



ART RAGE



• *Painting Size*: You can tap the size of the painting to change its values. On iPad 1 you can enter up to 1440 x 1440 in size. On iPad 2 you can enter up to 2048 x 2048 in size.

• *Color*: Tap on the Color button to bring up a color picker. Tap and drag in the horseshoe around the central diamond to select the basic hue of the color, then tap and drag in the central diamond to select how bright and how vivid it will be. Tap outside the color picker when you are done.

• *Metallic*: Tap and drag left and right to change how metallic the canvas surface is. The default value is 0%.

• *Roughness*: Tap and drag left and right to change how rough the canvas grain is. Rougher grain will break up the paint more. The default value is 50%.

• *Grain*: Tap on the Grain button to get a list of available paper grains. Tap a grain to select it.

• *Rotate*: Tap this button to rotate the canvas 90 degrees, this allows you to create Portrait or Landscape paintings.

• *Recorder*: The Recorder switch allows you to turn on the Recorder for the new painting. The Recorder can only be turned on or off when you create a new painting.

Recording Paintings.

When you create a new painting you are given the option to activate the Recorder. When turned on, the Recorder records everything you do inside the painting in a 'script file' that can be played back on a desktop computer. Opening a script file on another computer isn't like opening the completed painting file: The Recorder records the process of painting, and when you play back the script file the painting is recreated stroke by stroke on the other computer. This allows the viewer to see how the painting came together and watch it as it develops.

More importantly, script files can be played back at different resolutions: You can paint an image at 768 x 1024 then re-play it at larger sizes on a desktop computer to make it better quality for printing. Playing back a script at larger size produces a better result than scaling up a painting before printing, because every stroke of the painting is recreated with larger brushes.

To Record and Export Scripts:

1. Make sure that when you create the painting the Recorder is turned ON.
2. Go about painting as per normal.
3. When you want to export the current script for the painting, return to the Gallery (save changes to your painting).
4. Click the Recorder Export button.

You will now have the option to export the current script either by sending it by email, or exporting to the shared file space which can be accessed from iTunes when your iPad is connected.

Tip: The recorder doesn't turn off when you export a script. When you go back to painting it continues recording, so you can export scripts at any stage of the painting process. Each script you export will contain the whole painting, from the start until the point you exported.

Playing Back Paintings.

ArtRage for iPad can record paintings, but it cannot play back script files due to the complexity of recreating paintings. If you want to play back scripts you will need to use either ArtRage Studio or ArtRage Studio Pro. For more information see <http://www.artrage.com>.

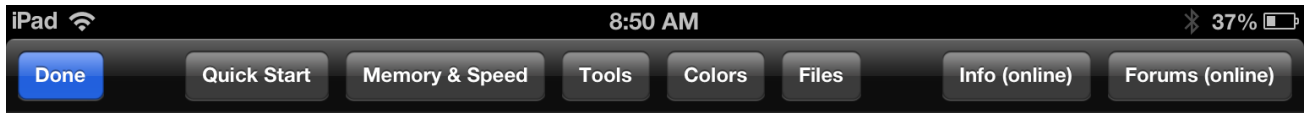


The Canvas Settings page lets you adjust the properties of the canvas you will be painting on, including its color and texture. The controls work as follows:

- *Presets*: Tap this button to bring up a list of preset canvas types. Tap one of the the presets to select it.
- *Painting Name*: Tap the name of the painting to change it.
- *Painting Size*: You can tap the size of the painting to change its values. On iPad 1 you can enter up to 1440 x 1440 in size. On iPad 2 you can enter up to 2048 x 2048 in size.
- *Color*: Tap on the Color button to bring up a color picker. Tap and drag in the horseshoe around the central diamond to select the basic hue of the color, then tap and drag in the central diamond to select how bright and how vivid it will be. Tap outside the color picker when you are done.
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deviantArt Stash:

When you opt to upload to deviantArt's Stash you will be taken to a web page to log in. Once you have successfully logged in a copy of your painting will be uploaded to your deviantArt account's Stash. When the upload has finished you will be given the option to connect to the site directly and make notes on your image or publish it to your live account.

For more information on Stash please see www.deviantart.com

Facebook:

When you opt to upload to Facebook you will be taken to a web page to log in. ArtRage requests minimal permissions from your Facebook account, only asking to be able to upload photos. ArtRage does not track your uploads or store any details of your account. Once you have successfully logged in a copy of your painting will be uploaded to an ArtRage Photos folder in the Photos section of your account. When the upload has finished you will be given the option to connect to Facebook to view the photo directly.

For more information on Facebook please see www.facebook.com

Dropbox:

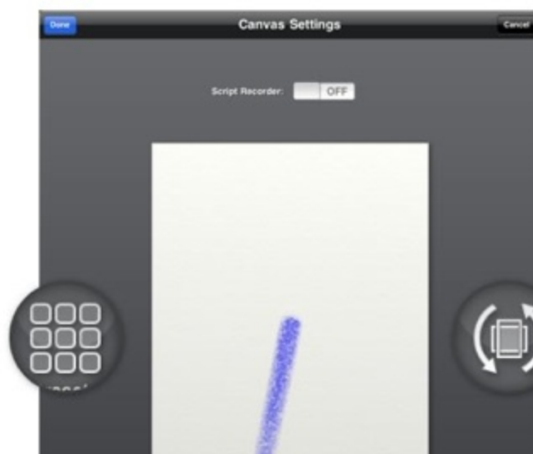
When you opt to upload to Dropbox a panel will appear requesting login information. Follow the instructions on screen to complete the log in process. Once you have logged in a copy of your PTG file will be uploaded to your Dropbox account in an ArtRage folder.

When you log in to a Dropbox account the app is *linked* to that account. The 'Unlink from Dropbox' option in the Store Online menu allows you to terminate that link. While the link is active you will not need to log in again, so if you are letting someone else use your iPad you may want to unlink first to prevent them uploading files.

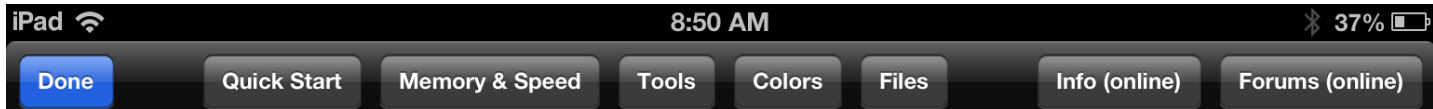
A general note on storing files online: Some image and painting files can be very large and may take some time to upload. ArtRage tries to upload your files in the background so you can continue working while the upload takes place. You will be notified when the upload has completed.

Canvas Settings.

Presets: Select from preset canvas types.



Rotate: Change the orientation of the painting.



someone and have them open it in a standard image browser. Exporting a copy of your painting as an image allows you to share your work, and doesn't damage the original painting by removing all of its additional data.



Delete Painting

Tap this button to delete one of the paintings in your Gallery. You will be asked to confirm the deletion before it happens.



Rotate Painting

Tap one of these buttons to rotate the current canvas 90 degrees left or right. When you do this, ArtRage may have to process a lot of data if your painting is large so the process might take a while.

Sharing Online.

The Store Online option of the Export menu allows you to store copies of your paintings with online services. These services are described below. Please note that in all cases a user account with that service is required to use these services - owning ArtRage for iPad does not create an account for you so you may need to sign up to the service the first time you try to share your images.

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For more information on Stash please see www.deviantart.com

Facebook:

When you opt to upload to Facebook you will be taken to a web page to log in. ArtRage requests minimal permissions from your Facebook account, only asking to be able to upload photos. ArtRage does not track your uploads or store any details of your account. Once you have successfully logged in a copy of your painting will be uploaded to an ArtRage Photos folder in the Photos section of your account. When the upload has finished you will be given the option to connect to Facebook to view the photo directly.

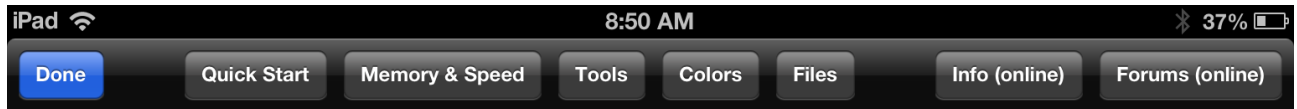
For more information on Facebook please see www.facebook.com

Dropbox:

When you opt to upload to Dropbox a panel will appear requesting login information. Follow the instructions on screen to complete the log in process. Once you have logged in a copy of your PTG file will be uploaded to your Dropbox account in an ArtRage folder.

When you log in to a Dropbox account the app is *linked* to that account. The 'Unlink from Dropbox' option in the Store Online menu allows you to terminate that link. While the link is active you will not need to log in again, so if you are letting someone else use your iPad you may want to unlink first to prevent them uploading files.

A general note on storing files online: Some image and painting files can be very large and may take some time to upload. ArtRage tries to upload your files in the background so you can continue working while the upload takes place.



- *Import from Photos*: Allows you to create a new painting by importing an image from your Photos App.
- *Take a Photo*: This option only appears if your iPad has a camera, it allows you to create a new painting by taking a photo to use as the starting image.
- *Duplicate Painting*: Duplicates the currently active painting.



Export Painting

Tap this button for options relating to saving copies of your painting to external locations such as online, email, or the Photos app.

Paintings in your Gallery are automatically kept as part of your iPad's shared file system, so you can access them from iTunes on your desktop computer using the File Sharing section of your iPad's Apps tab. If you want to create an image file of your painting that can be read by other applications, or shared with people who do not have ArtRage, you will need to *export* a copy.

The options that appear can change depending on the painting and how your iPad is set up:

- *Send to Photos*: Creates a copy of your painting and saves it to the Photos App on your iPad.
- *Send to iTunes*: Creates a copy of your painting in either PNG or JPG image format and saves it to the shared file space of the application. The file can be accessed later by hooking up your iPad to iTunes on your desktop computer and looking in the File Sharing system of your iPad's Apps tab.
- *Send by Email*: This option only appears if your iPad has been set up with an email account. Creates a copy of your painting in either native PTG format or PNG/JPG image format and attaches it to an email for sending. Please note that PTG files can get very large - You will be warned if the file will take a long time to send.
- *Store Online*: Allows you to store a copy of your painting online. See notes below for more information.
- *Export Recorder Script*: This option only appears if the painting had its Script Recorder turned on when it was created. Creates a copy of the painting's recorded Script and allows you to either email it, or send it to iTunes. If you send the script to iTunes you can find a .arscript file for your painting in the File Sharing section of your iPad's Apps tab when you connect to iTunes on your desktop computer.
- *Print Painting*: This option only appears if your version of iOS supports printing. Allows you to print your painting using the standard iOS print system.

A note about painting files (PTG): ArtRage painting files contain lots more data than normal image files, including information on how much paint there is on the canvas and how wet it is. This is why you can't just give a painting file to someone and have them open it in a standard image browser. Exporting a *copy* of your painting as an image allows you to share your work, and doesn't damage the original painting by removing all of its additional data.



Delete Painting

Tap this button to delete one of the paintings in your Gallery. You will be asked to confirm the deletion before it happens.



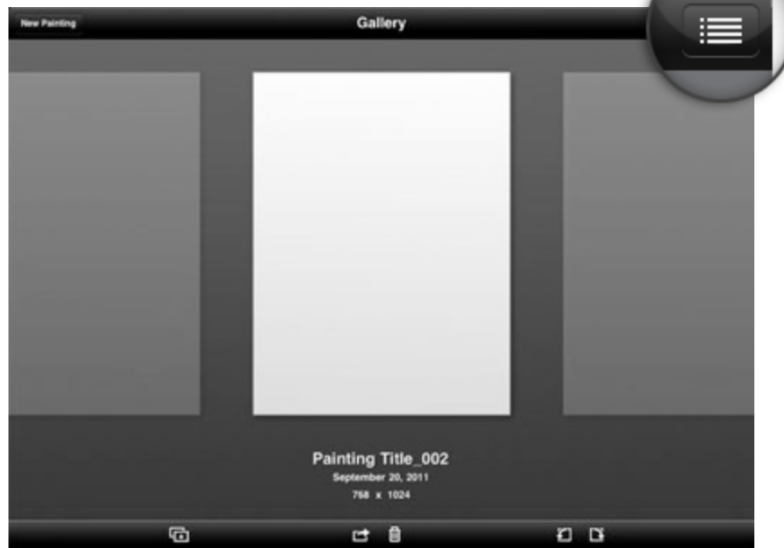
Rotate Painting

Tap one of these buttons to rotate the current canvas 90 degrees left or right. When you do this, ArtRage may have to process a lot of data if your painting is large so the process might take a while.

Gallery & Files

The Gallery.

List: All of your paintings in a quick access list.



The Gallery is where all of your paintings are stored. You can swipe between paintings by dragging the central one to the left or right. The central painting is the currently active one. Tap it to open it for editing.

Underneath the active painting is a set of buttons for manipulating that painting and the gallery in general:

Add Painting

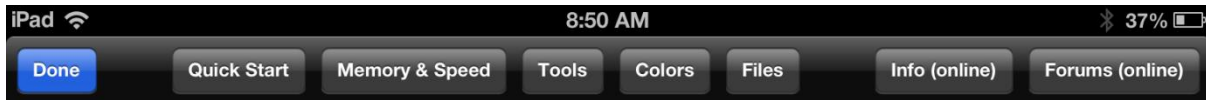
Tap this button for options relating to creating new paintings:

- *New Painting*: Adds a new painting to the Gallery. This takes you to the Canvas Settings page where you can set up the painting.
- *Import from Photos*: Allows you to create a new painting by importing an image from your Photos App.
- *Take a Photo*: This option only appears if your iPad has a camera, it allows you to create a new painting by taking a photo to use as the starting image.
- *Duplicate Painting*: Duplicates the currently active painting.

Export Painting

Tap this button for options relating to saving copies of your painting to external locations such as online, email, or the Photos app.

Paintings in your Gallery are automatically kept as part of your iPad's shared file system, so you can access them from iTunes on your desktop computer using the File Sharing section of your iPad's Apps tab. If you want to create an image file of your painting that can be read by other applications, or shared with people who do not have ArtRage, you will need to export a copy.

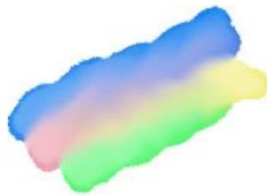


the color you want in the color picker, selecting the sampler, and tapping in the background.

Blending Colors.



The Oil Brush, Paint Roller, and Paint Tube put enough paint on the canvas that you can smear their colors together. As you paint with them, run the stroke over paint already on the canvas and you can blend colors manually.



The Watercolor brush creates soft, wet blends of color. If you use it to paint near to wet areas the strokes will merge and their colors will blend together.



If you have thick paint strokes on the canvas you can use the Palette Knife to smear them together. As you spread the pigment, the colors blend and it thins out. If you spread it far enough that it dries, it stops blending.

Tracing.



ArtRage lets you load in an image that is laid over the canvas as a guide for painting. Colors can be automatically selected from the Tracing Image as you paint, so you can focus on your brush work and structures while ArtRage selects colors.

The menu in the Tracing Panel lets you turn this option on and off. If colors are being automatically selected, the Color Picker will update to indicate this.

References.



Reference Images are photos that can be pinned to your canvas as a guide while painting. Tap the References button on the toolbar to load them.

Tip: You can move, scale, and rotate References by dragging it with two fingers. Tap it with two fingers for a menu of additional options.



Tap and drag with one finger anywhere inside the Reference Image to sample color from it.

Tip: Reference Images will vanish from the canvas if you paint a stroke that goes near them, so that you can keep painting underneath them.

Colors & Tracing

Picking Colors.



Hue: Tap and slide around this curve to select your basic color.

Luminance & Saturation: Tap and drag inside this curve to select different shades of your chosen color, controlling brightness (Luminance) and how grey it is (Saturation).

Metal: Tap and slide here to control how metallic your color is.

Color Pod: This is the Color Pod. It shows you what your current color is. Tap it to show or hide the Color Picker, the Pod will remain visible even if the Picker is hidden.

Tip: ArtRage panels get out of the way while you are painting. If you leave the Color Picker open, it will vanish if your paint stroke moves near to it, so that you can continue painting underneath.

Color Pod Shortcuts:

1. Tap and drag the Color Pod to show or hide the Color Picker.
2. Start a tap and drag on the Color Pod, then drag over the Samples button on the toolbar to store your current color.
3. Tap and hold down on the Color Pod to activate a different type of Color Picker.

Sampling Colors.

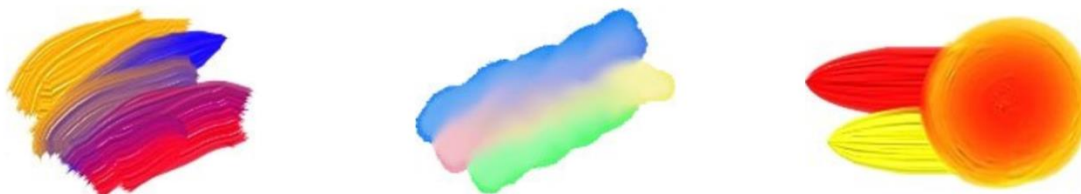


If you want to sample colors from your canvas, tap the Sample Toggle at the bottom middle of the screen. When it's turned on, you can tap and drag to sample color that you have already applied. The sampler turns itself off after you have used it.

When the color sampler is used the precise color you see on the screen is sampled, including and shadowing or highlights due to the lights on the canvas. If you want to sample the exact color of the *pigment* on the canvas, ignoring any shadows or highlights created by the texture, you can turn off the 'Sample with Lighting' option in the Preferences pane for ArtRage in your iPad's Settings App.

Tip: If you've shrunk your canvas down so you can see behind it, you can set the color of the background by selecting the color you want in the color picker, selecting the sampler, and tapping in the background.

Blending Colors.



Tools & Panels

Selecting Tools.

The Tool Pod at the bottom left of the interface shows you which tool you currently have selected. Tap the pod and it brings up the Tool Picker.

Tip: ArtRage panels get out of the way while you are painting. If you leave the Tool Picker open, it will vanish if your paint stroke moves near to it, so that you can continue painting underneath.



Fill Tool: Fills bordered areas on your canvas. Tap in an area and it will be filled with the current color.

Eraser: Erases all kinds of media from the canvas. If there's thick paint, thin the paint before removing it.

Chalk: Places dry strokes on the canvas that can be smudged and break up easily on canvas grain.

Crayon: Places strokes of waxy media on the canvas that can be used to highlight canvas grain.

Felt Pen: Simulates markers and highlighters with bold, colorful strokes.

Inking Pen: Fine line inking pen for detail work. Turn up 'Smoothing' and the lines auto-smooth when your stroke ends.

Pencil: Fine pencil strokes with a adjustable softness for shading, and a high precision technical pencil.

Paint Tube: Lays down thick lines of paint that can be smeared and blended with the palette knife or other tools.

Roller: Places broad strokes of evenly applied paint. The higher the Pressure, the more the paint breaks up on the canvas as the roller picks it up as it passes.

Palette Knife: A variety of blenders for smearing, smudging, and blending paint on the canvas.

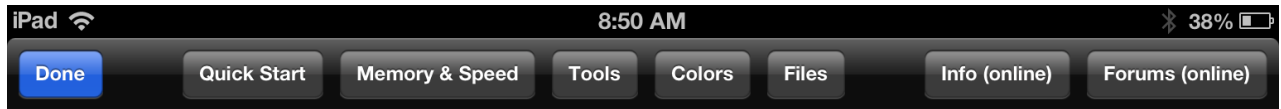
Airbrush: A fine mist sprayer that applies color without flattening or spreading the texture of paint already on the canvas.

Watercolor: Paints delicate strokes of wet pigment that blend with other paint and react to paper wetness.

Oil Brush: Applies strokes of oil with varying thickness. Paint on the brush runs down over time but you can keep applying the stroke to pick up other pigment and blend it on the canvas.

Tool Pod: Shows the currently selected tool. Tap it to show or hide the Tool Picker.

Tip: If the picker isn't visible you can still pick a tool without having to show it! Tap and hold on the Tool Pod and drag upwards. As you drag, the Tool Picker appears. Drag over the tool you want to select (it will pop out to show it's active) then release. As you release, the tool is selected and the picker vanishes.



Tapping the memory warning brings up a reminder of what the icon means.

What To Do When Memory Is Low.

The Low Memory warning does not automatically mean that the application needs to be shut down immediately. Sometimes, when memory is low and the warning appears, the iPad may actually be able to free up some more memory to keep things going, so the warning is not always an indication of an impending problem.

However, the warning does indicate that there *may* be a problem, so there are some things you should do when the warning appears on your toolbar:

- 1. Save Your Work:** If something does go wrong when memory is low, ArtRage will not be able to save your painting, so you should tap the button that appears to the left and save your current work.
- 2. Dismiss the Memory Warning:** Tap the memory button and it will bring up a prompt, then hide the button.

If the warning does not appear again, then there shouldn't be a problem. This means that your iPad has been able to clean up memory and make space for your painting. But if the warning *does* appear again, there is a chance that memory is completely full and the iPad might terminate ArtRage if more memory is requested. At this point, you should follow these steps:

- 1. Quit ArtRage:** Exiting ArtRage saves your current painting for use next time you start it, but you can also save before quitting if you prefer.
- 2. Close all 'Parked' Applications:** If you are using iOS4.2, other applications may be open in the background and some may be using memory or processor resources. To close them, double tap the Home button on your iPad. This brings up a list of all open applications. Tap and hold on one of them until a cross button appears. Tap each application's cross button to close it properly (close ArtRage this way too if it appears in the list).
- 3. Reboot Your iPad:** To clean out memory, you should reboot the iPad. Press and hold the Home and Power buttons until the iPad shuts down (ignore the Power Off slider when it appears, and keep holding the buttons down). Then press and hold the Power button until the iPad starts up again (you can stop holding the button when the Apple logo appears).

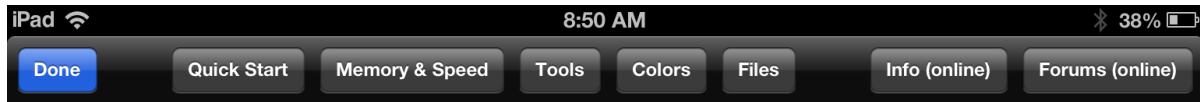
This cleans out memory and gives any applications you launch more space to run. You can now start ArtRage again.

Reducing Memory Usage.

If you follow the steps above and memory is still low, or if you want to avoid using too much memory in general, you can try these steps:

- 1. Remove References:** Reference Images and Tracing Images take up memory. If you are not using them any more, close them and more memory will become available.
- 2. Merge Layers:** Each Layer uses memory. The more paint there is on a layer, the more memory it uses so if you have many layers that are completely filled with paint they will be using lots of memory. Delete layers you are not using (you can save a duplicate of your painting first, saving paintings does not use up memory), or merge layers you have finished with.

Please Note: Neither paintings stored in the gallery nor presets use memory, you do not need to delete those items to free up memory when it is running low.



Memory.

Because ArtRage is a memory intensive application, tracking lots of information about the paint you have placed on the canvas to allow you to smear and blend it realistically, it can sometimes use up large amounts of memory on your iPad. When ArtRage detects that your iPad's memory is getting full, a pair of buttons will pop up on the toolbar:

Save: Tap this to save your file.



Memory Warning: Indicates your iPad is low on Memory.

Because low memory situations can sometimes cause the iPad to close ArtRage prematurely, you should save your work if you see the memory warning pop up. Tap the button that appears on the left to save the file.

Tapping the memory warning brings up a reminder of what the icon means.

What To Do When Memory Is Low.

The Low Memory warning does not automatically mean that the application needs to be shut down immediately. Sometimes, when memory is low and the warning appears, the iPad may actually be able to free up some more memory to keep things going, so the warning is not always an indication of an impending problem.

However, the warning does indicate that there *may* be a problem, so there are some things you should do when the warning appears on your toolbar:

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- 2. Close all 'Parked' Applications:** If you are using iOS4.2, other applications may be open in the background and some may be using memory or processor resources. To close them, double tap the Home button on your iPad. This brings up a list of all open applications. Tap and hold on one of them until a cross button appears. Tap each application's cross button to close it properly (close ArtRage this way too if it appears in the list).
- 3. Reboot Your iPad:** To clean out memory, you should reboot the iPad. Press and hold the Home and Power buttons until the iPad shuts down (ignore the Power Off slider when it appears, and keep holding the buttons down). Then press and hold the Power button until the iPad starts up again (you can stop holding the button when the Apple logo appears).

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Reducing Memory Usage.

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- 1. Remove References:** Reference Images and Tracing Images take up memory. If you are not using them any more, close them and more memory will become available.

Speed & Memory

Speed / Lag.

Unlike most painting and drawing applications, ArtRage tracks more than just the color on your canvas. When you apply paint, the application tracks how much paint there is, how wet it is, and other properties that give it its textured, realistic look. While this gives a great, realistic result, it does mean that your iPad is working with anywhere up to five times as much information as simpler paint packages. This means there can be times when it will run slower.

If you find that you're experiencing speed problems, there are two simple things you can do that may help:

- 1. Close all 'Parked' Applications:** If you are using iOS4.2, other applications may be open in the background and some may be using memory or processor resources. To close them, double tap the Home button on your iPad. This brings up a list of all open applications. Tap and hold on one of them until a cross button appears. Tap each application's cross button to close it properly (close ArtRage this way too if it appears in the list).
- 2. Reboot Your iPad:** To clean out memory, you should reboot the iPad. Press and hold the Home and Power buttons until the iPad shuts down (ignore the Power Off slider when it appears, and keep holding the buttons down). Then press and hold the Power button until the iPad starts up again (you can stop holding the button when the Apple logo appears).

These two things can make a big difference to the speed of any app that is processor intensive. If you find there is still a speed problem, it could relate to some of the more complex tools such as watercolor and the size of the brush head. Smaller brushes will work faster. You can also check out our tech support forums at <http://www2.ambientdesign.com/forums>.

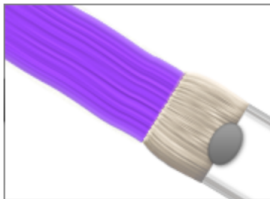
Stroke Gap.

You may have noticed that there is a gap between the end of the paint stroke and the position of your finger. Is this lag? Well in some cases this will happen when you move quickly while painting, and that is lag, but in cases where you're moving slowly the gap is required so that ArtRage can calculate what happens under your virtual brush.

So why is that required? Well, it's because ArtRage is simulating real paint, not just flat color.

Imagine a real brush: When you're painting, the look of any stroke you apply is the result of the paint on the canvas and the paint on the brush mixing *under* the brush head. Blending happens *under* the brush head, and the brush head covers this process. Because you can't see *through* the bristles, you can't see exactly how the process is happening and how the texture and color of the paint is constantly changing while the brush passes over it.

It's like that here: Your finger is the brush, but ArtRage doesn't know what's on the canvas until your finger has passed over a point and moved on! This is why you can't see the end of your stroke until you lift your finger up. In some cases your finger is smaller than the virtual brush head you're using, so you see a gap between the finger and the stroke end. It's not lag, it's because you're painting with real, virtual paint underneath a virtual brush.



The image to the left illustrates this: The grey oval is where your finger is. The brush head underneath has bristles that are trailing behind and leaving patterns in the paint.

There's a gap between the stroke and your finger while you move, but as soon as you lift your finger, the stroke will catch up to the oval.

Tip: What you'll notice is that as soon as you lift your finger up, ArtRage fills in the gap between the edge of the stroke and where your finger was. This means you don't need to worry about it while painting. Just paint naturally with your

Tap here to start painting.

Quick Reference 1.4.7

One Finger:

Tap and drag with one finger to paint on the canvas. If you're using oils, try smearing them together to blend colors!

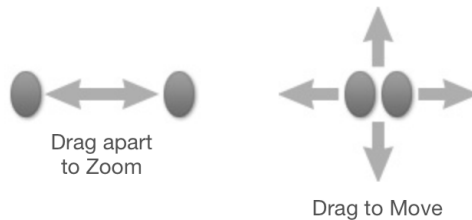


Two Fingers:

Tap and drag two fingers to manipulate the canvas:

Tip: A single tap on the canvas with two fingers will reset it to normal size and position.

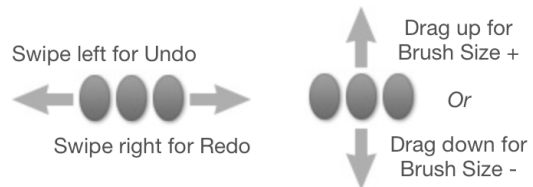
Tip: Want to rotate the canvas? Rotate your iPad!



Three Fingers:

Tap and drag with three fingers for quick access to important functions.

Tip: A single tap on the canvas with three fingers will show or hide the toolbar.



Tool Pod:

Tap to show/hide the Tool Picker, then tap tools in the picker to select them.

Tip: If you tap and hold on the tool pod, the tool picker appears. Without releasing your finger, drag upwards over the tool you want, then release. The tool will be selected, and the tool picker will automatically close to avoid taking up space!



Color Sampling:

Sample Toggle:

If you want to select colors from your canvas, tap the Sample Toggle to turn it on. Then tap and drag on the canvas to select the color you want.

Tip: Tap and hold the sample toggle for options. You can make the sampler turn itself off automatically after use, or manually.

Color Pod:

Tap the pod to show/hide the Color Picker, or tap and drag for shortcuts:

Tip: Pick new colors by tapping and dragging inside the color picker when it is visible.

Tip: Tap and drag from the color pod to the samples button to store a new Color Sample of the current color.



Settings Undo Redo Save/Gallery Layers Tracing

Presets Help (This Page) References Samples

For more detailed information, use the buttons at the top of this page.