

# Flame Painter Manual

v.2.2.0 Personal | Professional

## Introduction

Welcome to Flame Painter.

Flame Painter is a unique paint application that lets you easily create original artworks, light effects, unconventional design or fantastic backgrounds with flame brushes.

It was created as an experimental project in my 'I am an Artist' series. The initial vision was to create an application where anyone could create something beautiful. It was made both as a tool for artists as well as for people without artistic skills who want to create something unique.

Lack of inspiration and motivation are often the reasons why we people are not creative, however, the tools that we use can become the inspiration for creativity. I think that with tools which inspire you, everyone can be an artist.

This is why Flame Painter was born.

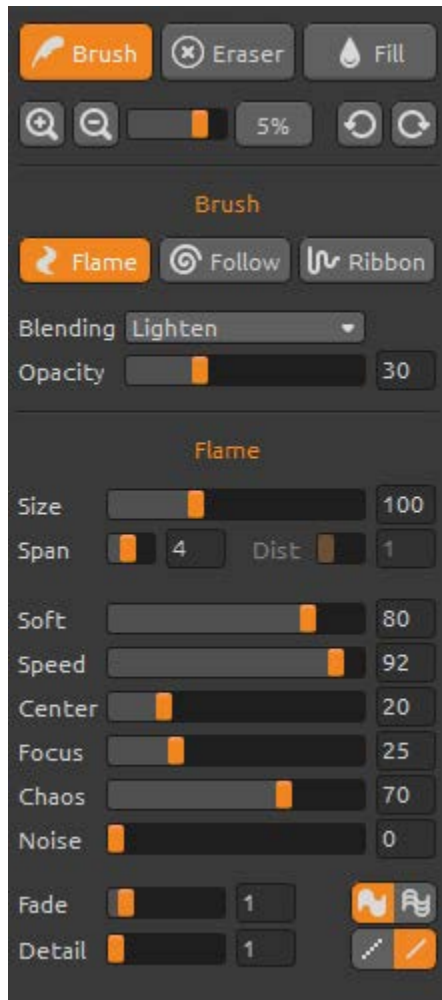
This manual covers the features of the application and tells you what you need to know to get painting. There is a range of flame brush parameters available, just experiment with different brush settings and maybe you'll find a whole new creative way of self-expression.

Thanks for purchasing Flame Painter. I hope you'll have a great time painting!

*Peter Blaškovič*  
*creator of Flame Painter*

# User Interface Window

## Tools Panel



**Brush** – Select the Brush tool

**Eraser** – Select the Eraser tool

**Fill** – Select the Fill tool

**Zoom In** – Zoom in on your artwork (at a maximum size of 200%).

**Zoom Out** – Zoom out from your artwork (at a minimum size of 5%).

**Reset Zoom** – Check the zoom value here. Press the button to reset the zoom to 100%.

**Undo** - Undo the last painting operation you performed.

**Redo** - Redo the last operation you undid.

## Brush

There are three different painting modes:

**Flame** – The classic flame painting mode.

**Follow** – The stroke will follow the mouse more precisely.

**Ribbon** – The ribbon painting mode.

**Blending** - Color blending mode. There are three blending modes - *Normal* for regular painting, *Lighten* (additive mode) is usually for light effects and darker backgrounds and *Darken* (subtractive mode) for lighter background.

**Opacity** - Brush opacity (0 - 100)

## Flame, Follow and Ribbon brush parameters

These are parameters of the Brush tool for you to experiment with:

**Size** - Brush Size (1 – 300)

**Span** - Brush Width (0 – 10)

**Dist** - Brush dots distance (1 – 20) - you can set this if the "Lines" is switched to "On"

**Soft** - Brush Softness (1 – 100)  
**Speed** - Brush Speed (1 – 100)  
**Center** - Global Forces (0 - 100)  
**Focus** - Local Forces (0 – 100)  
**Chaos** - Very Chaotic Parameter (0 – 100)  
**Noise** - Crazy Noise Parameter (0-100)

**Fade** - Fade In/Out Brush (0-10). Set the timing for fading in/out.

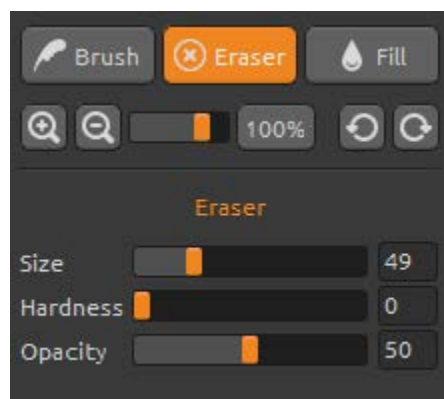
**Fill | Lines** - Switch between "Fill" and "Lines" mode

**Detail** - Brush Detail (1-4). Set the quality detail of the flame stroke. Use it if you want a smooth detailed stroke, or if you've set up a larger canvas size.

*Note: When setting the parameter higher, the painting can slow down, because it's compute intensive.*

**Antialiasing (AA)** - Switch between "Normal Antialiasing" and "Supersmooth Antialiasing"

*Note: When setting the parameter to "Supersmooth Antialiasing", the application can slow down, because it's more compute intensive than "Normal Antialiasing".*



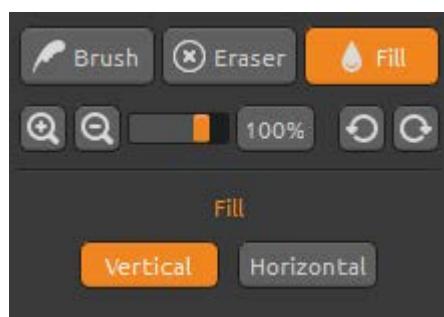
## Eraser

Set the Eraser tool parameters:

**Size** - Size of the eraser tool (1-200)

**Hardness** - Hardness of the eraser tool (0-100)

**Opacity** - Opacity of the eraser tool (0-100)



## Fill

You can fill the layer with "Color" or "Gradient" palette. If you choose the gradient, you can fill layer vertically or horizontally.

**Vertical | Horizontal** - Switch between "Vertical" and "Horizontal" fill.

## Palette Panel

**Color | Gradient** - Choose whether you want to paint or fill layer with one color or with gradient transition.



### Color

Choose your brush color here.

**H** - Brush hue (0 - 359)

**S** - Brush saturation (0 - 255)

**L** - Brush luminance (0 - 255)

**Palette** - select brush color

**(+) (-)** - add and remove colors from custom colors.

Single click on color box opens a palette selector. The color you use for painting in *Lighten* or *Darken* mode might not appear exactly the same as you see at the "Brush Color". This is typical of the application and the *Lighten / Darken* painting modes. If you would like to have the exact color, choose *Normal* painting mode.



### Gradient

Choose and setup your gradient transition.

Click on the color button you want to change and select the color from palette. You can switch on/off the color you want to use in the gradient.

**Rotate** - Rotate gradient transition.

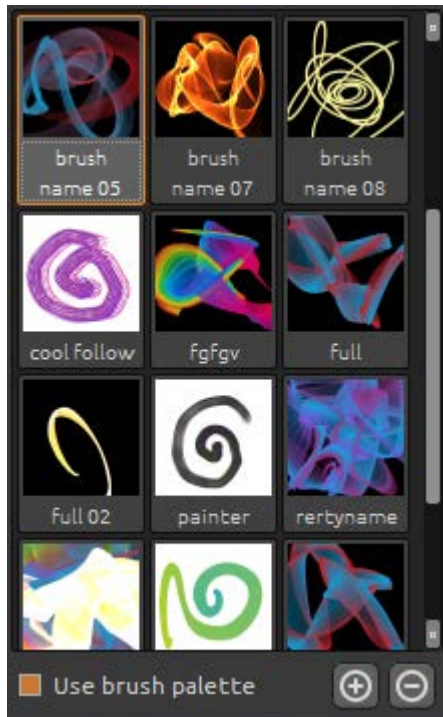
**Flip** - Flip gradient transition.

**H | S | L** - Change hue, saturation and lightness for all colors in gradient.

**Set Gradient Length** - Choose whether you want to use gradient for brush width or a length and set the gradient length.

**(+) (-)** - add and remove colors and gradients from the lists.

## Brushes Panel



Brush presets window, you can open or save your brush settings here.

**Use brush palette** - use brush saved palette

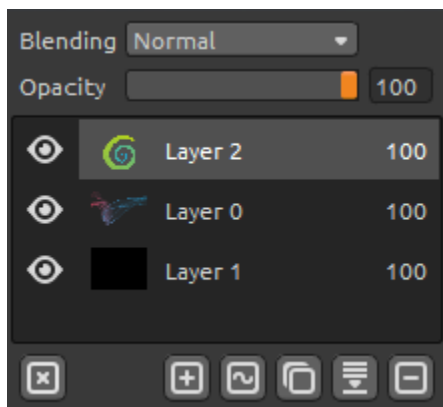
**(+) (-)** - add and remove brush presets from the list.

To add new brush preset, click "Add brush" **(+)**, paint yourself your brush icon, enter the brush name and click **Save**.

A new brush will appear in Brushes menu immediately.

You can Drag & Drop new brushes directly from Brushes webpage to application. Link to free brushes: <http://www.escapemotions.com/products/flamepainter/brushes/index.php>

## Layers Panel



Use Layers panel window to edit and manipulate with layers.

**New Layer** - Add new layer.

**New Vector Layer** - Add new editable vector layer.

*This feature is available in Pro edition.* (More information about Vector Layers in the next chapter.)

**Duplicate Layer** - Duplicate active layer or layers.

**Merge Layers** - Merge more layers into one layer.

**Delete Layer** - Delete active layer or more layers.

**Clear Layer** - Clear the layer.

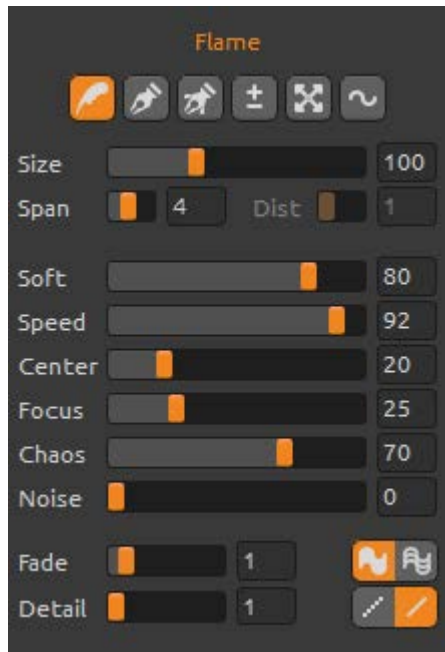
You can convert Vector Layer to Bitmap from menu.

**Blending** - Layer blending mode.

**Opacity** - set the opacity of the layer

**Eye** - Show or hide the active layer (next to layer icon).

## Editable Vector Layers - *Pro edition*



Vector layers has a great advantage of additional editing the painted strokes. In vector layer you can paint *one brush stroke* which you can additionally transform and edit. After painting a stroke you can change any brush parameter, blending mode, opacity, color and gradient palettes or change the whole brush preset for another one. It's very flexible edit mode if you would like additionally balance the parameters to set the perfect brush shape.

**Paint Tool** - Paint a new brush stroke. You can paint *one brush stroke on one vector layer*.

**Edit Tool** - Edit key vertices (yellow dots) and modify the created vector. Click on vertices (grey) to switch them to key vertices (yellow).

**Group Edit Tool** - Edit group of key vertices (yellow dots).

**Add & Remove Tool** - (shortcut: Ctrl) Remove editable vertices from the flame line.

**Curve Transform** - Resize, rotate and scale a brush stroke.

**Init Curve Transform** - Resize, rotate and scale an initial curve for brush stroke.

# The Menu Bar

**File** - Contains items related to loading, saving, exporting and publishing your paintings.

**Tools** - Contains items related to the painting tools and the canvas.

**Layer** - Contains items related to the layers.

**View** - Contains items related to the viewport and user interface.

**Help** - Contains items that let you get help on the application, or look for updates on website.

## File Menu

The File Menu contains items related to your painting. They work as follows:

**New...** - Open a dialog that allows you to create a new painting with new settings.

**Open...** - Open a file dialog that allows you to load a painting from disk.

**Save...** - Save your painting. If you have not saved it before, you are prompted to enter a name.

**Save As...** - Save a copy of your current painting as a new one.

**Import...** - Open a picture to new layer. Picture is resized to actual canvas size, but you can change it to any size.

**Publish...** - Publish your painting to Flame Painter Gallery. Enter the name of the painting, optionally write a description and tags.

**Quit** - Close the application.

For more information on creating, loading and saving your paintings, see the 'Creating, Loading and Saving Paintings' section later on in the manual.

## Tools Menu

**Brush** - Select the Brush tool.

**Eraser** - Select the Eraser tool.

**Fill** - Select the Fill tool.

**Undo** - Undo the last painting operation you performed. Number of undo-steps depends on your computer memory. Maximum number of undo steps is 100.

**Redo** - Redo the last operation you undid.

**Cursor Show | Hide** - Show or hide a cursor.

**Brush Dots Show | Hide** - Show or hide brush dots.

## Layer Menu

**New Layer** - Add new layer.

**New Vector Layer** - Add new vector layer.

**Duplicate Layer** - Duplicate active layer or layers.

**Merge Layers** - Merge layers into one layer.

**Delete Layer** - Delete active layer or layers.

**Show | Hide Layer** - Show or hide the active layer.

**Tile Layer** - Tiles layer horizontally and vertically.

**Clear Layer** - Clear the layer.

**Convert to bitmap** - convert vector layer to bitmap layer (*only pro edition*).

## View Menu

**Zoom In** - Zoom in on your artwork (at maximum size of 200%).

**Zoom Out** - Zoom out from your artwork (at a minimum size of 5%).

**Zoom 100%** - Check up a zoom value. Press the button to reset the zoom to 100%.

**Stay on Top** - Application will stay always on a top of other applications.

**Fullscreen** – Switch the application window to full screen mode. (Press *Esc* to quit).

**Presentation mode** - Full screen mode without menu (Press *Esc* to quit).

## Help Menu

**Help** - Open this document.

**Flame Painter Website** - Link to website: [www.escapemotions.com/products/flamepainter](http://www.escapemotions.com/products/flamepainter)

**About Flame Painter** - Get some basic information on Flame Painter, copyright and credits.

**Publish Preferences...** - A sub-menu is containing Gallery preferences.

**Show Brushes Folder** - Show folder where brushes are saved.



# Creating, Loading and Saving Paintings

## Creating a New Painting

To create a new painting, select the **New...** option from the File Menu, or press Ctrl-N. When you do this, the New file panel appears. This panel lets you set the size of your new painting, and set up the settings of the canvas you're going to be painting on. In "Picture Size Info" section you can check the picture print size.

The **Color Button** lets you select the color of the background, including the choice of the preset **Black** or **White** background.

Finally, click **OK** to create a new painting, or **Cancel** if you decide not to.

## Opening a Painting

To open a painting, select the **Open...** option from the File Menu, or press Ctrl-O. This panel lets you open a picture or previously saved artwork and set up the properties.

Finally, click **OK** to open the painting, or **Cancel** if you decide not to.

You can also *Drag and Drop* picture directly from any source - folder, browser or website and it opens as a new layer.

## Saving a Painting

To save your painting, use the **Save...** option in the File Menu. The native format is a **FPA file format**, which contains all the information about the artwork and the layers. Use this format if you want to carry on with the painting later.

You can also choose another file formats, but these don't contain all the artwork information and may not be opened correctly (background color may be different, or transparency might not be saved in JPG format).

If you wish to save your painting with specific settings or in a form that can be read by other applications, use the **Save...** option in the File Menu. It allows you to save your painting as a PNG, TIF, BMP, or JPG file.

Finally, click **OK** to save the painting or **Cancel** if you decide not to.

# Publish a Painting to Gallery

## Creating a Gallery account

To publish your artworks, firstly you have to create an account. To create an account you have two options:

### From application:

Create your Gallery account from Flame Painter's menu **Help->Publish Preferences**. Set *Your name*, *Email ("Your ID")* and *Password* to gallery and optionally a link to your *Website*.

### From website:

On Flame Painter Gallery website press **login -> Create Account** and enter "*Your ID*" (registration email). We will send you a *Password*, which you can change later on.

Note: You can find "*Your ID*" in Flame Painter's menu **Help->About Flame Painter**. If "*Your ID*" does not exist, enter your active email.

## Publish artwork from Flame Painter to Gallery

To publish your painting, use the **Publish...** option in the File Menu. Enter the *Artwork Name*, a picture *Description* and *Tags*. Click **Publish** button. Your picture will be published on Flame Painter Gallery website ([www.escapemotions.com/gallery](http://www.escapemotions.com/gallery)) where you can edit pictures later on.

## Edit your profile and artworks in Gallery

If you have already created an account, go to Gallery website, press **login** and enter "*Your ID*" and *Password*.

In **Edit Pictures** section you can edit your artworks name, description, tags and other settings.

In **My Profile** section you can change your *Password*.

## Keyboard Shortcuts:

New...	Ctrl-N
Open...	Ctrl-O
Save	Ctrl-S
Save As...	Ctrl-Shift-S
Publish...	Ctrl-P
Quit	Ctrl-Q
Undo	Ctrl-Z
Redo	Ctrl-Shift-Z
Brush	Q
Eraser	E
Fill	F
Increase Value +1	Up
Decrease Value -1	Down
Increase Value +10	Pg Up
Decrease Value -10	Pg Down
Cursor Show   Hide	Alt-C
Brush Dots Show   Hide	Alt-D
Clean Layer	Del
Move a Canvas	Right MouseButton or Space Bar + LMB
Zoom In	Ctrl - +
Zoom Out	Ctrl - -
Zoom 100%	Ctrl - 0
Zoom In   Out	Alt + Mouse Scroll
Help	F1

### Professional version:

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Add & Remove Tool	4
Curve Transform	5
Init Curve Transform	6

## Personal versus Professional Version

**Personal version** is more suitable for users who want to have complete creative tool, but do not need to use Vector Layers and do not sell the pictures created or modified in Flame Painter. The license allows to install Flame Painter on multiple computers for single user for the personal non-commercial use or non-profit activities.

**Professional version** is better for professionals and advanced users who need Vector Layers, unlimited number of Layers or Supersmooth Antialiasing. The license allows to install Flame Painter on a one computer for commercial or non-commercial use.

For more details please read the complete Software License Agreement.

# Copyright & Credits

Flame Painter © 2012-2013 Escape Motions, s.r.o

Flame Painter © 2009-2012 Peter Blaškovič

## Flame Painter Team:

Peter Blaškovič, Jozef Bardík, Rastislav Hornák, Michal Fapšo, Rastislav Piovarči, Veronika Klimeková, Andrea Vachová

## Special Thanks to:

Everyone who contributed with ideas, suggestions, or helped to finalize Flame Painter, especially to Gabika Ambrušová, Cara, Daniel Innes, Tanya Hayman, Oto Kona, Tomáš Lancz, Lukáš Lancz, Tony Lloyd, Tomáš Mišura, Andrei Oprinca, Martin Surovček, Daniel Streidt, Roman Urbášek.

**User Interface Icons:** "Batch" by Adam Whitcroft

## Libraries:

This application has been developed with the following libraries:

Qt 4.8 - LGPL license (2.1) - <http://qt-project.org/downloads/>

QuaZIP - LGPL license (2.1) - <http://sourceforge.net/projects/quazip/>

CryptoPP - Boost Software License (1.0) - <http://www.cryptopp.com/>

Thanks to God for all creative ideas.