Layers** panel (**Window** ► **Layers**), click the **New Layer** button  to create the sketch layer.
- 2 Double-click the new layer in the **Layers** panel, and name it **Sketch**.
- 3 In the toolbox, click the **Brush** tool , and create a rough sketch that will serve as the foundation of the painting.



Artwork by Mike Thompson

- 4 Create a new layer to use as a tracing layer, and name it **Tracing**.
- 5 Select the Sketch layer, and move the **Opacity** slider to 70%.



- 6 Select the Tracing layer, choose another brush variant and color, and begin creating a clean line drawing based on the sketch.



Mike used a pencil from the Pens and Pencils brush category. Artwork by Mike Thompson

After you've traced your sketch, Corel Painter 2021 offers a world of creative possibilities to complete your painting.



Artwork by Mike Thompson

To complete this painting, Mike used fills, brushes from the Oils and Blenders brush categories, colors mixed on the Mixer Pad, and more. You can get a [more in-depth explanation of the creation of this painting](#) or learn more about [Mike Thompson](#).

Additional resources

You can access additional Corel Painter resources online to learn more about the product and connect with the Corel Painter community.

Resources

Corel Painter website

Corel Painter Tutorials

Corel Painter on Twitter

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