

# NCPaint User Manual

The **drawing canvas** is that which is blank/white upon opening the application. To the right, there will be an attached screen which is the **tool menu**. The **tool menu** contains buttons with which you can interact with, and alter the way your drawing looks like on the **drawing canvas**.

## Mouse Drawing Tools

The first groups of tools in the **tool menu** are the mouse drawing tools, this is what they look like:

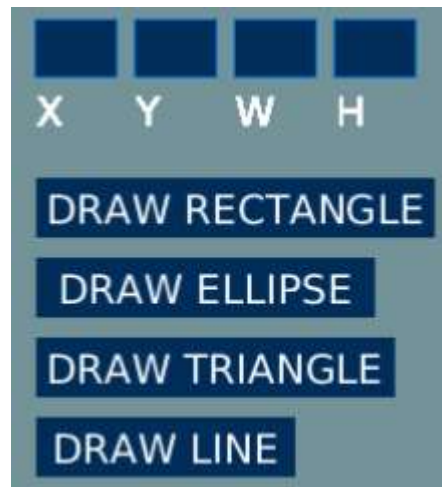


- The brush tool allows you to apply paint to any area of the **drawing canvas**. Once selected, move your mouse to the desired position and press the left mouse button to apply paint. You can also hold the left mouse button while moving the mouse around to draw lines and curves.
- The rectangle, ellipse and triangle tools all work in the same way. When selected, move your mouse to the desired position of the shape. Click and hold the left mouse button and drag away from the initial mouse position to change shape size. Once you achieve the desired shape size, release the left mouse button.

- The line tool creates a line between two points. Once the tool is selected and your mouse is in the desired start position, click and hold the left mouse button, and drag your mouse to the desired end position of the line, then release.
- The arc tool allows you to create curved arcs. Once the tool is selected and your mouse is in the desired start position, click and hold the left mouse button then drag your mouse to the desired end position of the arc and release. You can then click and hold and drag your mouse in any direction and the height and direction of the arc will be modified.
- The fill shape tool allows you to choose between having shapes filled with color and shapes that are empty in the middle and only contain an outline. Tools will automatically be created with only an outline. Once you have created a shape, clicking fill tool will color the inside of that shape with whichever color is currently selected. If you want to change this color simply adjust the color using the color palette and the filling color will be altered.

## Keyboard Drawing Tool

The keyboard drawing tools can be found in the upper right area of the **tool menu** allow you to create shapes by specifying numerical values, this is what they look like:



- First specify within the **integer box** the size and position you want your shape to be, X and Y correspond to the X and Y position, while W and H correspond to the width and height of the shape. For the line shape however, X and Y still serve the same purpose, but W and H work as the endpoints of the line.
- Once the position and size values are specified, click the button on whichever shape you want to create.
- If no values are entered, the clicking one of the buttons will allow you to create the chosen shape of a predetermined size anywhere you click.

## Brush Size

Brush size will allow you to change the thickness and size of anything you draw, and this is what it looks like:



- To change brush size, click and hold within the blue slider, then drag your mouse left or right to change the brush size.

## Text Editor

The text editor is found at the upper middle area of the screen and this is what it looks like:



- First, type the text you would like to add to your work, then click place text. You can then click on any area on the **drawing canvas** and your text will be placed there.
- To change the size of the text, click and drag your mouse across the **brush size** slider.

## Color Palette

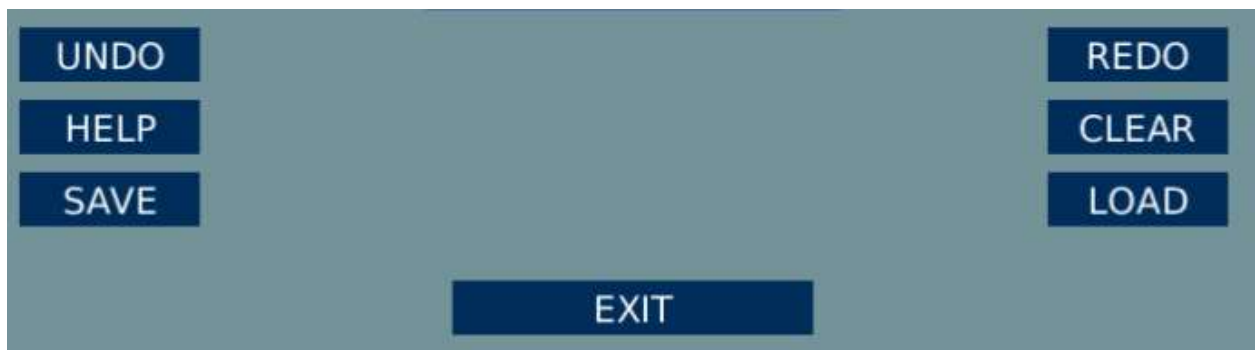
The color palette is found near the middle of **tool menu** and looks like this:



The palette contains sliders for shades of red, green and blue, which makes it possible to pick really precise colors. To change color, simply click and hold the left mouse button, then drag across the rectangle. While you are doing this, the text named “**Current Color**” will change to indicate what the current color is. If you are unsure how to achieve a certain color, you can simply google the name of the color you want followed by the letters “rgb”.

## Technical Tools

The technical tools are located near the bottom of the **tool menu** and this is what it looks like:



- The undo tool will revert changes you have recently made.
- The redo tool will revert to the most updated version of your project after you have used the undo tool.
- The save tool, will save your current work under your current document name.
- The clear tool will remove any illustration that has been done on the **drawing canvas** and revert it back to a blank canvas.
- The save as tool will save your current work under a new document name.
- The load will open your project files and allow you to open any work you have previously done or any image you have stored on your computer.
- The exit tool will close the application.
- The help menu will open this document.