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*Edit page (https://github.com/aseprite/docs/edit/main/drawing.md)*

# Drawing

You can draw in the sprite editor (/docs/sprite-editor/) using tools like the Pencil (B key), you can use Left click to paint with the Foreground color (/docs/color-bar/), or Right click to paint with the Background color. This is true for almost all painting tools.

The tool behavior is also modified by the active ink (/docs/ink/).

The following is the list of available painting tools:

- Pencil (B key)
- Line (L key)
- Curve (Shift+L key)
- Rectangle (U key)
- Ellipse (Shift+U key)
- Countour (D key)
- Polygon (Shift+D key)

Other tools that will help you in the drawing process:

- Eraser (/docs/eraser/) (E key)
- Eyedropper (/docs/eyedropper/) (Alt or I key)
- Rectangular Marquee (/docs/selecting/) (M key)
- Move Cel (/docs/move-tool/) (Ctrl or ⌘ or V key)
- Slice (/docs/slices/) (Shift+C key)
- Zoom (/docs/zoom/) (Z key)

Some helpers for the drawing process:

- Preview Window (/docs/preview-window/)
- Tiled Mode (/docs/tiled-mode/)
- Symmetry (/docs/symmetry/)

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**SEE ALSO**

Sprite Editor (/docs/sprite-editor/) | Ink (/docs/ink/) | Tool Bar (/docs/tool-bar/) | Move Tool (/docs/move-tool/) | Zoom Tool (/docs/zoom/)

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