



Interface & Basic Gestures

Canvas Gestures

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

Basic Interface Elements

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

Customizing the Interface

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

Brushes & Painting

Brush Basics

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

Advanced Brush Settings

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

Smudging & Erasing

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

Layers & Selections

Layer Management

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

Selection Tools

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

Transformations

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

3D Painting & Export

3D Model Import & Navigation

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

3D Painting Techniques

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

Exporting 3D Models

Export Formats:	Export your painted 3D model as .usdz or .obj for use in other 3D applications.
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