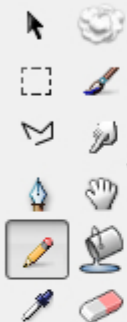


Tools



PEGIL2D

Quick Reference Guide

Drawing Tools: Use to draw on image layers.

Move - move an object
Clear Frame - remove the image from the selected frame
Select - select part of an image
Paintbrush - thick brush strokes with varied feathering
Polyline - draw line shapes
Smudge - smear or blur part of an image
Pen - thick pen strokes
Hand - move the canvas
Pencil - thin line sketches
Paint Bucket - fill an area with color
Eyedropper - select a color from the image to use with another tool

Color Wheel: Create a custom color by clicking the color wheel or entering HSV/RGB numbers.

Color Wheel



HSV RGB

Red

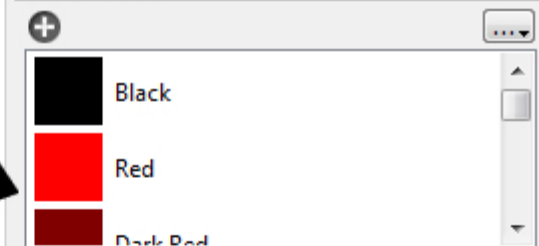
Green

Blue

Alpha

Color Palette: Select a standard color from the color palette. Click the plus sign to select more colors or create a custom palette.

Color Palette



Display



Layers: Click to edit each layer. Click and drag to re-arrange image layers. Use the camera layer to move the image around. Use the plus and minus icons to add or remove layers.

Onion Skin: Click to display the previous or next images in a semi-transparent state.

Timeline: Click the plus and minus icons to add or remove keys (frames of animation) to each layer. Use the timeline controls to play the animation.

Timeline

Layers: + -

Keys: + - + Onion skin: <> Range 1 10 12 fps

● 1
 ● Bitmap Layer
 ● Vector Layer
 ● Camera Layer

