NEW USER INTERFACE FEATURES FOR



A TUTORIAL

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New User Interface Features for Deep Paint 3D, version 2.0

What it is….

3D artists can now experience more creative control with Deep Paint 3D, version 2.0, the ultimate 3D painting and texturing tool.

What it does….

This Tutorial will take you through some of the new user interface features of Version 2.0. It's designed for the user who is already familiar with Deep Paint 3D.

If you are not familiar with the Deep Paint interface, then begin by reading Chapter 1, Interface Overview in the Deep Paint 3D on-line help.

Conventions

- Menu and Sub-menu choices are separated by the greater than sign, as in the example, **View>Palettes**.
- Commands and selections are displayed in **bold** typeface.

Specific keystrokes are represented with in caps with angle brackets e.g. **<ESC>**.

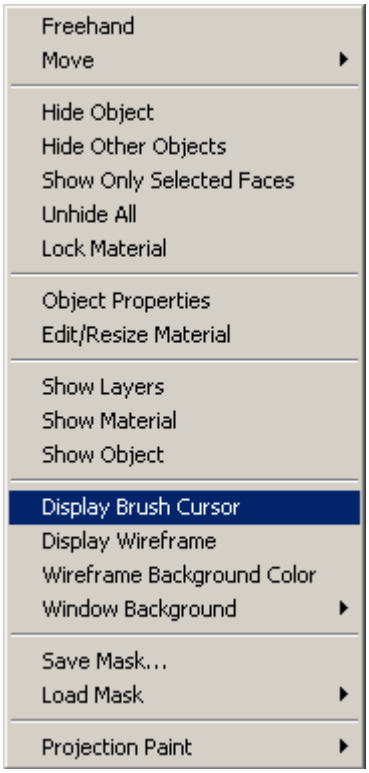
Tutorial Roadmap – Features

This tutorial highlights the new User Interface features of Deep paint 3D, version 2.0.

Brush Cursor
Stroke Preview
Print Preview
Image Stamp Modify and Capture Features

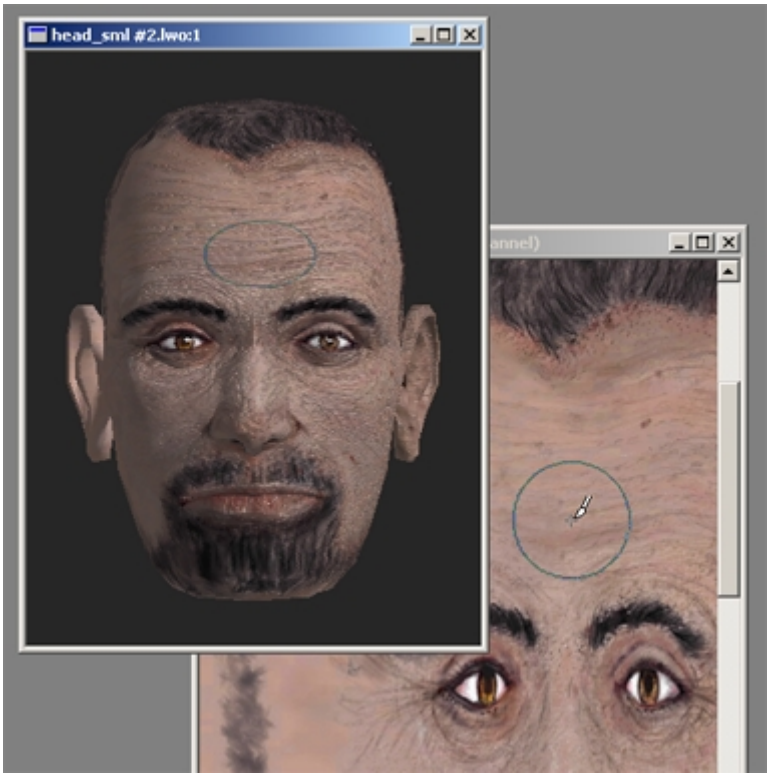
Brush Cursor

Description: Brush Cursor displays the outline of the brush head on a 2 D image, a 2.5 D image and a 3D image. The option to toggle the brush cursor on or off is found on the right-click mouse menu from the active canvas area.

Right Mouse Menu Option	
Right-click to select **Display Brush Cursor** to toggle the brush cursor on or off.	
Cursor display on a 2.5D canvas.	

Right Mouse Menu Option

When working with 3D images, the brush cursor displays on the 3D image and the 2D color channel image simultaneously.

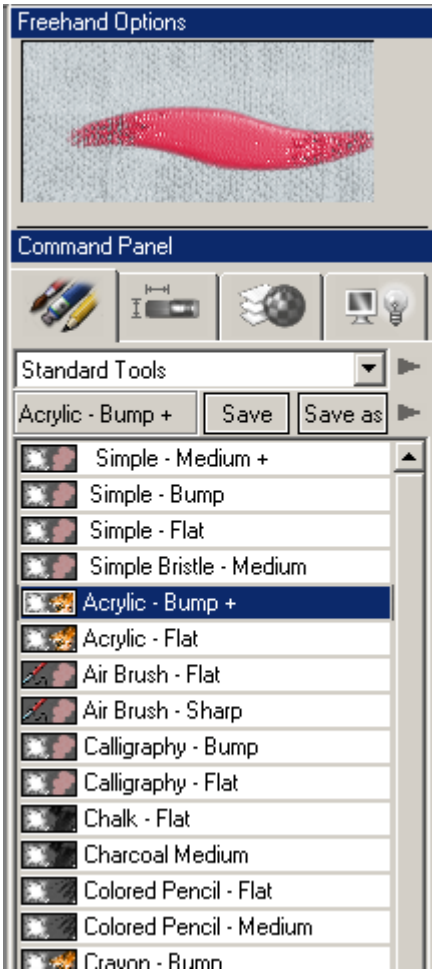


The brush cursor displays all types of presets.



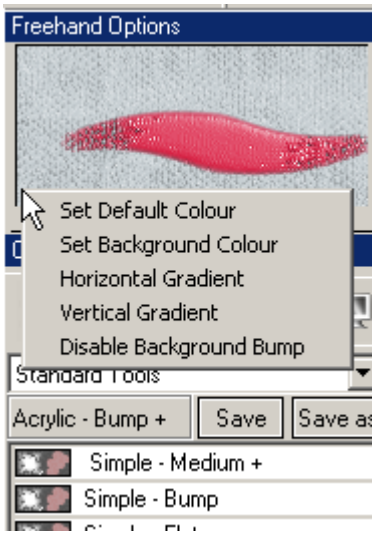
Stroke Preview

Description: This new option displays the current preset along with the brush settings. When the color, brush shape or profile changes, the display is dynamically updated.

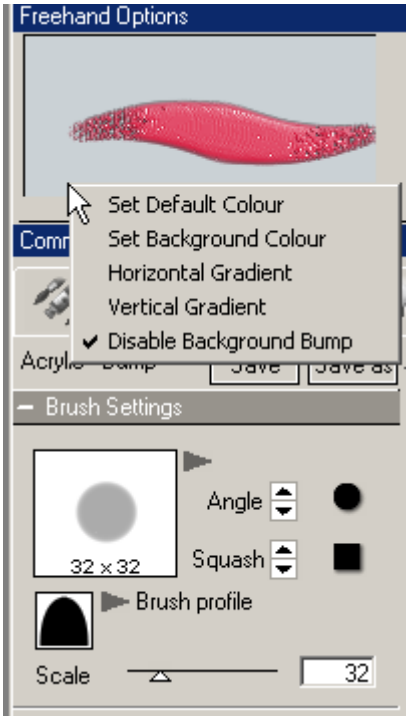
Stroke Preview	
	

Stroke Preview

Right-click in the Stroke Preview area displays options that can customize the preview.

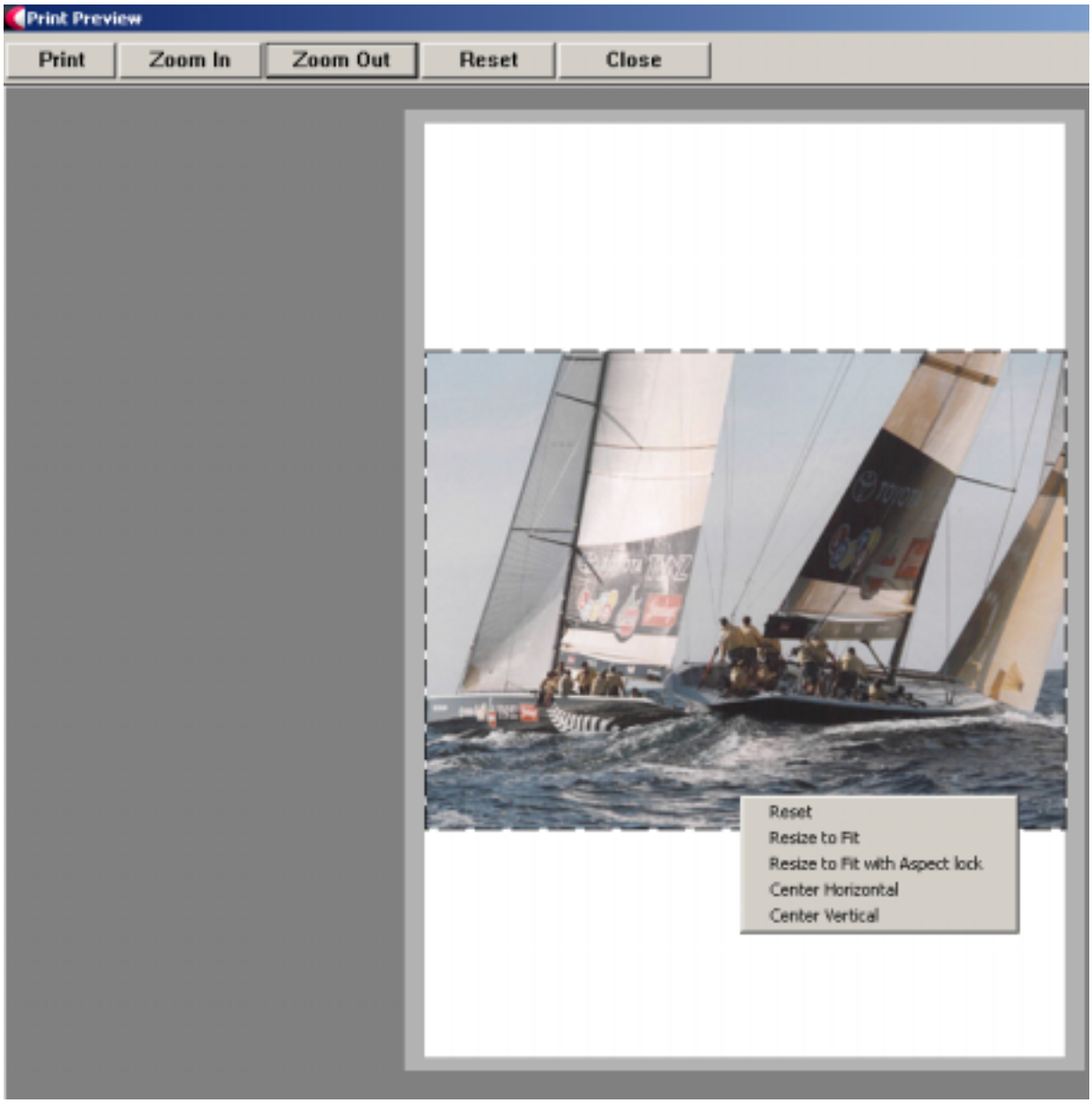


Use the options to change the background, color and bump. This screen shot shows the background with bump disabled.



Print Preview

Description: This feature allows you to preview your 2.5D canvas before printing and to change the scale and location of the image on the printed page.



Select the **Print Preview** menu option from the File Menu.

Zoom In and Out only affect the on-screen display.

The right click menu offers options that change the image's position on the printed page.

You can pan the image around the page and even resize the image to fit the entire printed page. This does interfere with the aspect ratio.

Image Stamp Modify and Capture Features

Description: Image Stamp has been enhanced to support the standard brush modification keys. Additionally, you can capture, preview and copy the pixels beneath the brush to the Image Stamp.

How to modify while in Image Stamp Mode

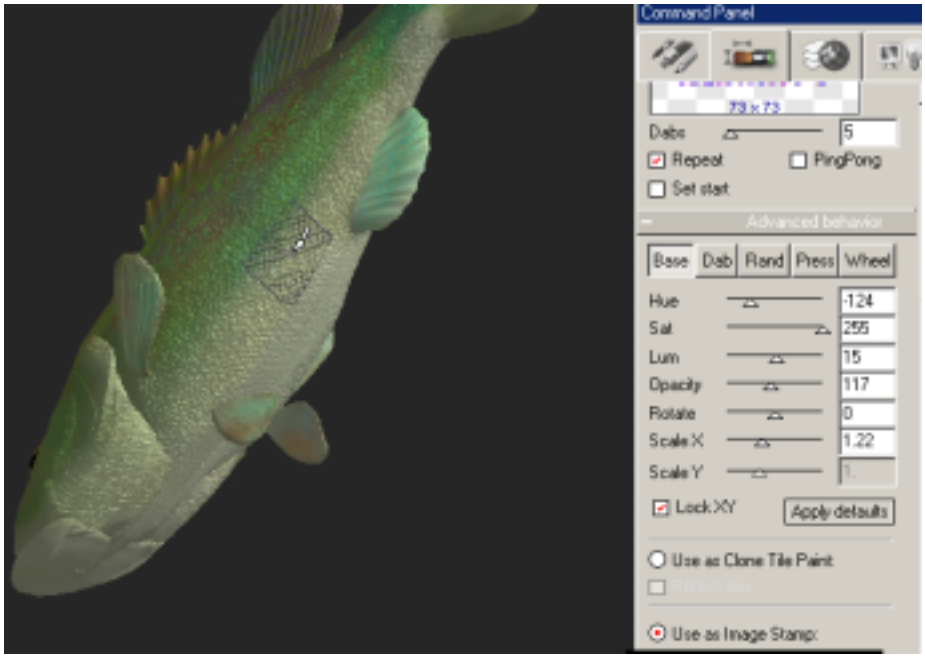
Image Stamp, available for Texture Paint, can be modified using the **Ctrl** and **Shft** keys.

In this screen shot, Brush Cursor is turned off to demonstrate the on-screen brush head preview that displays when a modification key is pressed.

Ctrl+left-click-up increases the scale.

Ctrl+left-click-right increases opacity.

Shft+left-click-right rotates the brush head clockwise.



How to capture while in Image Stamp Mode

You can capture, preview and copy the pixels beneath the brush to the Image Stamp by pressing **Alt + left-click** to sample.

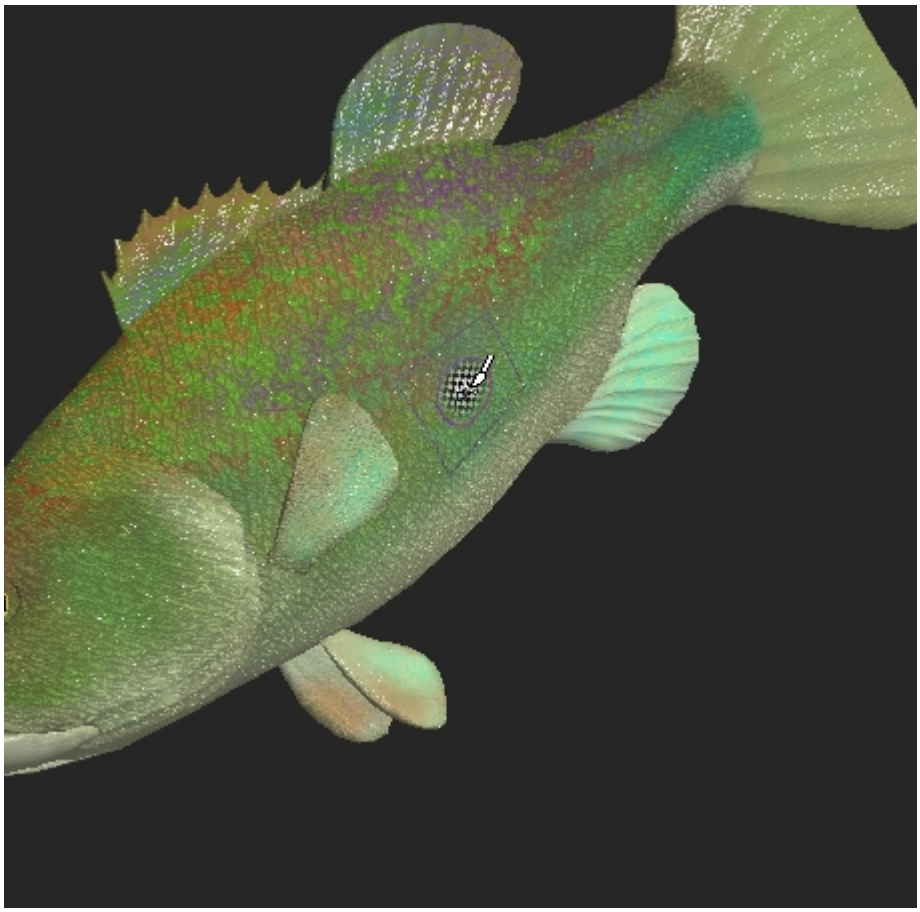
Combined with the existing modification keys **Ctrl** and **Shft**, you can modify scale, rotation and opacity.

Alt+Ctrl+left-click-up increases the scale while sampling.

Alt+Ctrl+left-click-drag right increases opacity while sampling.

Alt+Shft+left-click-drag right rotates the brush head clockwise.

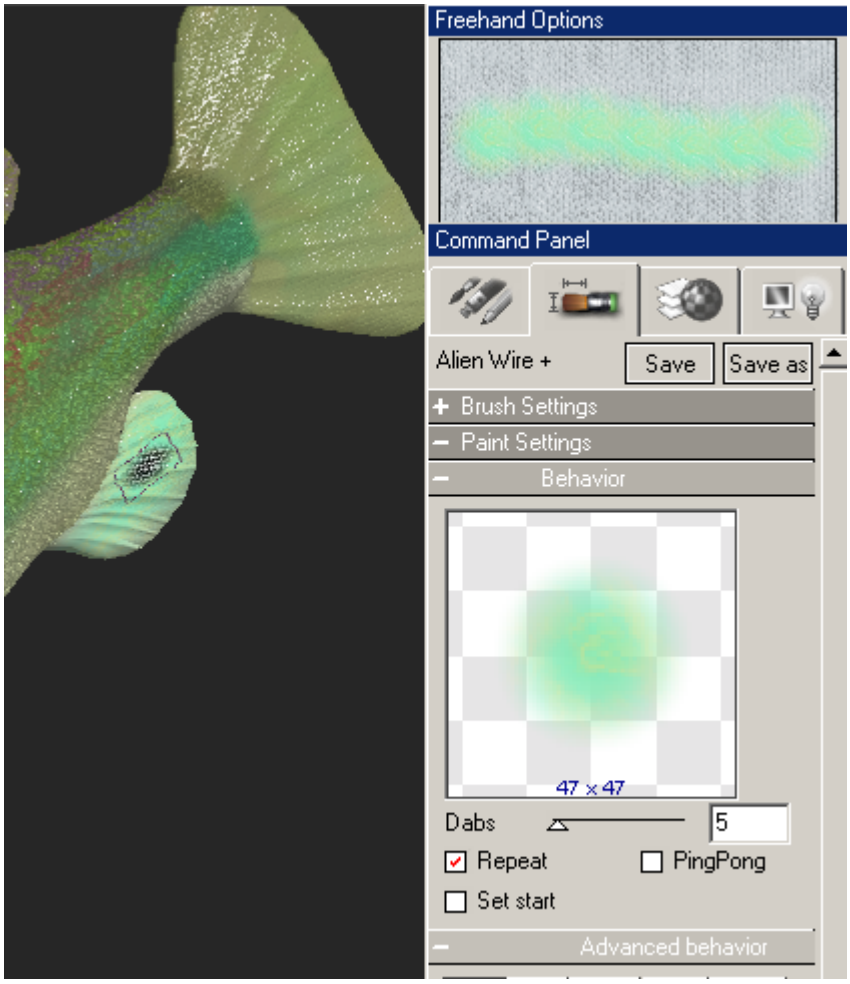
Please note that the brush cursor is also on in this screen shot.



How to capture while in Image Stamp Mode

The sample area is previewed in the Preset Preview as well as the display in Behavior.

This feature works on compacted colors as opposed to the current layer.



We encourage you to experiment with these features, and to submit your work to http://righthemisphere.com/community/gallery/index.htm for inclusion in the Right Hemisphere gallery. We are even accepting objects for display in our new 3D Interactive Gallery!