Painter is a programming language for drawing. Drawing is done by issuing instructions to the cursor. The cursor draws lines and shapes as it moves, using various colors and styles.

If you ever run into any problems with Painter, here's where you can find some help! If something is still not clear, or not working - let us know, by choosing "Contact Us" in the bottom-right corner. We'd love to hear your feedback, suggestions and bug reports. Thank you!

In Painter you are a character moving around the map. As you move in different directions you can mark down certain positions where you want to draw. You do not need to create any complex shapes or write complicated code. All you do is move (up, down, left, right) and mark points with a color you like. Once you have the outline for your shape, you can call write “connect” and choose which color points you want to connect.

MAKE:

MOVE:

CHOOSE:

MARK:

CONNECT:

CIRCLE:

ERASE: