


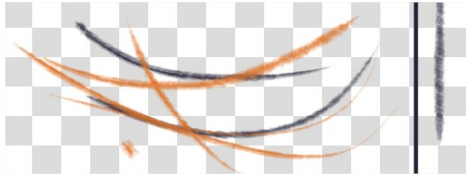

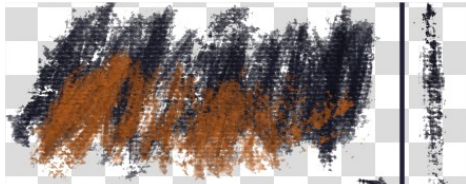

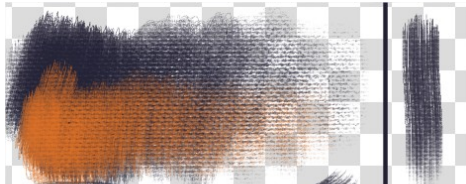
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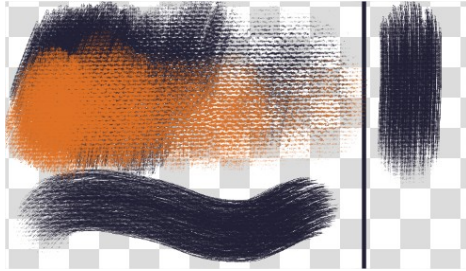

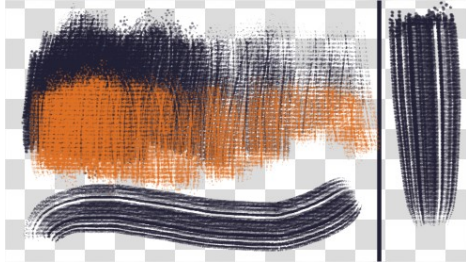



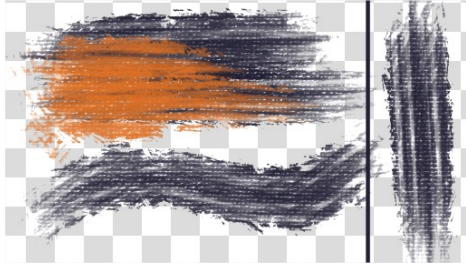
by Ramón Miranda


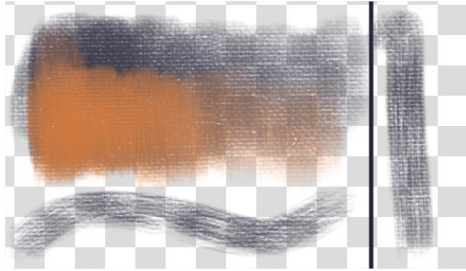

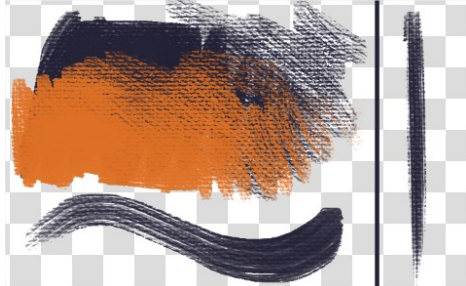





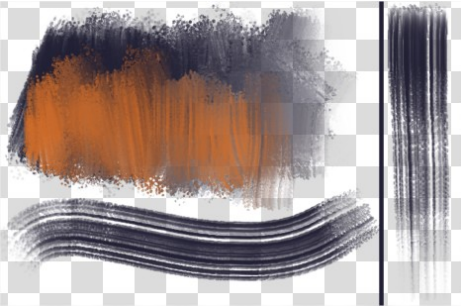

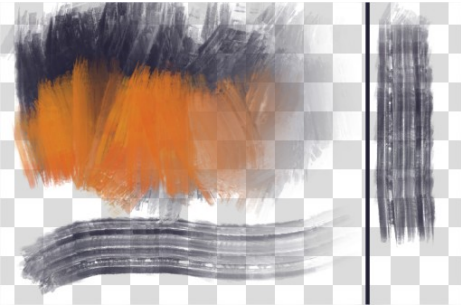

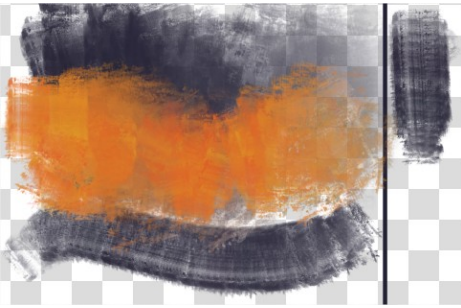
Digital Atelier


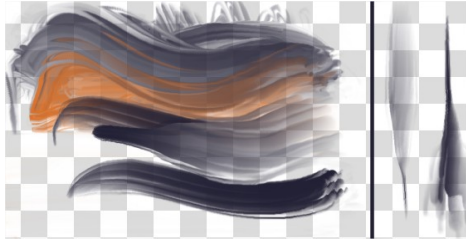

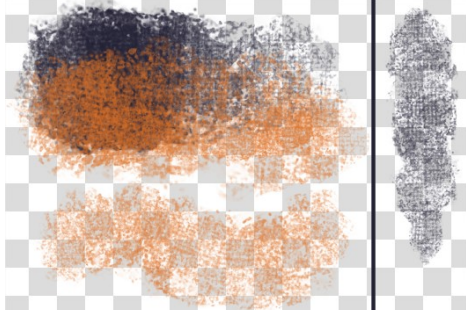

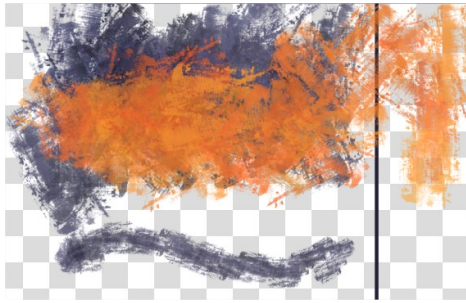
Brushes for Oil painting




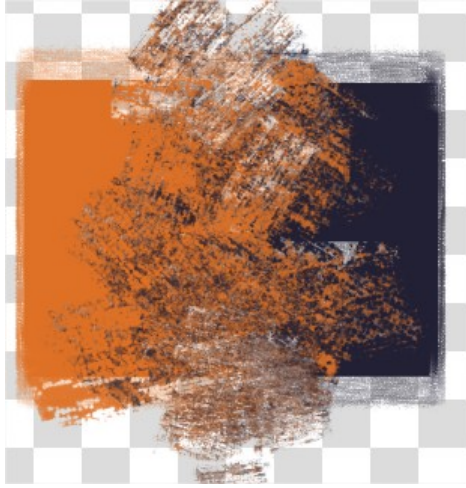


Brush Name	Brush tips	Pattern	Notes	Icon	Preview
DA_Oil_01_Detail_lines	DA_Oil stamp 01	-	LINEWORK / SKETCH To make thin lines.		
DA_Oil_02_Dirty_Sketch	DA_Rake 03	DA_Oil_Primed DMF low texture	LINEWORK / SKETCH Makes irregular brushstroke like an old dirty brush. Also makes the color darker and muddy.		
DA_Oil_03_Fine_details	Auto Default Circle	DA_Oil_Primed DMF low texture	DRY Density= 0.03. controls the amount of fibers. Very predictable brushstroke. Works for fine detail where we need to increase slowly the opacity and texture. Opacity is controlled by the pattern		


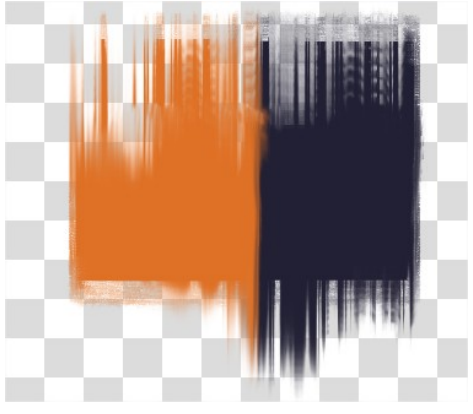

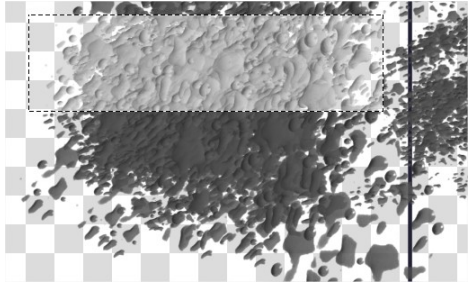

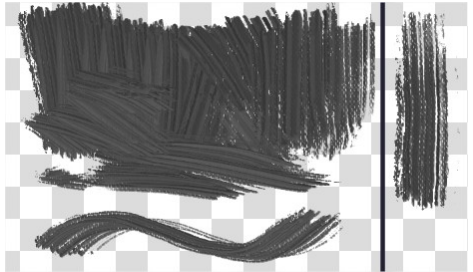
<p>DA_Oil_04_Fine_bristles</p>	<p>Auto Default Circle</p>	<p>DA_Oil_Primed DMF low texture</p>	<p>DRY A bit more dense and bigger but also with fine bristles. good for blocking bigger areas. Opacity is controlled by the Pattern.</p>		
<p>DA_Oil_05_Flat</p>	<p>bristles_chisel_dense</p>	<p>DA_Oil_Primed DMF cotton mid</p>	<p>DRY A regular flat brush to make dried flat brushstroke. Changing the brush tip we can produce a wide range of effects.</p>		
<p>DA_Oil_06_Old_Filbert</p>	<p>DA_Bristle Bump 03 size =300 Masked: DA_Rake 01 Burn size=80</p>	<p>DA_Oil_Primed DMF cotton mid</p>	<p>DRY Makes a dried and dirt brushstroke. Better if we paint with individual brushstrokes, not continuous brushstroke.</p>		
<p>DA_Oil_07_Big_Rough</p>	<p>DA_Bristle Bump 01 size=100 Masked: DA_Rake 01 Burn size=80</p>	<p>DA_Oil_Primed DMF cotton mid</p>	<p>DRY Big and dried heavy textured brushstrokes. Better if we paint with individual brushstrokes, not continuous brushstroke.</p>		


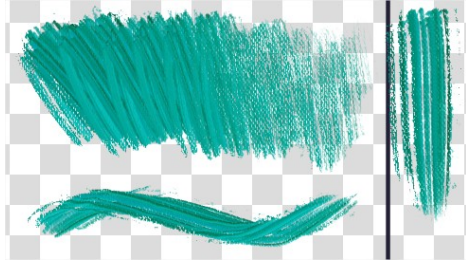


<p>DA_Oil_08_Diluted</p>	<p>DA_Bristle Bump 02 size=100</p> <p>Masked: Squared_rough Mask Mode: Multiply size=65</p>	<p>DA_Oil_Primed DMF low texture</p>	<p>False WET Makes the wet effect without blending colors on canvas. To cover areas with not too much texture</p>		
<p>DA_Oil_09_Filbert</p>	<p>DA_Bristle Bump 02 size=150</p> <p>Masked: Squared_rough Burn size=45</p>	<p>DA_Oil_Primed DMF low texture</p>	<p>False WET It is useful to make layered paint and also emulate short brushstrokes with more paint. Can be used to draw or sketch and also works well in big sizes.</p> <p>Always scale your brush from menu slider not brush editor brush tip to keep the "masked" effect.</p>		
<p>DA_Oil_10_Filbert_Dense</p>	<p>DA_Bristle Bump 02 size=200</p> <p>Masked: DA_Rake 01 Mask Mode= Burn size=60</p>	<p>DA_Oil_Primed DMF cotton mid</p>	<p>False WET It has some color variation controlled by pressure A bit bigger and the bristles looks more spreaded.</p> <p>Always scale your brush from menu slider not brush editor brush tip to keep the "masked" effect.</p>		

<p>DA_Oil_11_Rake_Wet</p>	<p>bristles_chisel_dense</p>	<p>-</p>	<p>COLOR & BLEND Blends very well with low pressure and adds color as the pressure increases.</p>		
<p>DA_Oil_12_Color_Fade</p>	<p>DA_Rake 02</p>	<p>-</p>	<p>COLOR & BLEND Color Fades in 3 seconds It doesn't have texture but runs smoothly to create blocking brushstrokes.</p>		
<p>DA_Oil_13_Blocking</p>	<p>DA_Oil Stamp 01</p>	<p>-</p>	<p>COLOR & BLEND Opacity decreases in time =3 seconds. This brush allows to paint big area with big blocks of color. We can work sliding and with impacts and drag.</p>		

<p>DA_Oil_14_Round_Wet</p>	<p>A -2 Sparkle 3</p>	<p>-</p>	<p>COLOR & BLEND Very wet feeling. The color moves and blends over the canvas. Expressive effect. Not good for detailing. Use it in combination with others to produce a final look.</p>		
<p>DA_Oil_15_Dried_Canvas</p>	<p>DA_Ink stamp size=250 Masked:scribbles Mask Mode=Darken size=250</p>	<p>-</p>	<p>STAINER With small pressure means more concentration of pigment and with more pressure the brush is more rough and dried. Good for underpainting and Backgrounds without details. Changing secondary brushtip we can get interesting variations. Maybe Next Rothko is in your hands ;)</p>		
<p>DA_Oil_16_Rough_Blocking</p>	<p>DA_Oil Stamp 01</p>	<p>- With pattern the result can vary giving nice textured look</p>	<p>STAINER To get a lot of variation of color and texture with a single brush. More pressure scatters the paint so we can paint big areas with no effort. We use the on/off in Rotation & Scatter to vary the effect.</p>		

<p>DA_Oil_17_Stains</p>	<p>DA_Oil Stamp 02</p>	<p>-</p>	<p>STAINER To fill big Areas. Low pressure means darker colors than selected. High pressure means brighter colors than selected. Works perfect in combination with DA_Oil_18_Blender_Stains</p>		
<p>DA_Oil_18_Blender_Stains</p>	<p>DA_Oil Stamp 02</p>	<p>-</p>	<p>BLENDER To blend colors and combine with DA_Oil_17_Stains</p> <p>We use the on/off in Rotation & Scatter to vary the effect. It can also produce color with Color rate different from 0</p>		
<p>DA_Oil_19_Palette_Knife</p>	<p>Auto default Circle</p>	<p>14_Texture-rock</p>	<p>BLENDER Just that. Moves the color and blends with pressure The Pattern controls the rake effect (random streaks).</p> <p>Brightness and Contrast. Is the variation between darks and bright tones in the pattern what produces the effect.</p> <p>We can use The "V" key with the</p>		

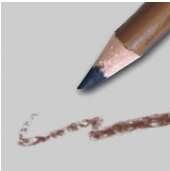
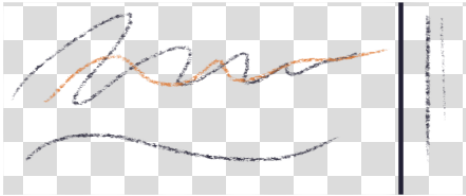

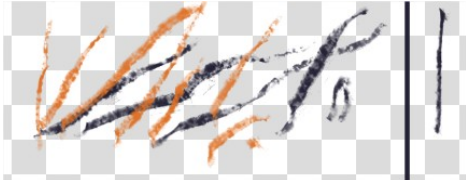

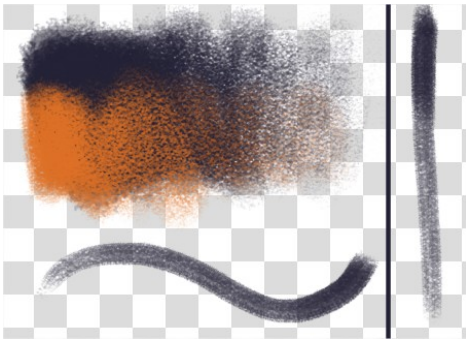
			brush tool selected to make sure we draw straight lines to apply the effect on.		
DA_Oil_20_Palette_Knife_drips	DA_Water drips 01	-	<p>BLENDER Just move the brushstroke like drops. From top to bottom to create this particular effect.</p> <p>We can use The “V” key with brush tool selected to make sure we draw straight lines to apply the effect on.</p>		
DA_Oil_21_RGBA_Filler_Stucco	DA_RGBA grey	-	<p>EXPERIMENTAL How to use an RGBA brush to create stucco effect. It can be converted easily into a pattern.</p> <p>Doesn't allow to change the color of the brushstroke. The color is embedded in the brush tip</p>		
DA_Oil_22_RGBA_Grey	DA_RGBA grey size=100 Masked:DA_Bristle Bump 02 Mask Mode=Burn size=85	DA_Oil_Primed DMF cotton mid	<p>EXPERIMENTAL How to use the RGBA brushes to create paint over paint effect. Some type of pigment low impasto</p> <p>If you like it, comment on IRC or forum to make it visible..</p> <p>Doesn't allow to change the color of the brushstroke. The color is embedded in the brush tip</p>		


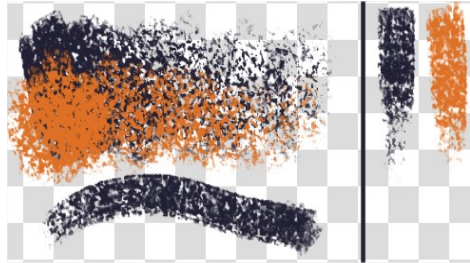
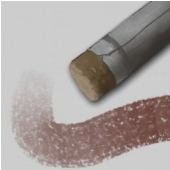
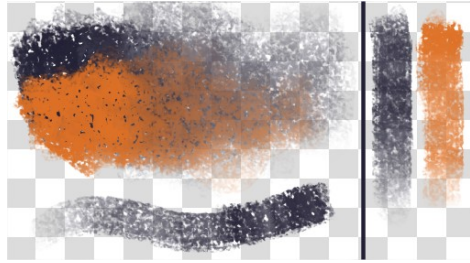
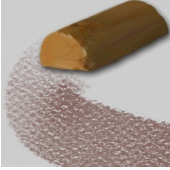
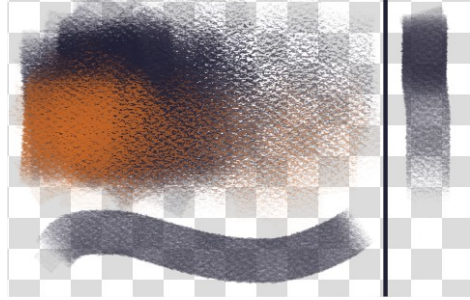
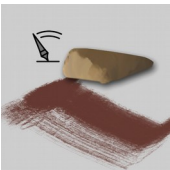
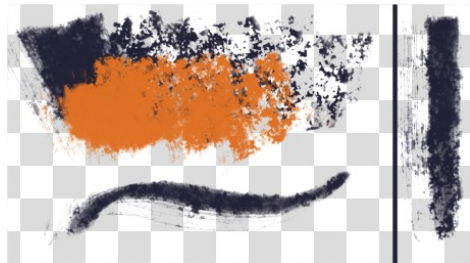
<p>DA_Oil_23_RGBA_Bluegreen</p>	<p>DA_RGBA bluegreen size=50</p> <p>Masked:DA_Oil Stamp 01 Mask Mode=Burn size=60</p>	<p>DA_Oil_Primer DMF cotton mid</p>	<p>EXPERIMENTAL How to use the RGBA brushes to create paint over paint effect. Some type of pigment low impasto If you like it, comment on IRC or forum to make it visible.. <i>Doesn't allow to change the color of the brushstroke. The color is embedded in the brush tip</i></p>		
<p>DA_Oil_24_RGBA_Orange</p>	<p>DA_RGBA orange size=100</p> <p>Masked:DA_Bristle Bump 01 Mask Mode=Burn size=50</p>	<p>DA_Oil_Primer DMF cotton mid</p>	<p>EXPERIMENTAL How to use the RGBA brushes to create paint over paint effect. Some type of pigment low impasto If you like it, comment on IRC or forum to make it visible.. <i>Doesn't allow to change the color of the brushstroke. The color is embedded in the brush tip</i></p>		


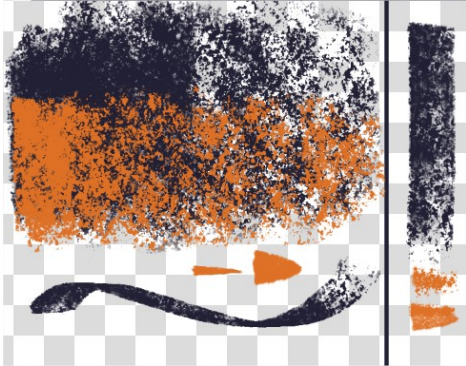

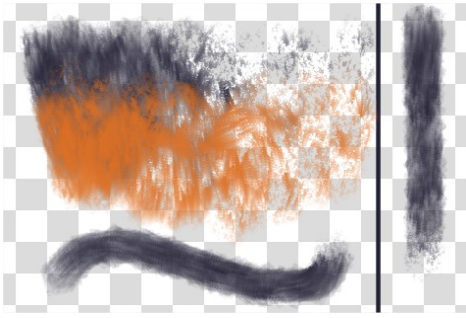

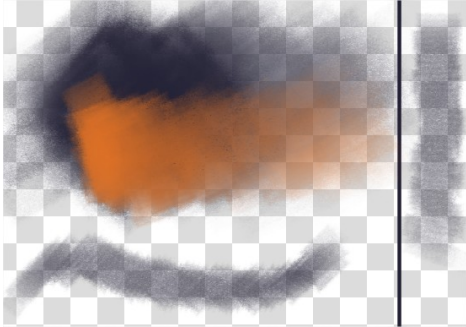
OIL RESUME GUIDE


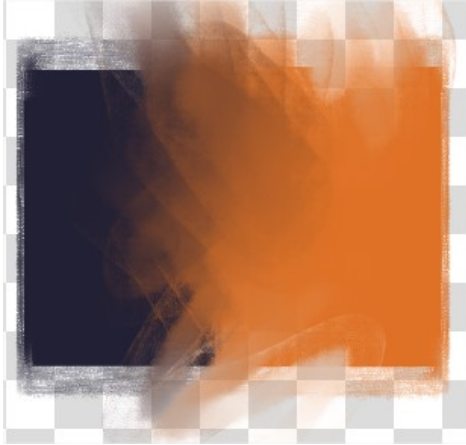

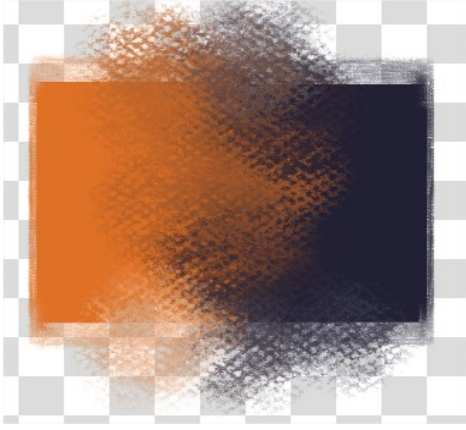
- 1,2 Linework / Sketch
- 3-7 Dry
- 8-10 False WET
- 11-14 Color & Blend
- 15-17 Stainer
- 18-20 Blender
- 21-24 Experimental

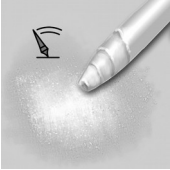
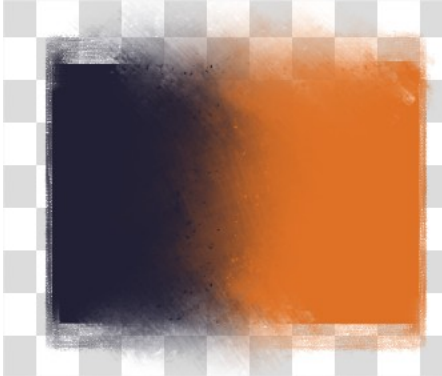
Pastel Brushes

Brush Name	Brush tips	Pattern	Notes	Icon	Preview
DA_Pastel_01_Pencil	DA_Pentagon Slightly random 01	DA_Pastel_Honeycomb midgrain	LINEWORK / SKETCH To draw and make lines in a predictable way. It has grain controlled by the pattern. Random offset produces Random lines look. All lines are slightly different.		
DA_Pastel_02_Wibbly_lines	DA_Triangle gradient dirt 02	DA_Paper_HoneyComb Dirty	LINEWORK / SKETCH To draw lines changing the brush tip rotation with pressure. We can use it to make not so digital looking lines. Useful to paint branches. also to create new brushes with painted brush tips.		
DA_Pastel_03_Legacy	square_eroded	4-paper-soft-grain_testdark-black15 not included in krita 4 as pattern.	BASIC BLOCKING Opacity and flow is disabled The opacity is controlled by the pattern (grain of the paper) Rotation is directional Random offset is on to help pigment overlapping.		

<p>DA_Pastel_04_Basic</p>	<p>chisel_eroded</p>	<p>07_big-grain pattern in brush</p>	<p>BASIC BLOCKING Basic bar of pastel, good for Basic usage ;) It is fast in bigger sizes.(due the use of pixel brush engine) Good to cover wide areas.</p>		
<p>DA_Pastel_05_Basic_Blend</p>	<p>chisel_eroded</p>	<p>07_big-grain pattern in brush</p>	<p>BASIC BLOCKING It has the "Blended a bit" look to achieve smooth gradients and more realistic behavior. It is softer than DA_Pastel_04_Basic. Combine both and you have a good "duetto"</p>		
<p>DA_Pastel_06_Block</p>	<p>Auto Default Square</p>	<p>DA_Pastel_Honeycomb midgrain</p>	<p>TEXTURED It gives a lot of control on the brush shape. That means more functionality with one single brush. "Multi textured look" using different patterns. Sliding movement is the best for this brush.</p>		
<p>DA_Pastel_07_Impact_Grain</p>	<p>DA_Triangle gradient dirt 01</p>	<p>DA_Pastel_Honeycomb soft</p>	<p>TEXTURED Tilted brush. To fill difficult areas in paintings The Flow slider can modify the strength a bit.</p>		

<p>DA_Pastel_08_Impact</p>	<p>DA_Triangle grain</p>	<p>DA_Paper_Pigment Dust</p>	<p>TEXTURED Tilted brush. It is similar but the grain and feeling is different. Perfect to do the dab style “click and drag” Uses Ratio to compress the brush tip to a single line. Spacing is used to avoid jagged effect with extreme ratios.</p>		
<p>DA_Pastel_09_Oily</p>	<p>DA_Squared grain</p>	<p>DA_Paper_Pigment Dust</p>	<p>OIL PASTEL It has a very “creamy” look. With overlapping brushstrokes you can see how the paint moves.</p>		
<p>DA_Pastel_10_Soft_touch</p>	<p>Auto Default Square</p>	<p>DA_Paper_Fine Sanded</p>	<p>SOFT TOUCH To make big soft areas. Like clouds and fuzzy objects in distance.</p>		

<p>DA_Pastel_11_Blender_Finger</p>	<p>Auto Soft Circle</p>	<p>DA_Paper_HoneyComb Dirty Scale =0.10</p>	<p>BLENDER This makes a very nice blending like we would do with our fingers. It has more concentration on the edges. We use Stab brushstroke and Slide a bit to get better results.</p>		
<p>DA_Pastel_12_Blender_smear</p>	<p>Auto Default Circle Density=75%</p>	<p>DA_Paper_HoneyComb Dirty</p>	<p>BLENDER Blends color keeping a nice grain feeling. We use click and slide. The point where we impact is the color we move.</p>		







<p>DA_Pastel_13_Blender_Soft</p>	<p>cheasel_streaks</p>	<p>07_big-grain pattern in brush</p>	<p>BLENDER To make soft blending but giving the brushstroke a direction. Better results if we use tilt and change the direction while we are blending.</p>		
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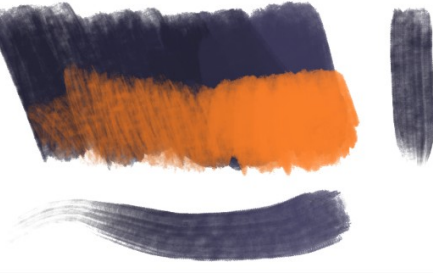
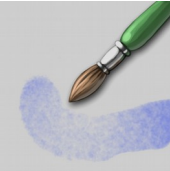
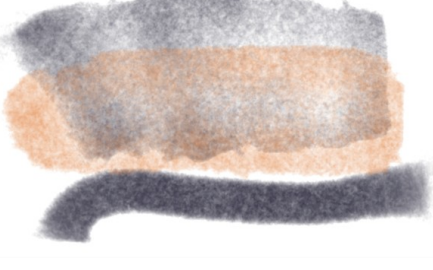
PASTEL RESUME GUIDE







- 1,2 Linework / Sketch
- 3-5 Basic Pastel Blocking
- 6-8 Textured (7,8 Tilted)
- 9 Oil Pastel
- 10 Soft Touch
- 11-13 Blenders (11,13 Tilted)


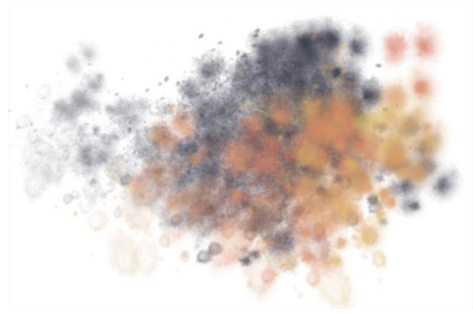

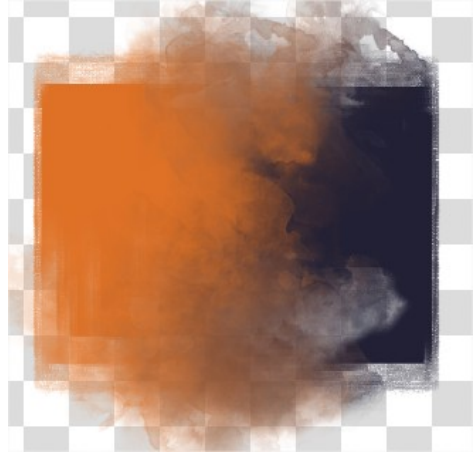


Watercolor Brushes


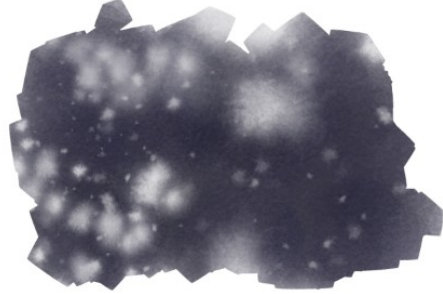


Background in preview is white to see better the effect.

Brush Name	Brush tips	Pattern	Notes	Icon	Preview
DA_WaterC_01_Draw_lines	DA_Triangle grain size=100 Masked:Watercolor Mask Mode=Burn size=10	-	LINEWORK / SKETCH It makes a rough line like a brush loaded with lot of pigment. In watercolor sometimes we need strong lines with a bit of grain. Good for making poles, wires, and detailed work.		
DA_WaterC_02_SumiE	DA_Triangle grain size=200 Masked:Square Rough Mask Mode=Darken size=60	-	LINEWORK / SKETCH It can make fine lines but if you press harder you get diffusion. Good for small and mid size shapes.		
DA_WaterC_03_Digital	Circle Hard Eroded size=100 Masked:Watercolor Mask Mode=Subtract size=170	-	BASIC COLOR Watercolor mode :Subtract To get a very controlled and predictable brushstroke. Perfect to use with illustration style. With continuous tone and plain washes.		

<p>DA_WaterC_04_Flat</p>	<p>DA_Rake 02 size=100</p> <p>Masked:Square Rough Mask Mode=Darken size=220</p>		<p>BASIC COLOR Watercolor mode: Darken Blend= Greater For structural elements like buildings or shapes with lot of angles. Rotation can be disabled to make better straight lines.</p>		
<p>DA_WaterC_05_Opaque_ink</p>	<p>DA_Squared_grunge size=150</p> <p>Masked: square_rough_lightgrey Mask Mode=Burn size=120</p>	<p>DA_Rough Cotton</p>	<p>BASIC COLOR To make a dense or more opaque watercolor, just like Gouache.</p>		
<p>DA_WaterC_06_Basic</p>	<p>Auto Default Circle size=200</p> <p>Masked:chalk_sparse Mask Mode=Subtract size=300</p>	<p>-</p>	<p>WATER COLOR SUBTRACT Watercolor mode :Subtract Rough wash because of grain effect. We can modify the grain size just changing the size of brush because the grain is simulated by the masked brush shape. Flow in masked brush controls how fast the color vanishes.</p>		

<p>DA_WaterC_07_Big_Wash</p>	<p>Watercolor size=200</p> <p>Masked:Watercolor Mask Mode=Darken size=235</p>	<p>-</p>	<p>BIG WASH Watercolor mode : Darken To make big washes that gradually fades. Low pressure means lot of color, high pressure means we fade the color to make the final of gradient. It has color variation on hue and darken a bit with low pressure.</p>		
<p>DA_WaterC_08_Pigment_Diffusion</p>	<p>Smoke size=200</p> <p>Masked: square_rough_lightgrey Mask Mode=Darken size=230</p>		<p>BIG WASH Watercolor mode : Darken It has lot of Diffusion. We can create clouds, and backgrounds easily with this brush. It has color variation to make it more interesting as the color interacts with the bleeding created by pressure.</p>		
<p>DA_WaterC_09_Harsh_diffusion</p>	<p>Watercolor size=300</p> <p>Masked: Watercolor Mask Mode=Darken size=220</p>		<p>BIG WASH Watercolor mode : Darken It has a more rough edges It also has color variation. The Override in airbrush feature gives the "spot" effect.in fast brushstrokes with low pressure.</p>		

<p>DA_WaterC_10_Drops</p>	<p>DA_Salt Splat 02 size=300</p> <p>Masked: Chalk_sparse Mask Mode=Subtract size=200</p>		<p>SPOTS Watercolor mode : Subtract to make spots over your paper. It has color variation. Increasing the size we can fill Backgrounds.</p>		
<p>DA_WaterC_11_Blender_edges</p>	<p>Watercolor size=150</p>		<p>BLENDER EDGES As we use normal blending mode or Multiply, then edges appear when we overlap 2 brushstrokes. So if you want to blend those edges, this is your brush. If you increase the size a lot, you can start to see some watercolor fringe produced by the brush itself.</p>		
<p>DA_WaterC_12_Remove_water</p>	<p>Smoke size=200</p> <p>Masked: Square_rough Mask Mode=Subtract size=200</p>		<p>REMOVE WATER Watercolor mode : Darken ERASE mode =on Removes "water" and make spots removing the color. We can use as Spray. Click and keep pressed or by sliding varying the pressure. Streaks are produced by the Ratio on the primary brushtip.</p>		

<p>DA_WaterC_13_Salt_soft_edge</p>	<p>DA_Salt_splat 01 size=200</p>		<p>REMOVE WATER ERASE mode =on Removes "water" like salt but less aggressive.</p>		
<p>DA_WaterC_14_Pigment_Scatter</p>	<p>Circle Hard Eroded size=200 Masked: DA_Pentagon Slightly random 01 Mask Mode=Multiply size=280</p>	<p>DA_WaterC_Cheap paper</p>	<p>EXPERIMENTAL PARTICLES To make a bit of texture on floor or whatever grainy texture you like. The growth of particles is by time =2 seconds. This last brush is an invitation to continue exploring the brush creation. Because the last boundary is in your creativity. Have Fun, and thanks for your attention. I hope you liked the contents of this pack.</p>		

WATERCOLOR RESUME GUIDE

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Happy Painting!
V1.0 (6/08/2018)



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