Krita 2.6
Digital Painting, Creative Freedom

*Artwork: Early Spring, by Canitiem*



"About Krita 2.6" was produced by Boudewijn Rempt for the Krita Foundation.
Cover Illustration: "Krita Mascot" by Tyson Tan
© 2013 Stichting Krita Foundation
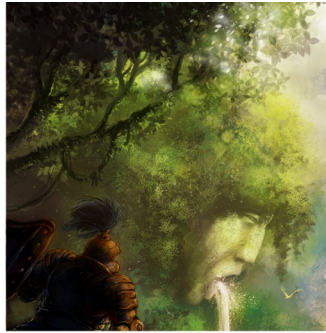Krita is free software released under the GNU Public License
The Krita project is part of the KDE community

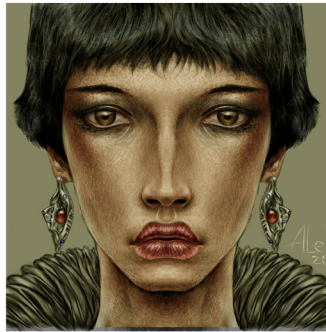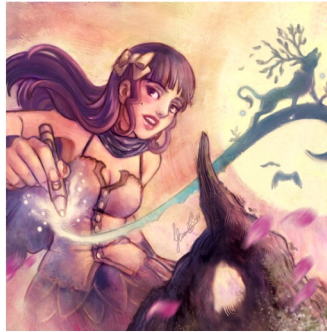Produced using Scribus 1.4.2 on openSUSE 12.2 using the Liberation Sans Narrow font.



**Krita 2.6**
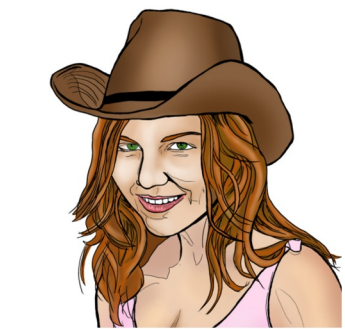
*David Revoy*
*Snoupfilou*
*Boudewijn Rempt*





*Enrico Guarnieri*
*Alexey Guranov*
*Timothée Giet*





*Ramon Miranda*
*Kargall Lefou*
*Fernando Michelotti*





## About Krita

Krita is an innovative, free and open source painting application for professional artists. Krita is a complete digital art studio, making it possible to create great artwork from start to finish. Krita supports the creation of comics, illustrations, concept art, mattes, textures and more.

Krita is created by a community of developers and artists in the KDE project. Krita is part of the Calligra Suite of creative and productivity applications.

Krita development is supported by the Krita Foundation and KDE e.V. Commercial support for Krita is available from KO GmbH.

**Krita 2.6**

# Summary

Krita is a robust, fast and flexible painting application that makes creating art from scratch or existing resources a fun and productive experience. With many powerful brush engines and unique features such as multi-hand and mirrored painting, Krita explicitly supports creating comics, concept art, storyboards, textures, matte paintings and illustrations.

Krita 2.6 is not only a full featured and fun painting application for digital artists, it now also offers compelling functionality for digital effects artists, with full support for the movie industry's standard OpenColorIO color management tool and much improved HDR painting and image editing abilities, in addition to many performance improvements, improved Photoshop compatibility and more.

In this guide, you will find many examples of great art created with Krita. All screenshots and artworks are available for use in reviews as well.

Krita 2.6 is also available for Windows and a version for OSX is being worked on.

## What Users Say

*"Krita has been instrumental to my work in high-end visual effects for the last year. It was an important part of my team's tool-set on upcoming Hollywood blockbusters. With the support provided by the community and the main developers, I believe Krita will soon become the standard in 2D image editing and painting on the Linux platform in feature film visual effects."* — Simon Legrand, Senior TD, Reliance Mediaworks, Digital Domain London.

*"Krita is a production beast"* — David Revoy, illustrator and concept artist.

*"So it's the first time I really used Krita, in a panic, for editorial illustrations for a large monthly magazine. Scary as hell. But I pulled it off and Krita handled like a dream all the while so well damn done!"* — Jens Reuterberg, illustrator.

*"Krita's brush interface is wonderful … it has several great features that Photoshop still lacks"* — Oscar Baechler,  illustrator, 2D and 3D animator, rigger and designer.

*"Krita is one of the best-kept secrets among Linux applications."* — Nathan Willis, journalist

*Krita: a digital art studio (Image by David Revoy)*



**Krita 2.6**

# Krita is Great for

### Illustrators

With the availability of all the painting tools, and support for large page sizes in high resolutions, Krita is very suitable for creating illustrations and book covers. Krita supports CMYK, making it possible to convert an image from a working RGB colorspace to CMYK in order to tweak channel components before saving to industry-standard TIFF or PSD files that can be accepted by any publisher.

### Concept Artists

The experimental Experiment and particle brushes make it easy to dump shapes on the canvas to get inspiration from; then with the mirrored and multihand painting tools it becomes easy to create polished model sheets. The incremental save feature helps saving all the stages of creating the concept.

### Comic book Artists

The combination of vector and pixel layers makes it easy to create pages with frames and balloons. The sketch brush engine helps creating lively sketches of the action in the comic. Coloring finally is supported by the many blending modes. The filter layers and masks can add effects non-destructively.

### Matte Painters

With advanced filters that can be used as dynamic masks or layers, it becomes easy to combine source material into a striking whole, ready for overpainting to prepare the matte. Support for high bit depths and high dynamic range images makes it possible to use images created in Krita directly in your scenes.

### VFX Artists

With support for OpenColorIO, OpenEXR and HDR painting and image manipulation, Krita is a natural choice for all the 2D painting work in a movie or game studio. Commercial support is available from KO GmbH.

*Krita 2.6 Splash Screen by*
*Enrico Guarnieri*



**Krita 2.6**

# Packed with Stuff

Krita comes with a full set of brushes, brush tips, patterns, palettes and gradients. Krita supports exchanging these resources with other users through the freedesktop.org Get Hot New Stuff specification. Krita is color-themable independent of your desktop theme. There are many plugins available, ranging from filters to painting assistants.
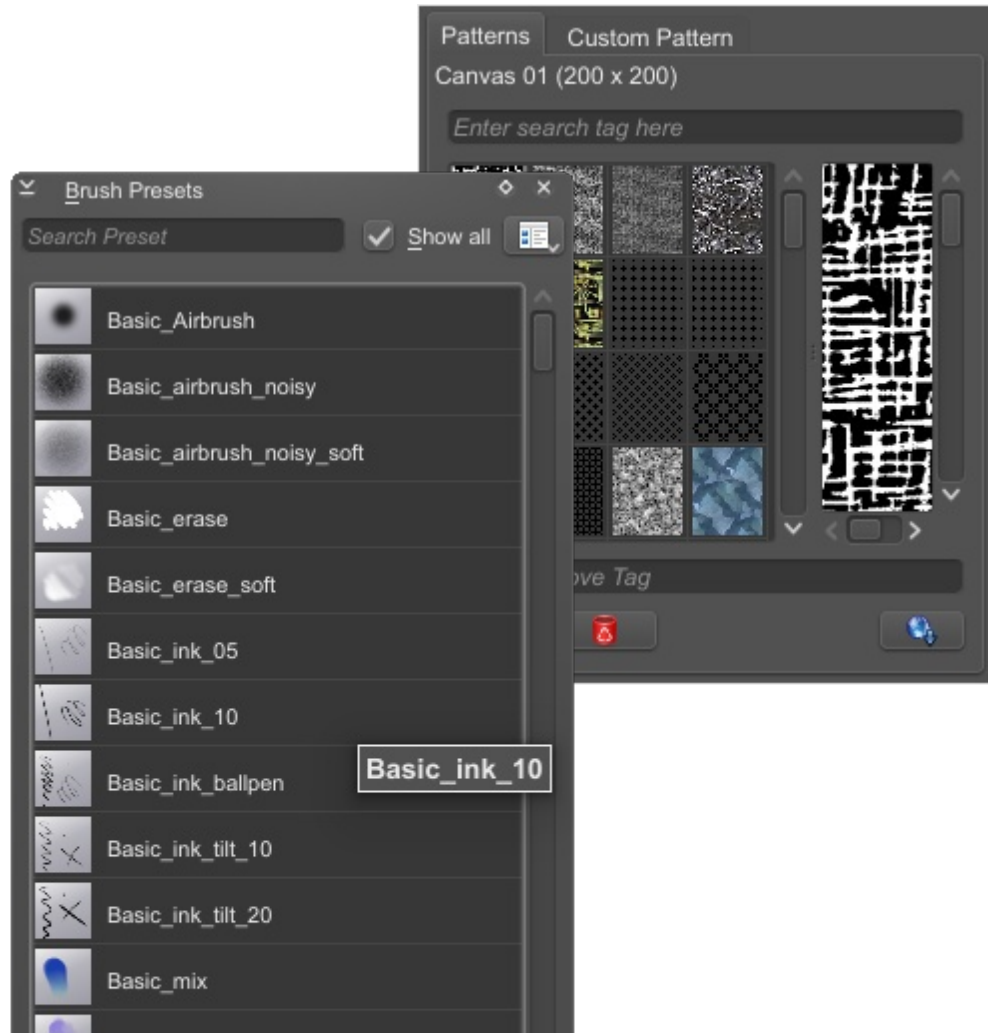
## System Requirements

Krita is pervasively multi-threaded and can use all cores in a multi-core machine. Krita is not particularly memory-efficient, eschewing savings on memory usage for speed. A dual core CPU plus 4GB of memory is the recommended minimum for serious work.

The minimum recommended screen resolution is 1280 × 1024.

Krita is primarily a Linux/Unix application, but is experimentally available on Windows.

Krita supports color management: a calibrated and profiled monitor is preferred for dependable results.

Optionally, Krita can make use of OpenGL to improve graphics performance and give on-canvas preview of gradients. In OpenGL mode, Krita can use monitors that support 12 or 16 bit channel depths.

Krita has a customizable GUI where all GUI elements can be undocked and moved to a second monitor. Krita can show an image in more than one window at a time.

In order to make the best use of Krita's brush engines, use of a Wacom tablet is recommended.

**Krita 2.6**

# Community

A strong part of Krita is the community of developers and users. Developers and users meet on the forum, chat on irc or discuss new features on the mailing list. Krita is an open and friendly project and welcomes new contributors and users and encourages interaction between developers and artists.

## Foundation

In 2012, the Krita community created the Krita Foundation (foundation@krita.org) with the goal to support and accelerate development of Krita. Donations to the foundation are used to sponsor development in particular areas or towards a particular goal.

## Website

News about Krita is disseminated through the blog at the Krita website. The Krita website also provides installation how-tos, answers to frequently asked questions and a press page.

http://www.krita.org

## Tutorials and Manuals

A set of tutorials has been created by ValerieVk: http://white-heron.deviantart.com/gallery/#/d5e2iij

A manual is being written on KDE's userbase wiki: http://userbase.kde.org/Krita

The "Comics with Krita" DVD tutorial can be watched on Youtube:

http://www.youtube.com/watch?v=FiOvekdqC9Q

## Forum

The forum provides news, a user gallery and a help form.

http://forum.kde.org/krita

## Chat

Developers and users discuss Krita on irc: #krita on irc.freenode.org

## Mailing List

https://mail.kde.org/mailman/listinfo/kimageshop

## Deviant Art Group

http://krita-free-art-app.deviantart.com/

## Maintainer

For any questions about the project, please contact Krita maintainer Boudewijn Rempt at the Krita Foundation: foundation@krita.org, Korte Assenstraat 11, 7411 JP Deventer, the Netherlands, telephone: +31-570-635570

## Commercial Support

Commercial support is available from KO GmbH: http://www.kogmbh.com.

# What's New in Krita 2.6

For the 2.6 release, the Krita team has focused on improving performance and fixing existing bugs, so Krita 2.6 has received hundreds of bug fixes, usability, performance and interoperability improvements. But there are new features as well!

The integration of the OpenColorIO color management system is important for film and vfx work, while the existing ICC-based color management system for print and web work has been improved and made faster, especially for HDR images, while support for blackpoint compensation has been added. The OpenGL canvas now performs better, too. A large set of templates for digital imaging work has been added, courtesy of Simon Legrand from Digital Domain.

Integration of the Vc library improves the speed of painting as well as the speed of working with many layers. Vc is a library that provides an easy way to make use of the vectorization features of modern CPU's, such as AVX.

Compatibility with the Photoshop file format has improved, and Krita is now able to save layered images in the PSD format, both in RGB as in CMYK mode, which is important for illustrators delivering their work as well as for desktop publishers, using for instance the Scribus application. Interoperability using the Freedesktop standard file format OpenRaster has been improved with support for the layerstack draft.

Keyboard interaction has been improved with the addition of new shortcuts and easy zoom and rotation handling from the keyboard, following the "blender"-style numeric keypad triangle. Quick switching with layers is possible using the Page Up and Page Down keys, and the user can now create shortcuts for deleting, duplicating and selecting layers.

The default set of brush presets has been updated by Timothée Giet to use the new precision setting. The textured painting option for the pixel brush engine has been improved, artists can create livelier, more organic brush strokes by blending the effect of a pattern in with their brush stroke. Of course, it's also still possible to use a pattern as the color source for your brush stroke. The textured brush option is available for the pixel brush. To make it easier to select patterns, the pattern selector has a scrollable preview.The dulling mode of the smudge brush has been improved and is smoother than ever.

All in all, Krita 2.6 is ready for any artist who needs to deliver high-quality production work, whether for magazines, board games, comics, games or movies.

*Krita offers a clean interface by default.*
*Artwork: "Assassin" by Jason Lee*
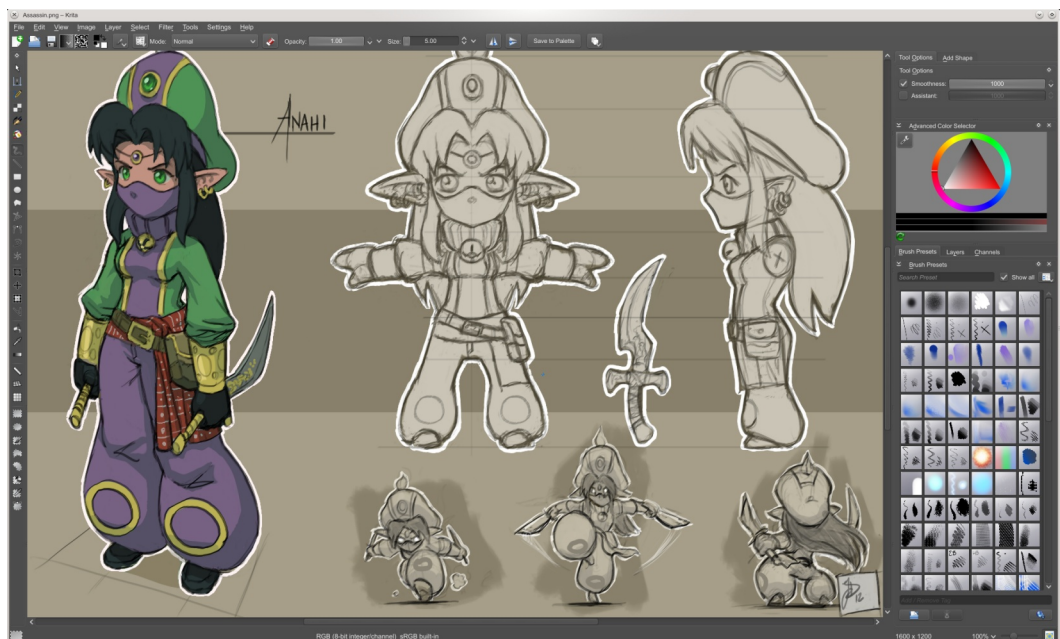


**Krita 2.6**

# In Detail: OpenColorIO

OpenColorIO (http://opencolorio.org/) is a color management solution geared towards motion picture production, especially visual effects and animation. In Krita 2.6, OpenColorIO is fully integrated through the Lut docker. This docker makes it possible to select OpenColorIO configurations (or use the configuration set system-wide).

The Lut docker works as in other OpenColorIO enabled applications: enabling the Lut docker disables the icc-based color management (which is intended for a print workflow) and makes it possible to select the input colorspace associated with the image, the display device and view. It is also possible to inspect individual channels and the luminance. The artist can change the exposure and gamma with which the image is viewed. Any setting in the lut docker is not saved to the image.

Of course, Krita's full set of filters and painting tools are available for working with 16 and 32 bit floating point/channel images as well, including the on-canvas preview for the filters.

To work with the OpenColorIO intregration, the user needs to enable the OpenGL canvas mode for the best results.

*Applying a curve adjustment to a frame from "Tears of Steel" by the Blender Institute*
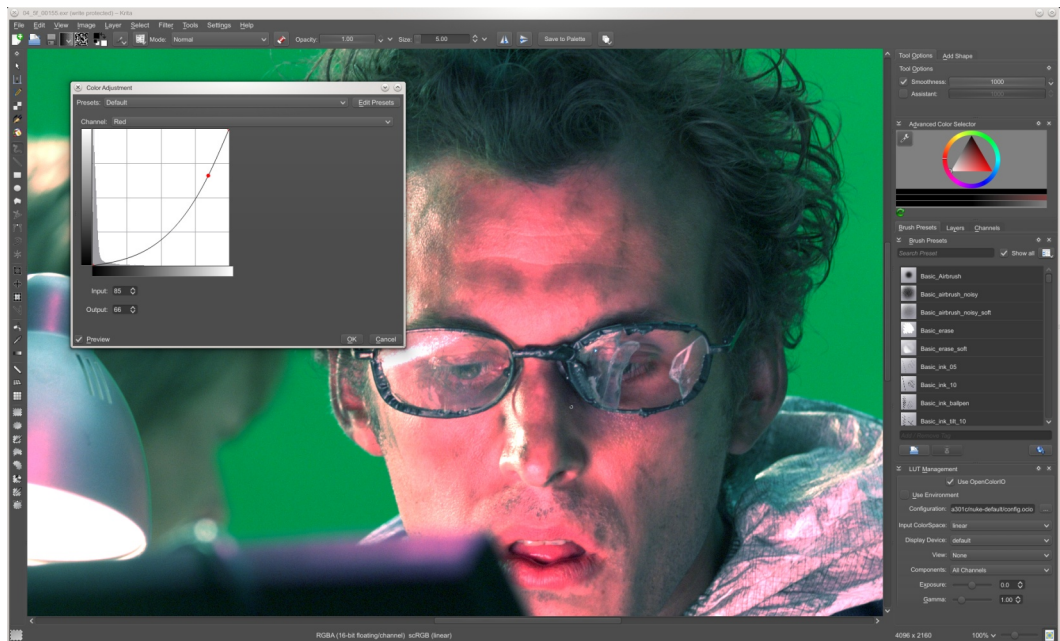


*Showing the luminance channel of another "Tears of Steel" frame with the levels editor*



**Krita 2.6**
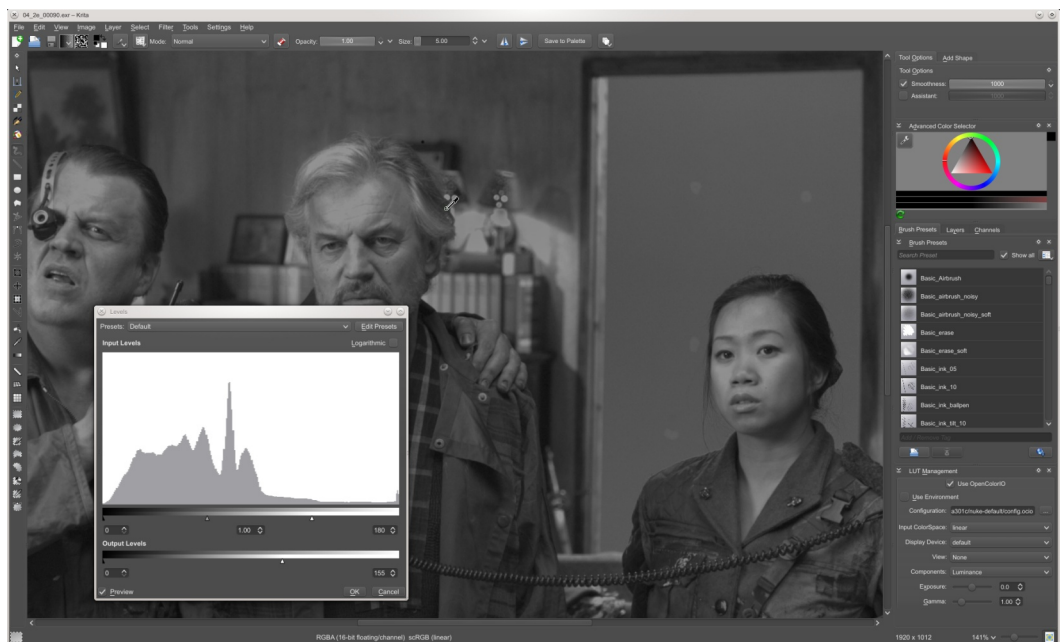
# Key Features

## Workflow and Customization

From job to job, from artist to artist, different parts of a studio application like Krita will be used. Krita makes it easy and enjoyable to define workspaces for particular jobs. The currently used palette is remembered, as well as the entire configuration of toolbars and dockers.

The canvas-only feature can be tweaked to show only the elements the artist needs to see, creating a customized distraction-free sketching and painting mode.

Artists can keep intermediate versions of their work with the incremental saving feature. This is both handy for saving different versions of the work, as for keeping a permanent backup trail.

The default set of shortcuts has been designed by professional artists to be both comfortable and compatible with other applications, but changing the shortcuts is easy and changes to shortcuts are remembered from version to version.

Artists can save templates for re-use, for instance for comic book pages with complex frame layouts.

Every feature in Krita is carefully considered and designed to make painting more fun and more productive!

*Determine what UI elements will be hidden in canvas-only mode.*
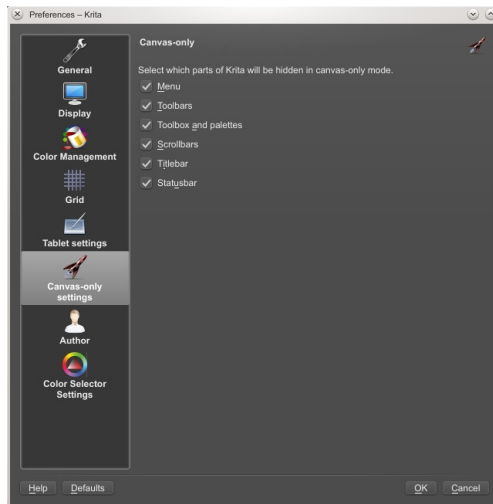


*Workspace selector. Every workspace definition defines the current set of GUI elements.*
*Artwork: "Haven" by Andreas Raniger.*



**Krita 2.6**
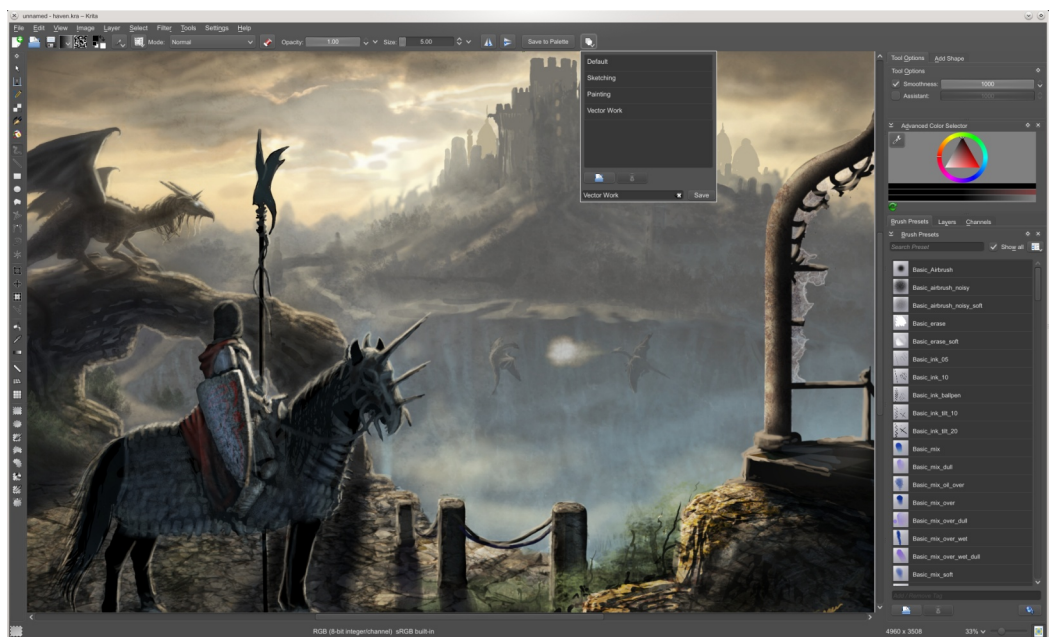
# Key Features

## Paint with abandon

Krita's brush engines make it possible to achieve unique results quickly. For many brush engines, use can be made of Gimp (gbr), Gimp animated (gih) and Photoshop (abr) brush tips, as well as generated brush tips.

For most brush engines, there is a wide variety of settings that can be tweaked and saved into presets for easy re-use. It is possible to combine any brush setting, like rotation or scatter or opacity with any number of inputs, from tablet pressure to fuzzy random, making it possible to create an infinite number of uniquely expressive brushes. Krita comes with a set of brush presets created by Timothée Giet, but others are available, for instance from David Revoy (http://www.davidrevoy.com/article123/krita-brushkit-v2).

Brushes are compatible with the mirrored painting feature, as well as with the multibrush tool. Krita has magnetic assistants that help creating complex constructions with perspective grid, ellipses, lines and more.

Krita doesn't stop at painting, however, with a full set of filters, many of which can be used dynamically in the filter layer and filter mask feature, trying different color schemes or adjustments is easy and fast. And if some part of the image isn't quite right, the transform tool with transform, 3D and warp mode makes it possible to do quick on-the-spot fixes.

*Fun with the sketch brush. Artwork by Juan Carlos Montes*



**Krita 2.6**

*Instant mandalas with the multibrush. Artwork by David Revoy.*
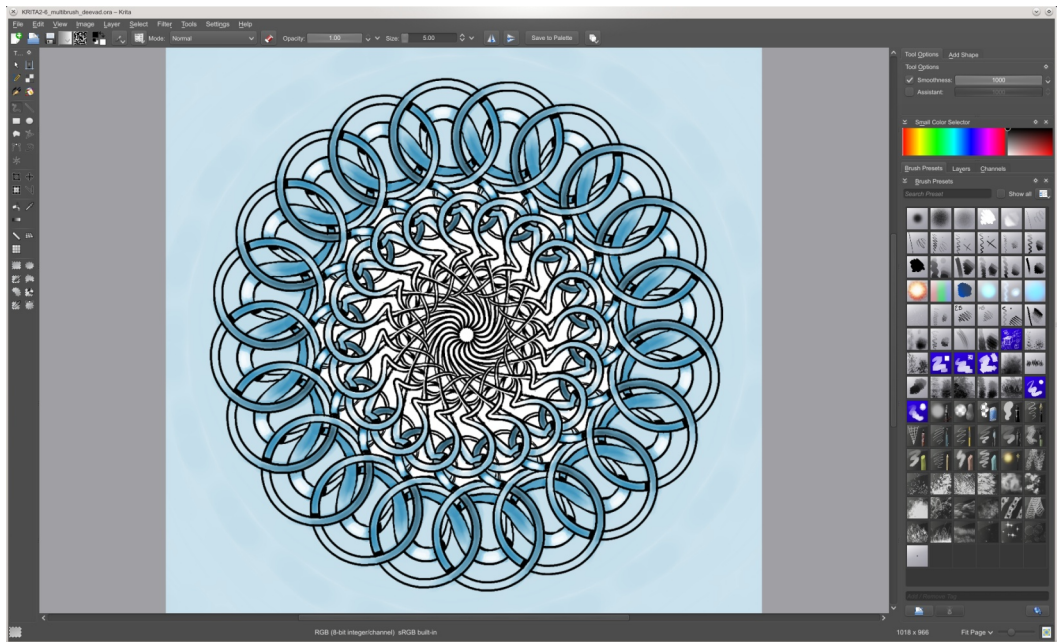


*In Krita 2.6, the textured brush is still experimental. Which doesn't mean it cannot be used to create great and expressive artwork! Artwork by David Revoy.*
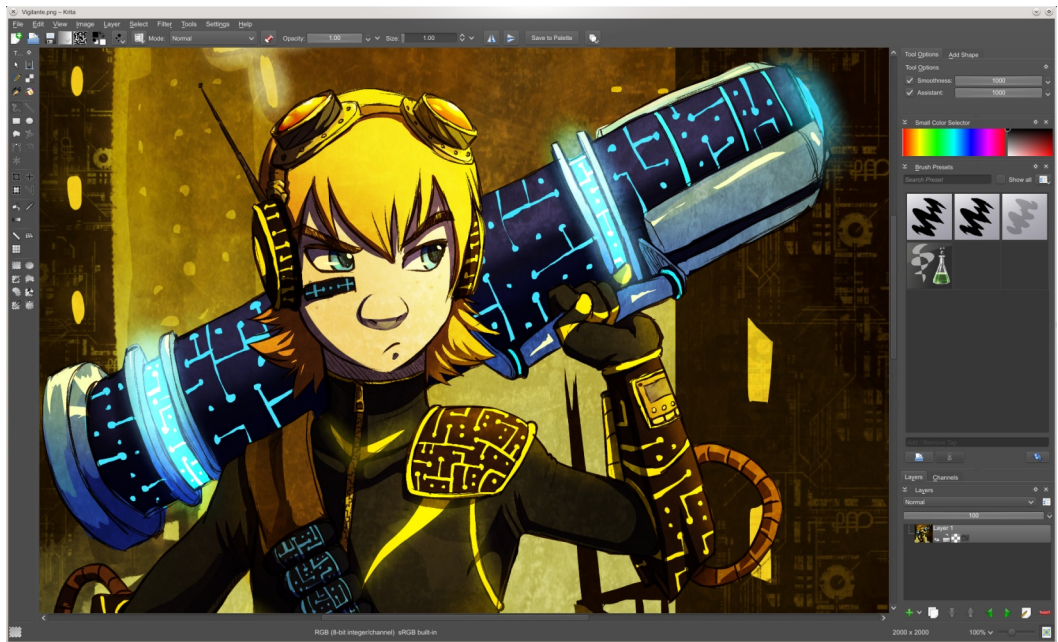


*Take the step from traditional to digital with Krita: this work started as a traditional oil painting, to be finished in Krita Artwork by Andreas Raniger.*
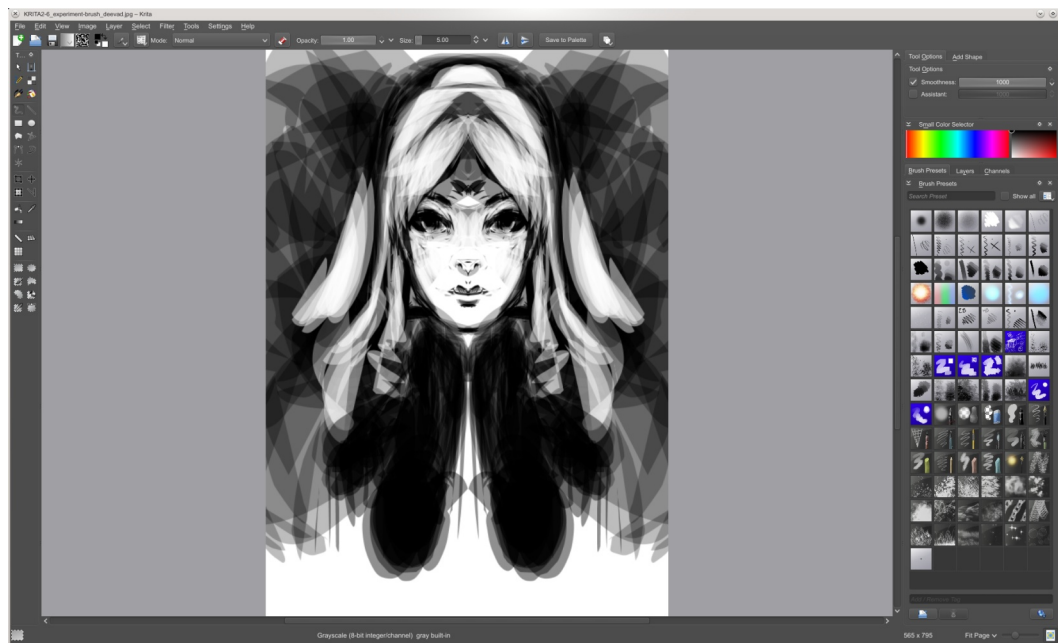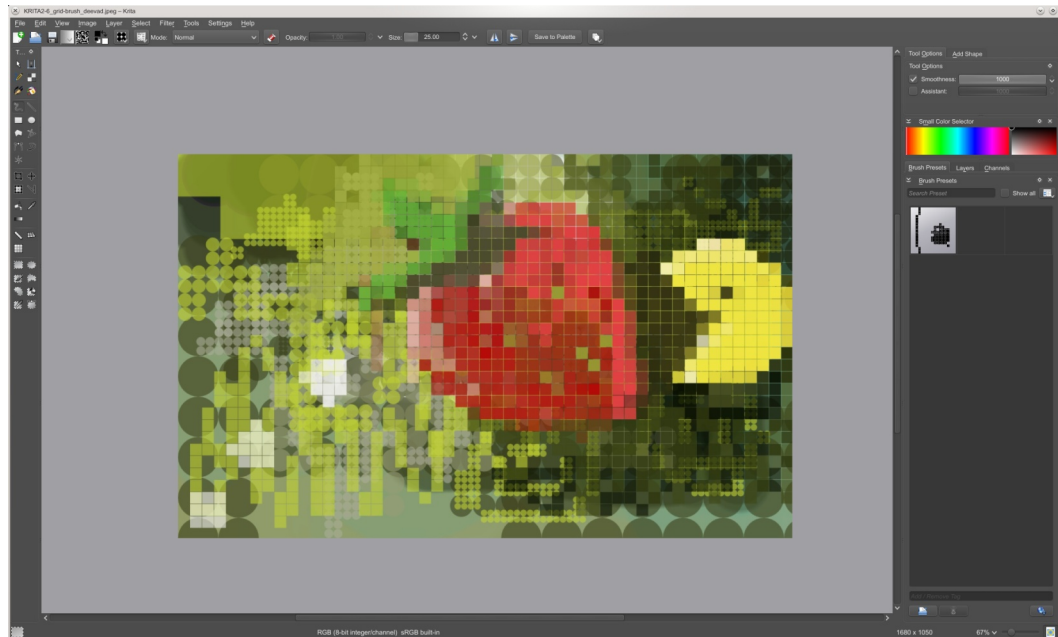


**Krita 2.6**
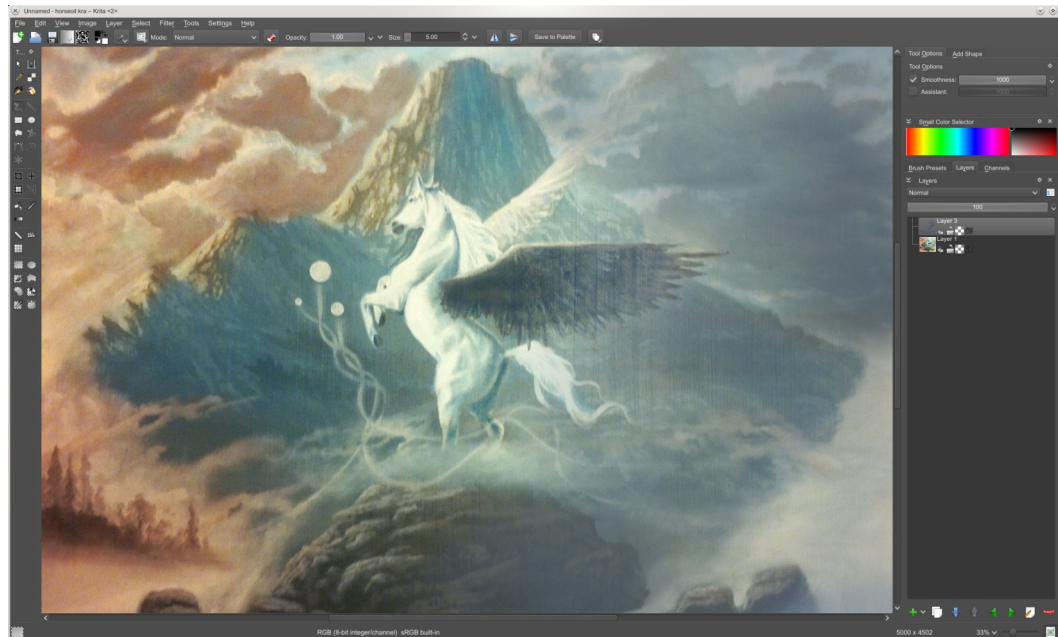
*The Experiment brush is also suitable to create distinctive looking comic book style images. Artwork: "Vigilante" by Crys Snyder.*



*Or the experiment brush can be used to quickly throw together shapes in the sketching phase. Artwork by David Revoy.*



*For a quick and quirky look, the grid brush is perfect. Artwork by David Revoy.*
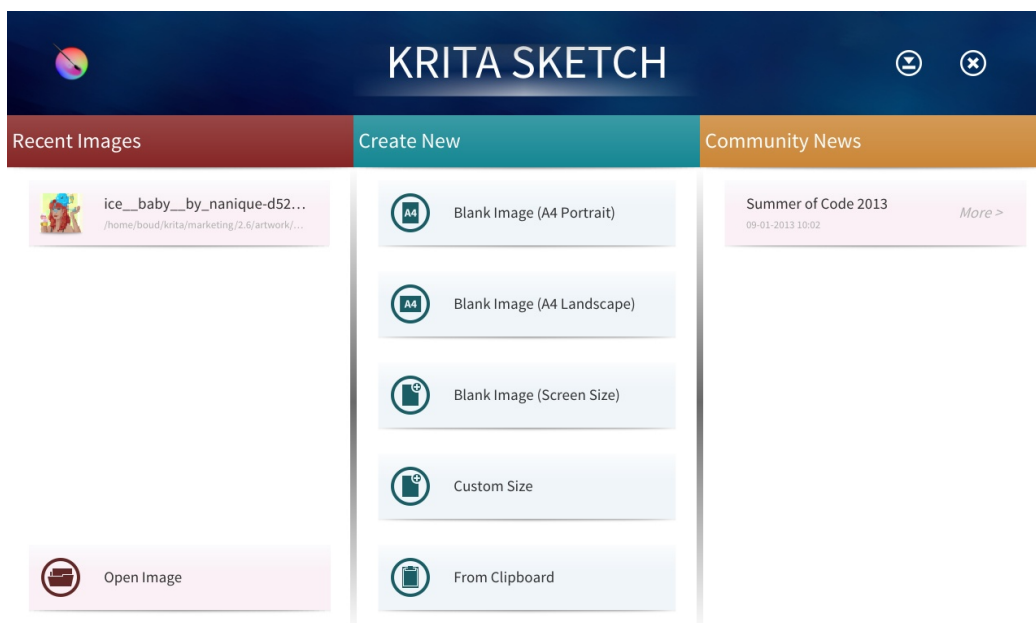
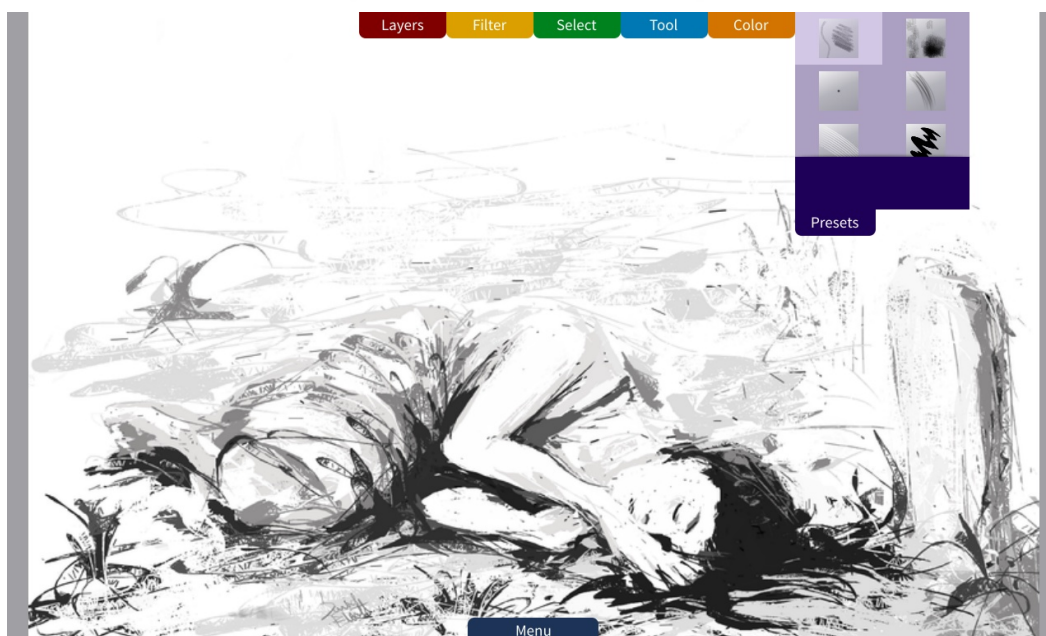**Krita 2.6**

# Key Features

## Work together and on the move

Krita 2.6 improves interoperability with other applications by adding support for OpenColorIO, export to Photoshop's file format and improved OpenRaster support. In the libre graphics world, use of OpenRaster is preferred.

Additionally, a core engine compatible tablet version of Krita has been released for Windows 8 by KO GmbH, called Krita Sketch. Krita Sketch can be downloaded for free from Intel's AppUP app store. Krita Sketch is also licensed under the Gnu Public License, version 2 or higher.

*Welcome screen to Krita Sketch*



*Krita Sketch main gui. Artwork: "If your hands were in mine" by David Elliott*



**Krita 2.6**

# Key Features

## Future

A quick sneak peek in the future of Krita! Too late for Krita 2.6, but already finished and ready for inclusion in Krita 2.7 are several exciting new features and improvements.

Integration with devianART's Sta.sh API makes uploading artwork to a DeviantArt profile as easy as can be, and with DeviantArt being the largest artist community in the world, getting your work out and published is easier than ever.

A long standing wish by comic book artists is the implementation of a weighted line smoothing algorithm to make clean inking easier. Krita 2.7 will offer this, in addition to the existing features of bezier-based line smoothing and magnetic painting assistants. Additionally, the vector tools can now be used stroked with Krita's brush engines!

A new addition to the default set of palettes is the Flipbook, which enables the user to create sets of related images and move through them quickly.

The versatile transform tool (normal transform, 3D transform and warp transform) has been updated to give much nicer results in much less time, thanks to sponsorship for Dmitry Kazakov by the Krita Foundation.

Textured painting has been much improved and expanded to be usable with most of the brush engines.

And there will be much more!

*Krita 2.7 with flipbook docker. Artwork: "Ice Baby" by Nanique. (Also, in the docker, Golden Autumn and Winter Peregrination by Nanique)*



**Krita 2.6**
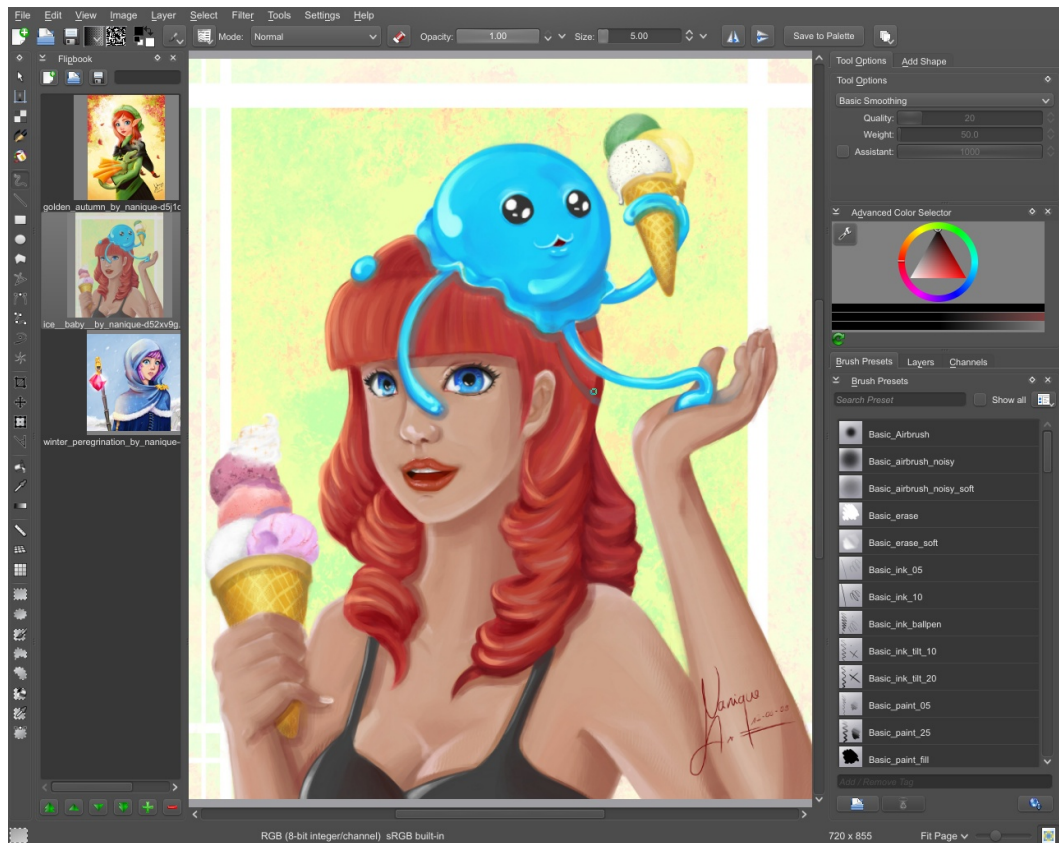
# Full Feature List

### Tools

Krita has both raster graphics and vector tools. Supported vector tools are: path, selection, text, artistic text, calligraphy, fill, gradient. Raster tools are: freehand, line, rectangle, ellipse, polygon, polyline, star, path, dynamic movement, multihand, crop, move, transform and warp, measure, fill, gradient, color picker, assistants, perspective grid, grid, select rectangle, select ellipse, freehand selection, select polygon, select outline, fill select, select similar colors, path select, zoom and pan.

### Canvas

The canvas can be dynamically mirrored and rotated. The OpenGL canvas supports high-bit depth monitors. There is a large set of options available to create a no-distractions canvas-only painting mode.

### Painting

Krita has over a dozen innovative brush engines. Brush settings can be saved as presets and shared with other artists. Krita has a pixel brush, smudge brush, duplicate, filter brush, a hairy brush that simulates brush bristles, hatching brush, chalk, color smudge, curve, deform, dyna, experiment (make "Alchemy"-like shapes), grid, particle, sketch and spray.

Artists can use guides to paint straight or nearly straight lines or even have the parameters of the brush changed following a perspective system.

There is a full set of blending modes available when painting.

Brush presets can be managed and exchanged with other artists and there is a right-click menu that artists can populate with their most favoured brush presets.

### Dockers

Dockers or palettes are basic gui building blocks. Krita has the following dockers available:

preset selector, layer management, channel management, various color selectors, tool options, shape selector, compositions, undo history, pattern selector, task sets, scripts and various dockers for working with vector objects.

### Recording

Painting in Krita can be fully recorded. Recorded macros can later be edited.

### Layers

Krita has raster layers, vector layers, filter layers, programmatically generated layers and group layers. Layers can have transparency, filter and local selection masks. Layers can be dragged and dropped within Krita, between instances of Krita or as images to and from other applications.

Vector layers support text, vector shapes and filters on vector shapes.

### Filters

Filters can be used directly on a layer, or as filter masks or layers. The effect of a filter is previewed on the image itself.

Krita has the following filters: levels. color adjustment, brightness/contrast adjustment, desaturation, invert, auto contrast, hsv adjustment, pixelize, raindrops, oilpaint, gaussian blur, motion blur, blur, lens blur, color-to-alpha, color transfer, minimize channel, maximize channel, edge detection, sobel, emboss, emboss with variable depth, sharpen, mean removal, unsharp mask, gaussian noise reducer, wavelet noise reducer, small tiles, phong bumpmap, round corners, wave, noise random pick.

New filters can be written in the OpenShiva language.

### Generators

Generators create pixels and can be used in generator layers. Krita has the following generators: checkerboard, concentric circles, disco, fractal explorer, metaball, moire, perlin noise, plasma, radial gradient, singleball, sun ray and supernova.

**Krita 2.6**

# Full Feature List

Generators are written in the OpenShiva language, which makes it easy to extend the set of available generators.

## Color management, color models and channel depths

Krita supports the following working color models for creating and editing images:

RGBA, Gray, CMYKA, Lab, YCbCr, XYZ in 8 bits integer, 16 bits integer, 16 bits floating point, 32 bits floating point (some color models depend on OpenGTL which may not be present).

Krita always uses color management. On Linux, if the monitor is correctly setup with colord or oyranos (gui settings applications available for Gnome and KDE), the display calibration will be used automatically.

## File Format Support

*Import:*

Photoshop PSD, PNG, BMP, GIF, JPEG, JPEG-2000, EXR, PNM, EPS. PDF, OpenDocument ODG, OpenRaster, Camera RAW, TIFF, XCF

*Export:*

Photoshop PSD, PNG, BMP, JPEG, JPEG-2000, EXR, PNM, OpenDocument ODG, OpenRaster, Camera RAW, TIFF
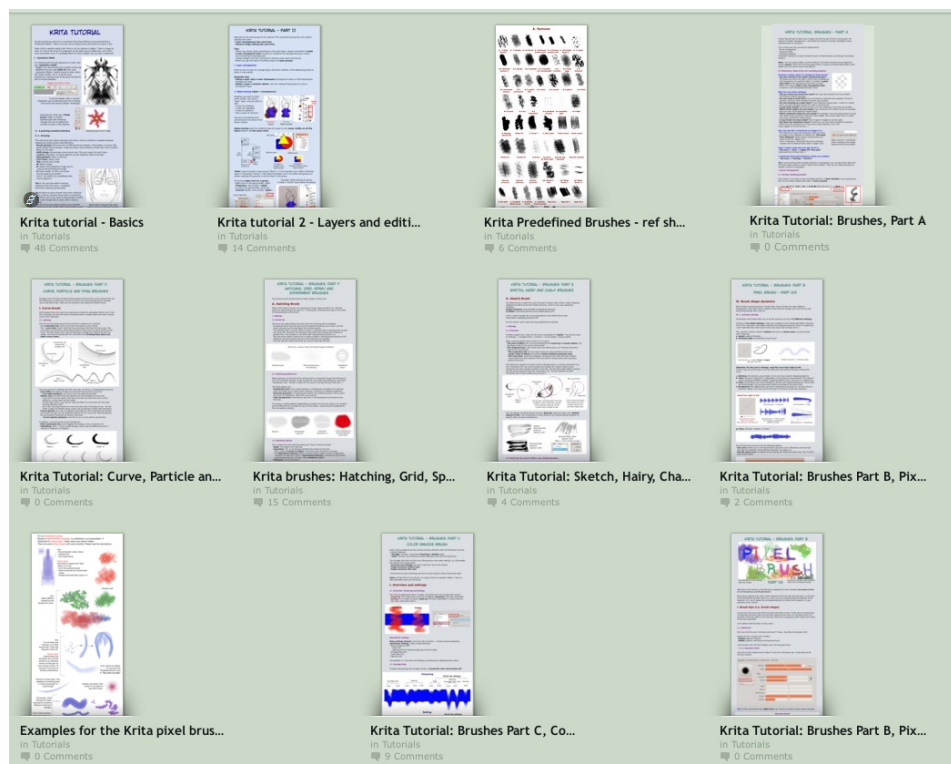
For working together with MyPaint and GIMP, we recommend the OpenRaster interchange format. For delivering print-ready artwork to publishers, TIFF or PSD is recommended. Only Krita's internal file format (.kra) supports all of Krita's features.

## Training

The "Comics with Krita" DVD is an excellent introduction to Krita's features, even for artists who are not primarily interested in comics. Available from the Krita website (http://krita.org/component/content/article/1-krita-informations/104-training-dvd-01-comics-with-krita) or at Youtube.

A set of tutorials has been created by ValerieVk: http://white-heron.deviantart.com/gallery/#/d5e2iij

A manual is being written on KDE's userbase wiki: http://userbase.kde.org/Krita



Krita tutorial - Basics
in Tutorials
48 Comments

Krita tutorial 2 - Layers and editi...
in Tutorials
14 Comments

Krita Predefined Brushes - ref sh...
in Tutorials
6 Comments

Krita Tutorial: Brushes, Part A
in Tutorials
0 Comments

Krita Tutorial: Curve, Particle an...
in Tutorials
0 Comments

Krita brushes: Hatching, Grid, Sp...
in Tutorials
15 Comments

Krita Tutorial: Sketch, Hairy, Cha...
in Tutorials
4 Comments

Krita Tutorial: Brushes Part B, Pix...
in Tutorials
2 Comments

Examples for the Krita pixel brus...
in Tutorials
0 Comments

Krita Tutorial: Brushes Part C, Co...
in Tutorials
9 Comments

Krita Tutorial: Brushes Part B, Pix...
in Tutorials
0 Comments

# More Screenshots

The screenshots are free to re-use. Please find them also in the screenshot archive. When using screenshots, please credit the artist.

*Browse your images with the convenience of thumbnails and previews.*
*Artwork by Timothée Giet.*
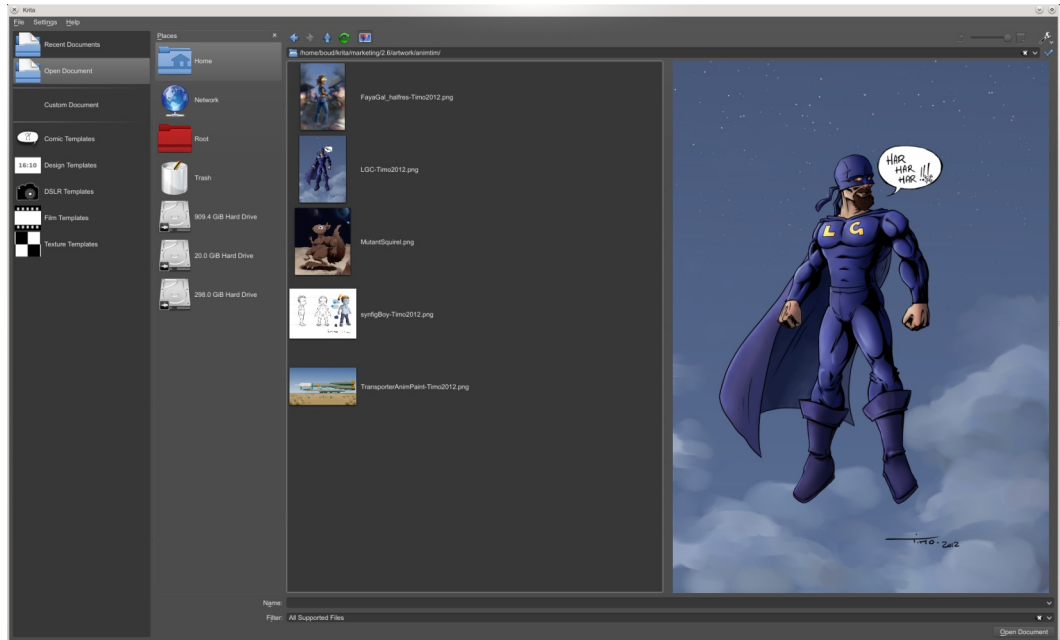


*Krita has a great choice of color selectors. Here the artistic color selector.*
*Artwork: "Modern Saints" by Jens Reuterberg.*



**Krita 2.6**

*In addition to pixel brushes, Krita has a set of vector tools, including a calligraphy tool.*
*Artwork by Slawek Klajai*



*Krita provides a very full set of blending modes for layers and for painting.*
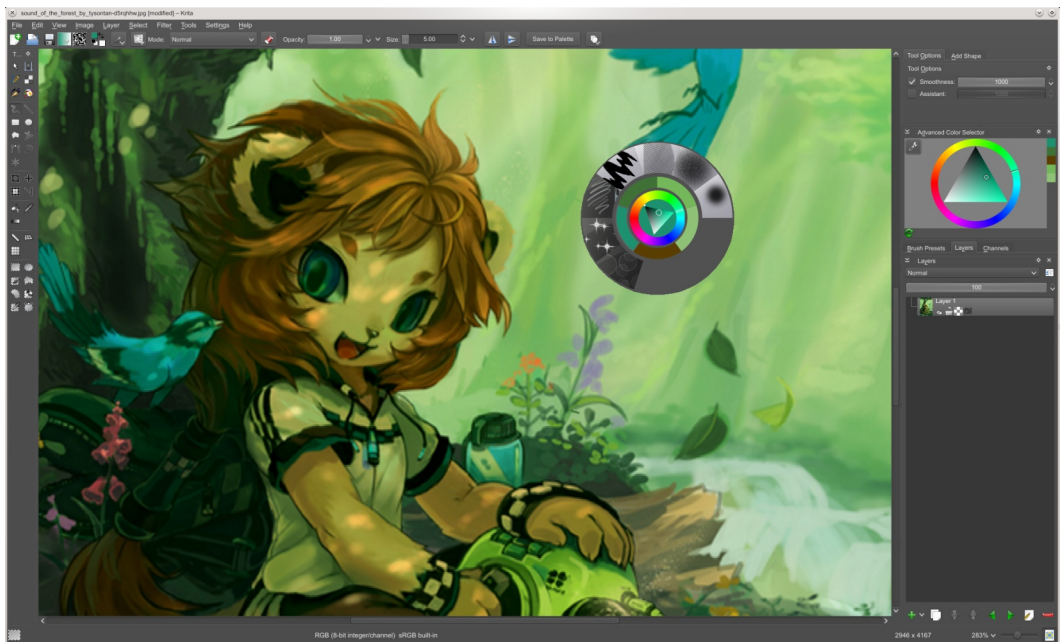*Artwork: "Cat Jung" by Philip Koops.*

**Krita 2.6**

*Showing off the variety of brush work achievable with Krita.*
*Artwork: "Four Seasons", by David Revoy.*



*Right-click opens the quick access palette, with favourite brushes, recent colors and a color selector. Ideal in canvas-only mode!*
*Artwork: "Sound of the Forest" by Tyson Tan*



*The references docker keeps track of a set of images to use as references while painting.*
*Artwork: "Hedy Lamarr" by Jens Reuterberg.*
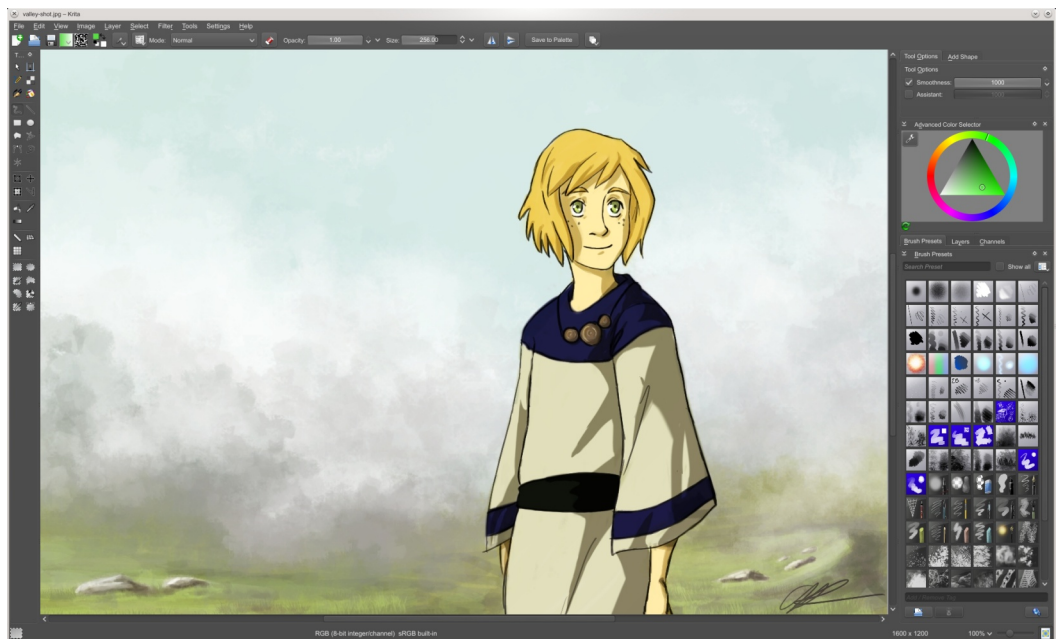
**Krita 2.6**
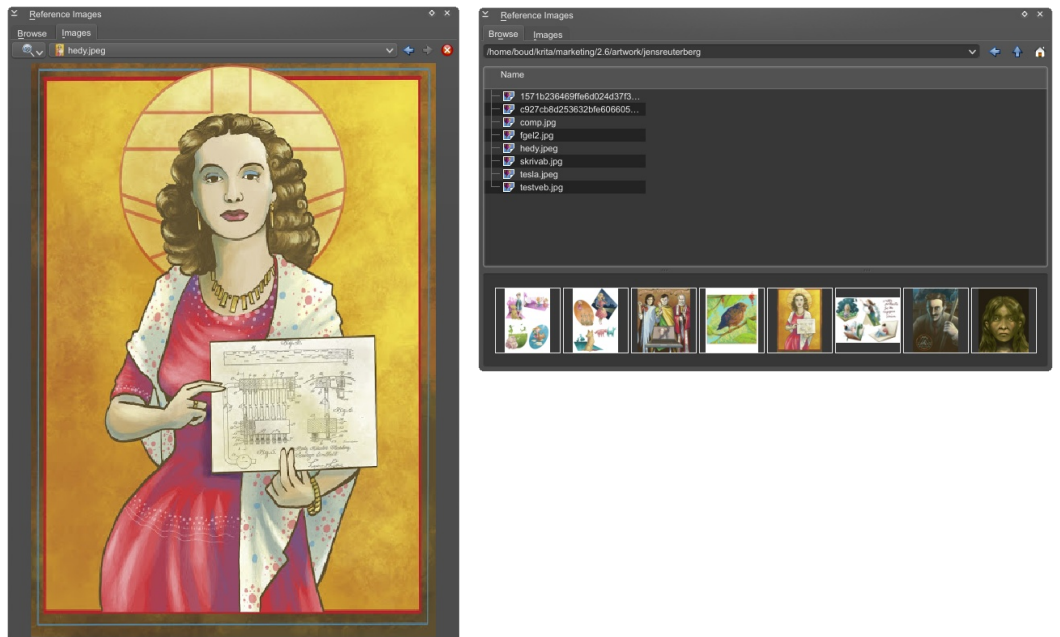
The compositions dockers saves sets of visible/invisible layers in a single krita file. This can be used for storyboarding.
Artwork: storyboard for "Tears of Steel" by David Revoy.
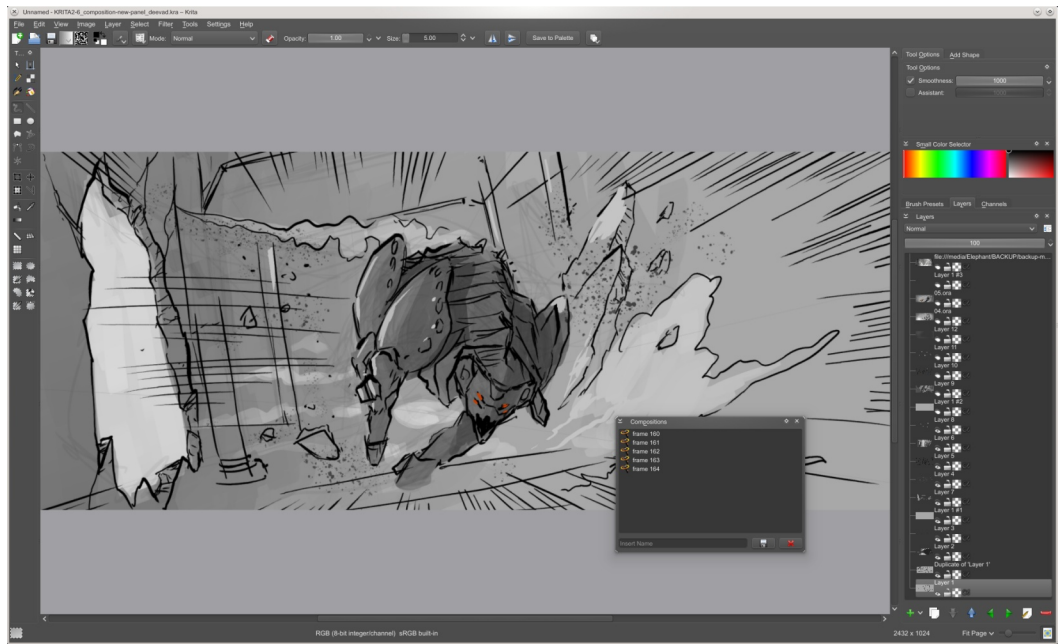


The variety of styles you can paint with in Krita is infinite.
Artwork: "Nothing..." by Moldavian cartoonist Sfepan.



Artwork: "Valley Shot" by Alicia Robinson

**Krita 2.6**

# Awesome Artists

This guide to Krita features work by the awesome artists in our community. Visit their websites! The work included in this guide and in the accompanying zipfile can be freely used to illustrate reviews and news items about Krita.

Alicia Robinson: http://sturzstrom.deviantart.com

André Vaz: http://andre-vaz.deviantart.com

Fernando Michelotti: http://artista-frustrado.deviantart.com

Cesar Tellez Jacome: http://cesar-fps.deviantart.com

Crys Snyder: http://stalcry.deviantart.com/

David Elliott: http://ozhaggis.deviantart.com

David Revoy: http://www.davidrevoy.com

Daniel Reszka: http://daanil.deviantart.com

Enrico Guarnieri: http://www.turnangel.com

Giovanny Arce: http://www.artsymptom.com

Jason Lee (munkyboy81@hotmal.com)

Jens Reuterberg (http://www.phyran.se/)

Juan Carlos Montes: http://cargocollective.com/moxstudios

Kargall Lefou: http://www.kargall-lefou.com

Nanique: http://nanique.deviantart.com/

Phillip Koops: http://peileppe.deviantart.com/

Ramon Miranda: http://www.ramonmiranda.com

Sfepan: http://sfepan.deviantart.com/

Slawek Klaja (no current website)

Silwia Malon: http://canitiem.deviantart.com

Timothée Giet: http://www.timotheegiet.com

Tyson Tan: http://tysontan.deviantart.com/

*Please credit our artists fully, with name and link. Thanks!*