Krita

BRIDGE COURSE

TOPICS COVERED

95%

- Manipulating the Canvas
- Opening an Image in Krita
- Move Tool
- Gradient Tool
- Creating a Project in Krita
- Different Views in Krita
- Selection Tool
- Crop Tool
- Creating and Managing Layers in Krita

Krita is an open-source program used for digital painting and 2D animation, also known as a **raster graphics editor**. It can run on various operating systems, such as Microsoft Windows, macOS, Linux, Chrome OS, and Android. Krita offers high-quality digital painting tools and advanced raster graphics editing capabilities.

MANIPULATING THE CANVAS

In Krita, the canvas is the digital workspace where you create and manipulate your artwork. It represents the area where you can draw, paint, or edit images, much like a physical canvas for traditional painting. The canvas is the blank digital space where you apply your brushes, tools, and colours.

The following table shows the different ways to manipulate canvas:

Function	Description	How to use it?
Zooming	Zoom in or out on the canvas.	Use the zoom tool from the toolbar, or press the "+" or "-" keys. You can also use the mouse wheel to zoom in or out. OR Press the **CTRL + Spacebar** keys and then drag the mouse in the up direction to zoom in and drag the mouse in the down direction to zoom out.

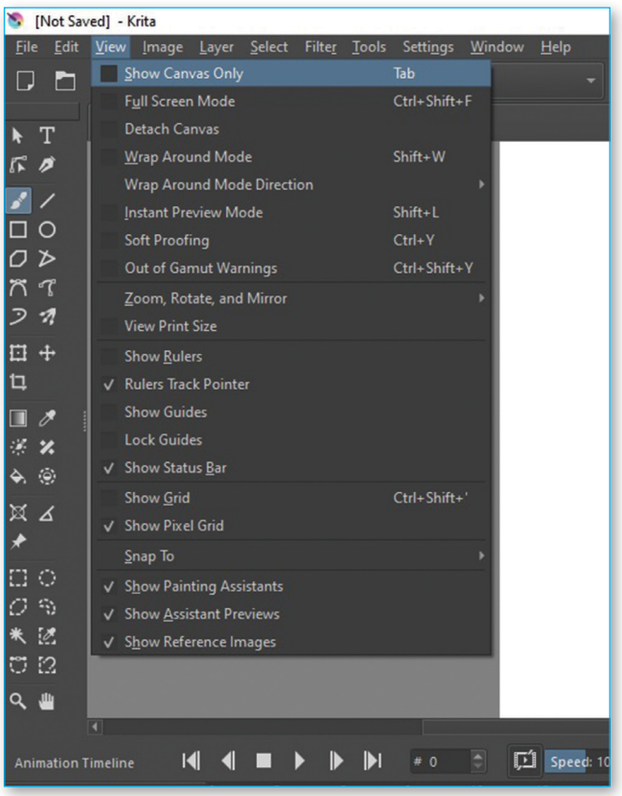
Panning	Move the canvas view without changing the zoom level.	Press and hold the spacebar or activate the pan tool from the toolbar. OR Press the **Spacebar** key and then drag the mouse to move the canvas.
Resizing	Change the dimensions of the canvas.	Go to **Image > Resize Canvas** from the **Menu** bar or use the shortcut **Ctrl+Alt+C**. Enter the new dimensions and click on the **OK** button.
Rotating	Rotate the canvas clockwise or counter-clockwise.	Go to **Image > Rotate > Rotate Image** from the **Menu** bar. Enter the desired rotation angle and click on the **OK** button. OR Press **Ctrl +]** to rotate the canvas right and Press **Ctrl + [** to rotate the canvas left.

DIFFERENT VIEWS IN KRITA

In Krita, a view refers to a specific way of displaying the canvas. It determines how much of your artwork is visible on the screen and its scale relative to the actual size. Each view has its advantages depending on the task at hand.

SHOW CANVAS ONLY VIEW

This view hides all of the user interface elements, such as toolbars and panels, allowing you to focus solely on your artwork. The Show Canvas Only view concentrates on removing visual clutter within the Krita window. You can access the Show Canvas Only view by clicking on **View** menu in the **Menu** bar and select the **Show Canvas Only** option.



SHORT KEY

To toggle Show Canvas Only on or off:

Tab

FULL SCREEN MODE VIEW

This view enlarges the Krita window to occupy the whole screen, but the UI elements (toolbars, panels, and menus) are still visible. This view hides your operating system controls, allowing you to use the entire screen for your canvas. This view aims to eliminate distractions from other applications.

SHORT KEY

To toggle **Full Screen Mode** on or off:

Ctrl + Shift + F

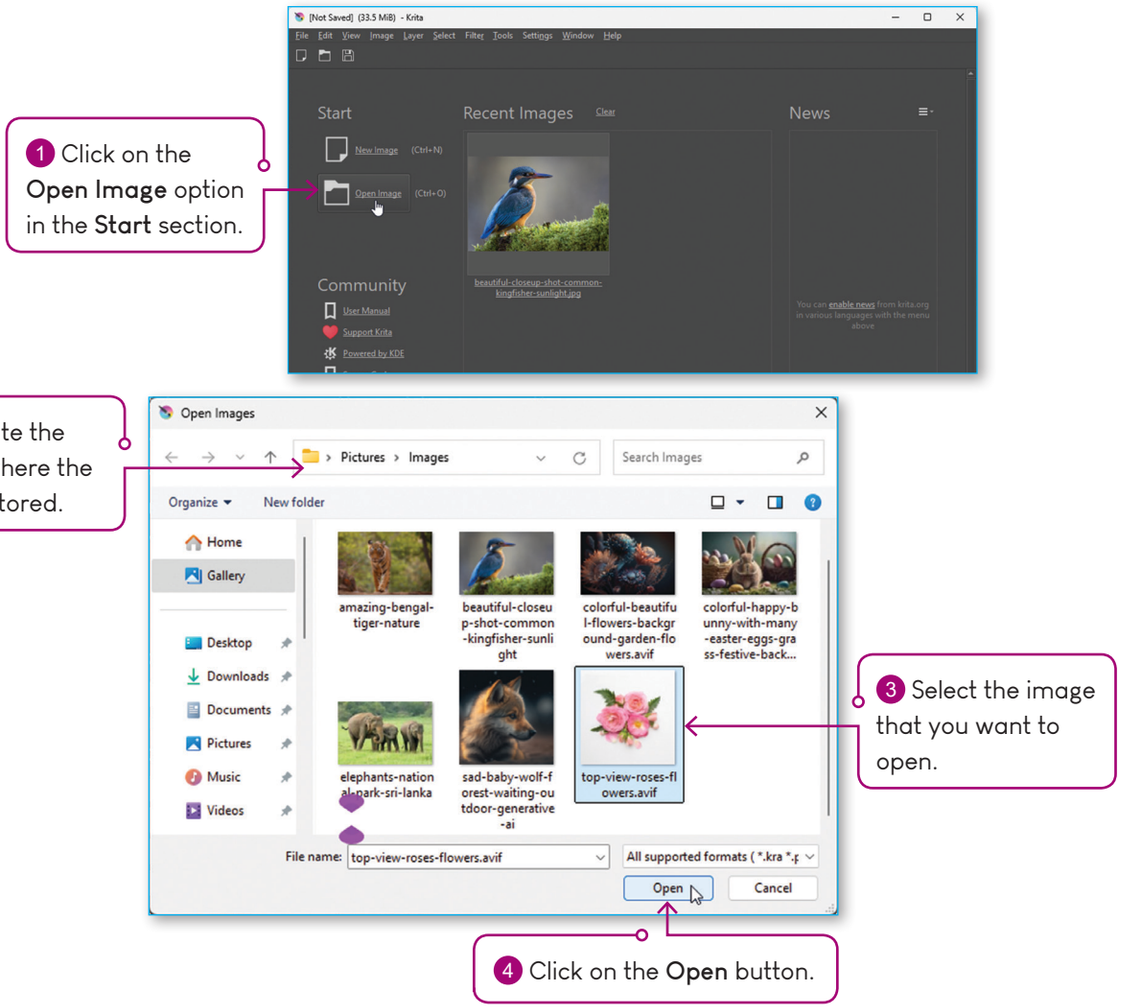
You can access the **Full Screen Mode** view by clicking on **View** menu in the **Menu** bar and select the **Full Screen Mode** option.

PURE FACT

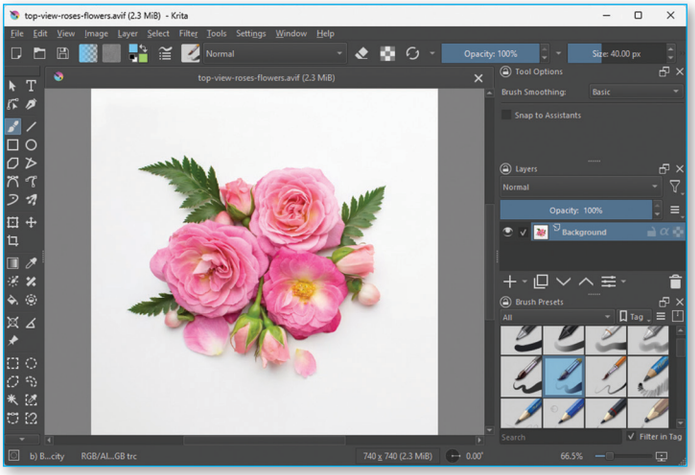
The Show Canvas Only view can also be entered by tapping the screen with 4 fingers on the touch screen device.

OPENING AN IMAGE IN KRITA

To open an image in Krita, follow the given steps:



The image is inserted and displayed in Krita.



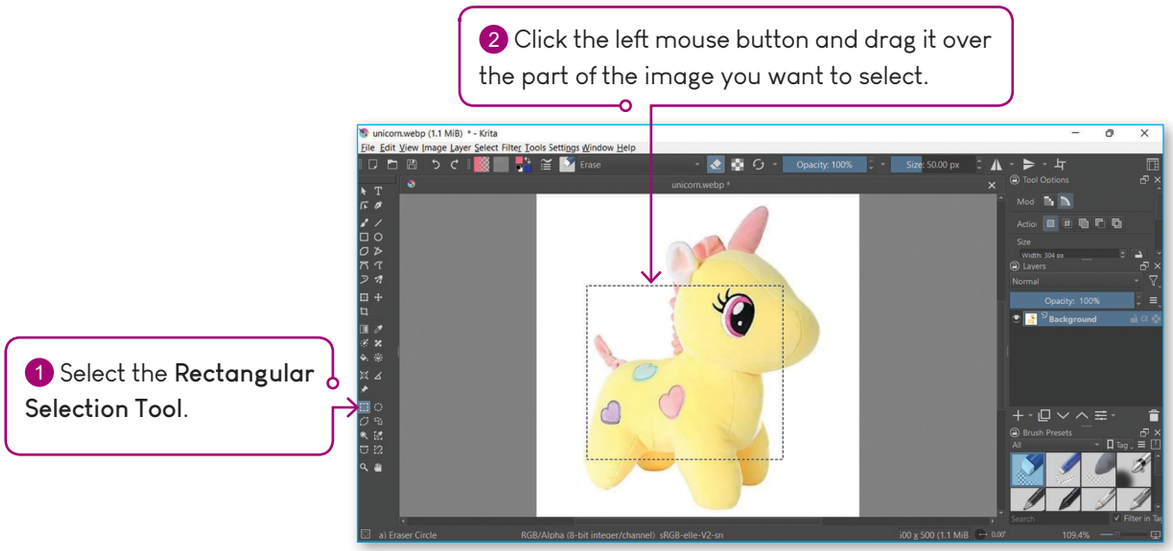
SELECTION TOOL

Selection tools are used to select those areas of an image that we wish to modify. A selection isolates a part of an image so that we can work on the highlighted area only without affecting the rest of the image. Krita provides us with different types of selection tools. Let us take a look at how these tools work.

RECTANGULAR SELECTION TOOL

This tool is used to select a part of an image using rectangular selection.

To use the Rectangular Selection Tool, follow the given steps:



The image gets selected and the area inside the dashed/dotted border (also referred to as “marching ants”) represents your selection.

You can deselect an image by clicking on the **Deselect** option in the **Select** Menu.

SHORT KEY

To deselect a selected area:

Ctrl + Shift + A

SHORT KEY

To reselect a selected area:

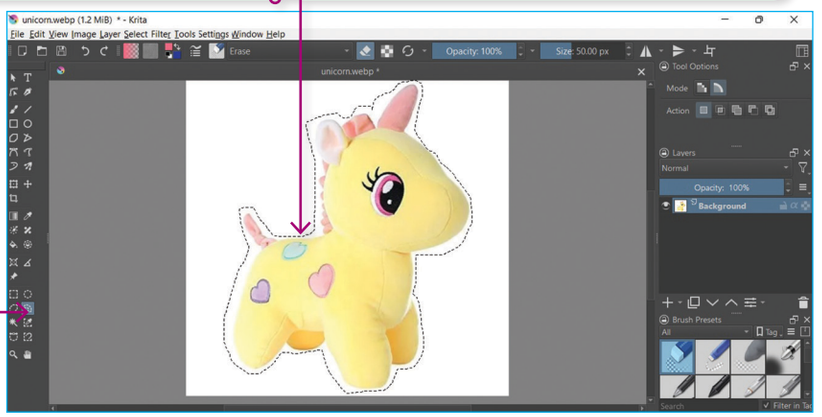
Ctrl + Shift + D

FREEHAND SELECTION TOOL

This tool works like a pencil. It is the easiest tool to use because you can simply click and drag your mouse around the object or area you want to select. It is used to make a curved or jagged selection.

To use the Freehand Selection tool, follow the given steps:

2 Click the left mouse button and drag it around the area you want to select. Once you release the mouse, the selection will be highlighted by an dashed border.



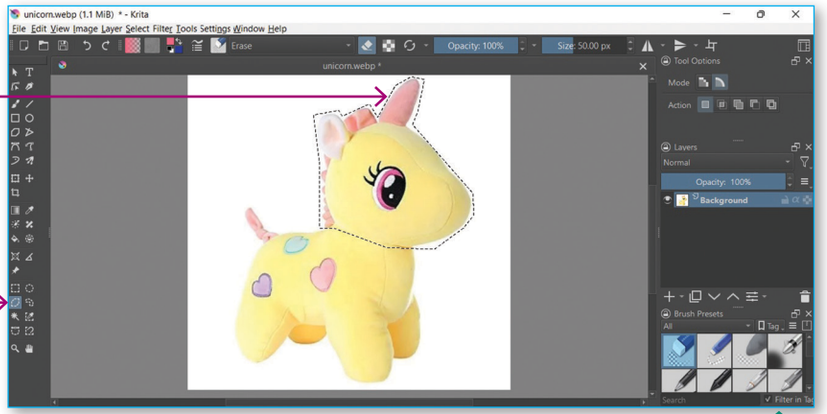
1 Select the **Freehand Selection Tool**.

POLYGONAL SELECTION TOOL

The Polygonal Selection tool makes a straight-edged selection around your object in the shape of a polygon. It does not allow curved or freehand selections.

To use the Polygonal Selection Tool, follow the given steps:

2 Click the left mouse button and drag it around the area of the image to enclose the desired area in a polygonal selection, till you reach the starting point.



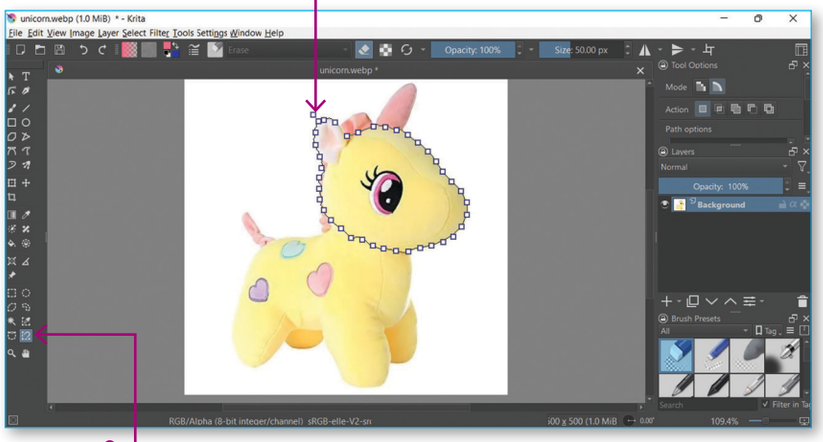
1 Select the **Polygonal Selection Tool**.

MAGNETIC CURVE SELECTION TOOL

Magnetic Curve Selection Tool is an edge detection tool that searches for the edge of the object as you move your mouse pointer around the object. It makes the selection on the edges and clings to it. It performs best when your image has a lot of contrast between the foreground and background elements—for example, a basket full of fruits with light coloured background.

To use the Magnetic Curve Selection Tool, follow the given steps:

2 Click on the edges of the image you want to select to create a beginning of the anchor point. Then, click around the edges till you return to the initial point. Press the **Enter** key to complete the selection.



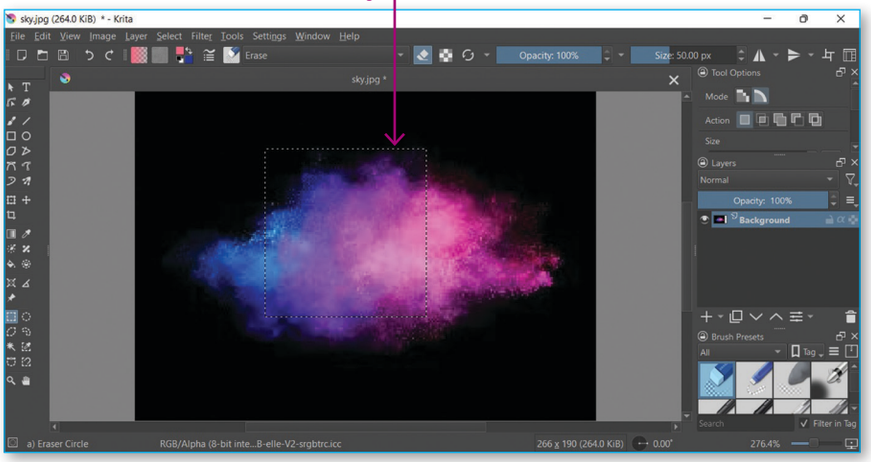
1 Select the **Magnetic Curve Selection Tool**.

MOVE TOOL

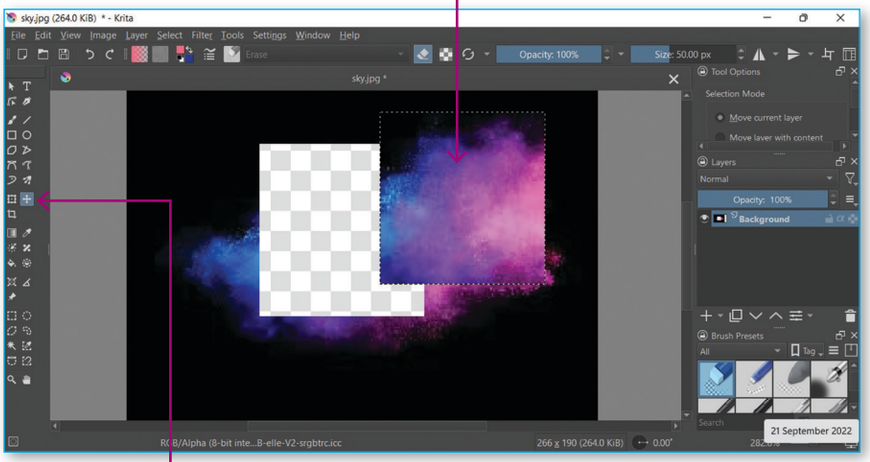
The Move Tool is used to move a selection, layer, text box or object to a different location.

To use the Move Tool, follow the given steps:

1 Make a selection with a suitable selection tool.



3 Click inside the selection and drag the selection to the desired location. Then, release the mouse button.



2 Click on the **Move Tool**.

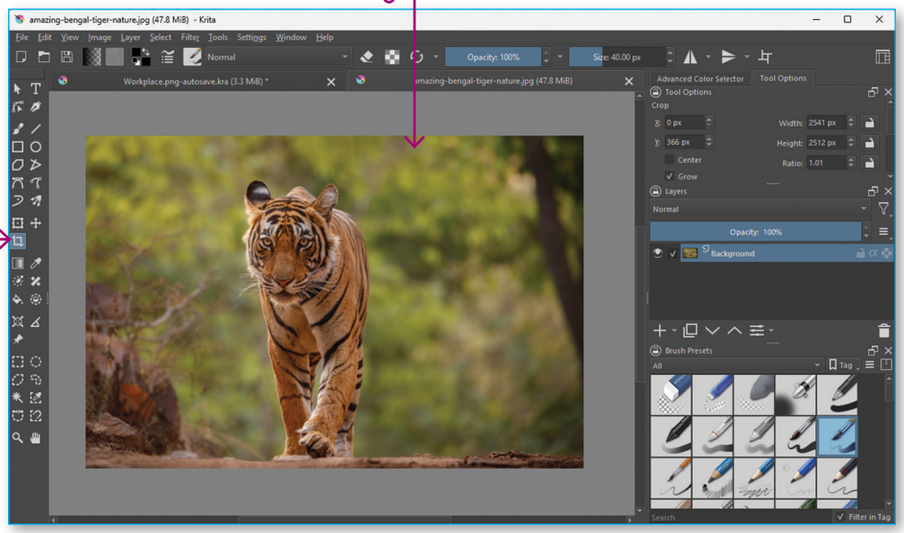
The selected area will be moved from its original location to the new location, leaving a blank canvas in the shape of the selection.

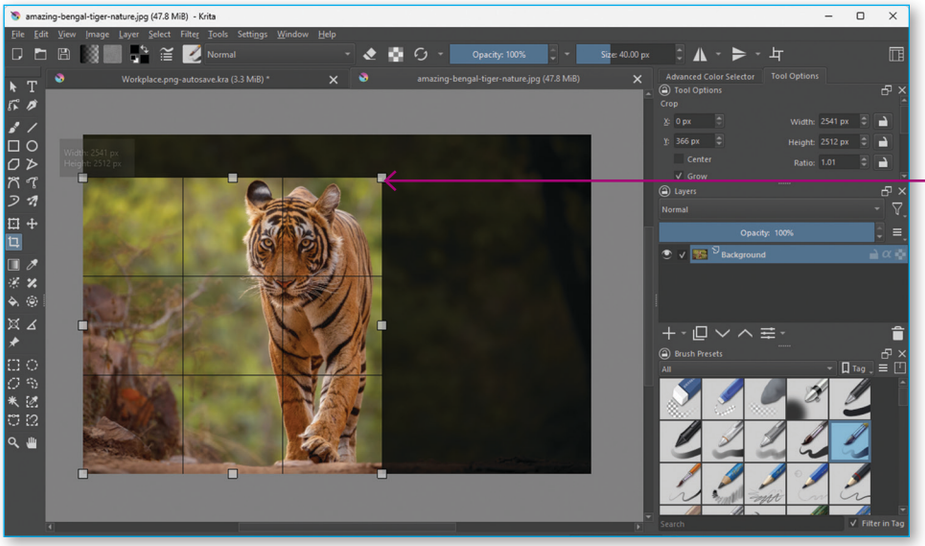
CROP TOOL

The Crop tool is used to trim an image and remove unwanted areas from the image. To use the Crop Tool, follow the given steps:

2 Click anywhere on the canvas to select the entire canvas. Handles can be seen in each of the four corners and in the middle of the sides.

1 Click on the **Crop Tool**.





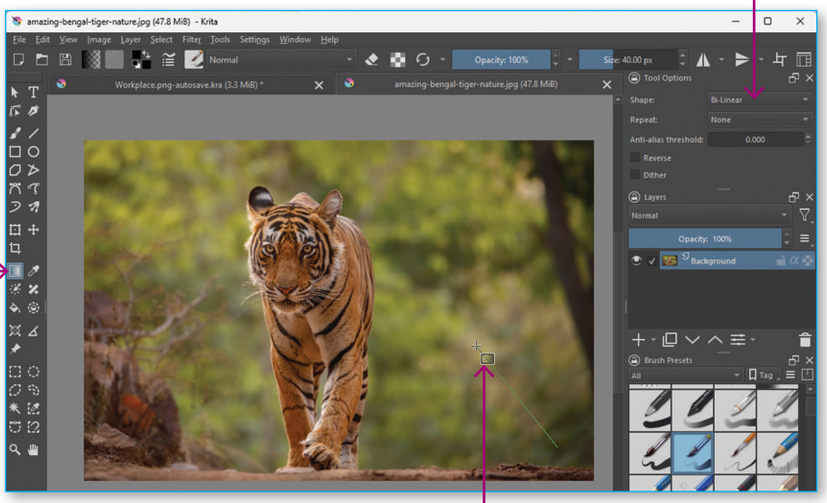
3 Drag these handles to crop the image according to the requirement and press the **Enter** key.

GRADIENT TOOL

The **Gradient Tool** is used when we want a blend of two or more colours in our background or image. It fills the colour with one click rather than multiple brush strokes.

To use the Gradient tool, follow the given steps:

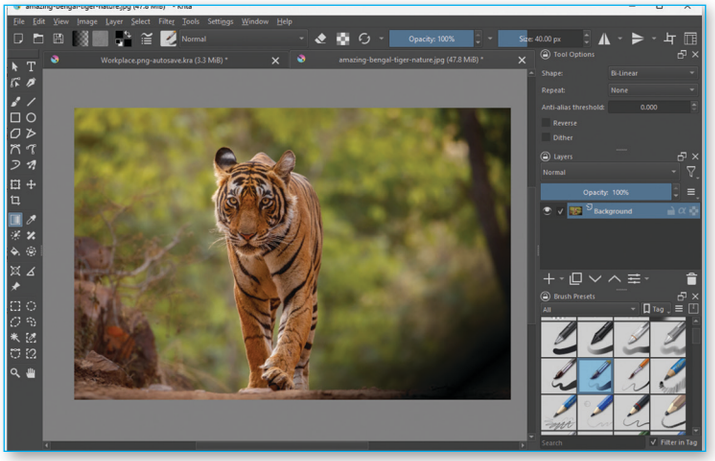
2 Select the desired pattern from the **Shape** drop-down list under the **Tool Options** docker. In this case, we have selected the **Bi-Linear**.



1 Select the **Gradient Tool**.

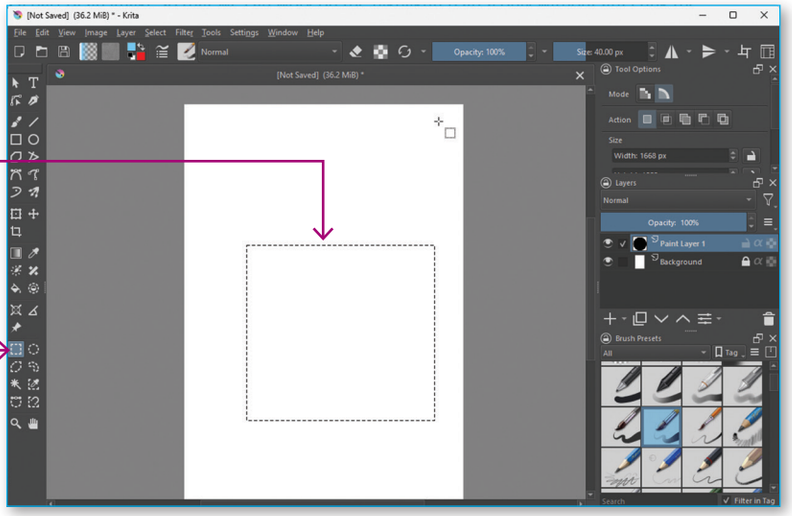
3 Click and drag on the drawing from one end to the other to form a line. This line determines the length of the gradient.

As you release the mouse, the background of the drawing fills with the selected pattern.



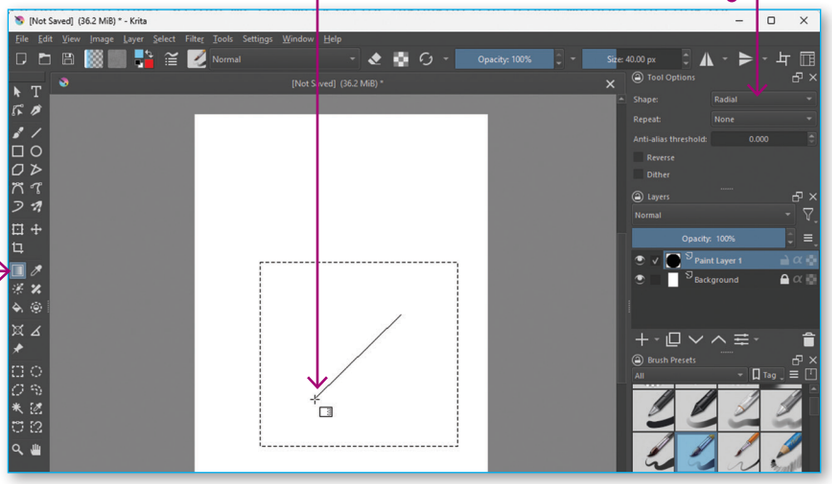
USING THE GRADIENT TOOL IN A SELECTION

To use the Gradient tool within a selection, follow the given steps:



1. Use one of the selection tools to create the area where you want to apply the gradient. In this example, we are using the **Rectangular Selection Tool**.

2. Define your selection on your canvas. The selected area will be highlighted with a dashed border.

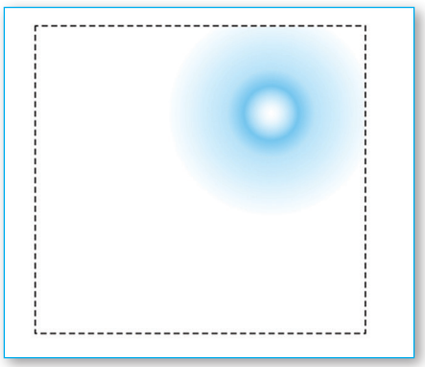


3. Select the **Gradient Tool**.

4. Select the desired pattern from the **Shape** drop-down list under the **Tool Options** docker. In this case, we have selected the **Radial**.

5. Click and drag within the selected area to apply the gradient.

As you release the mouse, the background of the drawing fills with the selected pattern.



CREATING AND MANAGING LAYERS IN KRITA

Krita uses layers to help you manage different parts of your artwork more easily. Imagine that your artwork is like a stack of papers. Some papers have holes cut in them to show the paper underneath, while others cover up what's below. If you want to change something in your artwork, you just replace one piece of paper instead of redrawing everything.

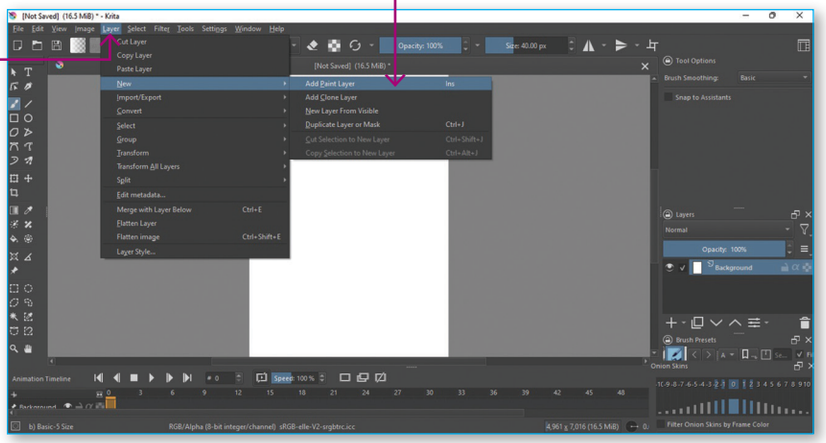
In Krita, layers work like these papers. They can be transparent or solid, bigger or smaller than your whole drawing, and you can stack them on top of each other, name them, and group them together.

Using layers gives you more control over your artwork. For example, you can change all the colours in your artwork by working on a separate colour layer. This way, you don't mess up the line art, which stays safe on a layer above the colours. Layers allows you to edit different parts of your artwork without affecting the other.

CREATING A NEW LAYER

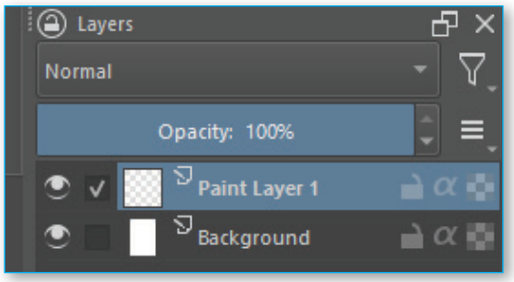
To create a new layer, follow the given steps:

1. Click on **Layer** menu from **Menu** bar.
2. Select the **New** option and then choose the type of layer you want to create.



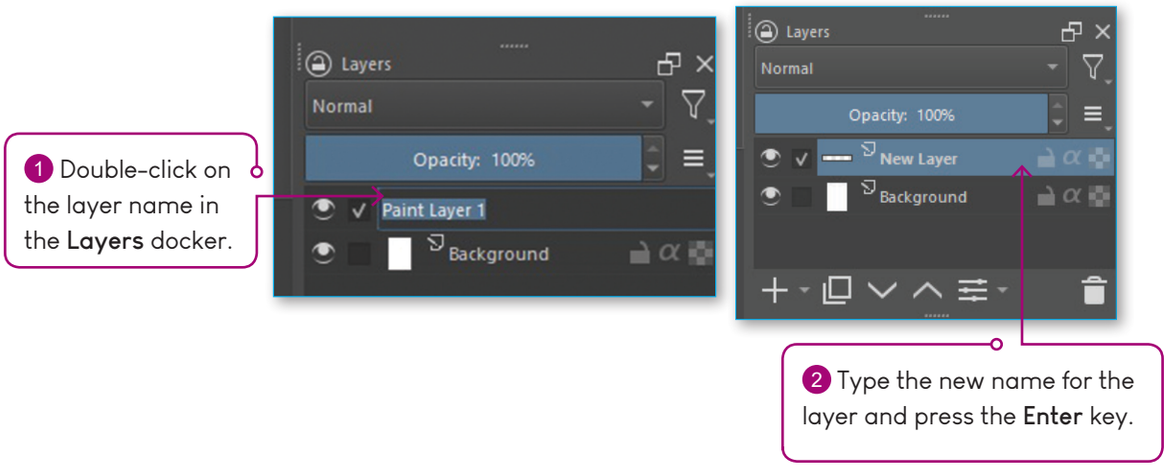
Once added, the new layer will appear in the **Layers** docker.

You can also add a new layer by clicking the **plus** button located at the bottom left corner of the **Layers** docker.



RENAMING A LAYER

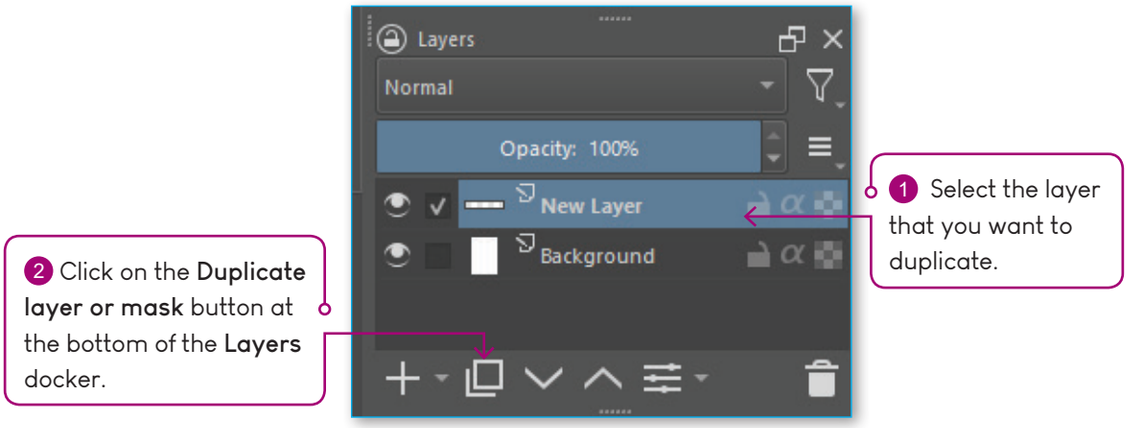
You can rename a layer by following the given steps:



DUPLICATING A LAYER

Duplicating a layer serves various purposes, like preserving the original layer's content before making changes to the original content. It also enables us to create different versions or variations of an element in our artwork.

To duplicate a layer, follow the given steps:



HIDING A LAYER

Hiding a layer helps us focus on specific elements. You can hide a particular layer temporarily while working on other layers. Imagine you are working on a detailed background but need to focus on adding details to a character in the foreground.

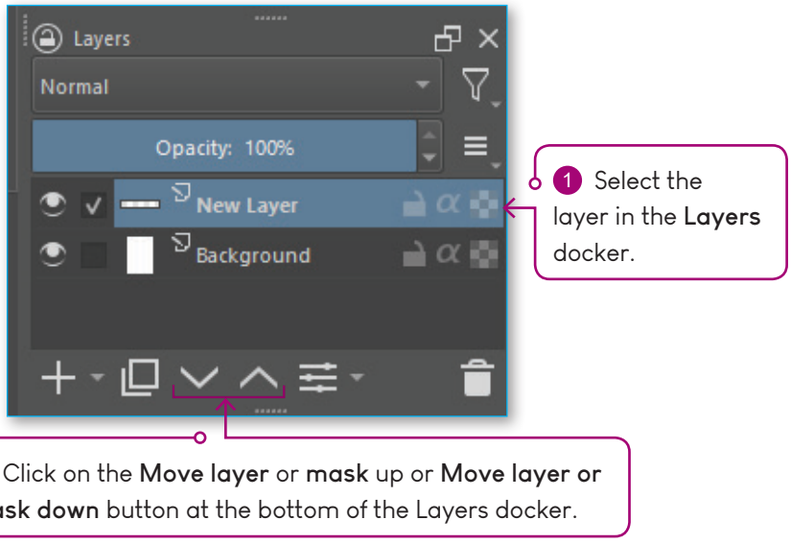
By hiding the background layer temporarily, you can concentrate on the character without distractions. After you are done working on the object, you can unhide the layer.

- For hiding a layer, click on the open-eye-shape icon  in the beginning of the layer name in the **Layers** docker.
- For unhiding a layer, click on the closed-eye-shape icon  in the beginning of the hidden layer's name in the **Layers** docker. The icon will change to the open-eye-shape icon again, and the content of the layer will also become visible.

MOVING A LAYER

We need to move layers for arranging elements within our artwork. We can adjust the placement of our objects to improve the overall arrangement of our artwork.

To move a layer up or down, follow the given steps:

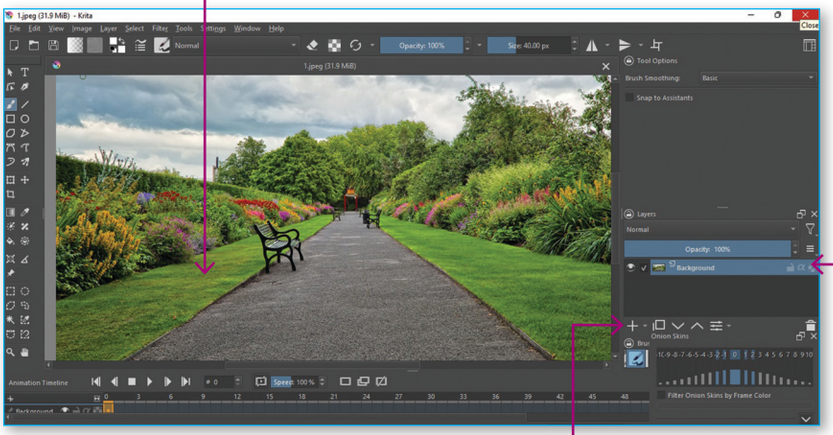


This shifts the selected layer above or below other layers in the stack.

CREATING A PROJECT IN KRITA

Now, perform the following steps to create a simple project in Krita:

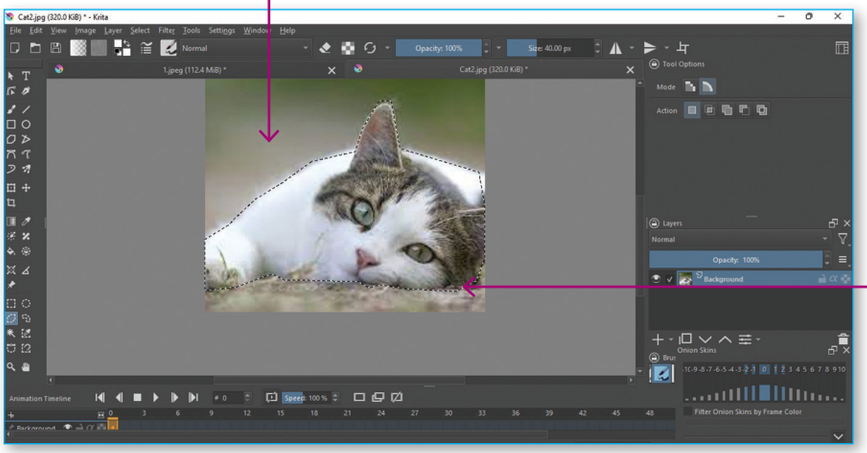
1 Open an image you want to keep as the background.



2 Select the layer above which you want to add a new layer.

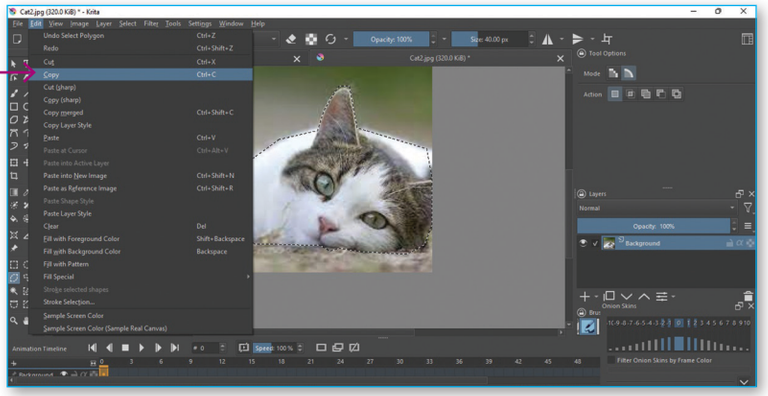
3 Click on the plus icon at the bottom left corner of the **Layers** docker to create a new layer.

4 Open the image you want to add as a new layer in Krita. Image opens in a new tab.



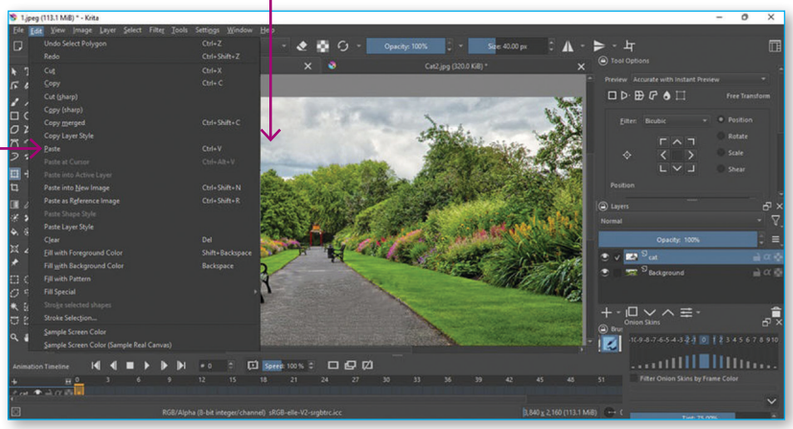
5 Select a part of or the whole image.

6 Click on the **Copy** option in the **Edit** menu.



7 Click on the window where you want to paste the copied image.

8 Click on the **Paste** option in the **Edit** menu. The object from the other window will be pasted onto the new layer.



9 Click on Transform a layer or a selection tool to resize the image.

You can add as many layers as you want and add images to them. In this way, new objects can be added as separate layers without affecting the properties of the objects in the other layers.