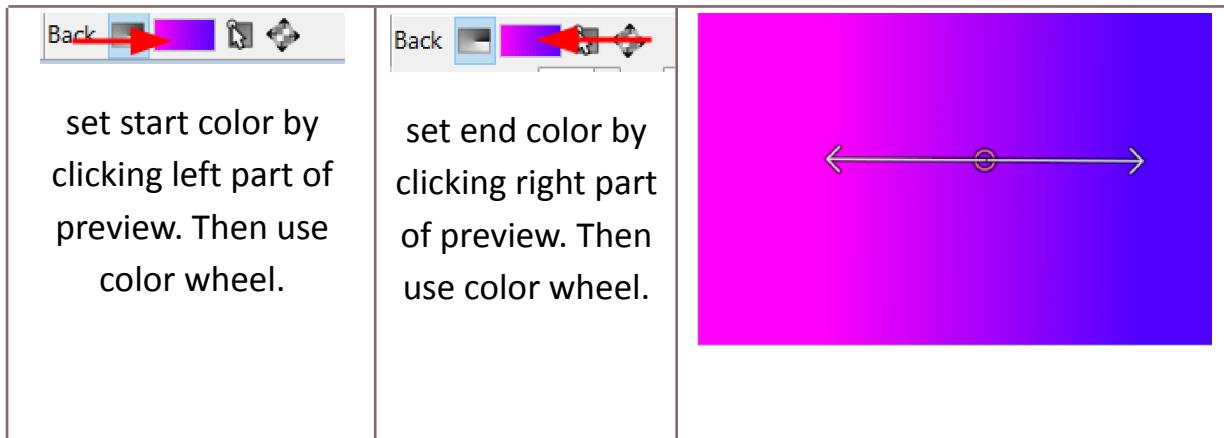
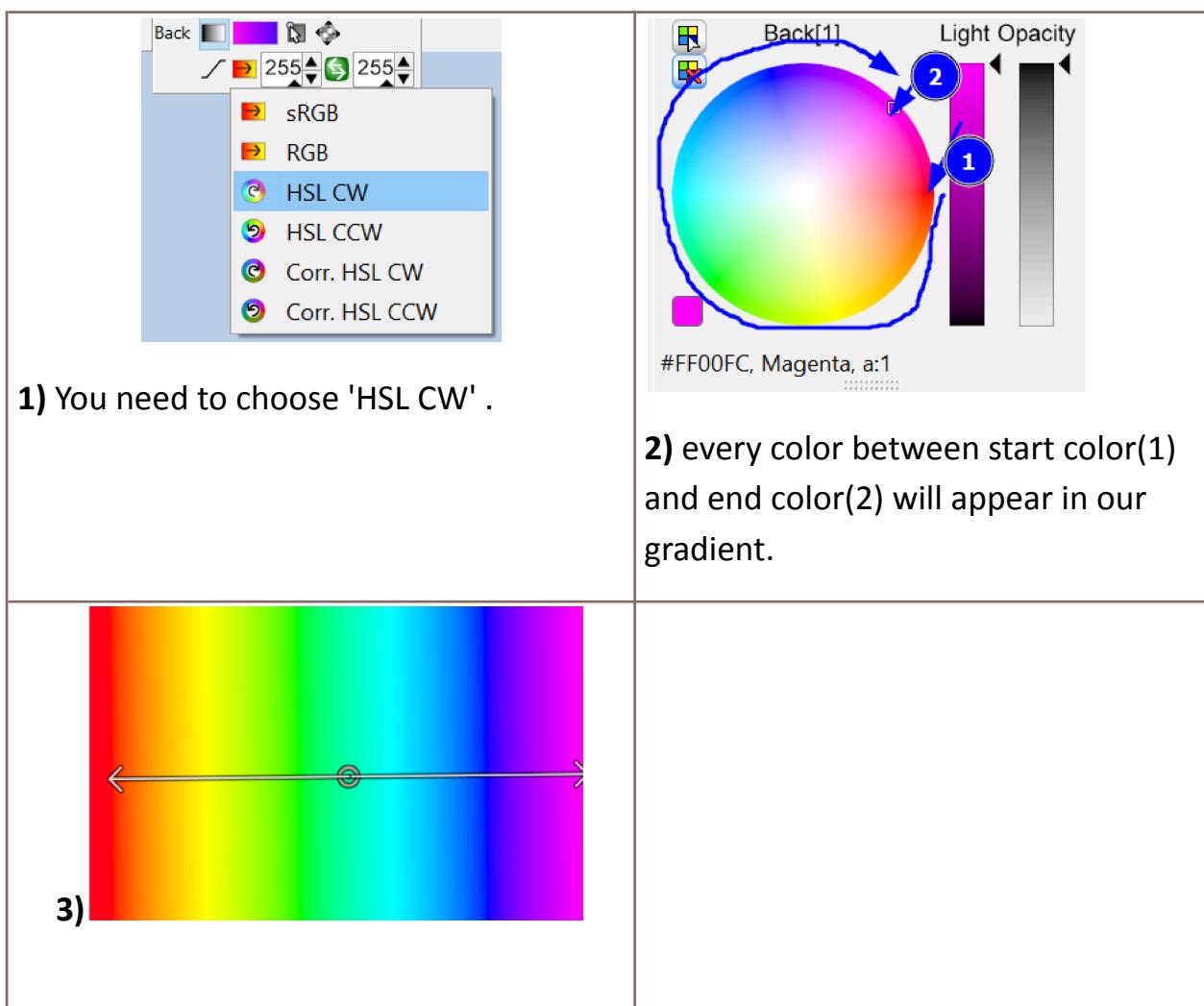


Lazpaint tips and tricks

- setting gradient fill start and end color



- multiple colors in gradient fill



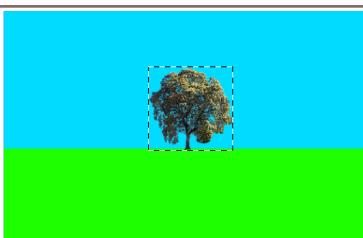
- We can change center of rotation and scale for a layer.



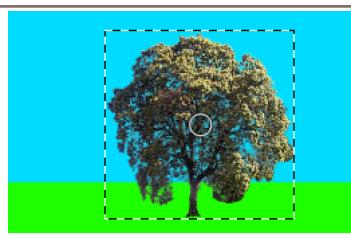
I cut(**ctrl+x**) tail after selecting and pasted it as a new layer(**ctrl+shift+v**). I repositioned it where it need to be. now using rotation tool will rotate tail from center.



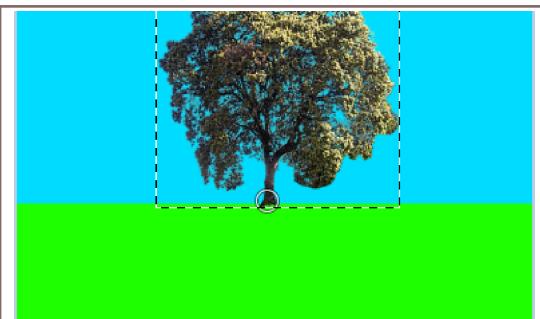
while using rotation tool we can click with right mouse button in different part to set rotation center.



We want to scale the tree.

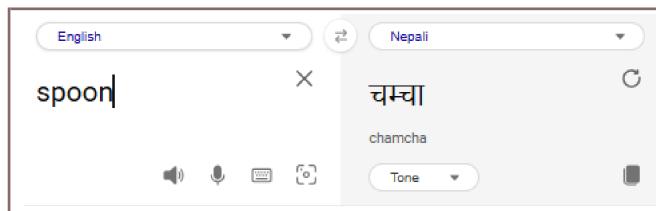


scale tool will scale from center.

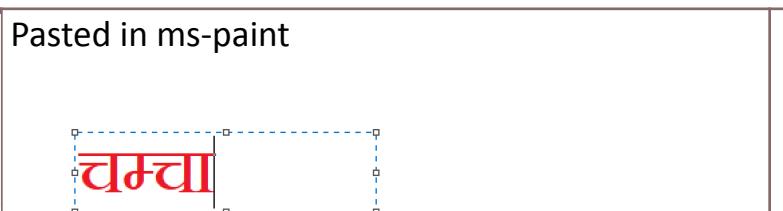


if we click right mouse button to the base of tree and then scale. Our tree will be bigger but will not cross the ground.

- google language translation from english to native language. If you copy it and then paste in lazpaint after clicking with text tool and if it is pasted incorrectly. We can use simple program from our OS(mine ms-paint.)

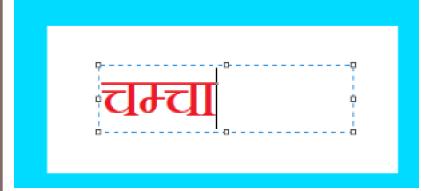


Lazpaint made small mistake.



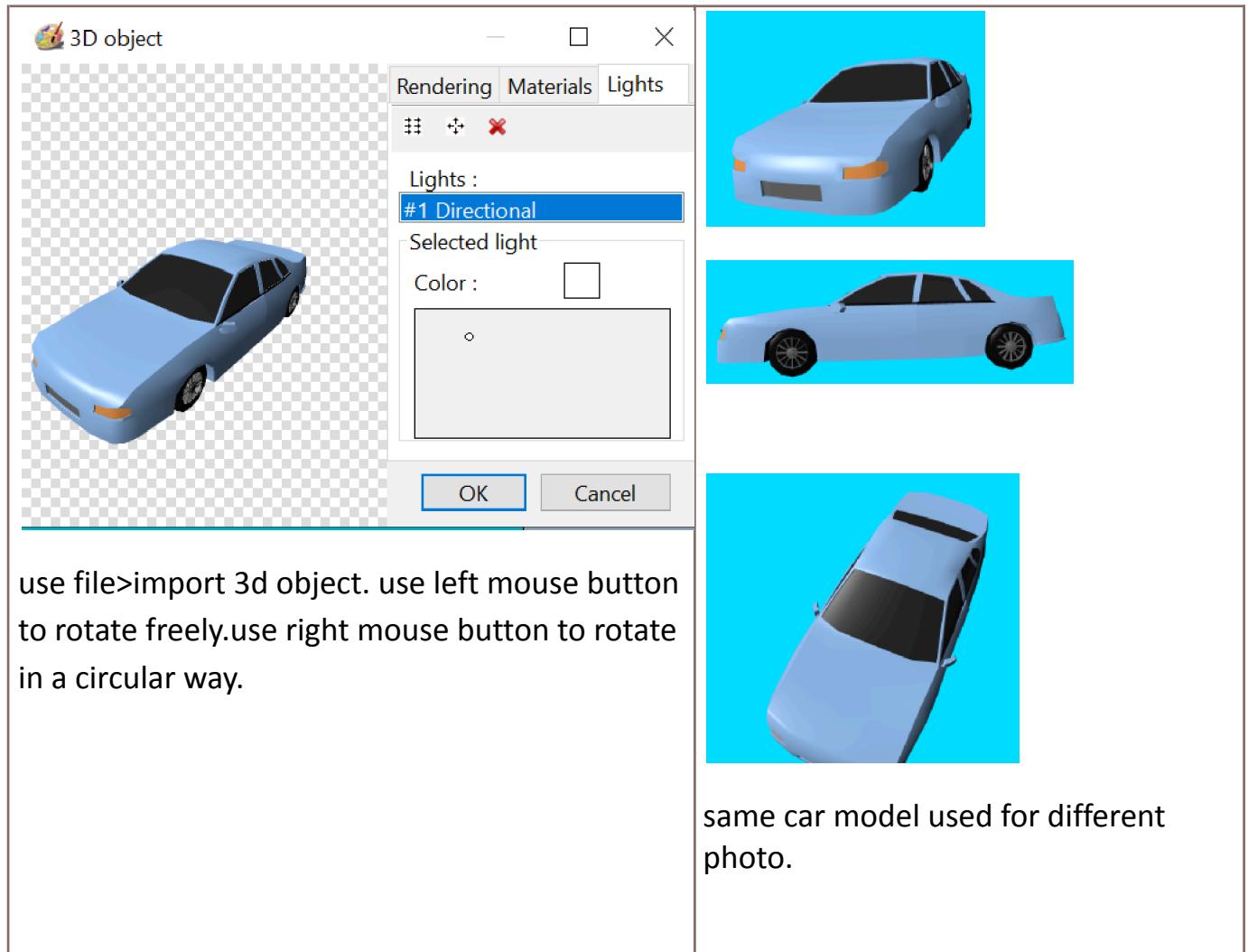
Pasted in ms-paint

Now we can save this picture. and can import it as a layer in lazpaint.




I deleted white region using  magic wand selection tool.

- Lazpaint can open 3d model(.obj).



- Free 3d models and free transparent pngs.

Free resources for Lazpaint :

- 3d models library:

<https://drive.google.com/drive/folders/1vYYHwwwNE2ILNraPNj6jGjKSCYPsfJ3?usp=sharing>

- images library(PNGs, SVGs and simple arts):

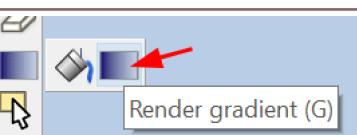
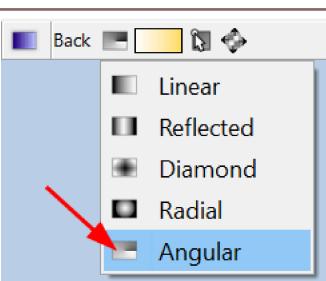
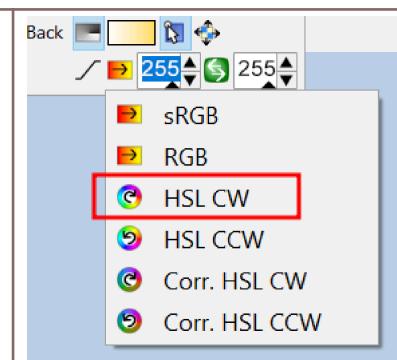
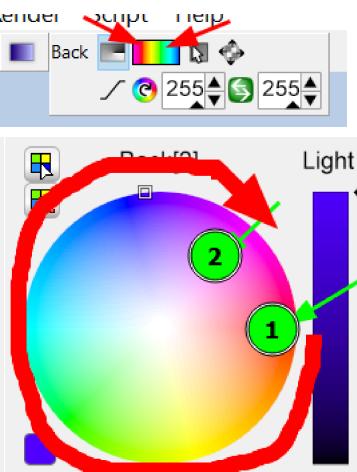
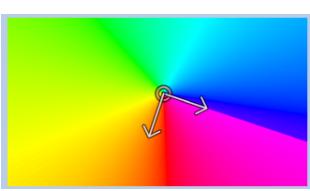
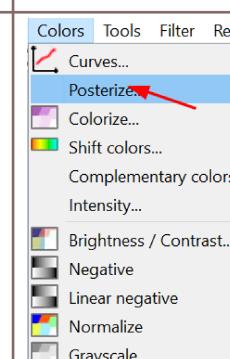
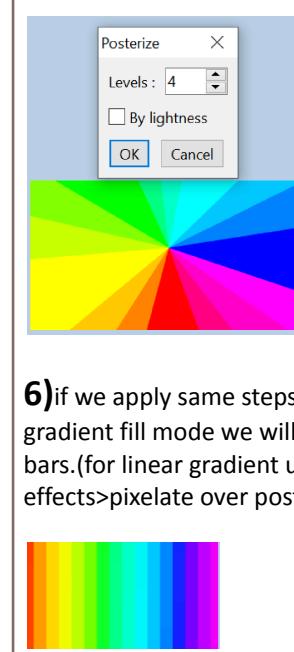
<https://drive.google.com/drive/folders/1jEUoKyRNobElc52rTbxxiNYM7Y7O03ve?usp=sharing>

3d models were possible because of <https://quaternius.com/>

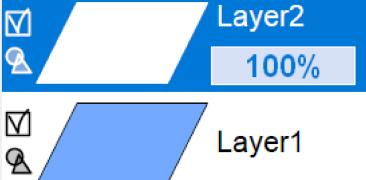
images were possible because of <https://tuxpaint.org/>

So, thank you.

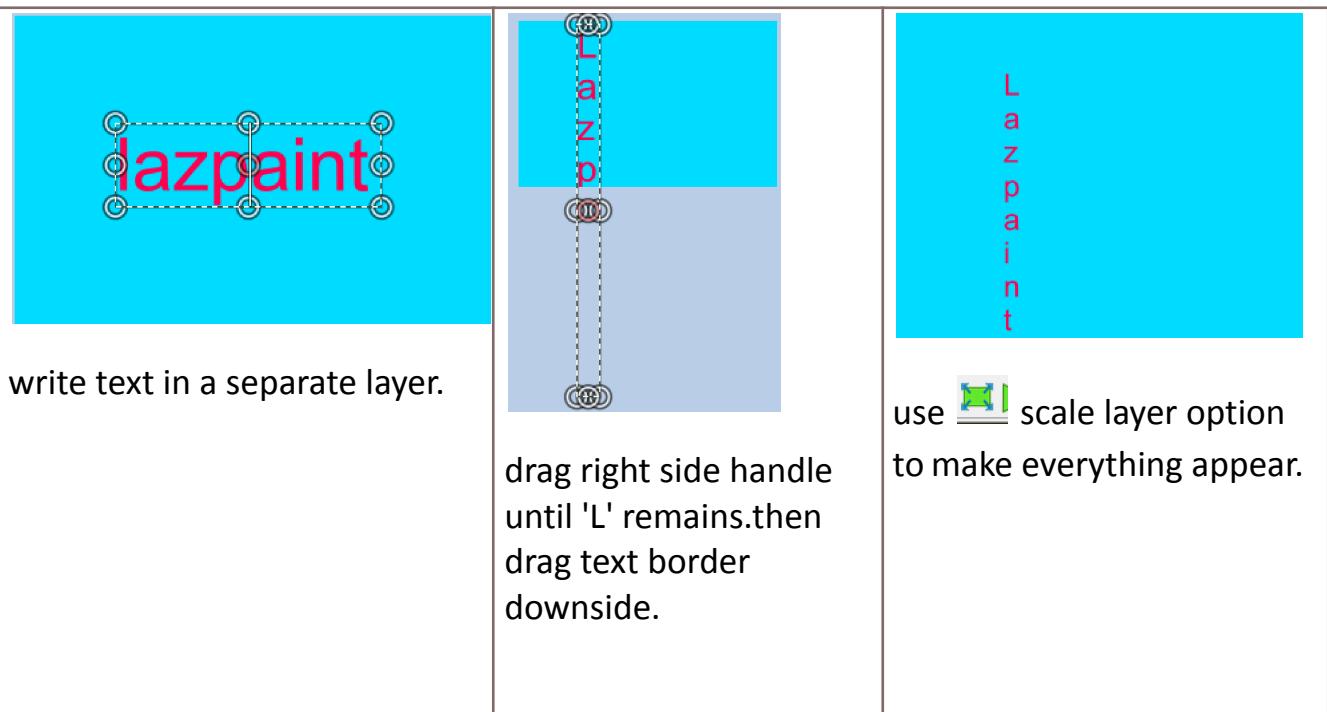
- colorful light rays

 <p>1)</p>	 <p>2)</p>	 <p>3)</p>
 <p>4) set start gradient by clicking leftside and end gradient by clicking rightside.</p>	 <p>5)</p>	
		 <p>6) if we apply same steps for linear gradient fill mode we will have color bars.(for linear gradient use effects>pixelate over posterize)</p>

- sky

 <p>1) fill a layer with a blue color.</p>	 <p>2) Create Second layer and fill with white</p>	 <p>3) create third layer and fill it by going menu>render>cyclic perlin noise. then change is blending mode  to mask.</p>
  <p>4) Now merge  it with below layer.</p>		

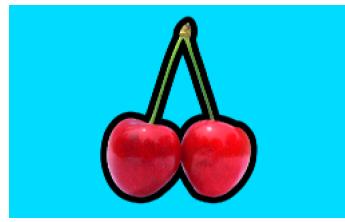
- Vertical text effect



- Layer effects found in script menu>layer effect>.... can be readjusted after applying also.

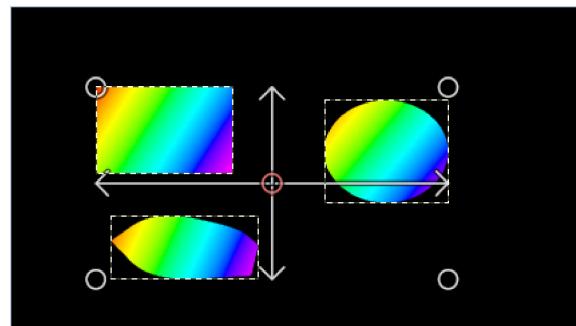


fruit was in second layer.I applied stroke layer effect with small width.



I was not satisfied with stroke width.
So I firstly selected fruit layer. then applied same effect with big width.

- we can select multiple shapes for transforming them at a single time using ctrl+left mouse click for each shape.



- before using render > clouds we can decrease opacity of cloud color for nice result.



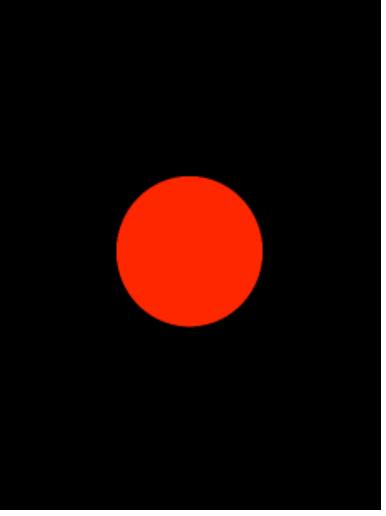
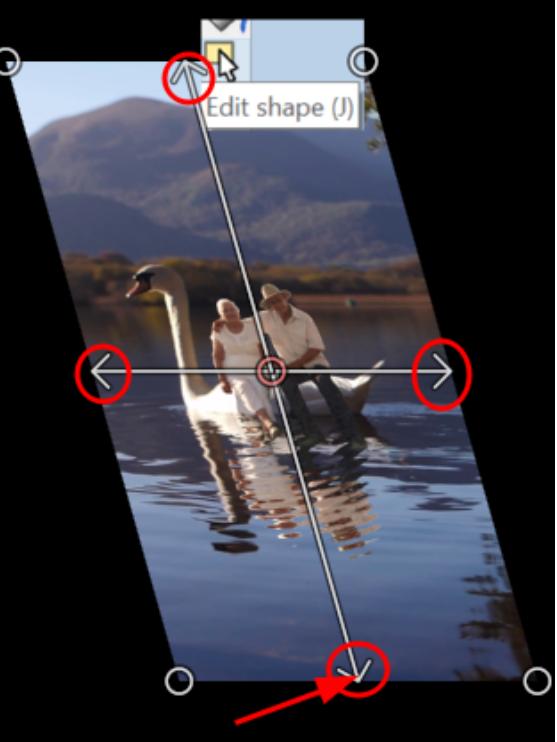
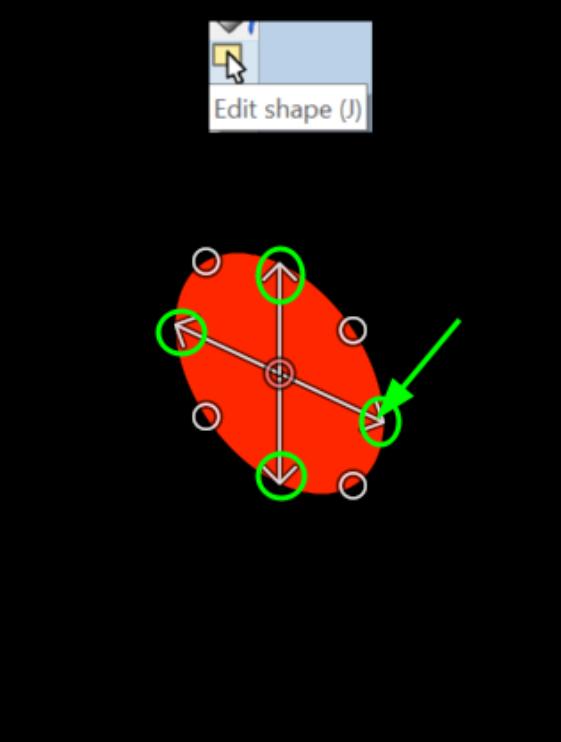
- Color Overlay use cases(script>layer effect>color overlay)

		
<p>1) Tree is a second layer with transparent background</p>	<p>2) color overlay can be used to fill it with single color.</p>	<p>3) duplicate  tree layer. Set black color using color overlay. Decrease layer opacity  and use perspective tool  to deform it in a shape of shadow.</p>
<p>sun is shining.</p> <p>4) Color Overlay can be useful if we want to give different color to words.</p> <p>Text is in a new layer.</p>	<p> is shining.</p> <p>  shining.</p> <p>  shining.</p> <p>5) use rectangle selection tool  to select a word then apply color overlay. Repeat for rest.</p>	<p>  shining.</p>

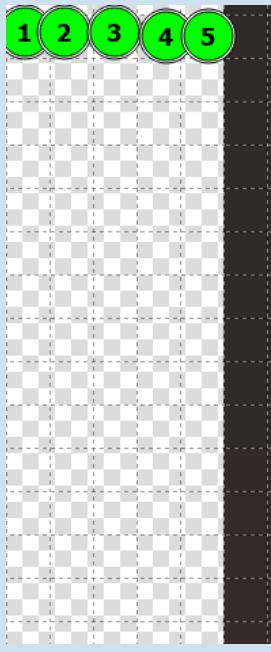
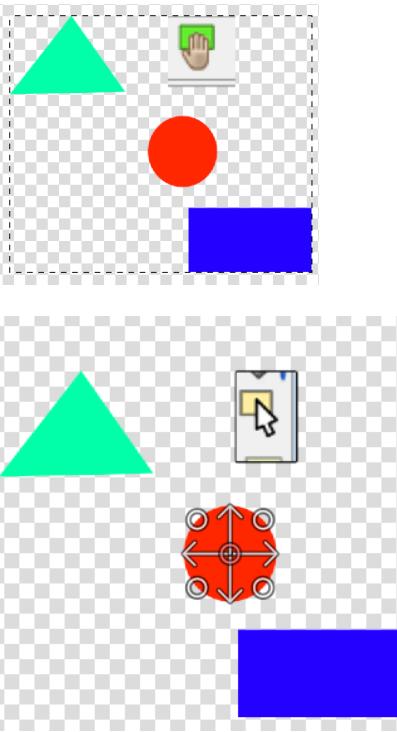
- brush color can be set to a color under a cursor of a current layer by shift + mouse click

 	 
<p>current brush color is green</p>	<p>If we hold shift then click with left mouse button at current position then our brush color will change to it.(secondary or back color of a brush can also be changed in same way but we need to use shift + right mouse click). This works for only a current selected layer. So if we want a color of something which is on a different layer then we need to select that layer first and set the brush color. Then go and work on a layer we were working on previously.</p>

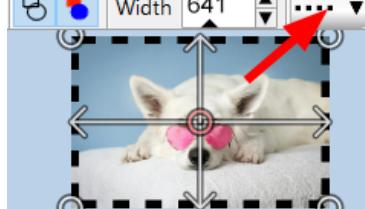
- We can **shear** objects and images using right **mouse button drag** or **alt + left mouse drag**.

	
	
 <p>Using  to shear(makes opposite side also change in reverse direction) by using right mouse button drag .</p>	<p>we can skew shapes and selections also.</p>

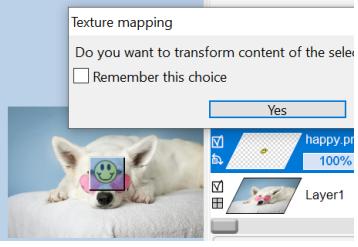
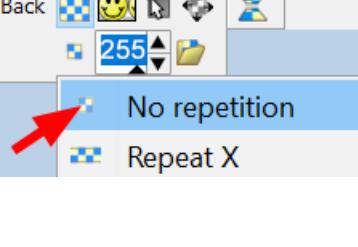
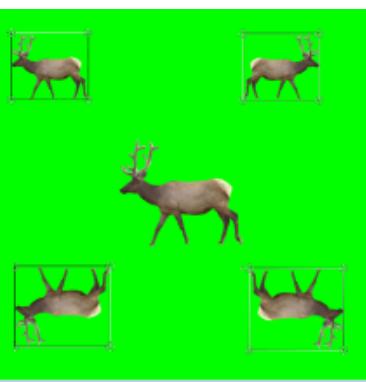
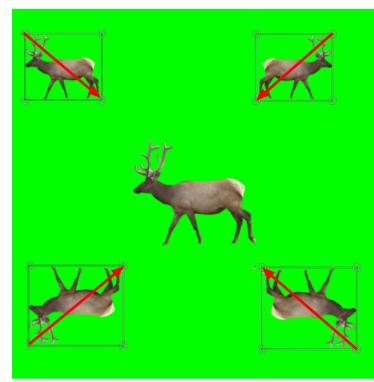
- We can move a shape or a photo by small increment(1 pixel) or big increment(5 pixels) by using **arrows keys** on a keyboard.

		
<p>a) Image opened in lazpaint</p>	<p>a) click  (move tool) from bottom of layers panel). Use arrow keys for one pixel increment. Image was moved 5 pixels from left by pressing right arrow key on keyboard five times. We could have used ctrl + arrow keys to increment by 5 pixels instead of 1 pixel.</p>	<p>b) for shapes use  (move tool) to move all shapes on a layer. or use  (edit shape tool) to move shape individually.</p>

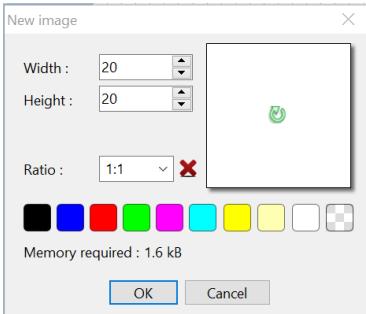
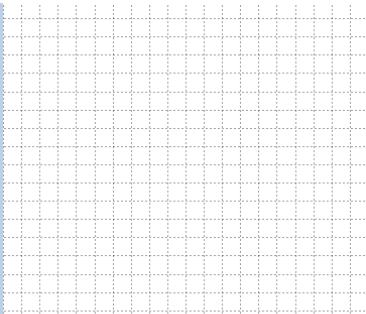
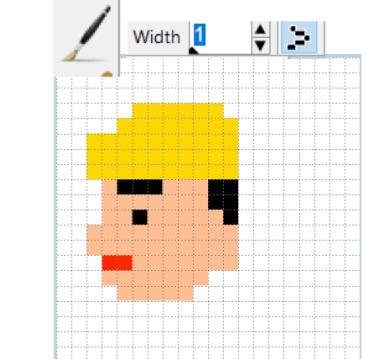
- Edit shape tool  two tricks.

 <p>happy.png</p> <p>Layer1 100%</p> <p>Normal</p>		
<p>1) bottom layer is of a dog and top layer is of a happy emoji.</p>	<p>2) if we select happy emoji layer then use  to edit then we can notice that we can use copy(ctrl + c) and paste(ctrl + v) to create multiple copies of them.</p>	<p>3) Interesting thing is that they all can be edited separately. They can be moved, skewed, rotated and scaled separately. (But if we now paint with a brush in this layer their individuality will not exist.)</p>
		
<p>4) new image: dog photo</p>	<p>5) if we use  to select it. Then do copy and paste one time. Now we can enable border option and increase stroke width.</p>	<p>6) cool thing is that now we can also change border style.</p>

- Texture mapping tool  fun use.

		
<p>1) first we have to use rectangle selection tool  on happy emoji layer to use selected region as texture for texture mapping tool. Now we can use . Click yes for the dialog. Now we can delete happy emoji layer and work on newly created layer.</p>	<p>2) No repetition will not repeat texture to fill entire layer. Click and drag on canvas to create that emoji. We can distort it with its four points on corners. this feature allows us to place texture in correct perspective of the dog layer. Also we can move it to different location by dragging from inside.</p>	<p>3) After satisfied with placing of first emoji texture then just press enter. Now we can add emoji texture again by mouse. Do it as much you like.</p>
		
<p>4) there are two layers. green background layer and deer layer. Set deer as texture for  as we did above for happy emoji.</p>	<p>5) in which direction we drag with our mouse will give us different result. (same look, mirrored horizontal, mirrored vertical)</p>	<p>6) red arrow shows in which direction we dragged.(to prevent squeeze and squash of it hold down shift while dragging.)</p>

- simple pixel editing workflow in lazpaint.

		
<p>for pixel editing we use less pixels. Here we are using only 20 pixels for both width and height. After making pixel art if we want to scale our pixel art to big size we need to use image > resample > Quality > Fast otherwise our pixel art will look blurry.</p>	<p>press alt + f or click on  below main menu bar to fit canvas to window.</p>	<p>use simple pen tool  and enable pixel mode . Set tool width to 1 pixel and draw.(while using paintbrush we can do pixel paint by holding ctrl while painting.). Using shift + left mouse click on a pixel to set its color as pen color can be useful.</p>

- Little bit about **masking** feature in lazpaint

	<p>Script Help Run script... Channels > Layer effect > Mask > Mask from alpha channel Render > New mask Version</p>
<u>first:</u> we have two layers. bottom road and top football	<u>second:</u> select ball layer and make mask layer .
<u>third:</u> we can see mask layer	<u>fourth:</u> Painting with black will erase the part we paint and painting with white will reveal the part we paint. Currently mask layer is affecting all the layers below it.
<u>fifth:</u> Select mask layer then click on merge layer over button located at bottom of layer panel which will effect only ball layer.	<u>extra:</u> black color will erase fully and white color will reveal photo fully. Transition from white to black in mask layer will erase gradually.

Simple and fun softwares I use:

I am listing them because they gave me joy as lazpaint did. If you are happy with softwares you are currently using then stick to them you do not have to follow what I like. Things I list can be new field to you. So if you have interest you can peek into them or you can ignore them and focus on what you are currently learning.

- **photo editing: lazpaint** link -> [Download LazPaint](#)
- **2d animation: pivot animator 5** link -> [Pivot Animator](#) (available on windows only)
- **3d animation: anim8or** link -> [Anim8or 3d Modeler](#) (available on windows only)
- **video editing: openshot** link -> [Openshot](#)
- **music creation: pixi tracker** link -> [PixiTracker](#)
- **screenshot capture and annotation tool : flameshot** link -> [Flameshot](#)

Good bye and good wishes 😊