

Using Painter 7™ Brush Looks with Nozzles

When I start a new image I assemble all the different nozzles I am going to use. Sometimes it may be as many as many as 15 or 20. They are either stored in libraries, or individually in folders somewhere on the hard drive, or possibly on a cd that is lying on my desk, or stored in one of my file cabinets.

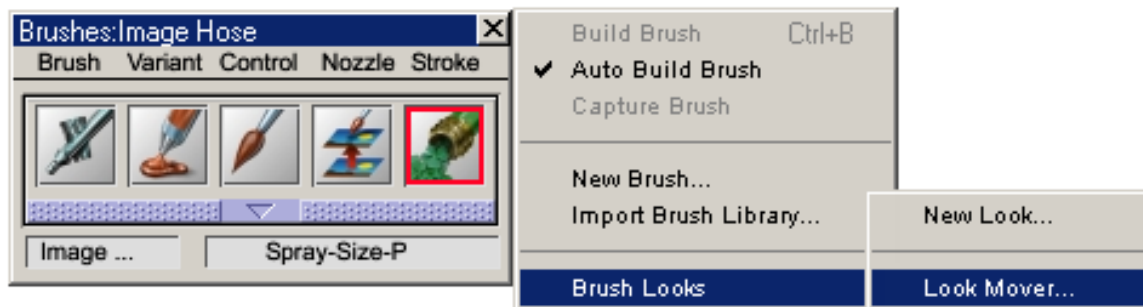
Time, no, the loss of time can become one of the digital artists biggest enemies. Imagine loading a nozzle, spraying a few strokes then switching to another nozzle that's located in a library, or another one located on a cd. Once the decision is made which nozzles are going to be used, I move copies of them into a folder with the same name of the image being created. It may seem like a waste of time and a little redundant to make copies of existing files but in a few minutes you will see how doing so will save a lot of time for you in the future.

Brush Looks

Painter loads fastest when the core files are maintained as close to their original size as possible. These files affect the amount of Ram that is available to run the program. Any time you add something to any of the different core library files you decrease the amount of available Ram. I always save any new library in a folder that doesn't reside in the default Painter folder; while this is not a necessity it has become a positive work habit for me. I also try to keep the number of new brush looks low so the library loads faster and I can more easily find the ones I am looking for.

Create a new Brush Looks Library

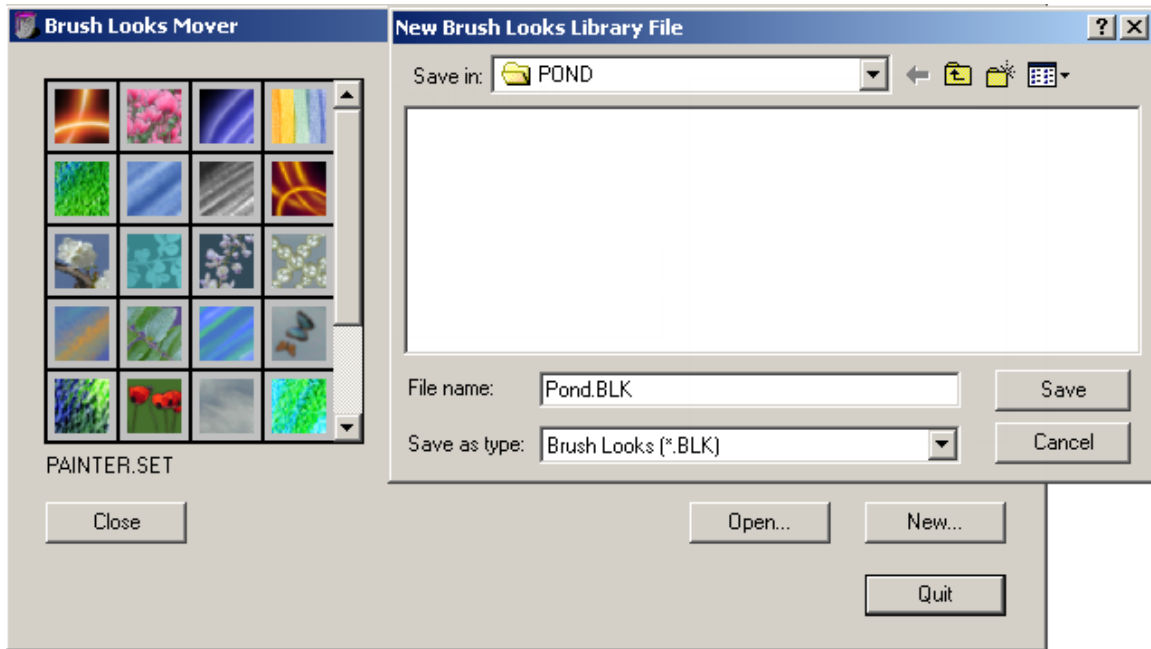
1. Press **Ctrl + 2** to open the **Brushes** palette if it is not already open. Click on the word **Brush**. Run your stylus down the menu to **Brush Looks**, and select **Look Mover...** from the menu that appears.



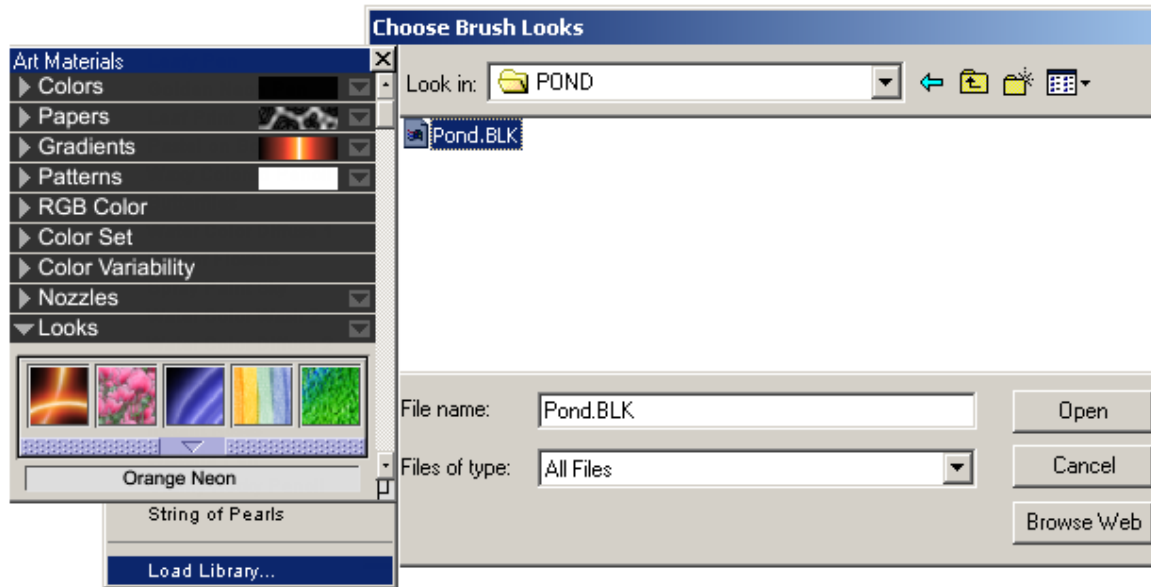
2. In the **Brush Looks Mover** dialog click on the **New** button. In the **New Brush Looks Library File** dialog, navigate to the new folder you made to hold your various nozzle files. Name the file and click the **Save** button. The mover dialog will remain open until you click on the **Quit** button.

Note

The new looks library file format is **.BLK**. When you have finished using the new file and want to return to the **default Painter Looks** library navigate to the Painter folder and select the **Painter.SET** file.



3. In the **Art Materials** palette, click on the word **Looks** in the **Looks** section bar to open the section. Click on the **Brush Looks Popup** window to access the **Looks** menu. Click on **Load Library** and the **Choose Brush Looks** dialog will open. Navigate to where you saved the new library file and click open. You should now have an empty library in the looks section.



Create the Look icon

1. Open a new file at 50 X 50 pixels at 72 ppi.
2. Press **Ctrl + A** to select the entire canvas.
3. Select the **Image Hose** brush.

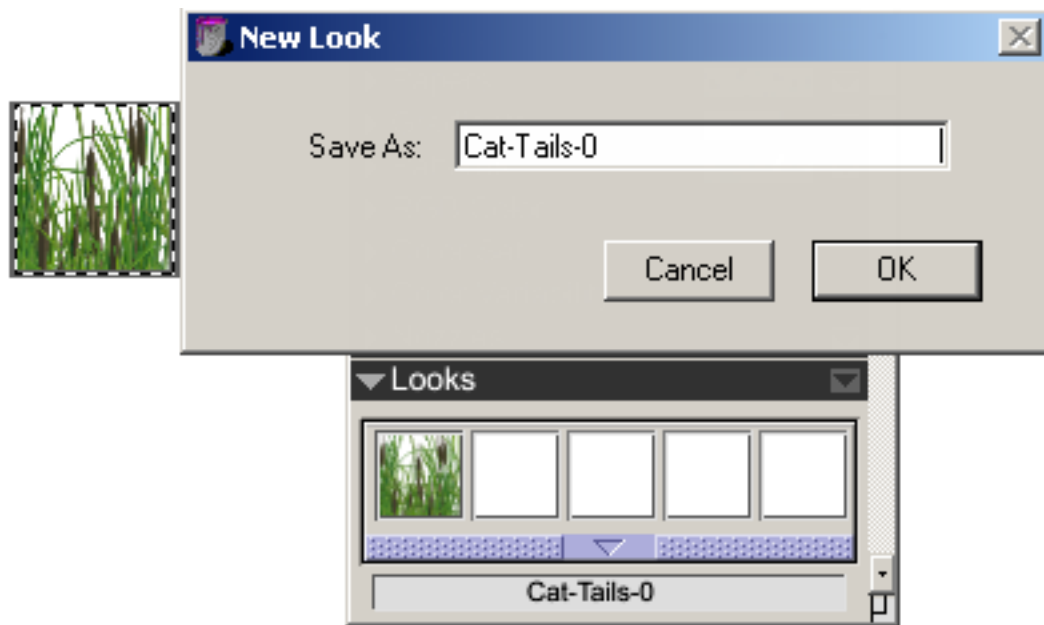
4. Press **Ctrl + L** to load an individual nozzle file. I chose a cat-tail nozzle in my example.

5. Spray the images onto the canvas.

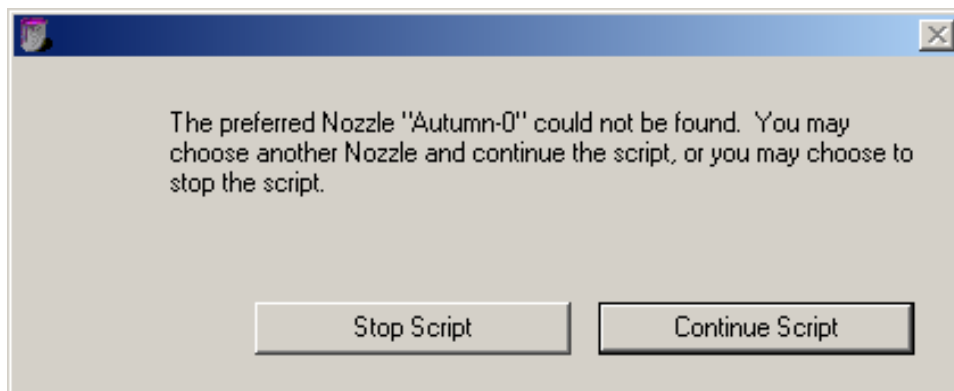
6. In the **Brushes** palette, click on **Brush > Brush Looks > New Look**. Fill in the **Save As:** window and click **OK**. The new look icon and name will appear in the open **Looks** section. Continue to do this until you have finished all the nozzles looks you are going to use in creating your image.

Note

Another timesaver is to use the same icon document to create all your looks. When you are ready to start your second icon press **Ctrl + X** and the old icon canvas will be cleared. Press **Ctrl + A** to reselect the canvas, press the **'B'** key to activate the **Image Hose** brush and then follow the same steps you used to complete the first one.



When you create a look that uses a nozzle from a library you will be prompted by Painter to load the library before you can use the nozzle. In this instance I would create a new nozzle library and use the nozzle mover to place any files located in other nozzle libraries into it. Add any individual nozzles you need at the same time. This way I only have to load the nozzle library once when I begin to use the different look brushes.



Assume you are using a mixed set of nozzle looks when the message appears. Click on the **Stop Script** button. Load the nozzle library containing the nozzle associated with the look icon you selected and continue with your painting, or press **Ctrl +L** and select another individual nozzle file located on your hard drive and continue painting. Your other option is click on **Continue Script**, which allows you to continue painting with the previous look.

One of the advantages of working in this manner is that you have all the different tools available in one location in case you ever want to make changes to your image at a later date.

My typical Image Folder contains the following items:

- I save my image file in **.Riff** format each time I complete a layer; I number them sequentially.
- I also save copies in **PSD, Tiff, and Jpg** formats.
- All Look libraries in named folders.
- All related **Image Portfolio Layer/Floater .POR** files in a named folder.
- I also add a named copy of the script (s) so I can easily (most of the time) recreate the image in case of a very rare **Bad Riff Data** error.
- Keep a copy of any documents you create for tutorials, include all related image files.
- I save all this data on a CD-RW disk that I keep open so I can continue to add sessions until the CD is full. After testing the back-up CD, I delete all the files to reclaim my hard drive space.