8.3.1 Editors - Image Editor - Sidebar - Tools Tab in Paint Mode

Detailed Table of Content

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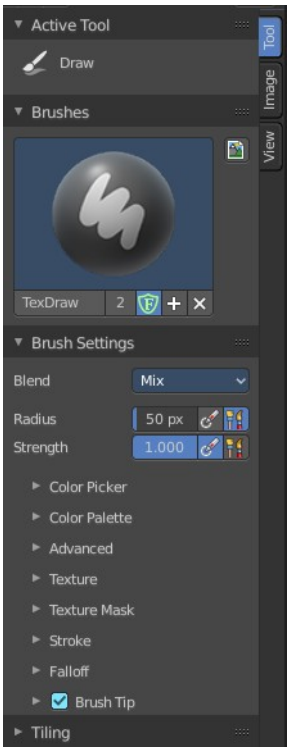
Tools Tab

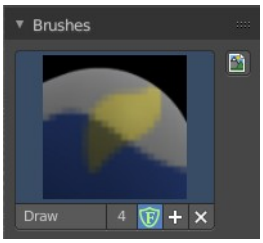


In View and Mask mode you don't have any further content in the Tool tab. But in Paint mode the tools tab contains several panels with functionality for the brushes. It is in big parts similar functionality to the paint tools in the 3D view.
The Brush panel shows different content, dependant of which brush is chosen in the tool shelf.

Save Image

A short warning. A modified image does NOT save with the scene. You have to save out the image when you want to save the changes at the texture. There is no warning. So DON'T FORGET TO SAVE THE IMAGE.

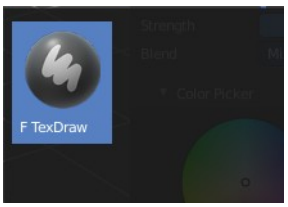
Brushes Panel



The Brush Panel contains the different Brushes and some Brush settings. Here you can choose and adjust your current active brush.

Browse Brush

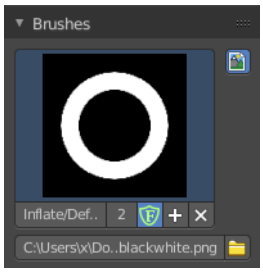
The big image at the top is a dropdown box where you can see the current active brush. The content differs, dependant of the active brush. You can add duplicates of this active brush, and customize it to your needs. But the active brush gets chosen in the Tool Shelf at the left of the 3D View.



When you have added a few more brushes then the dropdown box may be more than full. You will see some little white arrows then. Either in the top left or in the bottom right corner. They indicate that some brushes are hidden before or after the current display.

To scroll to this hidden content use the mouse wheel, or the arrow up and down buttons at the keyboard.

Custom Icon



The button at the right allows you to load a custom icon for your brush. It reveals a file browser below the image browser.

The edit box below the Image shows you the name of the current active brush.

The number right of it, **in this case 2**, indicates how much number of users (internally) this brush uses. This means that this data block (the brush) shares currently settings with at least one other object. Most probably the parent brush where we have created it from. Click at the value to make this brush a single user. The button will vanish then.

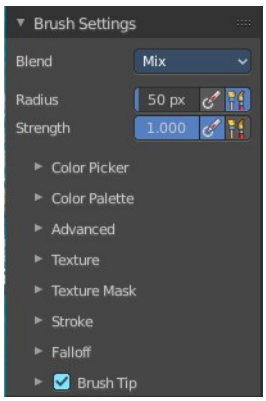
The shield icon set the brush to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The + button allows you to add a new pencil with the current settings. Note that the brushes are NOT saved when you close Bforartists. You can save them into the current blend file. Or you can save the startup file. But be careful here. This saves everything else of the current state of Bforartists too.

The X button deletes the brush as the active one. It does NOT delete it from the brushes list.

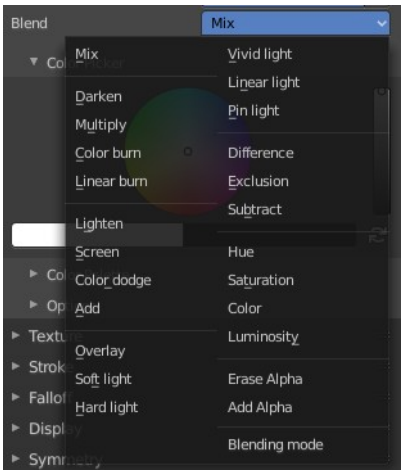
Brush settings Panel

Brush Panel



The Brush Panel contains the different paint brushes, a color dialog, and some brush settings.

Blend



Here you can define how the stroke will blend. You can choose between various blend modes.

Radius

The Radius edit box allows you to adjust the radius of the brush. The button behind the edit box enables tablet pressure sensitivity for radius.

Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Strength

The Strength edit box allows you to adjust the strength of the brush. The button behind the edit box enables tablet pressure sensitivity for strength.

Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Brush Settings Panel - Color Picker Subpanel

Here you can define the color for your brush.

The active color is the left one. When you click the button with the two arrows down right then you can swap the color with the secondary color. Then this secondary color becomes the primary color, and is active.

A click at one of the the color fields will open a more detailed color dialog, where you can set up the color by using rgb, hsv and hex colors and with value sliders.

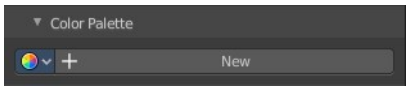
Brush colors flip

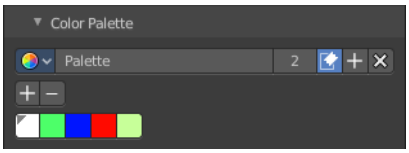
Flips the primary color with the secondary color.

Use unified Color

Choose if you want to use global colors or local color just for vertex painting.

Brush Settings Panel - Color Palette Subpanel





Here you can create a color palette for later reuse.

First create a new palette by clicking at New. Then adjust the color in the color picker. And then click at the add button to add this color to the palette.

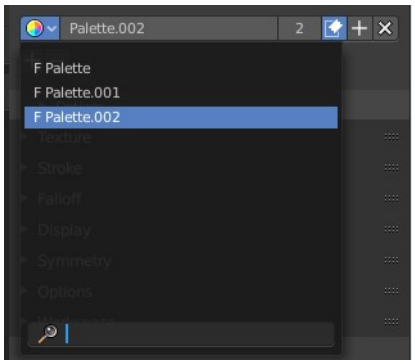
To set the color picker to a palette color simply click at this palette color.

To remove a color from the palette, choose it, then click at the remove button. The active palette color that gets removed is the one with the triangle at it.

The color palette cannot be saved externally. It is part of the current blend file. You can however append color palettes from other blend files.

The elements are explained from left to right.

Palette browser



The button at the left opens a dropdown list where you can choose between your palettes.

Edit Box

Here you can read the name of the currently active palette. You can also rename the palette here. A click into the edit box makes the name editable.

Number of users

Here you can see how many users the palette currently has.

Fake User

Fake User sets the element to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

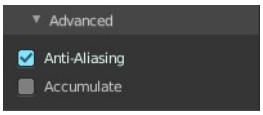
Add palette

Here you can add a new palette.

Remove Palette

Clicking at this button removes the palette. Note that you need to save, close Bforartists and reload the blend file to remove the palette completely.

Brush Settings Panel - Advanced Subpanel



Here you can find brush specific settings.

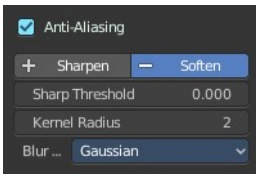
Accumulate

Accumulate stroke daubts on top of each other.

Affect Alpha

When disabled then the alpha is locked while painting.

Sharpen / Soften (Soften Brush)



Sharp Threshold

The threshold below which no sharpening is performed.

Kernel Radius

Radius of kernel used for soften and sharpen in pixels.

Blur Mode (Soften Brush)

Here you can choose the blur method. Gaussian or Box.

Image (Clone Brush)

Here you can choose an image to clone from.

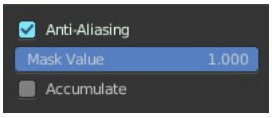
Alpha

The alpha value for the clone image.

Anti Aliasing

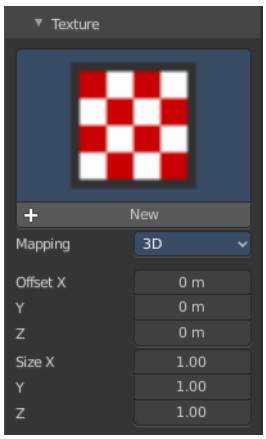
Smoothes the edges of the strokes.

Mask Value (Mask brush)



The vertex weight when brush is applied.

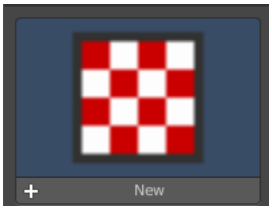
Brush Settings Panel - Texture Subpanel



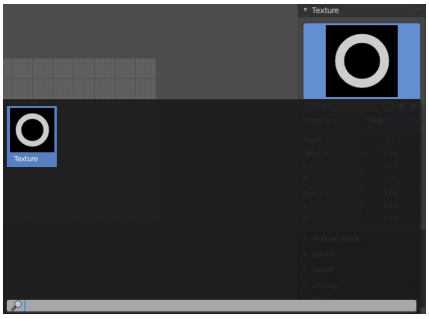
Texture Panel

The Texture panel allows you to paint with textures. This allows you for example to grab a foto from some fish scales, and simply paint them onto the mesh by using this image as a pencil. Or as a blueprint where you calk through (Stencil method).

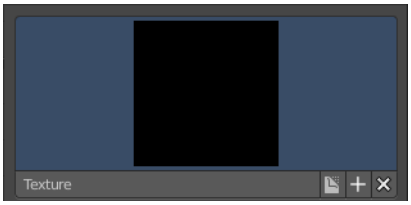
Browse Texture to be linked



The image at the top of the panel is a image browser. Here you can choose a texture that you can choose for painting then. You can also have more than one image loaded at once.



In this shot there is already a texture added. The way to add the texture here is a bit more complicated. And not done with clicking at the New button.

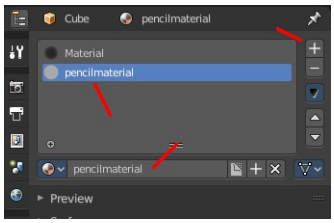


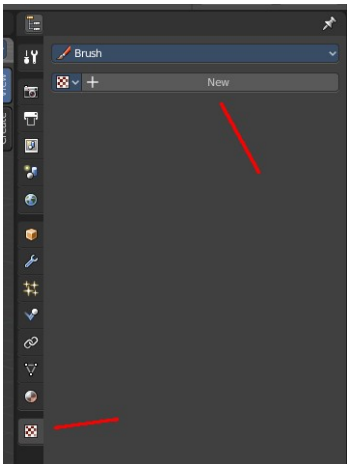
First click at the New button below the image. This will create a new texture slot. This slot is still empty, it displays black.

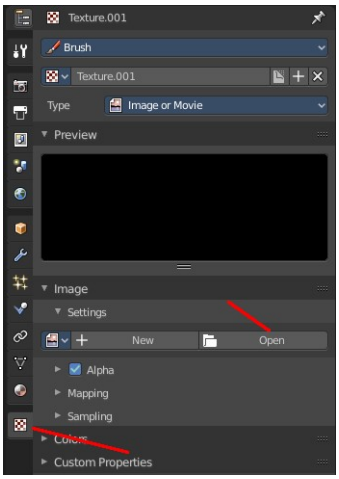
We need to load a texture in this slot. This must be done in the Properties editor in the Textures tab.

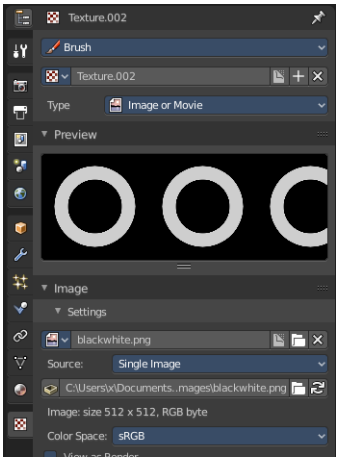
The problem is, we have an object with a material and a texture already selected. And when we change this texture , then we don't get the pencil texture loaded. But we change the texture at our mesh.

What we need to do is to create a material first. And in this material we load our pencil texture then. And then this texture becomes available in the image browser of the Texture panel.

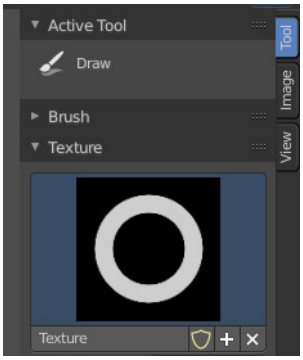








And when we go back to the texture panel, then the texture should be loaded here. And we can work with this texture.



Texture Edit box

The Texture edit box is the edit box below the Image browser. When there's no image loaded then it displays the New button. When there's a image (or more) loaded, then you will see the name of the current texture.

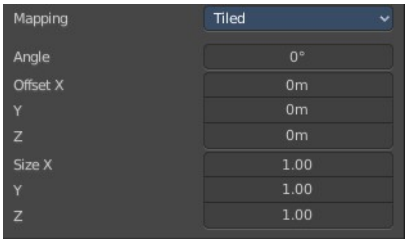
The F button turns this texture into a data block with a fake user. Means it will exists even when there is no data connected to it anymore.

When you activate Fake User, then you may get a value in front of it, which displays how much users this data block (our texture slot) currently has.

The + Button adds another texture slot. Note that you will have to load a texture too, as explained above.

The X button deletes the texture slot.

Brush Mapping

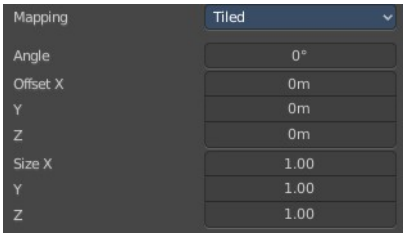


Our texture can be mapped in different methods. The Brush mapping is a dropdown box where you can choose this different brush mapping methods.

The settings vary. So we will go through them by the different brush

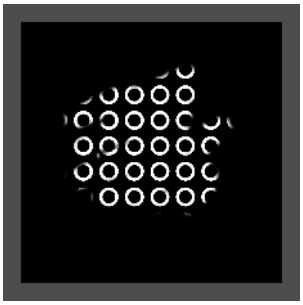
mapping methods.

Brush Mapping with mapping method Tiled



The brush mapping method Tiled tiles the brush stroke at the surface. The mapping happens from the current view. The result may be distorted when the view does not align with the surface of the object.

Angle



The angle of the brush.

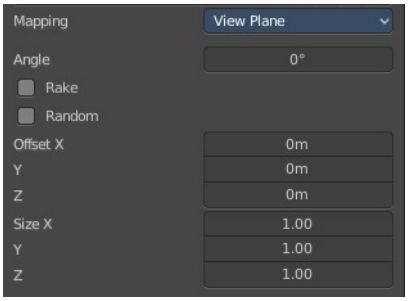
Offset

The offset of the texture in the brush.

Size

The size of the texture in the brush.

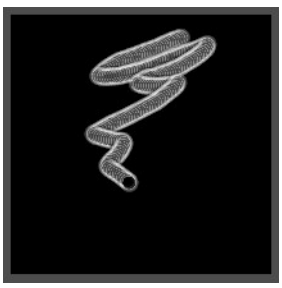
Brush Mapping with mapping method View Plane



The brush mapping method View Plane simply paints onto the surface. The mapping happens from the current view. The result may be distorted when the view does not align with the surface of the object.

Angle

The angle of the brush.



Rake

The angle follows the direction of the brush stroke.

Random

The brush angle gets set random.

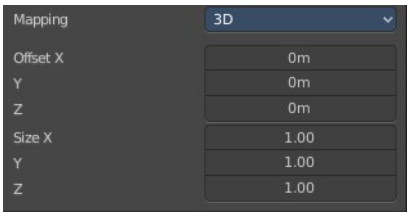
Offset

The offset of the texture in the brush.

Size

The size of the texture in the brush.

Brush Mapping with mapping method 3D



The brush mapping method 3D paints the texture at the surface, by tiling it 1/1 at the object surface.

Offset

The offset of the texture in the brush.

Size

The size of the texture in the brush.

Brush Mapping with mapping method Random

The brush mapping method Random paints onto the surface, and randomizes the texture position in the brush while that. The mapping happens from the current view. The result may be distorted when the view does not align with the surface of the object.

Angle

The angle of the brush.

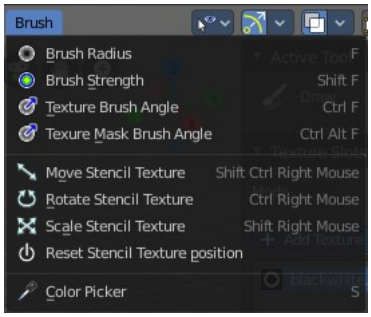
Rake

The angle follows the direction of the brush stroke.

Random

The brush angle gets set random.

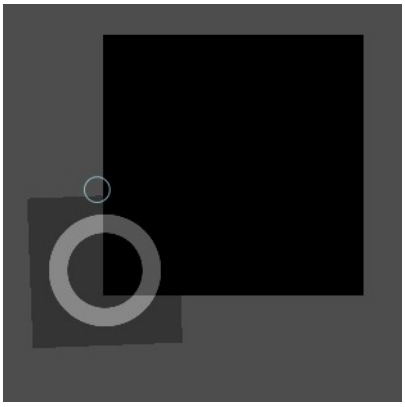
Brush Mapping with mapping method Stencil



The former methods uses the textures for the brush. The method Stencil works different. You have your texture displayed in the workspace above the object, and you paint this texture onto your object with your pencil strokes.

Note that the texture in the 3d space is just visible when you are with the mouse over the viewport.

It gets by default displayed down left. You have to position it where you need it. See Brush menu in the 3D view, Stencil Texture controls.



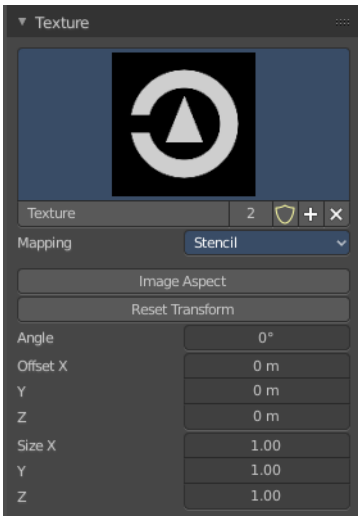


Image Aspect

Adjust the stencil size to fit to the image aspect ratio.

Reset Transform

Resets the stencil image to be down right in the 3D view.

Angle edit box

Here you can adjust the angle of the brush. The button at the end allows you to set the radius by dragging the mouse. This should be done in the viewport and with the hotkey. This button is just a visible reminder.

Offset

Fine tune the offset of the texture in the brush.

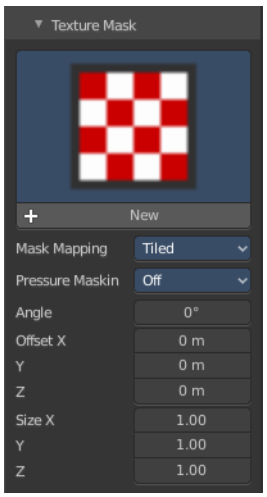
Size

Fine tune the size of the texture in the brush.

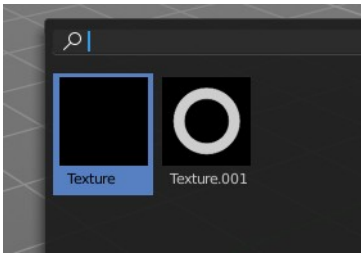
Brush Settings Panel - Texture Mask Subpanel

Texture Mask Panel

The texture mask panel allows you to use a texture as a mask to define the strength of painting. It paints just where the mask texture is bright. You can also use gradients to define the paint strength.

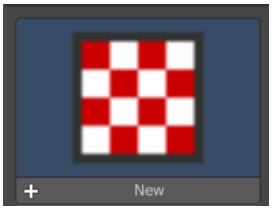


Browse Texture to be linked



The image at the top of the panel is a image browser. Here you can choose a texture that you can choose for painting then. You can also have more than one image loaded at once.

In this shot there is already two textures added. The way to add the texture here is a bit more complicated. And not done with clicking at the New button.

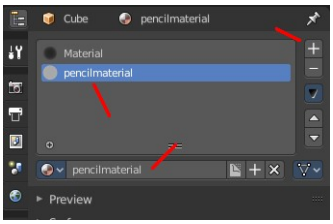


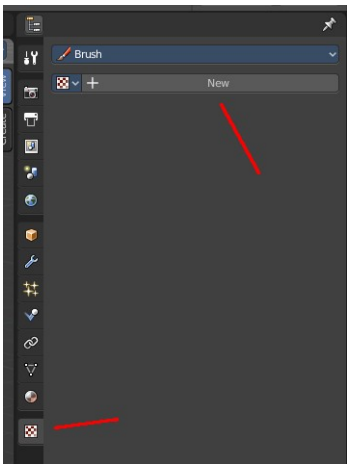
First click at the New button below the image. This will create a new texture slot. This slot is still empty, it displays black.

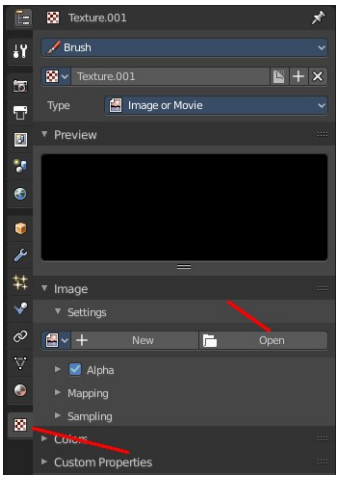
We need to load a texture in this slot. This must be done in the Properties editor in the Textures tab.

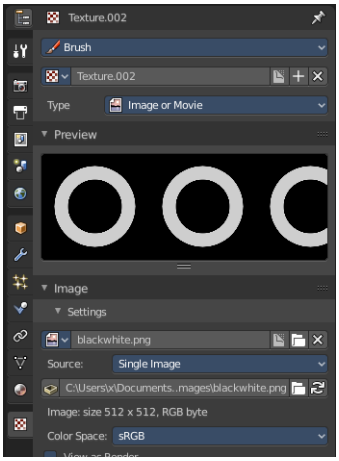
The problem is, we have an object with a material and a texture already selected. And when we change this texture , then we don't get the pencil texture loaded. But we change the texture at our mesh.

What we need to do is to create a material first. And in this material we load our pencil texture then. And then we can choose this texture in the image browser of the texture.

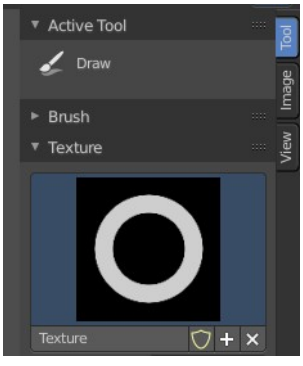






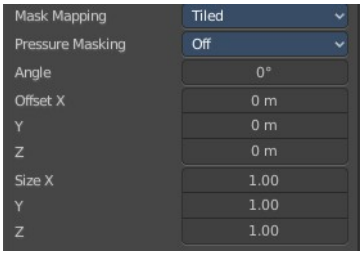


And when we switch back to the tools tab, then the texture is loaded. And we can work with this texture.



Make sure that you use another texture in the Texture panel than in the Texture Mask panel, or no texture at all. When both is the same then you will get the same result with all Mask Mapping methods since they overlap each other at the very same positions.

Brush Mapping with mapping method Tiled

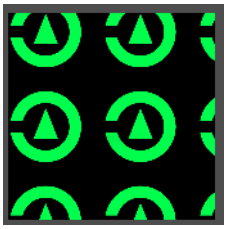


The brush mapping method Tiled tiles the brush stroke at the surface. The mapping happens from the current view. The result may be distorted when the view does not align with the surface of the object.

Pressure Masking

Enable pressure masking when you use a tablet.

Angle



The angle of the brush.

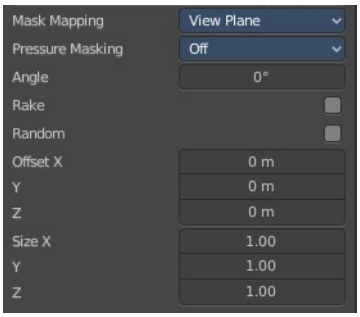
Offset

The offset of the texture in the brush.

Size

The size of the texture in the brush.

Brush Mapping with mapping method View Plane



The brush mapping method View Plane simply paints onto the surface. The mapping happens from the current view. The result may be distorted when the view does not align with the surface of the object.

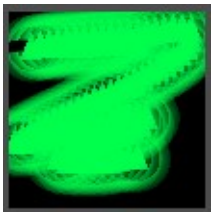
Pressure Masking

Enable pressure masking when you use a tablet.

Angle

The angle of the brush.

Rake



The angle follows the direction of the brush stroke.

Random

The brush angle gets set random.

Offset

The offset of the texture in the brush.

Size

The size of the texture in the brush.

Brush Mapping with mapping method Random

The brush mapping method Random paints onto the surface, and randomizes the texture position in the brush while that.

Pressure Masking

Enable pressure masking when you use a tablet.

Mask Pressure Mode

A dropdown box where you can choose the mask pressure mode for tablets.

Angle

The angle of the brush.

Rake

The angle follows the direction of the brush stroke.

Random

The brush angle gets set random.

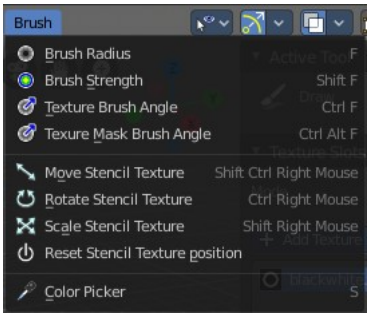
Offset

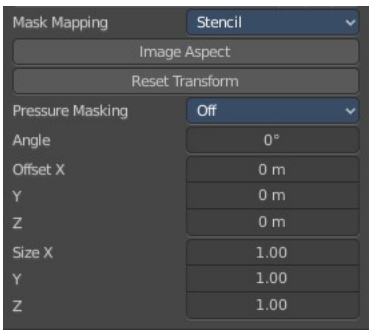
The offset of the texture in the brush.

Size

The size of the texture in the brush.

Brush Mapping with mapping method Stencil





The former methods uses the textures for the brush. The method Stencil works different. You have your texture displayed in the workspace above the image, and you paint this texture onto your object with your pencil strokes.

Note that the stencil texture is just visible when you are with the mouse over the viewport. It gets by default

displayed down left. You have to position it where you need it. See Brush menu, Stencil Texture controls.

Image Aspect

Adjust the stencil size to fit to the image aspect ratio.

Reset Transform

Resets the stencil image to be down right in the 3D view.

Pressure Masking

Enable pressure masking when you use a tablet.

Angle edit box

Here you can adjust the angle of the brush. The button at the end allows you to set the radius by dragging the mouse. This should be done in the viewport and with the hotkey. This button is just a visible reminder.

Offset

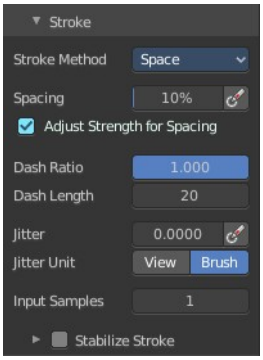
Fine tune the offset of the texture in the brush.

Size

Fine tune the size of the texture in the brush.

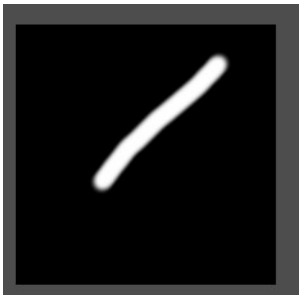
Stroke Panel

Stroke Panel

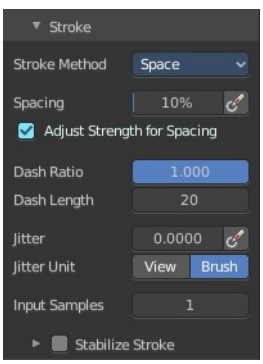


The Stroke panel contains settings to influence the behaviour of the brush stroke. There are various stroke methods available. We will go through them one by one.

Stroke method Space



This is the default Stroke method. The stroke gets added continuously with given settings.



Spacing Edit Box

The sculpt drawing happens by mapping the pencil onto the mouse position. And when you move the mouse then the next mapping happens. Here you can adjust the spacing after what mouse movement the next mapping should happen. The lower the value, the lower the distance between the single dots.

Spacing Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Adjust Strength for Spacing

Automatically adjust strength to give consistent results for different spacings.

Dash Ratio

Ratio of samples in a cycle that the brush is covering.

Dash Length

Length of a dash cycle measured in stroke samples.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Spacing Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

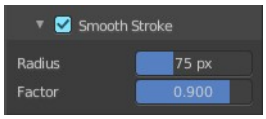
Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Smooth Stroke



The brush lags behind the mouse position, and produces a much smoother stroke by that.

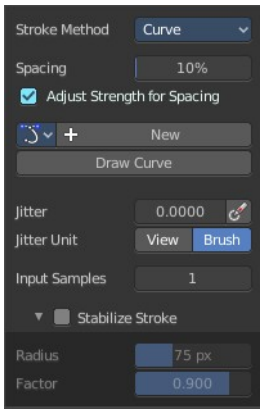
Smooth Stroke Radius Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

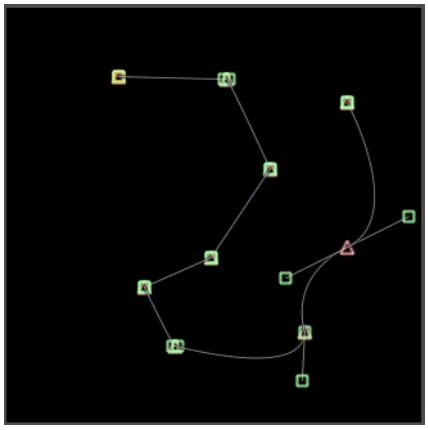
Stroke method Curve

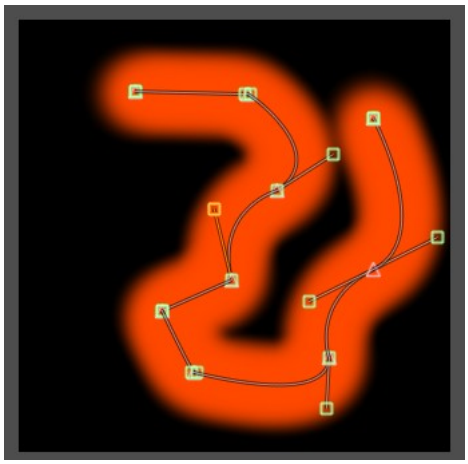


The Stroke method curve doesn't simply influence the way how the stroke is painted. It is a special method.

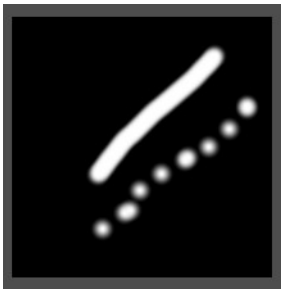
First you draw a curve object by holding down ctrl and clicking with right mouse button. Then you tweak the curve. You can click at the curve point, and drag out handlers to make the curve points smoooth. This way you get one handler. When you click and drag then you will get two handlers at the curve point.

When done you hit the Draw Curve button or click left outside of the image. And the curve gets drawn onto the surface.





Spacing Edit Box



The drawing happens by mapping the pencil onto the mouse position. And when you move the mouse then the next mapping happens. Here you can adjust the spacing after what mouse movement the next mapping should happen. The lower the value, the lower the distance between the single dots.

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Paint Curve edit box

Here you set the active curve.

The first element is a dropdown box where you will find your curves objects. You can have more than one.

The second element is the edit box that displays the active curve.

The number right of it, **in this case 2**, indicates how much number of users (internally) this brush uses. This means that this data block (the brush) shares currently settings with at least one other object. Most probably the parent brush where we have created it from. Click at the value to make this brush a single user. The button will vanish then.

F set the brush to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The + button allows you to add a new pencil with the current settings. Note that the brushes are NOT saved when you close Bforartists. You can save them into the current blend file. Or you can save the startup file. But be careful here. This saves everything else of the current state of Bforartists too.

The X button deletes the brush as the active one. It does NOT delete it from the brushes list.

Draw Curve Button

A click at it to turns the curve into curve.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

Smooth Stroke Radius Edit Box

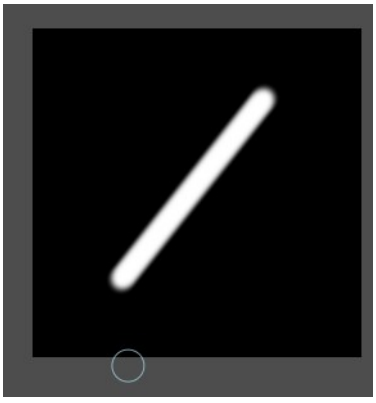
Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

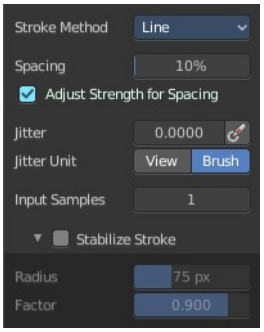
Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

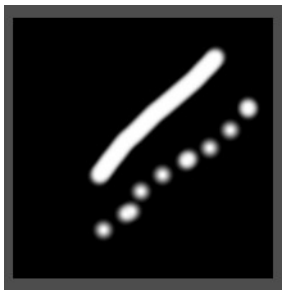
Stroke method Line

With Stroke method line you draw a line between a starting point and a endpoint. And when you release the mouse then the line gets drawn.





Spacing Edit Box



The drawing happens by mapping the pencil onto the mouse position. And when you move the mouse then the next mapping happens. Here you can adjust the spacing after what mouse movement the next mapping should happen. The lower the value, the lower the distance between the single dots.

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

Smooth Stroke Radius Edit Box

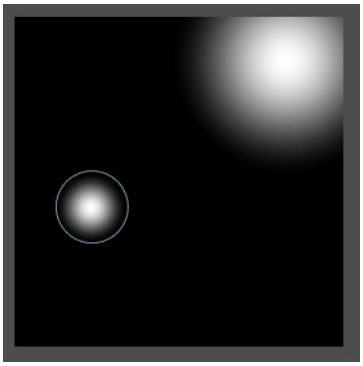
Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

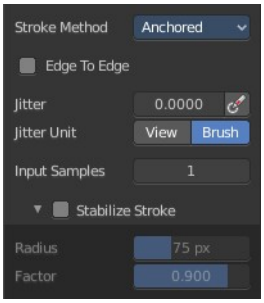
Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

Stroke method Anchored

Click and drag to place a dot and to scale it.





Edge to edge

Drag Anchor Brush from edge to edge.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Sample Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

Smooth Stroke Radius Edit Box

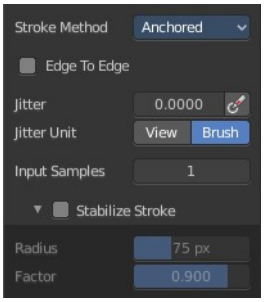
Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

Stroke method Airbrush

The stroke acts like an airbrush pencil. The dots gets placed randomly.



Rate Edit Box

Here you can define the rate of the drawing.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

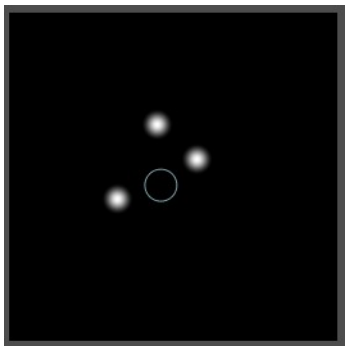
Smooth Stroke Radius Edit Box

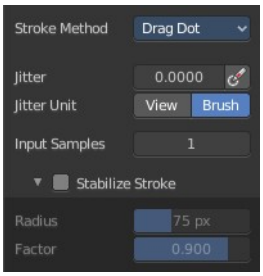
Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

Stroke method Drag Dot





Paint a dot and drag it around. The actual painting happens then at releasing the mouse.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

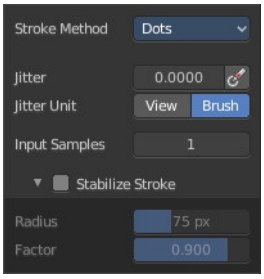
Smooth Stroke Radius Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

Stroke method Dots



The stroke method Dots draws dots of the pencil onto the surface. The mapping happens from the current view. Means you will get distortions when your view is not aligned with the surface of the object.

Jitter Edit Box

Here you can add Jitter to the brush while painting.

Jitter Pressure

The icon behind the edit box enables tablet pressure sensitivity for tablets.

Jitter Unit

Jitter in screen space, or relative to the brush size.

Input Samples Edit Box

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

The brush lags behind the mouse position, and produces a much smoother stroke by that.

Smooth Stroke Radius Edit Box

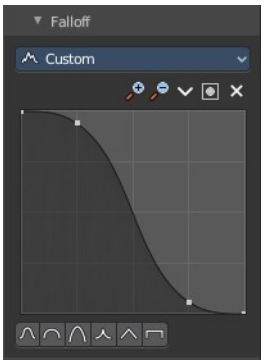
Is just active when Smooth Stroke is activated. Here you can adjust the radius of the smoothing.

Smooth Stroke Factor Edit Box

Is just active when Smooth Stroke is activated. Here you can adjust the factor of the smoothing.

Brush Settings Panel - Falloff Subpanel

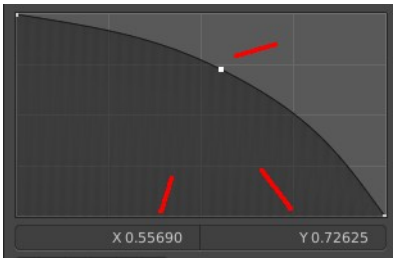
The curve panel allows you to define different fallofs methods for the border of the brush.



Selecting Points

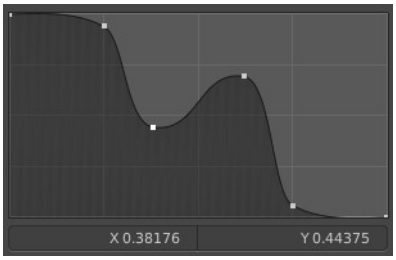
You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points

You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.



Navigation elements

The navigation elements at the top are described from left to right.

Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.

Tools

Tools is a menu where you can find some cuve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

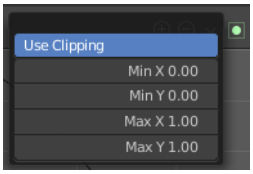
Auto Clamped Handle

Set handle type to Auto Clamped.

Reset Curve

Resets the curve to the initial shape.

Use Clipping



Clipping options. Here you can set up clipping for the stroke.

Delete Points

Deletes selected curve points.

Curve window

Here you can tweak and adjust the falloff curve by clicking at a curve point and dragging it around.

Double click adds a new point.

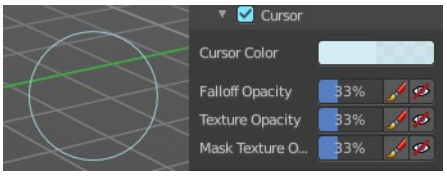
Holding down ctrl activates temporary snapping.

Holding down shift enables slower movement, which allows more accurate setting.

Curve Presets

Here you can find some predefined curve presets.

Brush Settings Panel - Brush Tip Subpanel



Here you can adjust the color and appearance of the brush cursor to custom values.

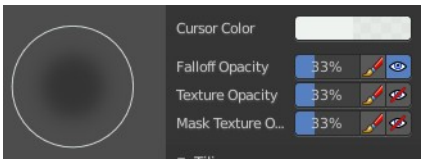
Brush Tip Checkbox

Activate the custom settings.

Cursor Color

Here you can choose another color for the brush cursor. Double clicking at the color field will open a color picker.

Falloff Opacity



You can turn on the cursor overlay with the eye button at the end. The falloff opacity slider allows you to adjust the opacity of this cursor overlay.

Override Overlay

Hide the Cursor Overlay when painting.

Use Cursor Overlay

Turn on Cursor Overlay.

Texture Opacity

This is for the case when you paint with a texture brush. You can turn on the Texture overlay with the eye button at the end. The falloff opacity slider allows you to adjust the opacity of this cursor overlay.

Override Overlay

Hide the Texture Overlay when painting.

Use Cursor Overlay

Turn on Texture Overlay.

Mask Texture Opacity

This is for the case when you mask paint with a texture brush. You can turn on the Texture overlay with the eye button at the end. The falloff opacity slider allows you to adjust the opacity of this cursor overlay.

Override Overlay

Hide the Texture Overlay when painting.

Use Cursor Overlay

Turn on Texture Overlay.

Tiling panel

Tiling allows you to draw over the borders and continue the stroke at the other side of the image. You can tile in X and Y direction.