

## TECHNICAL NOTE: METACREATIONS PAINTER(tm) SDK

The MetaCreations Painter(tm) family of products includes amazing new technologies that are accessible to third-party developers through an open, plug-in architecture. We have API's that allow new brushes to be developed through the Plug-in Brush architecture, new Dynamic Floaters through the plug-in floater API and new Output Preview models through the Output Preview API.

The power and flexibility of this extensible architecture allows developers to plug in to the Natural-Media heart of Painter. Within these API's you can:

Access all canvas data including the full layer stack.

Access all art materials -- like paper grain, gradations and patterns.

Create new layers with total control of the contents.

Create new paint mixing methods (Methods).

Efficiently manage memory.

Create your own UI.

Painter Classic and Painter 5 share the same SDK. This is great news for developers, because you get twice the exposure for less work. The SDK is currently being reviewed by developers. If you're interested in developing commercial plug-ins for Painter, be sure to sign up as a Painter plug-in developer now!

Contact us at our website:

[www.metacreations.com/support](http://www.metacreations.com/support)  
and look under the section for Developer Support.