



### Interface & Basic Gestures

#### Canvas Gestures

<b>Pinch Two Fingers:</b>	Zoom In/Out.
<b>Pinch Two Fingers &amp; Rotate:</b>	Rotate Canvas.
<b>Tap with One Finger:</b>	Quick Menu.
<b>Tap with Two Fingers:</b>	Undo.
<b>Tap with Three Fingers:</b>	Redo.
<b>Tap with Four Fingers:</b>	Full Screen Mode.
<b>Three-Finger Swipe Down:</b>	Copy/Paste Menu.
<b>Long Press Canvas:</b>	QuickShape.

#### Basic Interface Elements

<b>Top Toolbar:</b> Contains tools like Brush, Smudge, Erase, Layers, Color Picker, and Adjustments.
<b>Side Toolbar (Left):</b> Contains Size and Opacity sliders for your selected tool.
<b>Layers Panel:</b> Manage and organize your artwork in stacked layers.
<b>Color Panel:</b> Select colors using various methods (Disc, Classic, Harmony, Value, Palettes).

#### Customizing the Interface

<b>Interface Options:</b>	Customize left or right hand interface, brush cursor, dynamics smoothing, and project canvas.
<b>Gesture Control Panel:</b>	Customize selection, quick menu, quick shape, eyedropper and assisted drawing options.

### Brushes & Painting

#### Brush Basics

<b>Brush Library:</b>	Access a wide range of preset brushes organized into categories.
<b>Brush Studio:</b>	Customize existing brushes or create your own with advanced settings.
<b>Size Slider:</b>	Adjust the brush size.
<b>Opacity Slider:</b>	Control the brush opacity/transparency.

#### Advanced Brush Settings

<b>Shape:</b> Customize the brush stamp shape and its behavior.
<b>Grain:</b> Adjust the texture and surface of the brush.
<b>Stroke:</b> Control the spacing, jitter, and stabilization of the brush stroke.
<b>Rendering:</b> Adjust the blending modes, flow, and wet edges of the brush.
<b>Taper:</b> Modify the pressure and size taper of the brush.
<b>Dynamics:</b> Adjust the speed, tilt, and rotation effects on the brush.

#### Smudging & Erasing

<b>Smudge Tool:</b>	Blend colors together using a brush-like effect. Use same settings as painting brushes.
<b>Erase Tool:</b>	Erase pixels using different brush shapes and sizes. Use same settings as painting brushes.

### Layers & Selections

#### Layer Management

<b>New Layer:</b>	Tap the + icon in the Layers panel to create a new layer.
<b>Layer Visibility:</b>	Tap the checkbox on a layer to toggle its visibility.
<b>Layer Opacity:</b>	Adjust the opacity of a layer using the slider.
<b>Layer Blend Modes:</b>	Change how a layer interacts with layers below it (e.g., Multiply, Screen, Overlay).
<b>Clipping Masks:</b>	Clip a layer to the shape of the layer below it.
<b>Masks:</b>	Non-destructively hide portions of a layer.
<b>Merge Layers:</b>	Pinch layers together to merge them into one.
<b>Group Layers:</b>	Swipe right on layers and tap 'Group' to organize layers into folders.

#### Selection Tools

<b>Freehand Selection:</b> Draw a custom selection area.
<b>Rectangle Selection:</b> Create a rectangular selection.
<b>Ellipse Selection:</b> Create an elliptical selection.
<b>Automatic Selection:</b> Select areas based on color similarities.
<b>Add/Subtract Selections:</b> Add or remove areas from an existing selection.
<b>Feather Selection:</b> Soften the edges of a selection.

#### Transformations

<b>Uniform:</b>	Scale the selected content proportionally.
<b>Distort:</b>	Distort the selected content by dragging corners.
<b>Warp:</b>	Warp the selected content using a mesh grid.
<b>Rotate:</b>	Rotate the selected content.
<b>Flip Horizontal/Vertical:</b>	Flip selected content.

### 3D Painting & Export

#### 3D Model Import & Navigation

<b>Import 3D Model:</b>	Import .obj and .usdz files
<b>One Finger Drag:</b>	Rotates the view around the 3D model.
<b>Two Finger Pinch:</b>	Zooms in and out on the 3D Model.

#### 3D Painting Techniques

<b>Paint Directly on Model:</b> Use brushes to apply color and textures directly to the 3D model surface.
<b>Environment Lighting:</b> Adjust ambient light and shadow settings to visualize textures.
<b>Material Properties:</b> Modify roughness, metalness, and opacity for realistic material effects.

#### Exporting 3D Models

<b>Export Formats:</b>	Export your painted 3D model as .usdz or .obj for use in other 3D applications.
------------------------	---