



Interface & Navigation

Basic Interface Elements

Menu Bar:	Located at the top, provides access to all program functions.
Command Bar:	Below the menu bar, offers quick access to frequently used commands.
Tool Palette:	On the left by default, houses all the drawing and editing tools.
Sub Tool Palette:	Displays variations and settings for the selected tool.
Color Palette:	Provides color selection options including color wheel, color set, and color history.
Layer Palette:	Manages layers, blending modes, and layer masks.

Canvas Navigation

Zoom In/Out:	Ctrl + Plus/Minus keys or Mouse wheel (with Ctrl held).
Rotate Canvas:	Hold Shift + Spacebar, then drag. Reset rotation: View > Rotate/Invert > Reset Rotate.
Pan Canvas:	Hold Spacebar, then drag. Or use the Navigation palette.
Zoom to Fit:	View > Zoom > Fit to Window.
Undo/Redo:	Ctrl+Z / Ctrl+Shift+Z
Hand Tool:	Select the hand tool from toolbar, or press spacebar.

Essential Tools

Drawing Tools

Pen Tool (P):	For precise lines and inking. Configure pen pressure and tilt settings in the Sub Tool palette.
Brush Tool (B):	For painterly strokes and textures. Customize brush tips, blending modes, and opacity.
Pencil Tool (P):	Simulates traditional pencil strokes. Adjust pencil density and texture.
Eraser Tool (C):	Erases pixels. Hard and soft erasers available.
Selection Tools (M):	For selecting specific areas of the canvas. Includes rectangle, ellipse, lasso, and magic wand.
Figure Tool (U):	Draw geometrical figures, lines, and frames. Includes shapes and perspective rulers.

Coloring Tools

Fill Tool (G):	Fills enclosed areas with color. Adjust tolerance for gap closing.
Gradient Tool (G):	Creates smooth color transitions. Customize gradient types and color stops.
Eyedropper Tool (I):	Samples colors from the canvas. Use for color matching.
Blend Tool (J):	Blend colors, smudge, blur, and finger painting effects.

Layer Operations

Create New Layer:	Layer > New Layer > Raster Layer (or Vector Layer, etc.) Alternatively, use the new layer icon in the Layer Palette.
Duplicate Layer:	Right-click on the layer in the Layer Palette and select 'Duplicate Layer'.
Merge Layers:	Right-click on a layer and select 'Merge with Layer Below' or 'Merge Selected Layers'.
Clipping Mask:	Create a new layer above the base layer, right-click, and select 'Clip at Layer Below'.
Layer Mask:	Add a mask to a layer to selectively hide parts of it.

3D Features

3D Models

Importing 3D Models:	Drag and drop a compatible 3D file (e.g., .obj, .fbx) into the canvas.
Manipulating 3D Models:	Use the Object tool to rotate, move, and scale 3D models. Adjust lighting and camera angles in the Tool Property palette.
Posing 3D Models:	Use pre-made poses or create custom poses by adjusting individual joints. Use the Pose Scanner to import poses from images.
Convert to Lines and Tones:	Right-click on the 3D layer and select 'LT Conversion of Layer' to generate line art and tones from the 3D model.
Rendering Settings:	Adjust rendering settings in the Tool Property palette to control the appearance of the 3D model.

3D Primitives

Adding Primitives:	Use the 'Figure' tool and select '3D' to insert basic shapes like cubes, spheres, and cylinders.
Customizing Primitives:	Adjust the dimensions and properties of the primitives in the Tool Property palette.
Combining Primitives:	Combine multiple primitives to create more complex 3D shapes. Use the Object tool to position and scale the primitives.

Advanced Techniques

Vector Layers

Creating Vector Layers:	Layer > New Layer > Vector Layer. Vector layers allow for non-destructive editing of lines.
Editing Vector Lines:	Use the Object tool to select and modify vector lines. Adjust line thickness, color, and shape.
Vector Eraser:	Erases vector lines up to intersections or the entire line.
Simplify Vector Lines:	Reduce the number of control points in a vector line for smoother curves. Edit > Line > Simplify vector line.

Animation

Creating a Timeline:	Window > Timeline. This opens the timeline palette for managing animation frames.
Adding Keyframes:	Add keyframes to the timeline to define the starting and ending points of animation sequences.
Onion Skin:	Enable onion skin to see previous and next frames, aiding in creating smooth animations.
Exporting Animation:	File > Export Animation > Movie or Animated GIF. Configure export settings as needed.