A-Beginners-Guide-to-Paint-Tool-SAI

https://painttoolsai.site

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How To Use Paint Tool Sai?
Paint Tool SAI is a lightweight painting software, Japanese advanced composition program which is favorite among users because of its simplicity and immense scope and user-friendly tools . This tutorial is an essential guide which will be valuable both for beginners and for individuals who need to become more familiar with the capability of Paint Tool SAI. Additionally you'll get familiar with every one of its panels and tools, how to change its tools to suit your necessities, and a few tricks. lets begin!

A Complete Guide to Paint Tool SAI

This guide will clarify the features and main interface of Paint Tool SAI so you can begin making your masterpieces.
Main Interface/Features:
   1. **Top Menu Bar:**
      Top menu is similar to standard application and consist of Following labels named as **File(F), Edit(E), Canvas(C), Layer(L), Selection(S), Filter(F), View(V), Window(W) and Others(O).** Detail are as under:

    i. **File**
       File Label is the first menu of Top Menu Bar and is similar to all other standard applications, it includes the following sub drop-down menus i.e New(N), Open(O), Create From Clip Board(B), Save(S), Save as (A), Export as (E), Always Use File Viewer(V), Open by File Viewer(F), save By File Viewer(L), Close© and Exit(X). Detail is as under:

    New(N): At the top of the list you will see the new label through which you open new document/new canvas where you will edit or draw any file its function is similar to all application and system software. While create a new file you will set the canvas length and width according to your requirement. You can also use Ctrl+n as short cut to open new file.

    Open(O): After the New Menu, it comes open menu. Paint Tool Sai's Open menu allows its user to open the existing file in canvas. You can also use Ctrl+o to open existing file as short cut.

    Create From Clip Board(B): it comes in third position of file menu and its function is to read images from canvas.

    Open Recent(R): After Clip board it comes Open Recent File label in paint tool sai and its function is to open the recent used file as canvas for further editing work.

Save(S): After open recent label, the most important and mostly used l abel of Sai Tool its function is to save or store the canvas as image in the selected location in your PC. It also updating your latest work by eplacing the latest work you have done in your canvas. You can use Ctrl+s as short to save your file.

Save as (A): The next label Save as allows its user to rename a file, change file's extension and also user can create a new version of the previous save file. Use Shift+Ctrl+S as short to rename or change extension of your file.

Export as (E): This function allows users to store canvas to file in a selected picture format.

Always Use File Viewer (V): This function of Sai Tool toggles this users to use of the file viewer in file reading and writing.

Open By File Viewer(F): By using this function User can open existing file as canvas.

Save By file Viewer(L): This Function of Sai Tool allows user to store the canvas with the file viewer.

Close(C): This functions allows user to close the current opened Canvas.

Exit(X): At last this function allows the users to quit the application.

ii. **Edit**

Similar to the other applications Edit Menu is the second menu in the Menu Bar next to the File Menu. Edit menu is a graphical control found in most computer programs its function is to command the image in canvas such as to cut , copy, undo etc. It includes the following sun drop-down functions, i.e Undo, Redo, Copy, Cut, Paste, Copy By Selection. Details about these functions are as below:

Undo(U): This function reverse the last editing history up to 3 times, if you mistakenly did any editing and you didn't like it you can reverse the last editing history until you find the true claim. You can use Ctrl+Z as short cut to undo the last editing history.

Redo(R): This function works opposite to Undo and redo the last editing history. If you mistakenly Undo any command you can Redo the last command. You can also use Ctrl+Y as short to redo the last editing history.

Cut(X): This function allows user to cut the selected image and paste it in the new canvas or in new layers. In order to cut the image you fist select the image which you wish to cut then right-click the selection area and click "Cut" or use Ctrl+X as short cut to cut the image.

Copy(C): This function allows users to copy the selected picture and paste it in new or same canvas. How to copy an image? In order to copy press and hold down the left button of mouse inside the selection box and move your mouse to the area you wish to copy, once you select the area then right-click the selection area and click "Copy" or you can use Ctrl+C as short cut to copy the image and you paste the duplicate part in new canvas or the with in the same canvas.

Paste(P): At first you will see that the Paste function is not active once you copy or cut any image it will appear active then you have have to select the location where you want to paste the image and right-click the mouse and click "Paste" or you can use Ctrl+V as short cut.

Copy by Selection(S): This function of Paint Tool Sai allows its users to copy the selected image to clipboard, only for normal layer.

iii. Canvas:

After Edit function here comes Canvas Function in Menu bar this function allows user to change the resolution, size and pixels of image and you can also flip the selected image according to your requirement. This function includes the following sub drop-down menus: Change Resolution(R), Change Size(C), Crop By Selection(T), Flip Horizontal(H), Flip Vertical(V), Rotate 90˚ Counter-Clockwise(U) and Rotate 90˚ Clockwise(K). Detail is as under:

Change Resolution(R): This option allows its users to change the resolution of canvas. i.e it will change the size of canvas, if you change Pixel(Width) and Pixel(Height) the width and height are automatically adjusted. If you change the canvas pixel the original image will stretch. How To change the resolution of Canvas? In order to change resolution of canvas follow the following steps:
- Step 1
  First click the "Canvas" on the Top Menu
- Step 2
  click "Change Resolution"
- Step 3
  A dialog box will open
- Step 4
  set Resolution of Canvas (Height and Width)

Change Size(S): This function allows its users to change the pixels of canvas without stretching of image.

Crop by Selection(T): This function allows users to crop the image by selection bounding rectangle.

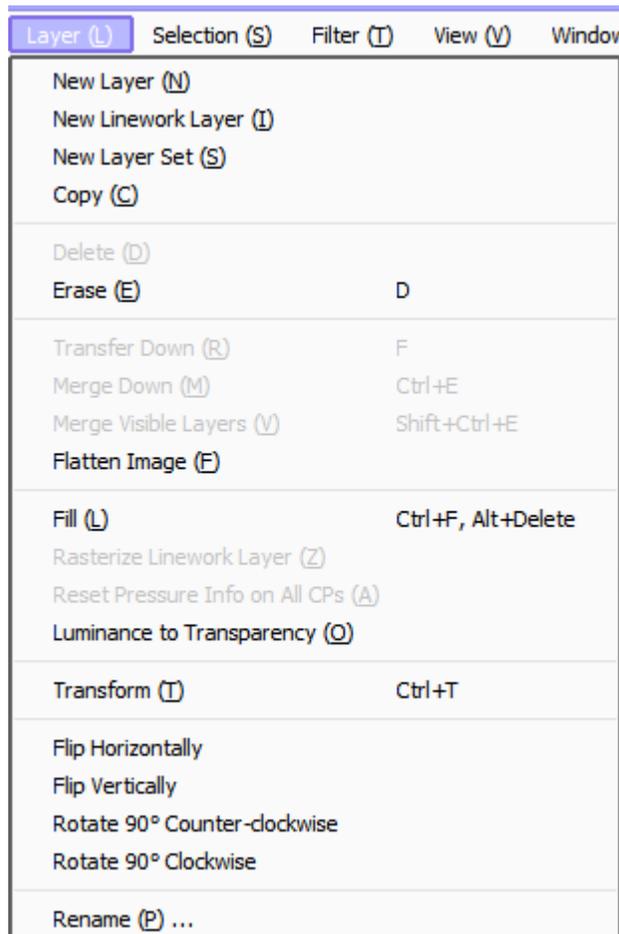**Flip Horizontally(H):** Flip Horizontal function allow users to flip the Canvas horizontally.

Flip Vertically(V): This function allows its users to Flip the Canvas Vertically. Flip Vertically function is opposite to Flip Horizontal function.

Rotate 90˚ Counter-Clockwise: This Function allows users to Rotate the canvas **90˚** in counter-Clockwise.

Rotate 90˚ Clock-Wise: This Function allows users to rotate the Canvas **90˚** in clock-wise.

iv. Layer:

This function includes the following drop-down sub menus, New Layer(N), New Linework Layer(I), New Layer Set(S), Copy(C), Delete(D), Erase(E), Transfer Down(R), Merge Down(M), Merge visible Layer(V), Flatten Image(F), Fill(L), Rasterize Linework Layer(Z), Reset Pressure Info on All Cps(A), Luminance to Transparency(O), Transform(T), Flip Horizontally(H), Flip Vertically(V), Rotate 90˚ Counter-Clockwise, Rotate 90˚ Click-Wise and Rename(P). Detail is as under:

Layer (L)	Selection (S)	Filter (T)	View (V)	Window
New Layer (N)				
New Linework Layer (I)				
New Layer Set (S)				
Copy (C)				
Delete (D)				
Erase (E)		D		
Transfer Down (R)		F		
Merge Down (M)		Ctrl+E		
Merge Visible Layers (V)		Shift+Ctrl+E		
Flatten Image (F)				
Fill (L)		Ctrl+F, Alt+Delete		
Rasterize Linework Layer (Z)				
Reset Pressure Info on All CPs (A)				
Luminance to Transparency (O)				
Transform (T)		Ctrl+T		
Flip Horizontally				
Flip Vertically				
Rotate 90° Counter-clockwise				
Rotate 90° Clockwise				
Rename (P) ...				

- **New Layer(N):** This Function allow users to create new normal layer.

- **New Linework Layer(I):** This Function allows users to create newwork layer.

- **New Layer Set(S):** This Function allows users to create new layer set.

- **Copy(C):** This function allows user to duplicate the selected layer or layer set.

- **Delete(D):** This function allow users to remove or delete the selected layer or layer set.

- **Erase(E):** This function allows users to clear the selected image on layer.

- **Transfer Down (R):** This function allow the users to transfer the image on current to under layer and the current layer become empty.

- **Merge Down(M):** This function allows the user to combine all layers to single layer and combine the image on current layer to under layer, current layer will merged to under layer.

Merge Visible Layer (V): This function allow users to combine all visible layers, hidden layers are not effected.

Flatten Image(F): This function allow users to combine all layers to single layer.

Fill(F): This function allow users to fill drawing color to current layer. If you have selected any location, only selected region will affected. You can use Ctrl+F, Alt+Delete as short cut to fill drawing color.

Rastrize Linework Layer (Z): This function allow user to convert lline work layer to normal layer. User will work in line layer only.

Reset Pressure Info on All Cps(A): This function allow users to reset stroke pressure 100%, only work in linework layer.

Luminouis to Transparency(O): This function allow users to intensity of normal layer to opacity, more bright pixels become more transparent and more dark pixels become more opaque. This function is also useful to convert scanned into opaque layer.

Transform(T): This function allow users to transform the current layer. If selection or floating is exits, single layer is affected and if you have selected moving group, each layers are affected. Users can use Ctrl+T as short cut to transform the current layer.

Flip Horizontally: This Function allow user to horizontally flip the current layer. if complete layer set or moving group is selected, each layers are affected.

Flip Vertically: This function allow users to vertically flip the current layer. If the set or moving group is selected, each layers are affected.

Rotate 90° Counter-Clockwise: This function allow users to rotate the current layer 90 degree into counter-clockwise. If layer set or moving group is selected, each layer are affected.

Rotate 90° Clockwise: This function allow users to rotate the current layer into 90 degree in clockwise. If layer set or moving group is selected, each layer are affected.

Rename(P): This function allows the user to rename the current layer.

v. Selection:

This function includes the following drop-down sub menus, Clear (D), Invert(I), Show(V), Increment(1), Select Cps Selection(P), Select Strokes in Selection(T), Clear Cp Selection(L) and Select All(A). Detail about these sub-menus are as under:
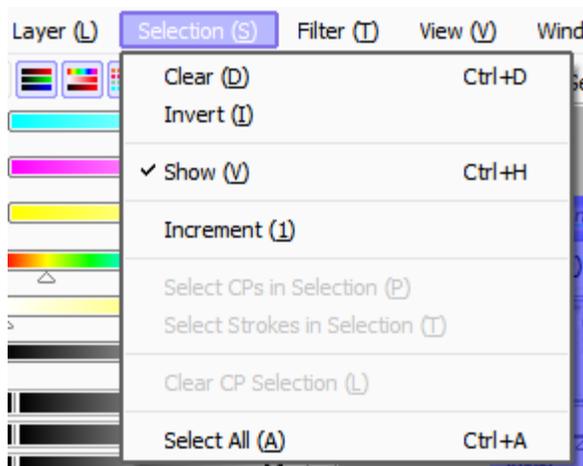
Clear(D): This function allow users to set selection as empty.

Invert(I): This function allows users to invert the selection region.

Show(V): This function allow users to fasten Show/Hide Selection region. You can also use Ctrl+H as short cut.

Increment(1): This function allow users to expand selected region by 1 pixel.

Select CPs in Selection(P): This function allow user to select control points in selection, only work in linework layer.

Select Strokes in Selection (T): This function allows user to select the strokes that intersects with selection region, only work in linework layer.

Clear CP Selection(L): This function allow users to clear the selected control points or strokes, and is only work in linework layer.

Select All(A): This function allow users to select all of canvas in normal layer, or select all strokes in linework layer. You can use Ctlr+A as short cut to select all.

vi. Filter:

This function includes the following two sub menu, Hue and Saturation(H), and Brightness and Contrast(C). detail about these sub-menus are as under:
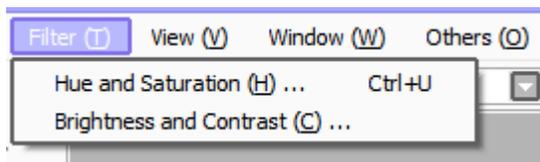
- **Hue and Saturation(H):** This function allows user to adjust hue, saturation and luminosity on selected image.

- **Brightness and Contrast(C):** This function allows users to adjust the brightness and contrast of the selected image.

vii. View:

This function include the following sub-menus, New(N), Close(C), Close All(X), Zoom In(I), Zoom Out(O), Flip Horizontal(H), Rotate 90˚ Counter-Clockwise(L), Rotate 90˚ Clock-Wise(R), Not-Scaled(A), Reset Translation(F), Reset Translation(F), Reset Rotation (D), 1 New Canvas(75%), 2 New Canvas(100%), 4 New Canvas (100%) and Select view from List(V).
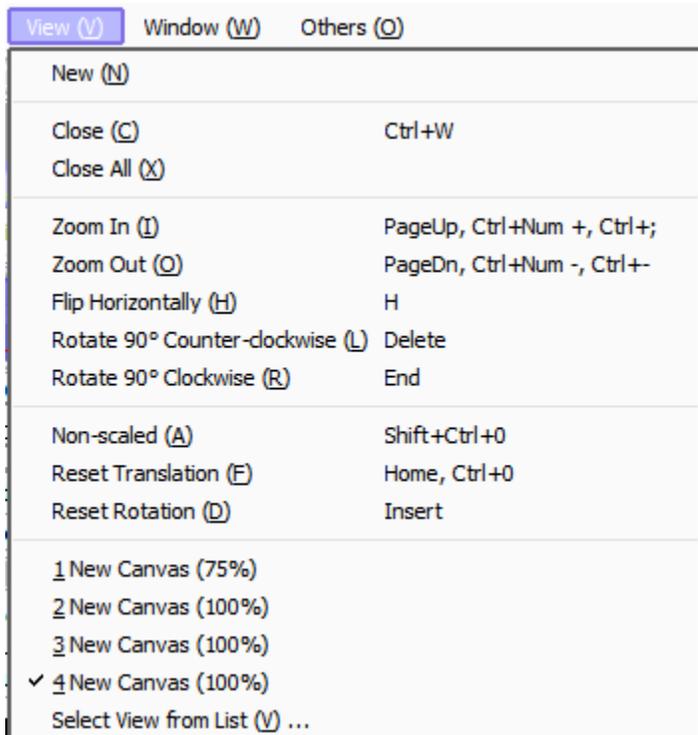

- **New(N):** This function allow the user to create new view for the current canvas.

- **Close(C):** This function allow the users to close the current view. You can use Ctrl+W as short to close the view.

- **Close All(X):** This function allow the users to close all views.

- **Zoom In(I):** This function allow users to zoom in current view.

- **Zoom Out(O):** This function allow users to zoom out current view.

- **Flip Horizontally(H):** This function allow users to flip horizontally the current view.

- **Rotate 90˚ Counter-Clockwise(L):** This function allows the users to rotate 90 degree counter-clockwise in current view.

- **Rotate 90˚ Clock-Wise(R):** This function allow users to rotate 90 degree clock-wise in current view.

- **Non- scaled(A):** This function allow users to set view zoom factor as 100% in current view.

- **Reset Translation(F):** This function allow users to set canvas entire visible in current view.

- **Reset Rotation(D):** This function allow users to set view rotation 0 degrees (no rotation).

- **Select View From List(V):** This function allow users to create view selection list, and you can select current view from the list.

Viii. Window:
This function includes the following drop down sub-menus, listed as: Color Wheel(C), RGB Slider(R), HSV Slider(R), Color Mixer(G), Swatches(P), Scrathpad(S), Navigator(N), Quick Bar(Q), View Selector(B), Status Bar(U), Cursor Show Brush Size(Z), Use Dot Cursor(D), Hide Command Panels(E), Full Screen (F), Show Layer Panel to Right (L), Show Color and Tool to Right(T), Reset All Window Positions(I).
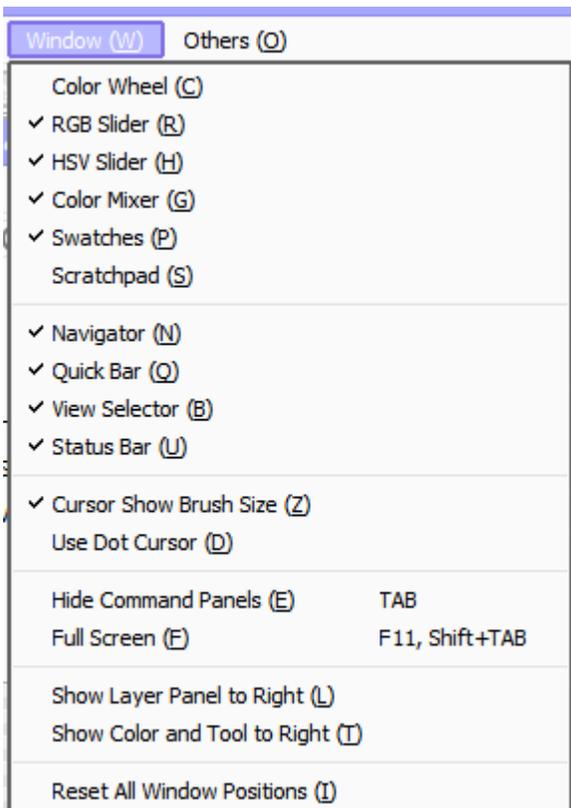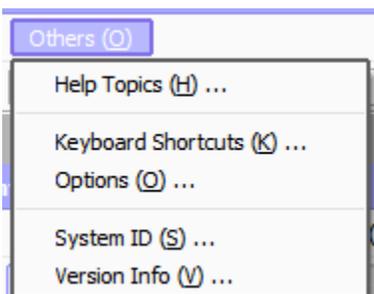
- **Color Wheel(C):** This function allow users to show/hide the color wheel.

- **RGB Slider(R):** This function allow users to show/hide RGC slider.

- **HSV Slider(H):** This function allow users to show/hide the HSV slider.

- **Color Mixer(H):** This function allow users to show/hide the color mixer.

- **Swatches(P):** This function allow users to show/hide the swatches.

- **Scratchpad(S):** This function allow user to show/hide the Scratchpad.

- **Navigator(N):** This function allow users to show/hide navigator.

- **Quick Bar(Q):** This function allow users to show/hide quick bar.

- **View Sector(B):** This function allow users to show/hide view sector.

- **Status Bar(U):** This function allow users to show/hide status bar.

- **Cursor Show Brush Size(Z):** This function allow users to show/hide circle cursor in brush tools.

- **Use Dot Cursor(D):** This function allow users to show/hide triangle/dot cursor in brush tools.

- **Hide command Panels(E):** This function allow users to show/hide the command panel. You can use "TAB" as a short-cut to show/hide the command panel.

- **Full Screen(F):** This function allow users to show/hide full screen display mode. You can use F11, Shift+TAB as a short-cut to show/hide full screen.

- **Show Layer Panel Right(L):** This function allow users the placement rightside/leftside for navigator and layers panels.

- **Show Color and Tool to Right(T):** This Function allow user the placement rightside/leftside for color and tool panels.

- **Reset All Window Positions(I):** This function allow users to all floating windows and dialogs as initial location.

ix. Others(O):
        This function includes following drop-down sub-menus, Help Topics(H), Key Board Shortcuts(K), Options(O), System ID(S) and Version Info(V). Detail about these sub-menus are as under:

- **Help Topics(H):** This function allow users to get help about the topic.

- **Key Board Shortcuts(K):** This function allow the users to show short-cut assignment dialog.

- **Options(O):** This function allow to show options dialog.

- **System ID(S):** This function allow users to show PC specific ID information for downloading the digital certificate for software license.

- **Version Info(V):** This function allow users to shows information about versions of Paint Tool Sai.

Quick Bar:

This Function includes the following sub functions: [A] Editing History Operation, [B] Selection Manipulation, [C] Workspace Zooming, [D] Workspace Rotation, [E] Workspace Flipping, and [F] Stabilizer Setting. Detail about these functions are as follow:

[A] Editing History Operations:
This function allow users to Undo/Redo functions. You can use Ctrl+Z for Undo and Ctrl+Y for as a short-cut for this function.

[B] Selection Manipulations:
This function allow user Clear/Invert/Show/Hide Selection functions.

[C] Workspace Zooming:
This function allow users to set Zoom Factor, Zoom In/Out/Reset functions.

[D] Workspace Rotation:
This function allow users to Set Rotation, Rotate canvas counter-clockwise/Clockwise/Reset functions.
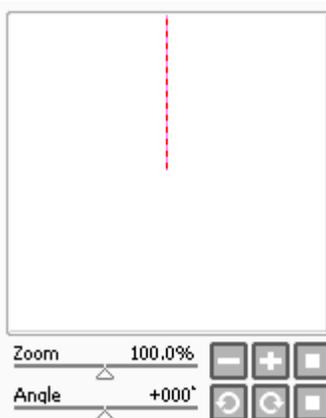
[E] Workspace Flipping:
This function allow users to horizontally flipping state of Canvas view.

[F] Stabilizer Settings:
This function allow users to set digitizer input.

Navigator:

This function controls the canvas/workspace view scrolling/zooming/rotation. Navigator is the area responsible for its navigation. It includes the following sub functions, details are as under:

Canvas Thumbnail:
This red rectangle shows area for current workspace view. By dragging this thumbnail, you can scroll view.

Zooming Factor:

This factor controls zooming by slider. The rightside buttons are ordered from left zoom out, Zoom in, reset zooming.

Rotational Angle:

This function controls view by slider. The rightside buttons are ordered from left rotate counter-clockwise, rotate clock-wise, rest rotation.
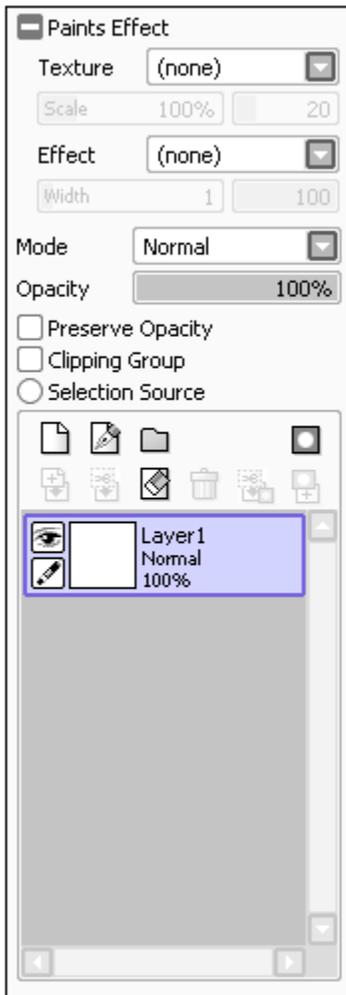
Layer Panel:

In Paint Tool Sai Layer panel is located on the leftside and is one of the two main panels to work with. The layer panel also controls layer selection and some settings for each layer.

+/- Paints Effect:

This function allow users to show/hide with clicking on the + menu to show and – menu to hide the functions of Texture, Effect, Mode and Opacity.

Texture:

This function allow the users to select texture like canvas paper. To control affection amount you can use the slider below this, as shown in the picture below:
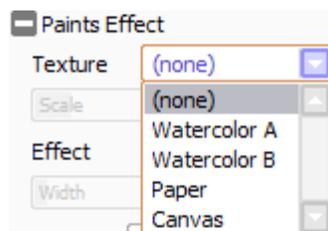
Effect:

This function allow users to select effects like artistic materials, currently only 'Fringe' effect is supported, as shown the below image:

Fringe Effect:
This effect allow users to make fringe on edge of opacity similar to watercolor paintings.

How to Use Fringe Effect?

In order to use Fringe Effect follow the below steps:

1.Step One

Create layer like below
(Layer Set) With texture (Watercolor, drawing paper etc.)

(layer 1) Multiply mode, with Fringe effect
(Layer 2)

2. Step Two

Draw to (Layer 1) use brush or Watercolor tool.
Select harder brush edge shape on right side.
Select 100 density
Se 50 blending and dilution and 80 persistence.

3. Step Three

Use transfer down command to combine (Layer 1) to (Layer 2)

Repeat step 2 and 3 gives like watercolor painting effect, please adjust parameters suiting your favorite.

Notice for using Texture and Effect options:
- If you have combine layer with texture or effect options, the combine layer will be directly painted with texture and effect.
- These options is directly painted to layer pixels in PSD (Photo-shop Document) export.
- Texture on layer set is not exported to PSD format.

Mode:
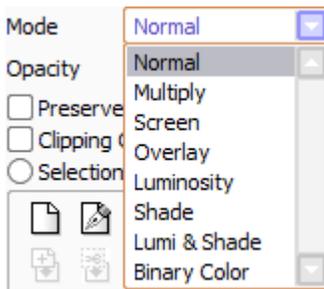
This function includes the following drop-down modes as   show in the screen - shot. Detail about these functions are as below:

S. No	Mode	Effect	PSD Export/Export
1.	Normal	Normal composition mode	O Normal
2.	Multiply	Composition mode with smaller RGB value affect more darken result	O Multiply
3.	Screen	Composition mode with Larger RGB	
4.	Luminosity	Composition mode with larger RGB value affect more lighten result, this	Δ Linear Dodge

		effect is similar to linear dodge mode in Photoshop, but coloring affect more strongly in this mode.	
5.	Shade	Composition mode with smaller RGB value affect more shadowing result.	Δ Linear Burn
6.	Overlay	If the RGB values are larger than 50% this affect as screen, and if the RGB values are smaller than 50% this affect as multiply composition mode. If the RGB values are just (50%, 50%, 50%) the composition result is same as normal composition mode.	O Overlay
7.	Lumi & Shade	If the RGB values are larger than 50% this affect as luminosity, and if the RGB values are smaller than 50% this affect as shade composition mode. If the RGB values are just (50%, 50%, 50%) the composition result looks nothing.	Δ Linear Light
8.	Binary Color	Each RGB values are translated to binary color, layer opacity is used as thresold for binary translation.	× Normal

Opacity:
This Function controls layer opacity with slider. This function includes the following options:

Preserve Opacity:
This function toggles keeping or not pixel's opacity in brush/ fill tools.

Clipping Group:
This function allow the user to set the layer is clipped by under layer's opacity.

Selection Source:
This function allow the user to set the layer as selection source for bucket and wand tools.

Layer List:
This region includes the panel of layer list, user can select working layer in this list, and this panel also provide short-cut button for layer creation etc. you can set each layer visible/invisible through eye icon. Users can set layers as moving group with clicking the box below the eye icon, red pin icon shows moving group is enabled, moving and transformation and filtering current layer affect

moving group layer too. User can set name for each layer by double click on the layer.

Operations of mouse for Layer List:

Following steps will help you to use layer list by using mouse:
1. Clicking layer thumbnail:
This function is layer editing mode and will only active when layer has layer mask.

2. Clicking layer mask thumbnail:
This function is layer mask editing mode and will active only when layer has layer mask.

3. Double clicking:
This function allow user to change layer name by double clicking on the layer.

4. Ctrl + Clicking thumbnail:
Shortcut for create selection by layer opacity.

5. Ctrl + Alt + Clicking thumbnail
Shortcut for add selection by layer opacity.

6. Shift + Ctrl + Alt + clicking thumbnail:
Shortcut for create selection by intersection of layer opacity and current selection.
7. Ctrl + Clicking eye icon:
This short-cut allow users to mark layer as target for short-cut commands 'Show/hide Marked Parent Layer Set' and 'Show Marked Parent layer Set Lone'.

8. Alt + Clicking eye icon:
This short-cut show only selected layer lone.

9. Dragging eye icon:
This icon allow user to bulk selection for show/hide layer.

10. Dragging pin icon:
This icon allow user to bulk selection for moving group.

S. No	Operations	Icons
1.	Create new normal layer	
2.	Create new linework layer	
3.	Create new layer set	
4.	Create layer mask	
5.	Transfer down	
6.	Merge Down	
7.	Clear layer	
	mask individually	
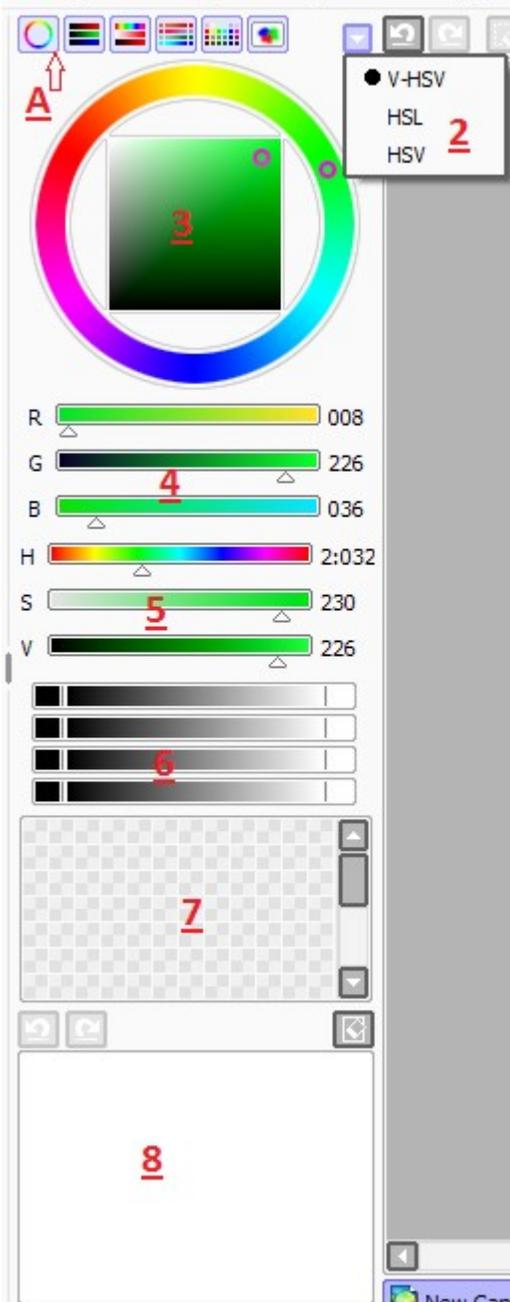
Color Panel:

The color panel is located in the right side of the paint Tool Sai is one of the two main panels. The color panel provide drawing color slection in many ways. This panel includes the following functions:

1. Display toggles for each pickers:
This menu allow users to display ON/OFF for each pickers by just clicking on the pickers.

2. HSV Mode Selector:
This menu allow users to to select color mode for color wheel and and HSV sliders. HSV (Hue, Saturation, and Value).

V-HSV   This mode is similar to standard HSV mode but keep color transition more naturally in V-value is decreased.

HSL   Standard HSL Color mode

HSV   Standard HSV color mode

3. Color Wheel:
The menu color wheel provide to select hue with wheel, and colors according to your requirement from square region.

4. RGB Sliders:
This menu provides color sliders with Red, Green and Blue levels

5. HSV Sliders:
This menu provides color sliders with Hue, Saturation and Value levels.

6. Color Mixer:
This menu allow user to select gradient of mixing two colors.

7. Swatches:
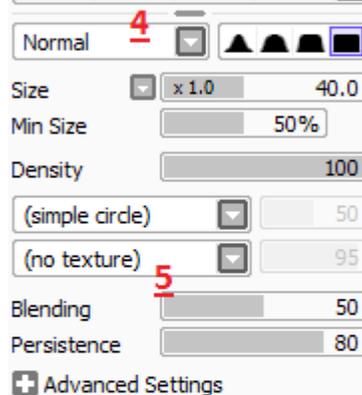This menu allow users to select and store their favorite color in the switches.

How to select your favorite color ?

Clicking	Color Select
Shift + Clicking	Put Color
(Right Dragging)	Move Color
clicking	Swatches Menu

8. Scratchpad:
This menu allow user to small color blending canvas by brush drawing and pick blended Colors with syringe.

Tool Panel:
The Tool Panel shows tool listing and settings. Tool panel including the below following tools:

1. Drawing Color:
In this Panel you can see drawing primary/secondary colors. This panel allow users to exchange primary/secondly color by clicking the upper right arrow icon. Under left checker button allow users to select normal/transparent color.

2. Common Tools:
Users can use these tools with both normal/vector layer. By double clicking these icons you can change tool short-cut key.

3. Custom Tool Tray:
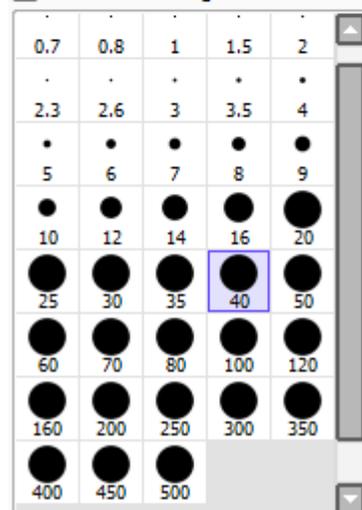
This tool allow user to contain customized brush like tools, Users can create each tools that have your favorite setting as presets.
How to Create Custom Tool tray?
In order to create custom tool tray follow the below steps:

S. NO	Operations	Functions
1.	Clicking	Select Tool
2.	Double Clicking	Show Tool Config Dialog
3.	Right Clicking	Show Tool dialog box
4.	Ctrl + Dragging	Move Tool
5.	Right Dragging	Move or Duplicate Tool

4. Size Grip for Custom Tool Tray:
        This function is used for altering vertical size of custom tool tray.

5. Tool Parameters:
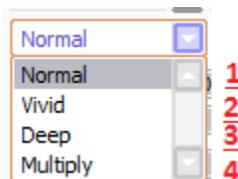   This function having Specific parameters for selected tool.
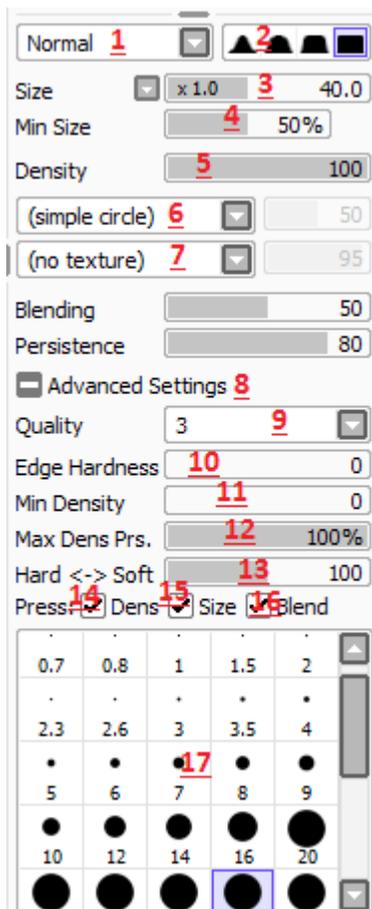
Common Brush Parameters:
            This function include the details about brush parameters, details are as follow:

1. Drawing Mode:
This function allow users to select drawing create mode. It includes the following drop-down sub menus:

S. No	Menu	Functions
1.	Normal	In this function the drawing shade changes bit by bit to chosen shading, this is standard painting mode practically all painting software.
2.	Vivid	In this function the Drawing shading

		become all the more vividly
3.	Deep	In this function the drawing shade become all the more deeply and darkly
4.	Multiply	In this function the drawing shading changes continuously to duplicated of chosen shading and the canvas shading.

2. Brush Edge Shape:
This function controls brush edge blurring shape.

3. Set Brush Size:
This function controls brush size, the slider size can be changed by the cath left half of this slider.

4. Set Minimum Brush Size:
This function allow users to select minimum brush size when pressure is 0.

5. Set Brush Density:
This function allow user to select brush drawing thickness.

6. Set Brush Shape:
This function allow users to select brush circle shape, with the exception of [simple circle], each shape explicit trait can be constrained by the correct side slider.
This function include the following drop-down functions:

S. No	Name	Shape	Slider Affection
1.	Blot	Blotched ink like shape.	Control blot amount
2.	Blot & Noise	Finely smudged ink like shape.	
3.	Round Brush	Round work of art brush like shape.	Control fiber thickness
4.	Flat Brush	Flat work brush like shape	

7. Brush Texture:
This function Control the impact that brushes are influenced by canvas surface grain with surface. The correct side slider controls the grain quality.

8. +/- Advanced Settings:
This function allow users to Show/Hide Advanced settings, details are given below:

9. Quality:

This function allow users to set drawing and mixing quality, huge worth become progressively smooth yet increasingly moderate.

10. Edge Hardness:
This function allow users to set brush edge hardness, this parameter mostly for little measured brush set all the more clear or all the more delicate looks.

11. Minimum Density:
This function allow users to set least drawing thickness when pressure is 0.

12. Max Dens Prs:
This function allow users to set extreme pressure for maximum work density.

13. Hard ↔Soft:
This function allow users to modify reaction for pressure support.

14. Press: Size:
This function allow users to set brush thickness is influenced by pressure, lower pressure become lower thickness.
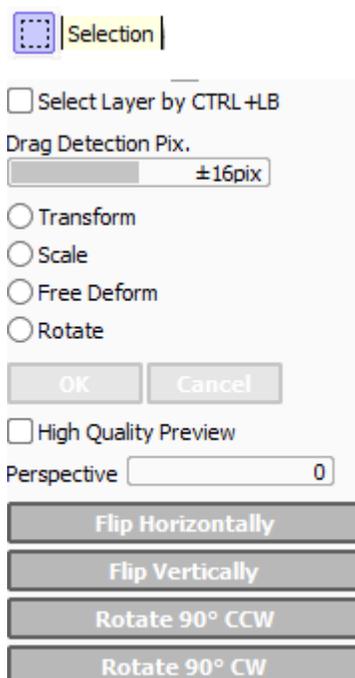
15. Press:Size:
This function allow users to set brush size is influenced by pressure, lower pressure become littler brush.

16. Press: Blend:
This function allow user to Set blending amount is influenced by pressure, lower pressure gives more canvas shading remained.

17. Brush Size lists:
This function allow users to choose brush size from test shape postings.

* **Important Notice:** All of apparatuses don't generally supports these all parameters, a few parameters aren't controllable in certain devices.

Selection Tool:
This tool make rectangular selection and change the picture.

- **Select Layer by CTRL + LB:**
  In default setting you can choose toplevel layer on clicked position by Ctrl+Shift+Left clicking. On the off chance that this checkbox is ON, you can likewise choose by Ctrl + Left clicking.

- **Drag Detection Pix:**
  Set dragging pixel sum that considered as   rectangular choice or moving layer/determination.

- **Transform / Scale / Free Deform / Rotate:**
  Select distortion mode, if layer set or moving   gathering is chosen these layers are twisted.

|	Transform	Scale	Free Deform	Rotate
Dragging guide border	Scale	Scale	Deform	Rotate
CTRL + Dragging guide border	Deform	Scale	Deform	Rotate
Dragging outside of the guide border	Rotate	-none-	-none-	Rotate
Dragging inside of the guide border	Move	Move	Move	Move

With holding SHIFT Key

|	Handle on guide corner	Handle on guide edge
Scaling	Preserve aspect ratio	-none-
Free Deform	-none-	-none-
Rotate	Rotate by 45˚	Rotate by 45˚

- **OK:**
  This Function fix transformation

- **Cancel:**
  This Function cancel transformation.

- **High Quality Preview:**
  This function allow users to set switches excellent review ON/OFF when the guide is interpreted.

- **Perspective:**
  This Function allow users to control point of view sum for non rectangular deformation.

- **Flip Horizontally**
  This function allow user to flip layer or selection area horizontally, if set of layer or moving group is selected these layers are flipped.

- **Flip Vertically:**
  This function allow users to flip layer or selection area vertically, if layer set or moving group is selected these all layers are flipped.

- **Rotate 90˚CCW:**

  This function allow users to rotate layer or selection 90 degrees in Counter-Clockwise, if set of layer or moving group is selected these all layer are rotated.

- **Rotate 90˚CW:**

  This Function allow users to rotate layer or selection in 90 degrees in Clock-Wise, if the set of layer or moving group is selected all these layers are rotated.
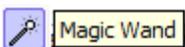
Lasso Tool:
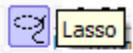
This tool allow users to create selection by surrounding the area with mouse dragging.
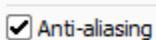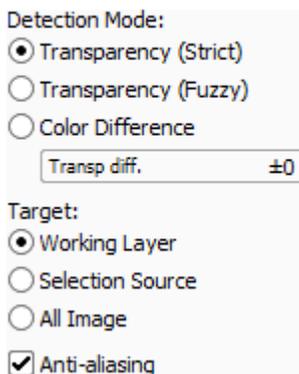
- **Anti-aliasing**
  This function allow user to apply anti-aliased (outskirt edge smoothing) to the choosen area.

Wand Magic Tool:

This tool allow users to detect edges/area and automatically create selections. If you selected the tool following drop-down functions will open:

- **Detection Mode:**
  -Transparency (Strict)
  This function allow users to select the transparent area encompassed by lines, if the pixel's transparent is in scope of [Transp diff.] parameter these pixels are treated as transparent.

-Transparency (Fuzzy)

This function allow the users to select the transparent region encompassed by lines all the more fuzzyly, if the pixel's straightforwardness is in scope of [Transp diff.] parameter these pixels are treated as straightforward. This mode is at times increasingly helpful for generally outlined picture, yet on the off chance that the picture is too unpleasant this might be not all that enough.

-Color Difference:
This function allow users to select the area these hues are in scope of [Color diff.] parameter with the clicked pixel's shading.

- **Target:**
  This function includes the following sub functions:
  -Working Layer
  This function allow users to set current chose layer as identification target.

  -Selection Source:
  This function allow users to set the layer with [Selection Source] alternative (in layer list) is checked as identification target.
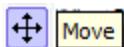
  -All Image:
  This function allow users to all layers as identification target.

  Anti-aliasing:
  This function allow users to apply hostile to associating (outskirt edge smoothing) to the chose area.

- **Move Tool:**

  This tool allow user to move layers or selections. This tool also includes the following functions:

 - **Select Layer by Ctrl + LB:**
  In default setting you can choose toplevel layer on clicked position by Ctrl+Shift+Left clicking. In the event that this checkbox is ON, you can likewise choose by Ctrl + Left clicking.

- **Drag Detection Pix:**

This function allow users to set dragging pixel sum that considered as rectangular choice or transferring layer/choice.

- **Zoom Tool:**
  This tool controls see zooming in/out with mouse tasks. Further more this tool consist of following sub functions:
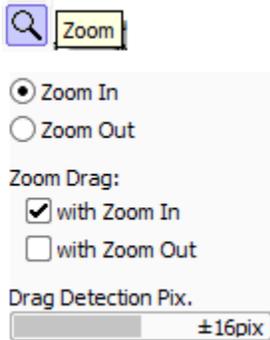
  - **Zoom In:**
    This function allow users to set device mode as zoom in, by clicking screen view will be zoomed in.

  - **Zoom Out:**
    This function allow users to set tool mode as zoom out, by clicking screen view will be zoomed out.

- **Zoom Drag:**
  This allow users to set switches ON/OFF zooming by hauling square shape in every mode.

- **Drag Detection Pix:**
  This function allow users to Set hauling pixel sum that considered as square shape zooming.

Rotate Tool:

This tool allow users to controls see revolution with mouse tasks.

Rotate view by left drag

Hand Tool:

This tool allow users to control view dragging with mouse tasks.
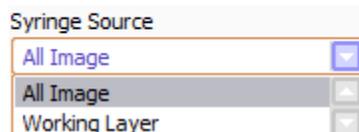
Scroll view by left drag **Color Picker Tool:**

This tool assist with getting color from layer or canvas picture. If you click on the color picker tool following drop-down capacity will show up.

- **Syringe source:**

This function allow users to select the objective
picture for shading picking.
-All Image:
This function allow users to pick colors from all layer joined picture.

-Working Layer:
This Function allow users to Pick shading from chosen layer in layer list, the pixel's transparency is overlooked.

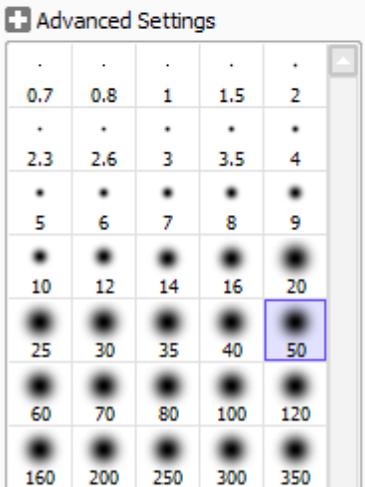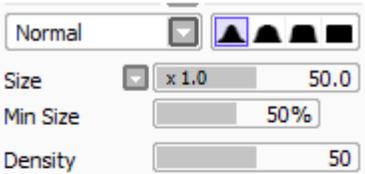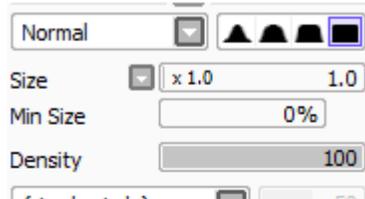**Painting Tools of Paint Tool Sai-Latest Version:**

Painting Tools
The main way to work in Paint Tool Sai is Painting Tool Through which you can easily draw your idea on canvas. Painting tool includes Following Tools:

Drawing Tools

- Pen/Pencil Tool:

Pencil

Normal ▲▲◢◼
Size ☑ x 1.0   1.0
Min Size   0%
Density   100

AirBrush

Normal ▲▲◢◼
Size ☑ x 1.0   50.0
Min Size   50%
Density   50
(simple circle)   50
(no texture)   95
➕ Advanced Settings

.	.	.	.	.
0.7	0.8	1	1.5	2
.	.	.	.	.
2.3	2.6	3	3.5	4
•	•	•	•	•
5	6	7	8	9
•	•	•	•	●
10	12	14	16	20
●	●	●	●	●
25	30	35	40	50
●	●	●	●	●
60	70	80	100	120
●	●	●	●	●
160	200	250	300	350

This is the first tool in Painting tool, which is used to draw a single wide line. You can select desire color from color panel. This tools lets users to pick what size of line you want and users can also set the degree of transparency. This tool works like pencil drawings.
AS of now this uses same algorithm with enhance with Air brush Tool.

Related Topics:
Remaining topics are covered in above Common Brush Parameters in detail.

- Air Brush Tool

Paint Tool Sai's AirBrush tool works like default paint brush and with in it's cursor it randomly colors the pixels. Sai Air Brushes has soft edges and is very helpful for coloring and is particularly helpful in soft shading, here user can also select your desire color from color panel.
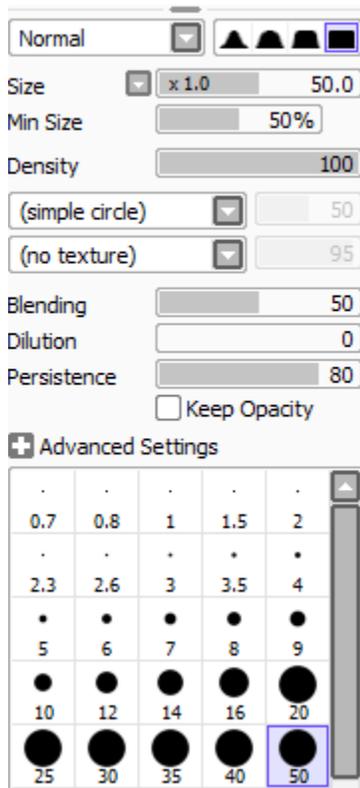
Related Topics:

Remaining topics are covered in above Common Brush Parameters in detail.
An Example of Air Brush at work is add below:

- Brush Tool:

if you are using Photo shop and Kirta and other image editing and painting Software you are familiar with brush tool but in Paint Sai Tool Brush tool works differently from other software, it uses textures to design brushes. Paint Tool Sai allows its users to create their own custom brushes and brushes textures. This tool will work like painting brush.

You can paint with shading mixing and trailing on canvas, and furthermore it's conceivable to paint like diminished by water.

Specific Parameters:
If you click on the Brush Tool following drop-down capacity will show up.

Blending:
This function allow users to control mixing sum with canvas shading, bigger worth influence more canvas shading affection.

Dilution:
This function allow users to set effects like diminished by water, bigger worth turns out to be increasingly transparent.

Persistence:
This function allow users to control the twisted shading trailing, bigger worth make more shading trailing.

Keep Opacity:
On drawing from effectively attracted part to not drawn part, this attempt to safeguard drawing darkness isn't excessively diminished.

Related Topics:
Remaining topics are covered in above Common Brush Parameters in detail.
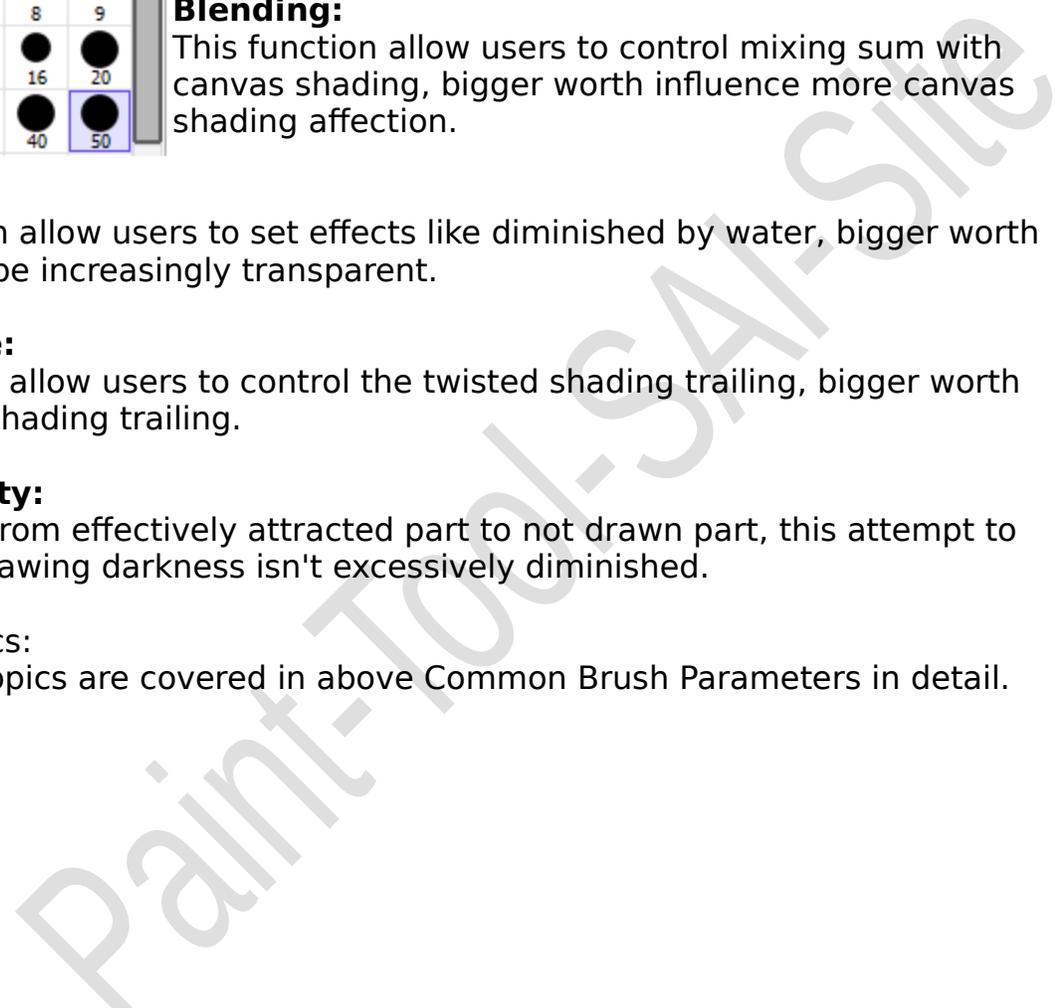
- Water Color Tool:
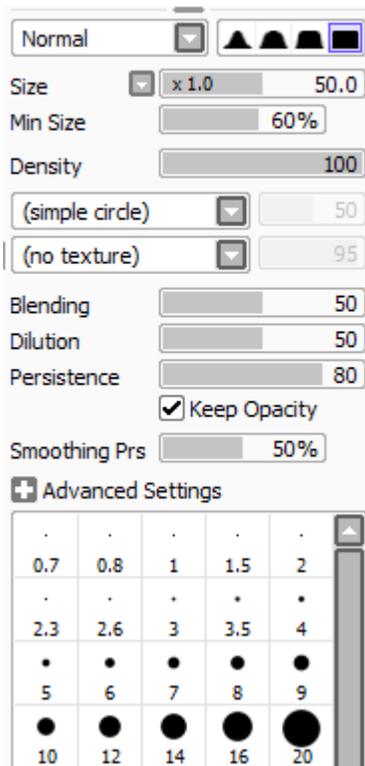
This is another best Sai Tool, you can guess its use by its name "Water Color " it works like drop color in water you can add different colors in one texture or according to your requirement. You can paint with shading mixing and trailing on canvas, and furthermore it's conceivable to paint like diminished by water. You can make obscure with lower pressure simply like water painting strategy.

Specific Parameters:
If you click on the Water Color Tool following drop down capacity will show up.

Blending:
This function allow users to control mixing sum with canvas shading, bigger worth influence more canvas shading affection.

Dilution:
 This function allow users to set effects like diminished by water, bigger worth turns out to be increasingly transparent. At the point when this parameter set as 0, just for this situation the drawing calculation is changed and looks no diminished by water.

Persistence:
This function allow users to control the twisted shading trailing, bigger worth make more shading trailing.

Keep Opacity:
On drawing from effectively attracted part to not drawn part, this attempt to safeguard drawing darkness isn't excessively diminished.
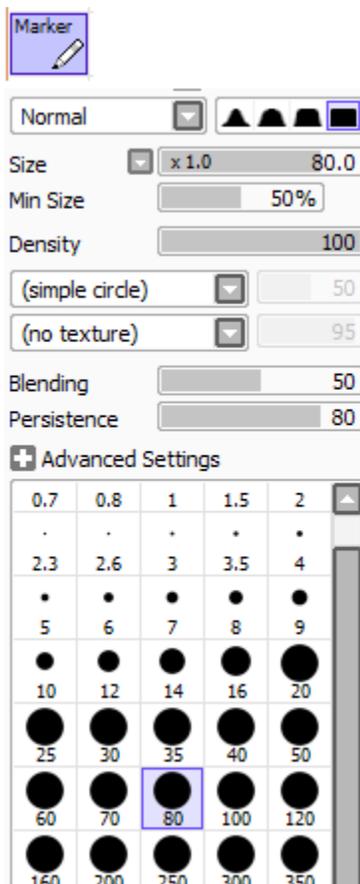
Smoothing Prs:
This function allows users to control the pressure range for blur impact without any coloring. To utilize blurring all the more successfully please set least brush size is about half (50%)or more.

Related Topics:
Remaining topics are covered in above Common Brush Parameters in detail.

• Marker Tool:

Marker

Normal ▲ ▲ ◼ ◼
Size ▾ x 1.0 80.0
Min Size 50%
Density 100
(simple circle) ▾ 50
(no texture) ▾ 95
Blending 50
Persistence 80
➕ Advanced Settings

0.7	0.8	1	1.5	2
2.3	2.6	3	3.5	4
5	6	7	8	9
10	12	14	16	20
25	30	35	40	50
60	70	80	100	120
160	200	250	300	350

This Tool work like marker pen
By Using Marker tool, users can sketching and "Linning" for better result. Sai Marker tool is helpful in making digital Arts and you can also download complete set of Sai Marker Tool further more you can also set your personal Set of markers According to your requirement.
Drawn pixel's straightforwardness is fixed and not diminished, this resembles the ink drench into the paper. You can paint with shading mixing and trailing on canvas.
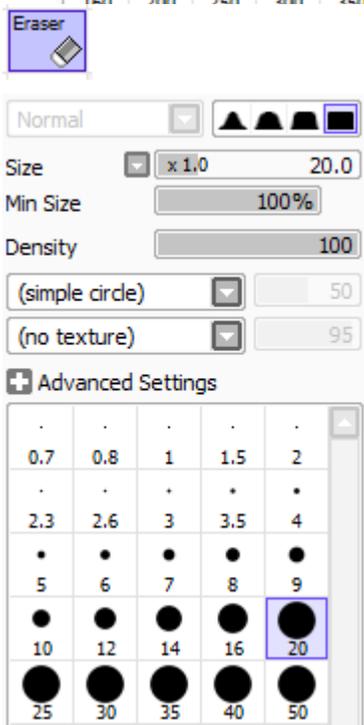
Specific Parameters:
If you click on the Marker Tool following drop down capacity will show up.

Blending:
This function allow users to control mixing sum with canvas shading, bigger worth influence more canvas shading affection.

Persistence:
This function allow users to control the twisted shading trailing, bigger worth make more shading trailing.

Eraser

Normal ▲ ▲ ◼ ◼
Size ▾ x 1.0 20.0
Min Size 100%
Density 100
(simple circle) ▾ 50
(no texture) ▾ 95
➕ Advanced Settings

0.7	0.8	1	1.5	2
2.3	2.6	3	3.5	4
5	6	7	8	9
10	12	14	16	20
25	30	35	40	50

Related Topics:
Remaining topics are covered in above Common Brush Parameters in detail.
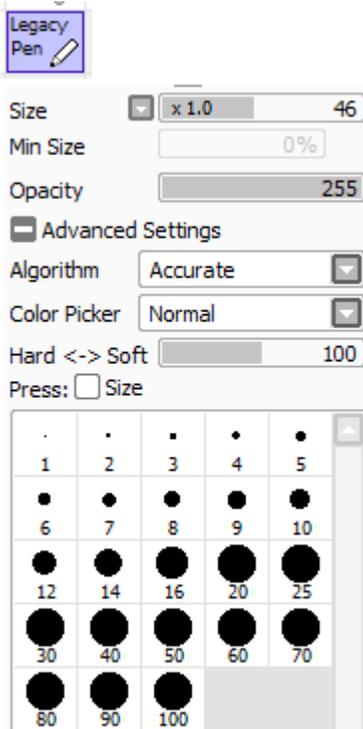
Eraser Tool:

This tool consistently paint with straightforward shading, this work like eraser.

Related Topics:
Remaining topics are covered in above Common Brush Parameters in detail.

Legacy Pen Tool:

This tool draws non hostile to associating lines.

This instrument not support over canvas like layering hues, constantly drawn pixel obscurity is overwritten by the [Opacity] esteem.

If you click on the Legacy Pen Tool following drop down capacity will show up.

Size:
This function allow users to control brush size, the slider size unit can be changed by the catch left half of the slider.

Min Size:
This function allow users to select least brush size in least weight.

Opacity:
This function allow users to select brush painting opacity.

Advanced Settings:
This function allow users to Show/Hide advanced settings described beneath.

Algorithm:

Coarse (no Pressure)	Draw by circle shape brush, the weight doesn't influence any drawing outcome.
Accurate	The pressure influence the drawing brush size.

Color Picker:

Normal	Standard shading picking algorithm
ARGB from	Pick Both shading and opacity and set picked opacity as

Layer	[Opacity] parameter.

Hard <-> Soft
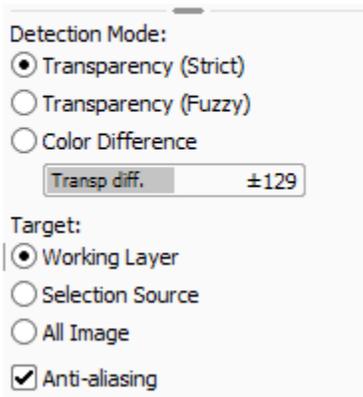This function allow users to change reaction for pressure support.

Press: Size:
This function allow users to set brush size is influenced by pressure, lower pressure become littler brush.

Bucket Tool:

This Tool recognize edges/regions and automatically fill these regions.

If you click on the Bucket Tool following drop down capacity will show up.

Detection Mode:
within this function there are three more options:

-Transparency (Strict)
This function allow users to fill the transparent area encompassed by lines, if the pixel's transparency is in scope of [Transp diff.] parameter these pixels are treated as straightforward.

-Transparency (Fuzzy)
This function allow the users to fill the transparent region encompassed by lines all the more fuzzyly, if the pixel's transparency is in scope of [Transp diff.] parameter these pixels are treated as transparency. This mode is at times increasingly helpful for generally outlined picture, yet on the off chance that the picture is too harsh this might be not all that enough.

-Color Difference:
This function allow the users to fill the area these hues are in scope of [Color diff.] parameter with the clicked pixel's shading.

Target:
within this function there are three more options:

-Working Layer:
This function allow users to set current chose layer as recognition target.

-Selection Source:
This function allow the users to set the layer with [Selection Source] choice (in layer list) is checked as discovery target.

-All Image:
This function allow users to set all layers as recognition target.

Anti-aliasing:
This function allow user to apply hostile to associating (fringe edge smoothing) to the filled area.

How to add Canvas Presets in Paint Tool Sai?

Adding Canvas Presets:
You can modify preset menu in new canvas menu by altering presetcvsize.conf in SAI insatllation.

Every column has canvas preset data like below format.

[width], [height], [resolution], [size unit], [resolution unit], "[preset name]"

The [size unit] shows [width] and [height] thing unit with these number,

1.	Pixels
2.	Inch
3.	Centimeter
4.	Millimeter

The [Size unit] shows [resolution] things unit with these numbers.

1.	Pixel count per inch
2.	Pixel count per centimeter

On the off chance that the column starts with hyphen(-), this is appeared as separator in dropdown list.

In the event that the line starts with semicolon(;), the line is considered as remark.

(*) In Windows default settings, .conf document isn't related with any word processor application, so to alter this record, kindly simply drag and drop this file to next directly associate .conf record to content manager or notebook by hand.

How To Add Paper Texture In Paint Tool Sai?

Adding Paper Texture:
In Paint Tool Sai You can include new paper textures by altering papertex.conf in SAI installation folder, most extreme surface textures is up to 99.

Every line has textures data like below form.

[texture type], [relative path for texture file]

The [texture type] has only one type like below,

1.	This shows gray-scale BMP with same width and height, each image size must be 256/512/1024 pixels.

The relative way for texture document area and name with relative folder way from SAI installation folder.

(*) In Windows default settings, .conf record isn't related with any content tool application, so to alter this document, you simply drag and drop this record to word processor directly or associate .conf record to content tool or notepad by hand.

How to Add Brush Shapes in Paint Tool Sai?

Adding Brush Shapes:
You can include new brush shapes by altering brushform.conf in SAI installation folder, most extreme shape checks is up to 99.

Every column has shape data like underneath format.

[Shape type], [Relative path for shape file]

The [shape type] has two sorts like underneath,

1. Edge   This shows brush edge angle.
             Grayscale BMP with same width and height, each picture size must
             be 256/512/1024 pixels.

2. Bristle: This shows bristle (brush fiber) shape.
             63x63 BMP document, and each RGB(0,0,0) pixel implies every fiber
             position, most extreme constraint counts are up to 63 points.

The [relative way for shape file] implies shape document location and name with relative folder way from SAI installation folder.

(*) In Windows default settings, .conf document isn't related with any content tool application, so to alter this record, it would be ideal if you simply drag and drop this file to word processor directly or associate .conf file to content manager or notebook by hand.

How to Add Brush Texture in Paint Tool Sai?

Adding Brush Tool Sai:
You can include new brush surfaces by altering brushtex.conf in SAI installation folder, most extreme surface checks is up to 98.
Each column has texture result like beneath form.

[Texture type], [Relative path for texture file].

The [Texture type] has only one sort like beneath,

1. This shows grayscale BMP with similar width and height, every picture size must be 256/512/1024 pixels.

The [relative way for texture file] implies texture document area and name with relative folder way from SAI installation folder.

(*) In Windows default settings, .conf document isn't related with any content editor application, so to alter this record, it would be ideal if you simply drag and drop this file to word processor directly or associate .conf document to content manager or notepad by hand.

What do you know about misc.ini in Paint Tool Sai?

About misc.ini:
There is the document named misc.ini in SAI installation folder. This record is for additional arrangements like beneath.

- Settings for some client's interest yet not all that general.

- Settings for counter the difficulties that happens just some client explicit situations.

- Settings for early experimental futures.

These settings might be distinctive in every version of SAI.

More description for every settings are written in misc.ini, so on the off chance that you need utilize these settings please allude them.

Shortcuts in Paint Tool Sai:
Key Board Shortcut are typical part of most modern operating systems and associated software applications. Similar to other applications Paint Tool Sai additionally having short-cuts Which helping users to immediately accomplished their work. More short-cuts (not displayed on menu) in Paint Tool Sai are described below:

1. View:
The View menu includes the following short-cuts describe below:

S. No	Shortcuts	Functions/Operations
1.	Arrow Key	Scroll View
2.	SPC + Left Dragging	Scroll View
3.	CTRL + SPC + Left Dragging	Zoom by Rectangle
4.	CTRL + SPC + Left Clicking	Zoom in
5.	CTRL + SPC + Right Clicking	Reset View Zooming
6.	CTRL + ALT + SPC + Left Dragging	Zoom by Rectangle Selection
7.	CTRL + ALT + SPC + Left Clicking	Zoom Out
8.	ALT + SPC + Left Dragging	Rotate View
9.	ALT + SPC + Right Clicking	Reset View Rotation
10.	CTRL + TAB	Select Next View
11.	CTRL + SHIFT+ TAB	Select Previous View

2. Layer:
The Layer menu includes the following short-cuts describe below:

S. No	Shortcuts	Functions/Operations
1.	CTRL + Left Dragging	Move Layer or Selection
2.	CTRL + SHIFT + Left Dragging	Select & Move Layer
3.	CTRL + Arrow Key	Nudge Layer or Selection (by 1pixel unit)
4.	CTRL + SHIFT + Arrow Key	Nudge Layer or Selection (by 8pixel unit)

3. Brush Tools:
The Brush tools have the following short-cuts, details are given below:

S. NO	Shortcuts	Function/Operations
1.	[	Decrease Brush Size
2.	]	Increase Brush Size
3.	0~9	Set Drawing Density
4.	-	Exchange Normal/Transparent Color
5.	X	Exchange Primary/Secondly Color
6.	ALT + Left Clicking	Color Picker Tool
7.	CTRL + ALT + Left Dragging	Change Brush Size
8.	Begin with SHIFT + Left Dragging	Draw straight line between last drawing point and beginning of dragging point

4. Sliders:
The Sliders function includes the following short-cuts, details are describe beneath:

s. No	Shortcuts	Functions/Operations
1.	SHIFT + Left Dragging	Strict Adjustment for Slider
2.	Right Dragging	Strict Adjustment for Slider

5. Tool Shift:

S. No	Shortcuts	Functions/Operations
1.	Holding Shortcut key assigned to each Tool	Temporal switch the tool during holding the short cut key