

Brush and Pencil Tools

Mendocino College - DAM 110



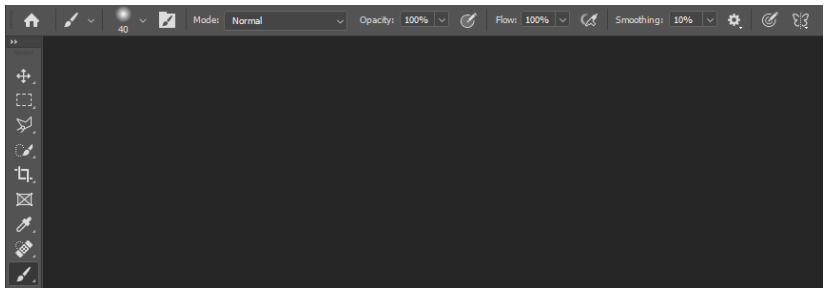
Adobe Photoshop CC

The Painting Tools



What are the Painting Tools?

- The Brush tool and the Pencil tool work like traditional drawing tools applying color with brush strokes.
- The Brush tool and the Pencil tool paint the current foreground color on an image.



What is the Brush Tool?

- It creates soft strokes of color.
- It works by adding a shaped mark on a layer



What is the Pencil Tool?

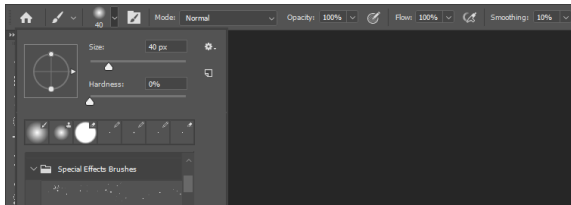
- It creates hard strokes of color.
- It works by adding a shaped mark on a layer



Pencil Tool in Photoshop

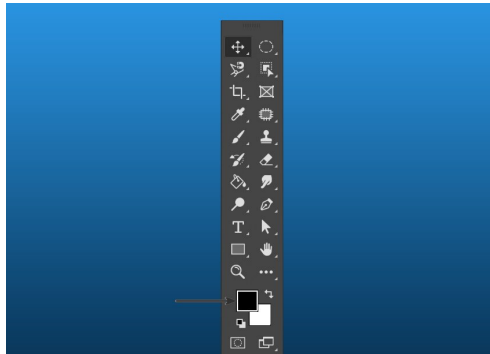
The Basics

- Click the little arrow in-between the brush example and folder with a brush on it.
- Size
 - Increases or decreases the size of the brush tip.
 - Brackets are the Keyboard Shortcuts to increase/decrease Size
 -
- [and]
- Hardness
 - Increases or decreases the brush tip's border strength.
 - 0% means a soft border, and 100% a precise border.



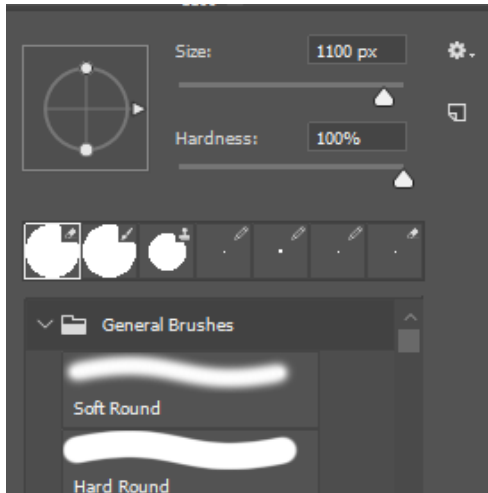
Choosing Colours

- The color being applied by the brush tip is controlled by the Foreground Color, found at the bottom of the Tools toolbar.
- To change the brush color in Photoshop, click on the Foreground Color and use the Color Picker to choose a new color.



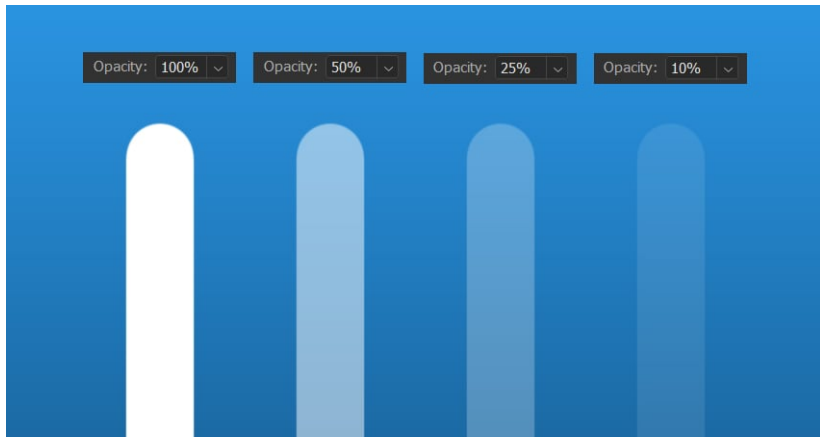
Brush Tips

- Lets you change the shape you are drawing with.



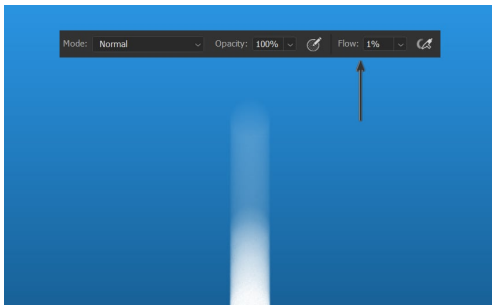
Opacity

- The Opacity value is a percentage of transparency
 - 100% means a full-color stroke, while a smaller percentage indicates a more transparent stroke.



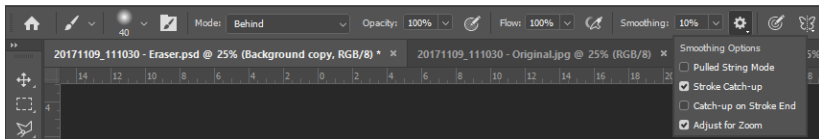
Flow

- The Flow setting controls the speed at which paint is laid down.
- Each pass of the brush over the same spot will build more and more paint.
 - Unlike with Opacity, you don't have to lift your brush, making it ideal for gradually building up things like color, light, and shadows!



Smoothing

- Photoshop performs intelligent smoothing on your brush strokes.
- A value of 0 is the same as legacy smoothing in earlier versions of Photoshop.
 - Higher values apply increasing amounts of intelligent smoothing to your strokes.
- Enter a value (0-100) for Smoothing in the Options bar when you're working with one of the following tools: Brush, Pencil, Mixer Brush, or Eraser.



Smoothing Options

- Stroke smoothing works in several modes. Clicking the gear icon to enable one or more of the following modes:
- Pulled String Mode
 - Paints only when the string is taut. Cursor movements within the smoothing radius leave no mark.
- Stroke Catch Up
 - Allows the paint to continue catching up with your cursor while you've paused the stroke. Disabling this mode stops paint application as soon as the cursor movement stops.
- Catch-Up On Stroke End
 - Completes the stroke from the last paint position to the point where you released the mouse/stylus control.
- Adjust For Zoom
 - Prevents jittery strokes by adjusting smoothing. Decreases smoothing when you zoom in the document; increases smoothing when you zoom out.

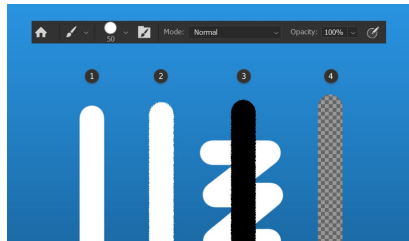
Blending Modes

- Sets the method for blending the color you paint with the underlying existing pixels.
- Each time you paint something using the Brush Tool, you can choose a Blending Mode for the stroke.
- A Blending Mode is a way to change how a brushstroke interacts with the pixels behind the stroke.



Example Blending Modes

- The first on the list is Normal Mode, which paints the color as is.
- The Second is Dissolve Mode adds some noise at the edge of the brush stroke.
- The Third is Behind Mode which paints behind an existing stroke, even if they are both on the same layer.
- And then Clear Mode. The “Clear” blend mode turns the pixels you paint on transparent, much like the Eraser tool.



Brush Settings

- The place to create, edit, save, and load a particular brush behavior or Brush Presets
- You can customize several things here like the brush tip shape, scattering, opacity jitter, flow jitter, configure controls for each variation, and more
- To show the Brush Settings Panel, in the Menu Bar go to Window then Brush Settings.
- Or Press F5 to show/hide the Settings Panel

