

GOA COLLEGE OF ENGINEERING

“Bhausahab Bhandodkar Technical Education Complex”

Tutorial No: 3

Q1) Write a short note on Krita software

- Krita is a free and open source cross-platform application that offers an end-to-end solution for creating digital art files from scratch. Krita is optimized for frequent, prolonged and focused use. Explicitly supported fields of painting are illustrations, concept art, matte painting, textures, comics and animations. Developed together with users, Krita is an application that supports their actual needs and workflow. Krita supports open standards and interoperates with other applications.
- Initial development was slow, but picked up strongly from 2003, resulting in the first public release with KOffice 1.4 in 2004. In 2005, Krita gained support for CMYK, Lab, YCbCr, XYZ color models and high bit depth channels, as well as OpenGL support.
- From 2004 to 2009, Krita was strongly focusing on being a generic image manipulation/painting application in the style of Photoshop or GIMP. Since 2009, the focus is squarely on painting: the Krita community aims to make Krita the best painting application for cartoonists, illustrators, and concept artists.

Q2) List and explain uses of Krita software

- It has its expertise in digital painting and 2d animation so it is designed for getting high featured results in digital paint as well as raster graphics animation and it was launched as a free and open-source program for making art tools affordable to everyone.
- If you want to grow as an artist then you can go with this software because it offers you concept art, texture as well as matter painters features, illustrations, and comics design, and some other digital art-related features. There is one more reason that is why you can use it and it is a fast and efficient workflow with an easily handling interface.

Digital painting

Brush	Drawing assistants	Selection tools	Transformation tools
Graphics tablet support	Adjustable interference intensity	Rectangle	Free position

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9 different brush engines	Infinite and parallel straight rulers	Ellipse	Rotate
Modelled after real tools	Splines (curves)	Freehand (lasso)	Scale
Highly adjustable	Ellipses	Polygon	Shear

Animation

Interface	Import	Export
Similar interface to Adobe Flash	Batch import of frames	Render with FFmpeg
Timeline controls		Output to individual frames
Real-time animation playback controls		Output to GIF, AVI, MP4, etc.
Onion-skin display		

Q3) Explain system requirement and configuration to run

Krita Operating System: Windows 8.1 or Higher, OSX 10.12,

Linux RAM: Recommended 4GB or higher

Optional GPU: OpenGL 3.0 or higher

Graphics Tablet Supported: Wacom, Huion, Yiyinova, Surface Pro

Q4) How to use/show multiple layers in Krita at the same time

Using the Shift and Ctrl keys you can select multiple layers and drag-and-drop them. You can also change the visibility, edit state, alpha inheritance and rename layers. You can open and close groups, and you can drag and drop layers, either to reorder them, or to put them in groups.

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Q5) Explain the advantages and disadvantages of Krita

Advantages

- Although it is a raster graphics editor it also offers vector tools so that we can do non-destructive editing in this software and this non-destructive feature will do editing without harming original raster graphics. Path tool, Selection tool, Text tool, Fill and Gradient Tool, and Vector art tool are those tools that get involved in editing as vector editor. All these tools have adjustable parameters.
- It has the facility for its user that they can make multiple level layer groups and also add masks to any layer for doing a specific type of editing.
- Fully Customized panels are also available in this software and these panels can know as Dockers in it. These Dockers are flexible to move on any side of the working screen according to our suitability.
- It supports a number of devices such as Web, iOS, Android, and desktop.

Disadvantages:

- It does not offer you any type of customer service and team to support its use for giving solutions to their problem related to this software.
- This is not a very important drawback of it but you must know that it does not offer a trial version.

Q6) List and explain 10 major tools used in

Krita Text Tool

- This tool allows you to add text to your artwork.
- You use it by doing mouseleft + drag to create a rectangular selection. When releasing mouseleft a default text will be created and the text editor window will pop-up.
- Hovering over other text shapes will highlight their bounding box. mouseleft on a highlighted text will select it as the active text.

Crop Tool

The crop tool can be used to crop an image or layer. To get started, choose the Crop tool and then click once to select the entire canvas. Using this method you ensure that you don't inadvertently grab outside of the visible canvas as part of the crop. You can then use the options below to refine your crop. Press the Enter key to finalize the crop action, or use the Crop button in the tool options docker.

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Freehand Brush Tool

- The default tool you have selected on Krita start-up, and likely the tool that you will use the most.
- The freehand brush tool allows you to paint on paint layers without constraints like the straight line tool. It makes optimal use of your tablet's input settings to control the brush-appearance. To switch the brush, make use of the brush-preset docker.

Fill Tool

- Krita has one of the most powerful and capable Fill functions available. The options found in the Tool Options docker and outlined below will give you a great deal of flexibility working with layers and selections.
- To get started, clicking anywhere on screen with the fill-tool will allow that area to be filled with the foreground color.

Assistant Tool

Create, edit, and remove drawing assistants on the canvas. There are a number of different assistants that can be used from this tool. The tool options allow you to add new assistants, and to save/load assistants. To add a new assistant, select a type from the tool options and begin clicking on the canvas. Each assistant is created a bit differently. There are also additional controls on existing assistants that allow you to move and delete them.

Measure Tool

This tool is used to measure distances and angles. Click the mouseleft to indicate the first endpoint or vertex of the angle, keep the button pressed, drag to the second endpoint and release the button. The results will be shown on the Tool Options docker. You can choose the length units from the drop-down list.

Shape Selection Tool

This tool only works on vector layers, so trying to use it on a paint layer will give a notification. After you create vector shapes, you can use this tool to select, transform, and access the shape's options in the tool options docker. There are a lot of different properties and things you can do with each vector shape.

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Rectangle Tool

This tool can be used to paint rectangles, or create rectangle shapes on a vector layer. Click and hold mouseleft to indicate one corner of the rectangle, drag to the opposite corner, and release the button.

Path Selection Tool

This tool, represented by an ellipse with a dashed border and a curve control, allows you to make a Selections of an area by drawing a path around it. Click where you want each point of the path to be. Click and drag to curve the line between points. Finally click on the first point you created to close your path.

Straight Line Tool

This tool is used to draw lines. Click the mouseleft to indicate the first endpoint, keep the button pressed, drag to the second endpoint and release the button.