



CANVAS SOFTWARE - START GUIDE

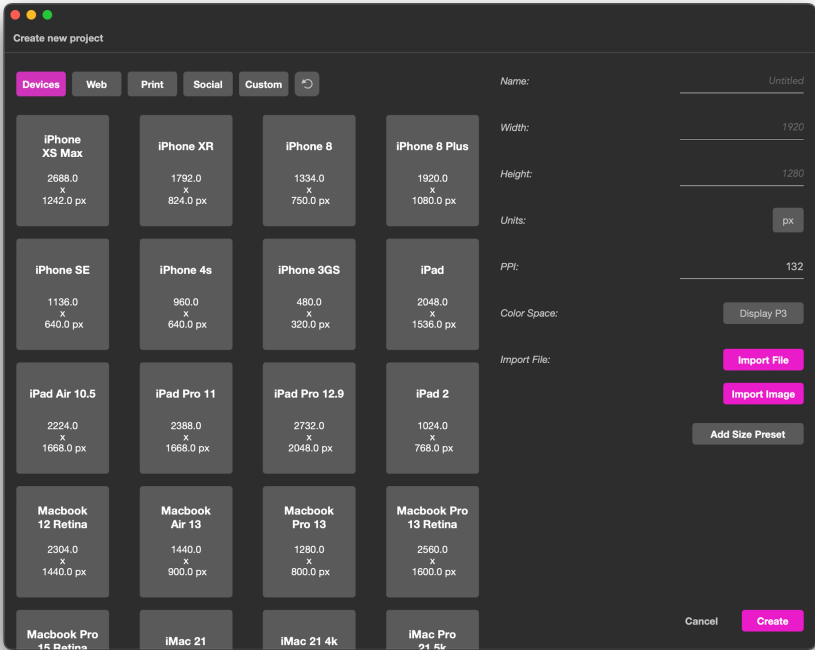
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PAINTER

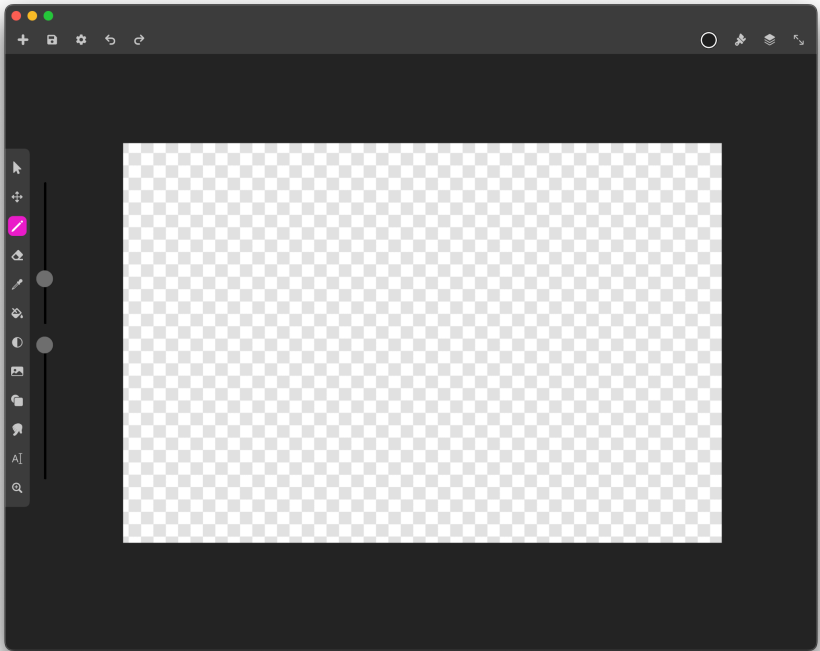
CREATING A NEW PROJECT

When you first open Painter on iPad or Mac you will see a “+” button in the top right and top left corner, respectively. Clicking this will open a full-screen view where you can configure your project.



You can type your desired settings in the field, or you can select a size preset from the left side of the screen. You can

even open an existing Painter, image, or Procreate file using the “Import File” and “Import Image” buttons. Once that’s done you’ll end up with something like this:

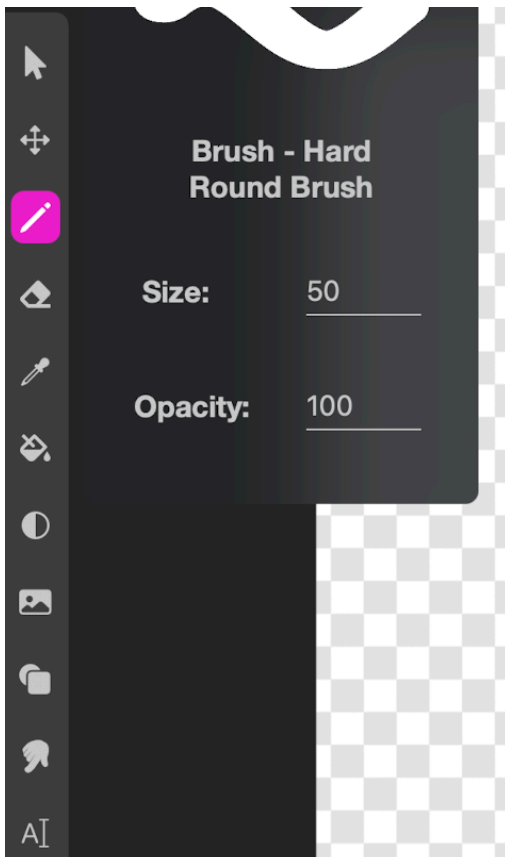


In the next section, we’ll go over how to navigate the Workspace so you can get started working on your drawing or editing your photo.

TOOLBAR

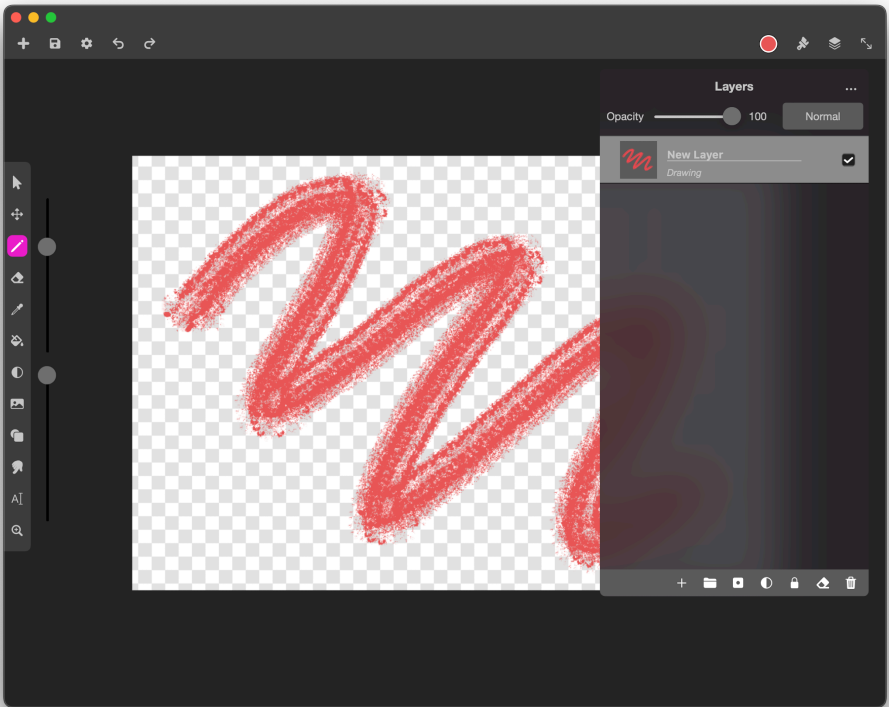
The toolbar contains 12 different tools, and many of them reveal additional options when you click a tool that is already selected.

For example, clicking the pencil icon when it's already selected will bring up options to change its size and opacity.



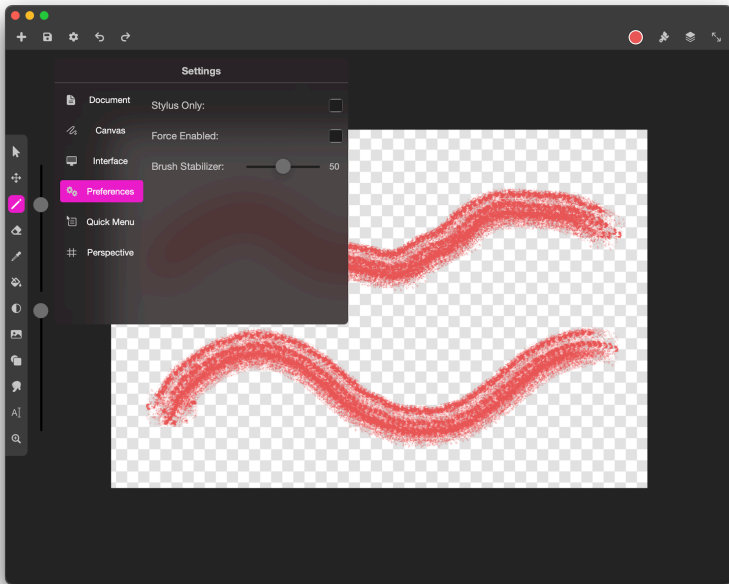
USING THE CANVAS

When you start a new project in Painter you'll be presented with a blank canvas. You can create multiple drawing, shape, image, text, group, mask, and adjustment layers to bring your artwork to life. Create custom brushes, import images, take advantage of an array of image filters, and use one of 24 blend modes.

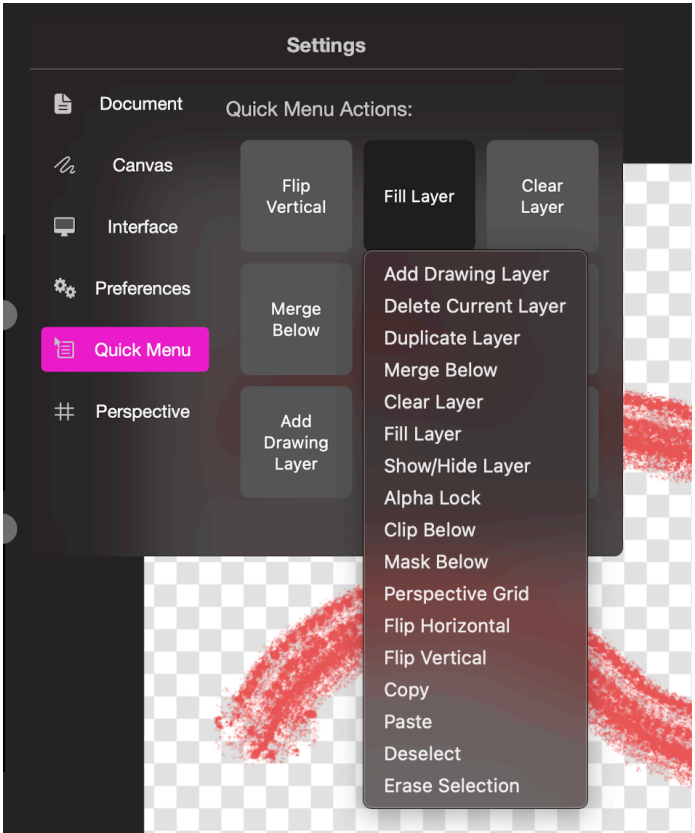


SETTINGS

By using the settings panel, you can edit different properties of the document as well as the canvas. One of these properties is the Brush Stabilizer in the Preferences tab. This allows you to eliminate any natural hand jitter while drawing and ensure a perfectly smooth curve each time.



In the settings panel you will also find a tab to edit the Quick Menu options

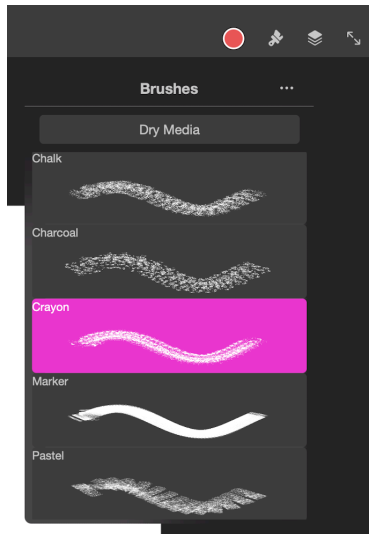
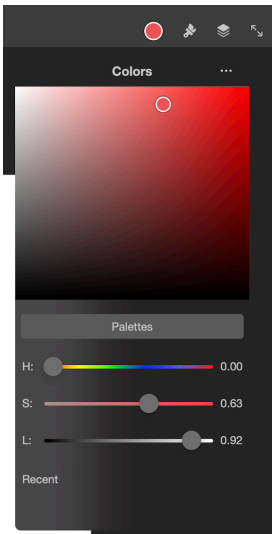


NAVIGATION BAR

At the top of the screen you will find the navigation bar, which contains buttons for interacting with the overall project.

On the left side you will find the **New Project**, **Save**, **Undo**, **Redo**, and **Settings** buttons. These are more general buttons for interacting with each app.

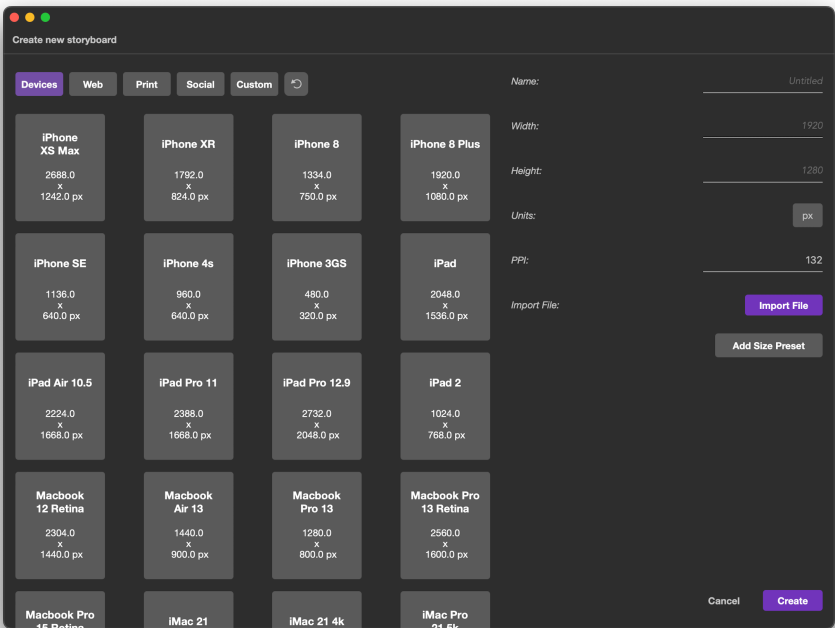
On the right side are buttons that are made specifically for each app. The Brushes and Color Picker will be present in all Canvas Software applications, but next to them will be the app specific buttons. For Painter, this is simply the **Layers Panel** button.



STORYBOARD

CREATING A NEW STORYBOARD

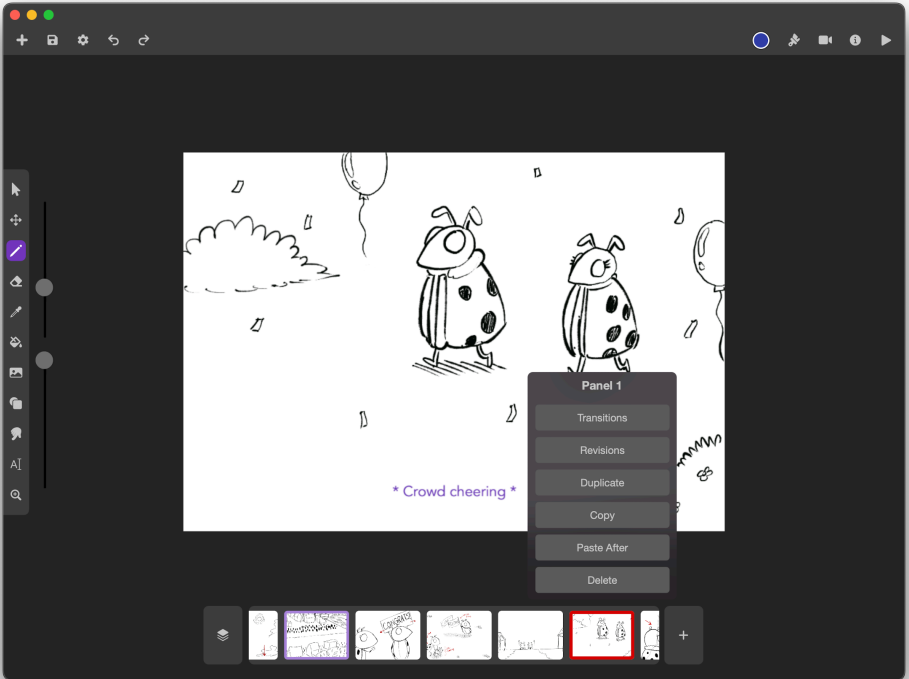
The layout for Storyboard is almost identical to that of Painter. You can type your desired settings in the field, or you can select a size preset from the left side of the screen. Or, if you already have an existing Storyboard file or image that you'd like to start with, you can click the "Import File" button to create a new project from that file.



TIMELINE AND CANVAS

Storyboard uses a panel-based timeline to organize drawings. Each panel is shown on the bottom of the screen as a collection of small thumbnails. Clicking on a panel will show its contents in the canvas, and clicking again on a panel that is already selected will show its editing options. Each panel holds its own set of layers on the canvas.

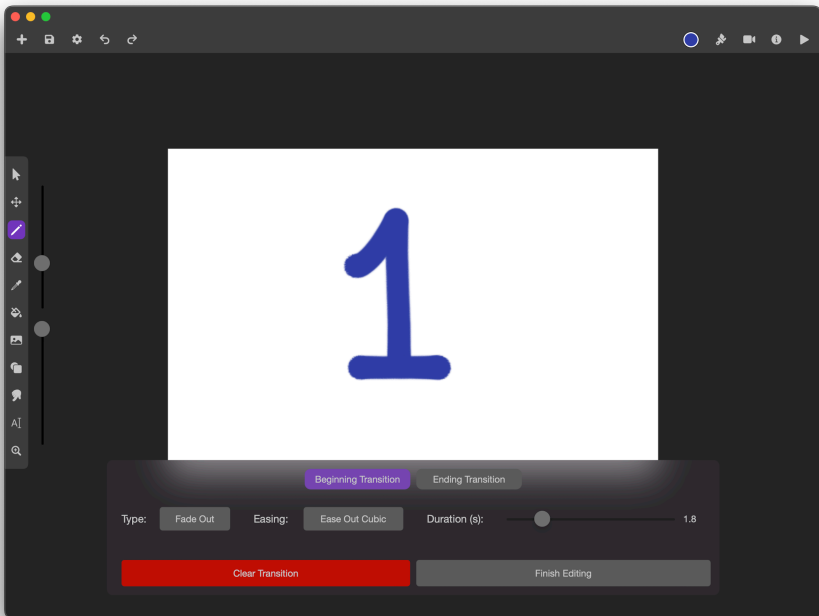
As shown in the example below, clicking on the current panel will bring up a few editing options.



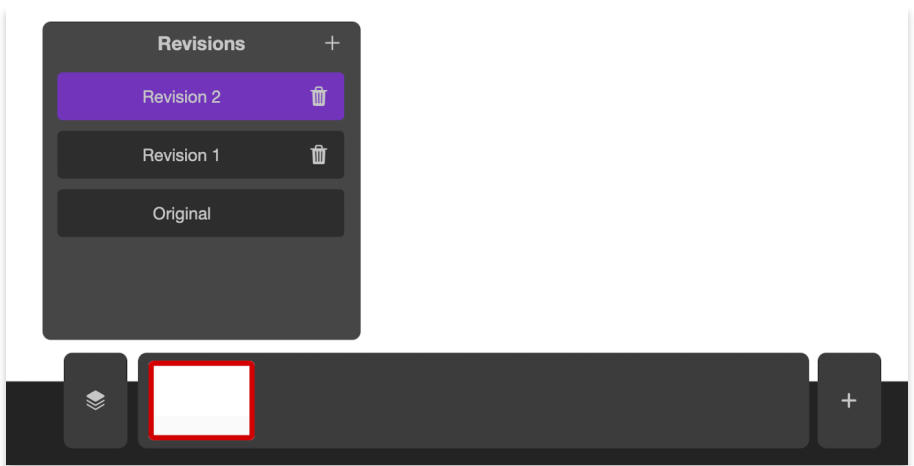
The first option in the panel options view is **Transitions**. Here, you will have to ability to add simple transitions between each panel. You can toggle between editing the transition at the beginning of the panel playback and the transition at the end.

The options that are currently supported are “Fade In” and “Fade Out,” along with easing options for the animation.

To remove a transition from a panel, simply click the “Clear Transition” button, and to finalize your edits click the “Finish Editing” button.



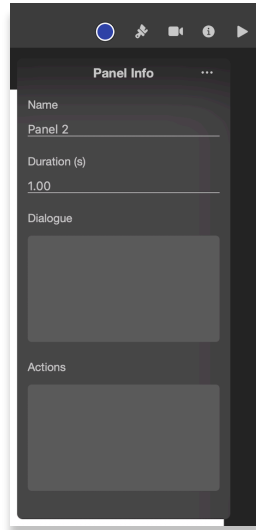
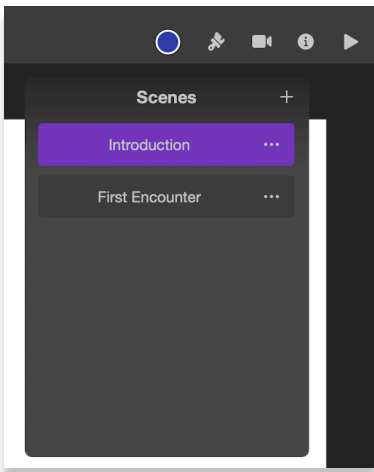
The second item in the panel options view is **Revisions**. This feature allows you to create a history for each panel so that you never have to lose your previous work when making edits to your storyboard. If you're unsure of a particular shot, create a revised version of it and switch between them at any time.



Creating a new revision starts by taking a copy of the previous version before it - that way you can begin your changes based on what you already have. Anytime you change the panel after that, the new changes will be saved into the version of the panel that you currently have selected (i.e. Revision 2 in the image above)

NAVIGATION BAR

At the top of the screen you will find the navigation bar, which contains buttons for interacting with the overall project.

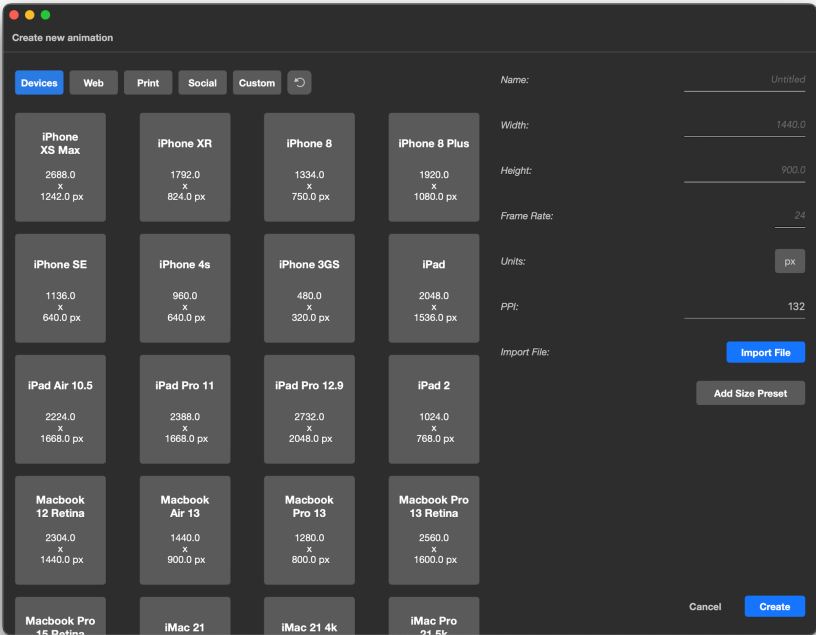


For Storyboard, the app-specific navigation buttons are **Scenes**, **Panel Info** and **Playback**. The scenes button will allow you create, rearrange, and rename scenes of your storyboard. In Panel Info, you can edit specific information about the panels in each scene. And lastly, playback will allow you to view your storyboard with timing set by the Panel Info view.

ANIMATE

CREATING A NEW ANIMATION

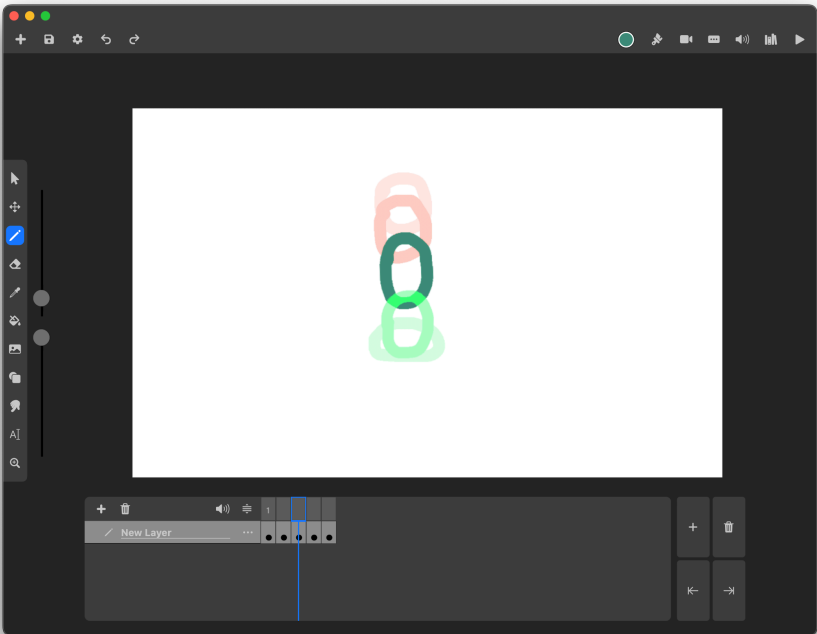
Animate follows the same layout for creating new projects as the previous apps. The main difference here is the ability to select a frame rate for your animation, which will default to 24fps.



TIMELINE AND CANVAS

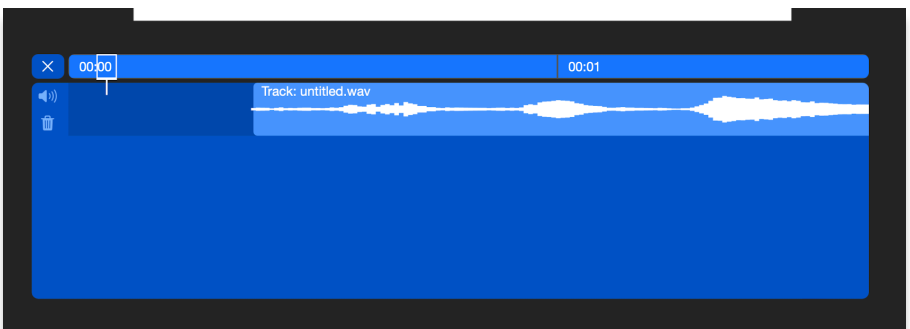
Animate uses a keyframe-based timeline to hold drawings. Each time you add a frame you'll see a little gray rectangle appear in the timeline. Clicking on a keyframe will immediately move the animation playhead over to that location and show the image in the canvas.

Canvas drawings are stored inside of these keyframes. Every time you move the playhead it will show a drawing from the keyframes at that playhead. You can even scrub through the timeline by dragging your finger/stylus across the top row of the timeline.



The timeline is organized as follows: the buttons on the left side are for editing the animations layers and opening the audio timeline, while the buttons on the right side are for editing individual frames on that layer.

On the left, you can click the + button to create a new layer and the trash can button to delete a layer. You can also hold and drag the button closest to the playhead time up and down to change the height of the timeline. Clicking the sound icon will open up the audio timeline, where you can place audio tracks at different times throughout your animation scene.

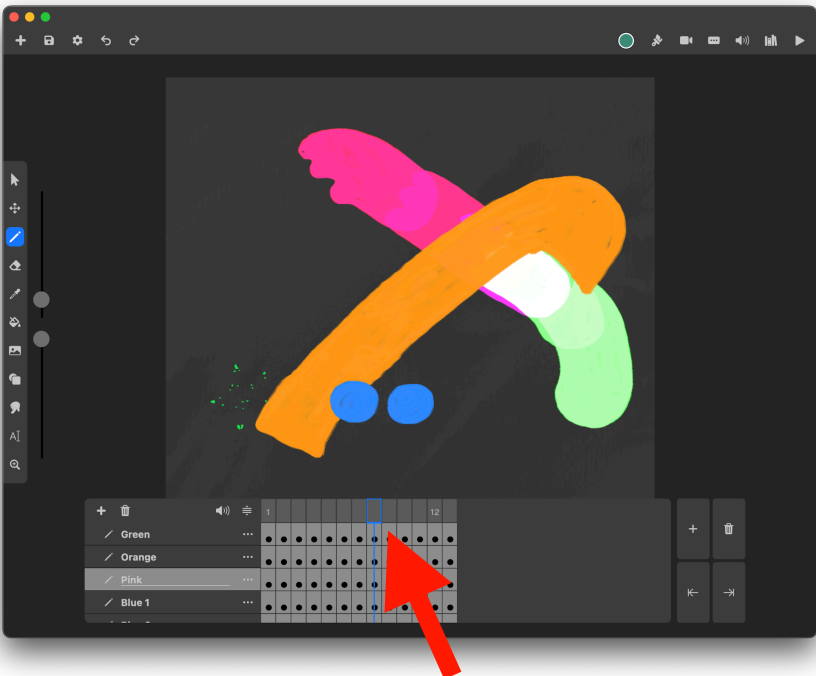


The audio timeline allows you to place audio tracks at different times throughout the scene.

ANIMATION FRAMES

The four buttons on the right side of the timeline are for adding, deleting, and moving frames. To make any kind of drawing you first need to create a keyframe using the “+” button. Each time you click this button a new, empty frame will appear immediately after the one you currently have selected. You can switch to a different frame by simply clicking on it, or by clicking the playhead at the very top of the timeline. By clicking the left and right icons, you will move the current keyframe in either direction by 1 space.

Below, you’ll see how the blue playhead in the timeline lines up vertically with the current frame. On the left side of the timeline, the light gray highlighted layer is currently selected. The current frame is the one that lines up horizontally with the current layer and vertically with the blue playhead.



NAVIGATION BAR

At the top of the screen you will find the navigation bar, which contains buttons for interacting with the overall project. For Animate, the app-specific navigation buttons are **Scenes**, **Properties**, **Audio Library**, **Symbol Library** and **Playback**.

The Properties view will allow you to edit the current keyframe or layer. The Audio Library is where you will import audio files to your animation for later use in the audio timeline. The Symbol Library is used to create reusable symbols throughout your animation so that you don't have to redraw them each time. And lastly, the playback button will simply play your animation scene at the currently set frame rate.

