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## How To Use **DABBLER**

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Welcome to the Dabbler Electronic User Guide! To get started click a green underlined topic.

[How To Use Dabbler's Tutors](#)

Help on Help. A brief explanation of how to use Dabbler's electronic tutors.

[Dabbler's On-Line Tutorials](#)

Step-by-step instructions on how to use Dabbler to create, paint and play.

[Dabbler's On-line Reference Manual](#)

In-depth information about every tool, command and feature.

## TUTORS

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Dabbler uses tutors to provide on-screen art lessons. Right now you are reading *How To Use Dabbler*.

- To start a tutor, select it from the **Tutors** menu.
- You can jump to a new topic by clicking on green underlined text. [Click here](#).
- [Hints](#) have a dotted underline and provide a little additional information.
- To close a tutor, click the close box
- To move a tutor, click and drag the title bar

Click {ewc MVBMP2, ViewerBmp2, .56.BMP} (Next Page) for more information.

## Great!

See how the green underlined text took you to a new page. Now click the Return button at the bottom of the tutor to go back.

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This is a hint. It gives you a little additional information.

## tutors : **NAVIGATION**

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To move one page forward or back, use the Next Page / Previous Page buttons.

{ewc MVBMP2, ViewerBmp2, .56.BMP}  
Home takes you to the beginning of the tutor.

{ewc MVBMP2, ViewerBmp2, .56.bmp}  
Return takes you back to the topic you just read.

## tutors : **BOOKMARKS**

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Bookmarks allow you to mark a location and quickly jump to it. Use bookmarks if you often refer to the same information, or want to continue a lesson after taking a break.

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Set Bookmark creates a new bookmark.

{ewc MVBMP2, ViewerBmp2, .56.bmp}

Goto Bookmark jumps to a bookmark location.

## tutors : **INDEX**

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Index brings up an alphabetical listing of all the subjects covered in the tutor. Use the index to lookup specific commands by name.



## **TUTORIAL**

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Welcome to the Dabbler on-line tutorials! These lessons will teach you how to use Dabbler. Begin by clicking on Lesson 1 or pressing the [Next Page](#) button.

[Lesson 1: Dabbler Basics](#)

[Lesson 2: Using Stencils](#)

[Lesson 3: Tracing Paper & Cloning](#)

[Lesson 4: Flipbook Animation](#)

## tutorial : **LESSON 1 - BASICS**

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Dabbler is a fun-to-use Natural-Media painting and drawing program. Inside Dabbler you will find painting tools and paper textures that behave just like traditional materials. Dabbler also uses these interactive art lessons to teach you about the program and to improve your drawing ability.

- Dabbler keeps art materials organized in [drawers](#) at the top of the screen.
- The drawing page in front of you is called the [Sketchpad](#).

Click [Next Page](#) to continue this lesson.

## tutorial : lesson 1 : **SKETCHPAD**

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The [Sketchpad](#) is where you will do all of your drawing in Dabblr. A sketchpad is a collection of drawing pages. You can flip between pages with the [Page Up](#) and [Page Down](#) Buttons.

- Click the [Page Down](#) button several times to see the different pages of the Sketchpad.
- Click the [Page Up](#) button to return to the blank page at the top of the Sketchpad.

## tutorial : lesson 1 : **DRAWERS**

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Dabblor keeps your art materials arranged in drawers at the top of the screen. The first drawer is called the [Extras Drawer](#), it holds extra features. The next drawer is the [Tools Drawer](#) and it holds your drawing and control tools. The [Colors Drawer](#) is used for selecting color and the [Papers Drawer](#) holds different paper textures.

- Click on the [Drawer Handle](#) of the Tools Drawer to open it.
- To close the drawer, click on the Handle again.

## tutorial : lesson 1 : **TOOLS**

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You select tools in Dabblers by clicking on their icons. The most recently used tools are displayed on the drawer front.

- Click on the [Pencil](#) icon on the front of the [Tools Drawer](#), and then scribble on the [Sketchpad](#).
- Open the Tools Drawer by clicking on the [Drawer Handle](#). Click on the [Crayon](#) tool inside the drawer and then close the drawer.
- Click on a green color chip on the [Colors Drawer](#) front and scribble on the Sketchpad.

## tutorial : lesson 1 : **TOOL SIZE**

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The red triangles at the bottom of the Tools Drawer are used for selecting the size of the tool tip.

- Select the felt Marker tool and click on the small tool tip size.
- Click on a red color chip on the Colors Drawer and draw 4 parallel lines on the Sketchpad.
- Open the Tools Drawer and select the large tool tip.
- Select a yellow color, and draw across your red lines.

## tutorial : lesson 1 : **COLORS**

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Colors are chosen from the active [color palette](#). The active color palette is on the face of the [Colors Drawer](#). Open the Colors Drawer to select a new palette.

- Double-click on a green color chip. The drawer is opened and you can select a new color for the chip from the [Color Wheel](#).
- Close and then re-open the Colors Drawer. Click the black to white gradation palette and close the drawer.
- Select the [Paint Bucket](#) from the [Tools Drawer](#) and click on the [Sketchpad](#). The Paint Bucket fills the page with the black to white gradation.

## tutorial : lesson 1 : **TEXTURE**

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The [Chalk](#), [Pencil](#), [Paint Brush](#) and [Crayon](#) tools interact with paper texture. Use the [Papers Drawer](#) to select paper texture.

- Select the [Chalk](#) tool with a medium [tool tip](#) and a blue color.
- Scribble on the [Sketchpad](#).
- Open the [Papers Drawer](#). Click on the [pop-up selector](#) and choose Canvas from the list of paper textures.
- Scribble on the Sketchpad. You can change the paper texture at any time, but a texture is always active.



## tutorial : lesson 1 : **EXTRAS**

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Some tools have extra features. Dabblers keeps these in the [Extras Drawer](#).

- Select the [Eraser](#) tool from the [Tools Drawer](#).
- The Soft Eraser will be selected on the [Extras Drawer](#). Scribble on the [Sketchpad](#). The Soft Eraser will gently remove color.
- Select the Flat Eraser from the Extras Drawer and scribble on the Sketchpad. The Flat Eraser will remove all color.
- Erase the entire page by selecting Edit/Select All and then Edit/Clear from the menu.

## tutorial : lesson 1 : **SUMMARY**

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Lets review the basics. To continue with lesson 2 click [Next Page](#).

- Dabblr keeps art materials organized in drawers. Click on a [Drawer Handle](#) to open a drawer.
- The [Sketchpad](#) is a collection of pages bound together. Use [Page Up](#) and [Page Down](#) to flip through the Sketchpad.
- Select colors from the [color palette](#) and new palettes from the [Colors Drawer](#).
- Some tools have extra features stored in the [Extras Drawer](#).

## **LESSON 2 : USING STENCILS**

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## tutorial : **LESSON 2**

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The [Pencil](#), [Eraser](#), [Pen](#), [Water Drop](#), [Oil Paint](#) and [Stencil](#) tools have extra features which are selected from the [Extras Drawer](#).

- Select the [Stencil](#) tool from the [Tools Drawer](#). Notice that new icons appear on the surface of the Extras Drawer.
- Click the heart icon on the [Extras Drawer](#) (open the drawer if necessary).

## tutorial : lesson 2 : **STENCILS**

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- While holding the Shift key, click in the middle of the Sketchpad and drag to create a heart. Make it about 2 inches across. The Shift key constrains the heart to its original proportions.
- Now, click and drag inside the Stencil to move it around the page. Place the heart in the center of the Sketchpad.

## tutorial : lesson 2 : FILL

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- Open the [Colors Drawer](#) and select a [chip palette](#).
- Click on a red color tile on the front of the Colors Drawer.
- Select **Effects/Fill** from the menu. The stencil fills with red.

## tutorial : lesson 2 : **PAINT**

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- Select the [Spray Paint](#) tool and click on the medium-large [tool tip](#).
- Select black from the [color palette](#).
- Spray just inside the dotted line of the Stencil. Go all the way around the stencil to create the illusion of depth.

If you make a mistake along the way select **Edit/Undo** from the menu.

## tutorial : lesson 2 : INVERT

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In the previous step, you painted inside the stencil. Use the invert stencil command to paint the outside of a stencil.

- Select the Stencil tool.
- Select Options/Invert Stencil from the menu. The Stencil icon changes.
- Open the Colors Drawer and select the Black to White gradation palette.
- Select the Paint Bucket tool and click outside the stencil.



## tutorial : lesson 2 : **EFFECTS**

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Dabblers includes a set of powerful imaging effects that can be applied to the Sketchpad. Some effects use the paper texture to create amazing results.

- Open the [Papers Drawer](#). Click on the [pop-up selector](#) and choose **Woven Paper**.
- Select **Effects/Texturize** from the menu.  
*If the Texturize command is not available please read this [hint](#).*
- Drag inside the Preview box to preview the effect around the edge of the stencil.
- Move the Amount slider to 48% and click OK.

If your Macintosh does not have a FPU (math coprocessor) the Texturize command will not be available. You may continue the lesson with the next page.

## tutorial : lesson 2 : **FLOAT**

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- Select the [Float Stencil](#) tool from the [Tools Drawer](#).
- Click in the center of the heart and drag to the right. The [Float Stencil](#) tool moves the stencil and everything within the stencil.
- Hold the Option key *for Macintosh*, Alt key *for Windows* and drag the stencil to the left. Holding the modifier key makes a copy of your stencil when it is moved.

## tutorial : lesson 2 : **TEXT**

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- Select a yellow color from the [color palette](#).
- Select **Options/Text Styles** from the menu and select a typeface from the pop-up.
- Drag the slider to about 25%
- Select the [Type](#) tool from the [Tools Drawer](#).
- Click above one of the hearts and type Happy Valentine.

## tutorial : lesson 2 : **SUMMARY**

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- Some tools have extra features which are selected from the [Extras Drawer](#).
- Stencils are used to create shapes and patterns. Hold the Shift key to constrain a stencil to original proportions.
- To paint outside of a stencil, select Options/Invert Stencil from the menu. The [Stencil icon](#) changes.
- Use the **Effects** menu to apply filters and special effects to your Sketchpad.

## **LESSON 3 : TRACING & CLONING**

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## tutorial : **LESSON 3**

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In lesson 3 we will explore Dabblers powerful tracing and cloning capabilities.

Because the Sketchpad is a collection of pages, Dabblers can turn the current page semi-transparent allowing you to view and trace the underlying page.

Cloning is the process of selecting color from the underlying page and pumping it through the painting tools. You can use cloning to turn photographs into artwork that looks hand-drawn.

### tutorial : lesson 3 : **PAGE IMPORT**

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- Select File/Import Page from the menu.
- Select the file **APPLE.RIF** located in the Dabblers directory.
- Click the **OK** button.
- Dabblers can import files in TIFF, Photoshop 2.5, Targa, RIFF, PICT, BMP and PCX formats.



### tutorial : lesson 3 : **TRACING PAPER**

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- Select Edit/Add Page from the menu to place a blank sheet of paper over the apple.
- Click the [Tracing Paper Button](#) to turn on tracing.
- Select black from the [color palette](#). and click on the [Pencil](#) tool.
- Begin tracing the apple. Just outline the top quarter of the apple.
- Click the [Tracing Paper Button](#) again to turn off tracing paper.

## tutorial : lesson 3 : CLONING

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- Select the [Stencil](#) tool and the Square stencil from the [Extras Drawer](#).
- Click in the center of the image and drag to the lower right corner of the [Sketchpad](#). Make sure the stencil is not [inverted](#).
- Click the [Cloning Button](#). The cloning icon appears on the [Colors Drawer](#).
- Select the [Chalk](#) tool and a medium size [tool tip](#). Paint with diagonal strokes inside the stencil until you have filled the stencil.

## tutorial : lesson 3 : **OIL CLONE**

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The [Oil Paint](#) tool simulates the brush strokes of the master impressionist painters.

- Select the [Stencil](#) tool. Drag the square stencil to cover the upper right quarter of the Sketchpad.
- Select the [Oil Paint](#) tool with a medium [tool tip](#).
- With cloning on (the [clone icon](#) displayed on the [Colors Drawer](#)), paint inside the stencil until you have cloned the underlying image.

## tutorial : lesson 3 : **AUTO CLONE**

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Auto Cloning automatically fills an image or stencil with random paint dabs from the current tool.

- Select the [Stencil](#) tool. Drag the square stencil to cover the lower left quarter of the Sketchpad.
- Select the [Pen](#) tool with a medium size [tool tip](#).
- Select **Effects/Auto Clone** from the menu.
- Wait until the stencil is full, then click the mouse or stylus once.

## tutorial : lesson 3 : **PENCIL CLONE**

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Combine hand drawing with cloning to create hand-drawn photographs. Build on your original tracing to finish the apple.

- Select the [Stencil](#) tool. Drag the square stencil to cover the upper left quarter of the Sketchpad.
- Select the [Pencil](#) tool with a small [tool tip](#).
- Select the [Colored Pencil](#) extra from the [Extras Drawer](#).
- With cloning on, draw inside your original tracing of the apple.
- Select the medium small [Spray Paint](#) tool and draw outside the tracing.

### tutorial : lesson 3 : **SUMMARY**

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- Turn on [tracing paper](#) to view the underlying page of your Sketchbook.
- [Cloning](#) lets you turn photographs into paintings.
- Dabblers can import files in TIFF, Photoshop 2.5, Targa, RIFF, PICT, BMP and PCX formats.
- The size of your [tool tip](#) controls the level of detail in a cloned image.

## **LESSON 4 : ANIMATION**

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## tutorial : **LESSON 4**

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With Dabbler you can create Flipbook style frame-by-frame animation. Flipbooks can be exported as digital movies or printed as hand-held Flipbooks.



## tutorial : lesson 4 : NEW FLIPBOOK

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Flipbooks are collections of pages similar to a [Sketchpad](#). The primary difference is that Flipbooks are limited in size and have more controls for flipping through the pages.

- Select File/New Flipbook from the menu.
- In the New Flipbook dialog, enter 200 for the **Width**, 200 for the **Height** and 8 for the **Number of Frames**. Click **OK** when you are finished.
- In the Flipbook Name dialog, enter the name **Lesson4** and click **Save**.

## tutorial : lesson 4 : **CONTROLS**

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Below the Flipbook are the [Flipbook Controls](#).

- Select the [Pen](#) tool and a small [tool tip](#).
- Draw a small drop of water at the top and center of the image.
- Click the [Frame Advance](#) button. The Flipbook Control panel will read Frame 2 of 8.

## tutorial : lesson 4 : **TRACING**

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When creating an animation it is helpful to see several frames.

- Click the [Tracing Paper Button](#) to see the drop from the first frame.
- Draw a second drop slightly below the first.
- Click the [Frame Advance](#) button.
- Select Options/Flipbook Options.
- Click on the radio button labeled **3**.
- In the [preview window](#), click the icon for the top sheet of paper. This will show you the two previous frames of the Flipbook.

## tutorial : lesson 4 : **FINISH**

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- Click the [Frame Advance](#) button.
- Draw the third drop of water below the first two.
- Continue paging forward and drawing lower water drops until you complete all 8 frames.

For extra style, add a splash and ripples to the water drop when it hits the bottom of the page.

## tutorial : lesson 4 : **PLAYING**

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You can adjust the speed of the animation with the speed slider.

- Turn tracing paper off by clicking on the [Tracing Paper Button](#).
- Click the [Play](#) button on the Flipbook Control panel.
- Click the [Stop](#) button on the Flipbook Control panel.
- Click the [Expand Box](#) of the Flipbook Control Panel and drag the speed slider all the way to the right.
- Click the [Play](#) button again.

## tutorial : lesson 4 : **EXPORT**

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- Select File/Export/As QuickTime or Video For Windows
- In the Save dialog, enter the name **lesson4** and click **Save**.
- In the Compression Settings dialog use the following settings and click **OK**.
  - Compressor:
    - Animation or Microsoft RLE**
    - Thousands of Colors**
  - Quality
    - 75 (high)**
  - Motion
    - Frames per second: **12**
    - Key frame every **12** frames

## tutorial : lesson 4 : **PRINTING**

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Flipbooks can be printed and assembled into hand held Flipbooks.

- Select File/Flipbook Setup from the menu.
- Enter the size of your printed Flipbook in the **Width** and **Height** boxes. The default size works pretty well.
- Click the **Tiled** button to print multiple frames on a single sheet of paper.
- Click **OK**, and select File/Print.

## Dabblers On-line **REFERENCE**

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[Tools](#)

[Sketchpad](#)

[Paper Textures](#)

[Drawers](#)

[Colors & Cloning](#)

[Flipbook Animation](#)

[Stencils](#)

[Menu Commands](#)

[Special Effects](#)

[Recorded Sessions](#)

[Printing](#)

[Preferences](#)



## reference : **TOOLS**

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Drawing tools are selected from the Tools Drawer. Click on a tool for more information.  
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reference : tools : **PENCIL**

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The Pencil picks up the current paper texture and has two extras in the Extras Drawer, 2B Pencil and Color Pencil.

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reference : tools : **ERASER**

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The Eraser removes color from the page and has two extras in the Extras Drawer, Soft and Flat Eraser.

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reference : tools : **BRUSH**

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The Brush works like an oil brush, saturating the paper with color and revealing paper texture.

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reference : tools : **CRAYON**

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The Crayon creates waxy strokes that blend together. Crayons work with the paper texture.

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reference : tools : **PEN**

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The Pen tool is great for sketching smooth flowing lines. It is very sensitive to pressure. The Pen has two extras in the Extras Drawer, Scratchboard and Ball-point.

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reference : tools : **MARKER**

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The Marker works like a felt tip marker. Colors bleeds when mixed.

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reference : tools : **CHALK**

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Chalk really brings out paper texture. Use chalk to fill large areas with color and/or texture.

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[reference](#) : [tools](#) : **OIL PAINT**

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The [Oil Paint](#) tool simulates the style of the impressionist masters. Use the [Extras Drawer](#) to select the impressionist brush or the Seurat brush.

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reference : tools : **WATER DROP**

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Water Drop is used to smudge colors on the Sketchpad. Frosty Water, Regular Water and Grainy Water extras can be selected to pick up paper texture.

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[reference](#) : [tools](#) : **SPRAY PAINT**

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[Spray Paint](#) creates smooth strokes. It's great for creating the illusion of depth in a stencil.

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reference : tools : **LIQUID BRUSH**

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The Liquid Brush drags color from one area to another, it is good for creating psychedelic effects.

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reference : tools : **INK BOTTLE**

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The [Ink Bottle](#) sprinkles drops of ink on the page.

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## reference : tools : **GRABBER**

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The [Grabber Hand](#) allows you to move your [Sketchpad](#).

- With the [Grabber Hand](#) selected, click and drag on the Sketchpad.
- To re-center the image click once on the image (the view must be 100%).
- Use the [Grabber Hand](#) when you are working on a small monitor or have created a big Sketchpad.
- The [Grabber Hand](#) may be accessed momentarily by holding down the Spacebar.

reference : tools : **MAGNIFIER**

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To zoom in and out on the Sketchpad use the Magnifier.

- With the Magnifier selected, click over the area you want to zoom.
- To zoom out, hold the Command key *for Macintosh*, Shift key *for Windows*.

## reference : tools : **ROTATE**

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The Rotate tool lets you turn the Sketchpad to match the natural drawing angle of your hand.

- With the Rotate tool selected drag the Sketchpad to a comfortable angle. Hold the Shift key to constrain to 90°.
- To momentarily select the Rotate tool, hold the Control key while dragging.
- To return the Sketchpad to a normal orientation, click once on the Sketchpad with the Rotate tool selected.



## reference : tools : **DROPPER**

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Use the Dropper to select color from the Sketchpad image.

- With the Dropper tool selected, click on the Sketchpad. The color under the Dropper tool becomes the active color.
- The Dropper may be momentarily selected by holding down the Option key *for Macintosh*, Shift key *for Windows*.

## reference : tools : **PAINT BUCKET**

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The Paint Bucket fills an area on the page with the current color.

- Select a color from the color palette then click in the space you want to fill.
- If a gradation palette is on the surface of the Colors Drawer, the Paint Bucket will fill with a gradation.
- Rotate the page with the Rotate tool before performing a gradation fill to change the direction of the gradation.

reference : tools : **TYPE**

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- To add text to your Sketchpad, select the Type tool from the Tools Drawer and click on the Sketchpad.
- To change the size and font, select Options/Text Styles or double click on the Type tool icon.
- Select a color from the color palette to change the color of the font.

## reference : tools : **TOOL SIZE**

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Select a tool size by clicking on one of the red triangles in the [Tools Drawer](#). The size of the tool controls how broad the stroke is.

- Open the Tools Drawer and click on the triangles to change the size of the tool.
- Press the Tab key to select the next larger tool without opening the drawer.
- Press Shift+Tab to select the next smaller tool without opening the drawer.

reference : tools : **TOOL POPUP**

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Use the tool popup selector to choose a tool by name.

- Click on the tool popup and select the tool by name.
- The tool moves to the front of the drawer.

## reference : **STENCILS**

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MP2,	2,	P2,	P2,
Viewer	ViewerB	Viewer	Viewer
Bmp2,	mp2, .56.	Bmp2, .	Bmp2, .
.56.bm	bmp}	56.bmp	56.bmp
p}		}	}

<u><a href="#">Stencil</a></u>	<u><a href="#">Freehand</a></u>	<u><a href="#">Polygon</a></u>	<u><a href="#">Floating</a></u>
<u><a href="#">Tool</a></u>	<u><a href="#">Stencil</a></u>	<u><a href="#">Stencil</a></u>	<u><a href="#">Stencil</a></u>

A Stencil protects an area on the [Sketchpad](#). Dabblers has 300 pre-defined stencils, or you can use the [Freehand](#) and [Polygonal stencil](#) tools to draw stencils. By floating a stencil, you can move it around the Sketchpad.

## reference : stencils : **STENCIL TOOL**

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- Select the [Stencil](#) from the [Tools Drawer](#) and a shape from the [Extras Drawer](#).
- Click and drag on the [Sketchpad](#) to create the stencil. Hold the Shift key to constrain the stencil to original proportions.
- To move a stencil, click inside the stencil and drag to a new location.
- To protect the inside of the stencil, select Options/Invert Stencil.

## reference : stencils : **LIBRARY**

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Dabblers includes 300 pre-defined stencils stored in libraries.

- To select a new stencil library, select the [Stencil](#) tool and then open the [Extras Drawer](#) by clicking on the [Drawer Handle](#).
- Click the [Library Button](#), and select a new stencil library.
- If the stencil libraries are located in your Dabblers directory, click and hold the [Library Button](#) and choose the library from the pop-up.



reference : stencils : FREEHAND

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{ewc MVBMP2, ViewerBmp2, .56\_sam.bmp}

Use the [Freehand Stencil](#) tool to draw irregular shapes. This is also a good tool for selecting pieces of your artwork that you want to copy, cut or move.

- To protect the inside of the freehand stencil, select Options/Invert Stencil.

reference : stencils : POLYGON

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{ewc MVBMP2, ViewerBmp2, .56\_6.bmp}

{ewc MVBMP2, ViewerBmp2, .56\_sam.bmp}

Use the [Polygonal stencil](#) to create stencils with straight edges.

- Click on the [Sketchpad](#) to set an origin mark.
- Click and drag to set the sides of the stencil.
- To complete the polygon click the origin mark or press the Enter key.
- You may constrain the lines to 45° by holding down the Shift key as you click.

## reference : stencils : FLOATING

---

{ewc MVBMP2, ViewerBmp2, .56\_7.bmp}

{ewc MVBMP2, ViewerBmp2, .56\_sa.bmp}

Use the [Float Stencil](#) tool to move the stencil and the underlying image.

- With the [Float Stencil](#) selected, drag inside a stencil.
- To move a copy of the stencil, hold the Option key *for Macintosh*, Alt key *for Windows* when you drag the stencil.
- You may cut, copy or paste a floating stencil to another page.

## reference : **SKETCHPAD**

---

Your Sketchpad is a set of pages bound together. The on-screen image is the current page of your Sketchpad. You may [flip forward](#) or [backwards](#) through a Sketchpad to view the different pages. When you quit Dabblers, the Sketchpad is automatically saved.

[Sketchpad Controls](#)

[Importing a Page](#)

[New Sketchpads](#)

[Saving a Page](#)

[Opening](#)

[Browse Pages](#)

[Adding & Deleting Pages](#)

## reference : sketchpad : **CONTROLS**

---

{ewc	{ewc	{ewc	{ewc
MVBM	MVBM	MVBM	MVBM
P2,	P2,	P2,	P2,
Viewer	Viewer	Viewer	Viewer
Bmp2, .	Bmp2, .	Bmp2, .	Bmp2, .
56.bmp	56.bmp	56.bmp	56.bmp
}	}	}	}
Page Up	Page Down	Cloning	Tracing

- [Page up](#) flips one page towards the front of the Sketchpad
- [Page down](#) flips one page towards the back of the Sketchpad.
- The [Tracing Paper button](#) turns on tracing paper. The image on the underlying page will be visible through the current page.
- The [Cloning button](#) activates cloning. This allows you to paint with the underlying image using any of the painting tools.

reference : sketchpad : **NEW**

---

- To create a new [Sketchpad](#), select File/New Sketchpad.
- The New Sketchpad dialog lets you set the [page size](#), [number of pages](#) and [paper color](#).
- The bigger your Sketchpad, the more memory and hard disk space it will require. The size of the Sketchpad depends on the size of each page and the number of pages.

## **PAGE SIZE**

Page size controls the size of the [Sketchpad](#).

- For on-screen display a suggested size is 640 pixels in width and 400 pixels in height.
- For printed output, change the units pop-up from pixels to inches and enter the desired size in inches.
- The Image Size in the New Sketchpad dialog box tells you how much space each page of the Sketchpad will occupy in memory.

## **NUMBER OF PAGES**

Controls how many sheets of paper are in your Sketchpad. You can always add and delete pages later by using the Edit/Browse Pages command from the menu.



## **PAPER COLOR**

Click the paper color square to set the background color of the pages in your Sketchpad.

## reference : sketchpad : OPEN

---

- To open a [Sketchpad](#) choose File/Open, and select the Sketchpad you wish to open.
- When you highlight a Sketchpad a preview is displayed. You may click on the preview image to flip through the pages of the Sketchpad.
- To view several Sketchpads at once, click the **Browse** button. All the Sketchpads in the current directory will appear. You may click on the preview to flip through the Sketchpads.
- If you are using Windows 95 you must highlight one of the Sketchpads in the directory before you can Browse.

reference : sketchpad : **ADD / DELETE**

---

- To add a page to the [Sketchpad](#), select Edit/Add Page.
- To delete a page from the Sketchpad, select Edit/Delete Pages
- You can also add and delete pages with the [Edit/Browse Pages](#) command.

## reference : sketchpad : **IMPORT**

---

- To import a picture into your [Sketchpad](#), select File/Import Page.
- Dabblers can read RIFF, PICT, TIFF, PCX, Targa, BMP and Photoshop 2.5 files.
- If the imported image is a different size than the [Sketchpad](#), Dabblers can enlarge the image to fit on the sketchpad, shrink the image to fit, or crop the image.
- If you choose to crop the image, use the preview window to adjust the area to crop.

reference : sketchpad : **SAVE PAGE AS**

---

- To save one page from the [Sketchpad](#), select File/Save Page As
- Dabblers can save pages as RIFF, PICT, TIFF, PCX, Targa, BMP or Photoshop 2.5 file formats.
- Use the File/Save Page As command when you want to export your drawing for use in other applications.

## reference : sketchpad : **BROWSE**

---

Use **Edit/Browse Pages** to manage your Sketchpad.

- Click the bottom page of the Sketchpad to turn towards the back of the pad. Click on the upper page to turn towards to front.
- To add a new page to the Sketchpad, drag a piece of paper from the Paper Stack.
- To delete a page from the Sketchpad drag it to the Trash Can.
- To save a page, drag it from the Sketchpad to the File Folder.
- To move a page in the Sketchpad, drag it to the Tack.

## **TACK**

---

Use the Tack in the **Edit/Browse Pages** dialog to rearrange the pages of your Sketchpad.

- Drag a page to the Tack.
- Click on the Sketchpad to flip to the new location.
- Drag the page off the Tack and back into the new position in the Sketchpad.

## reference : **DRAWERS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

Dabblr keeps your art materials in drawers. The most recently used items are displayed on the drawer front. To open a drawer click the [Drawer Handle](#). Drawers may also be opened and closed by pressing the number keys 1, 2, 3 and 4.

[Extras Drawer](#)

[Colors Drawer](#)

[Tools Drawer](#)

[Papers Drawer](#)



## reference : drawers : EXTRAS

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

The [Pencil](#), [Eraser](#), [Pen](#), [Water Drop](#), [Oil Brush](#) and [Stencil](#) tools have extra features which are selected from the [Extras Drawer](#).

- Click on the extra to select it.
- When using the [Stencil](#) tool, the Extras Drawer has a [Library Button](#). Click the Library Button to load a new stencil library.
- If the stencil libraries are in the Dabblers directory, click and hold the Library Button to quickly select a new library.

## reference : drawers : **TOOLS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

The [Tools Drawer](#) contains all of Dabblers art tools.

- Click on a tool to bring it to the face of the drawer, or drag the tool to the drawer face.
- For information on how all the tools work, jump to the [Tools](#) topic.

## reference : drawers : **COLORS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

The Colors Drawer lets you select the drawing color.

- Click on a chip or gradation palette to bring it to the face of the drawer.
- Click on a color chip or in a gradation to select the drawing color. Double click on a color chip to modify its color.
- Click on the Cloning Icon to activate cloning.
- Click on the Color Wheel to select any color value.

reference : drawers : **PAPERS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- Paper texture interacts with some of the painting tools. Dabblers' paper textures are organized into libraries stored in the [Papers Drawer](#).
- The Papers Drawer contains one paper library at a time. To open another library click the [Library Button](#) in the Papers Drawer.
- If the paper libraries are in the Dabblers directory, click and hold the Library Button to quickly select a new library.

## reference : **TEXTURE**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

Many of Dabblers painting tools and special effects interact with the paper texture of your [Sketchpad](#). A paper texture is always active, but can be changed with the [Papers Drawer](#).

[Painting Tools and Textures](#)

[Special Effects and Textures](#)

[Inverting Paper Textures](#)

[Opening Texture Libraries](#)

[reference](#) : [texture](#) : **TOOLS**

---

{ewc	{ewc	{ewc	{ewc	{ewc
MVB	MVB	MVB	MVB	MVB
MP2,	MP2,	MP2,	MP2,	MP2,
View	Viewe	Viewer	View	View
erBm	rBmp	Bmp2,	erBm	erBm
p2, .5	2, .56.	.56.bm	p2, .5	p2, .5
6.bm	bmp }	p }	6.bm	6.bm
p }			p }	p }

[Brush](#) [Chalk](#) [Crayon](#) [Pencil](#) [Water](#)

When you paint with the Natural-Media tools, your brush strokes will reveal the paper grain selected on the [Papers Drawer](#).

- With a pressure sensitive tablet, press lightly to slowly reveal the texture, or press hard to press the grain right out of the paper.
- To control the pressure of a mouse or non-pressure sensitive tablet, adjust the **Mouse Control** slider in **Edit/Set Preferences**.

## reference : texture : **EFFECTS**

---

{ewc MVBMP2, ViewerBmp2, .56\_2.bmp}

- The Glass Distortion and Texturize effects on the Effects menu interact with the current paper texture.
- By using different paper textures with these effects, you can achieve very different looks from the same filter.

## reference : texture : **INVERT**

---

{ewc MVBMP2, ViewerBmp2, .56\_txt.bmp}

A paper texture can be inverted to provide a new look. Think of a paper texture as a map of a paper's roughness, inverting a texture reverses the peaks and valleys of that map.

- To invert a paper texture, select **Options/Invert Paper Texture**.
- You may also invert a paper texture by clicking on the selected paper texture icon on the face of the [Papers Drawer](#).



## reference : texture : **LIBRARY**

---

{ewc MVBMP2, ViewerBmp2, .56\_4.bmp}

Dabblar includes 100 paper textures stored in several libraries.

- To select a new paper library, open the [Papers Drawer](#) by clicking on the [Drawer Handle](#).
- Click the [Library Button](#), and select a new paper library.
- If the paper libraries are in the Dabblar directory, click and hold the [Library Button](#) and choose a library from the pop-up.

## reference : **COLOR & CLONING**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

Inside the [Colors Drawer](#) are Dabblers tools for working with color. Use the color palettes to select your colors or select a custom color from the [Color Wheel](#). Experiment with Dabblers innovative [cloning](#) feature to create works of art out of photographs.

[The Color Wheel](#)

[Color Chip Palettes](#)

[Gradation Palettes](#)

[Cloning](#)

reference : colors : **COLOR WHEEL**

---

{ewl MVBMP2, ViewerBmp2, .56\_2.bmp }Use the [Color Wheel](#) to select any color. To use the color wheel, open the [Colors Drawer](#) and select the Color Wheel icon.

- Move the small circle on the color ring to choose the hue.
- Move the small circle on the triangle to select the saturation and brightness.

reference : colors : **CHIP**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- To select a color chip palette, open the [Colors Drawer](#) and click on a [color chip palette](#).
- The current color is displayed in the big color square on the left.
- To change the current color, click any of the color chips.
- To modify a color in one of the chips, double click on the square and select the new color from the [Color Wheel](#).

## reference : colors : **GRADATIONS**

---

{ewc MVBMP2, ViewerBmp2, .56\_4.bmp}

- To select a gradation palette, open the Colors Drawer and click on a gradation palette.
- To change the current color, click anywhere in the gradation.
- To modify a gradation, double click on the color squares at either end of the gradation.
- When a Gradation Palette is selected, the Paint Bucket tool will fill an area with the gradation.

## reference : colors : **CLONING**

---

Cloning is the process of picking color information from the previous Sketchpad page and pumping it through the painting tools. Cloning allows you to create a hand painted image from a photograph.

- Turn cloning on by clicking the [Cloning icon](#) in the [Colors Drawer](#), or by clicking the [Cloning Button](#) on the desktop.
- Select a painting tool and begin drawing on the [Sketchpad](#).
- Select **Effects/Auto Clone** to have Dabblers automatically clone the image for you.

## reference : **FLIPBOOKS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

A Flipbook animation is a series of frames quickly displayed one-after-another. By drawing a slightly different image on each frame you can create an animation.

[Creating Flipbooks](#)

[Controlling Flipbooks](#)

[Flipbook Options](#)

[Exporting Flipbooks](#)

[Printing Flipbooks](#)

## reference : flipbooks : **CREATING**

---

Flipbooks are similar to Sketchpads, a set of linked pages. Any work done in a Flipbook is automatically saved when you quit the program.

- To create a Flipbook, select File/New Flipbook.
- Specify the size, number of frames and the paper color of the Flipbook.
- Flipbooks must be less than 100 pages and smaller than 320 x 320 pixels.



## reference : flipbooks : **CONTROLS**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

When a Flipbook is opened it appears with a Control Bar at the bottom of the screen. Use the control bar to move through the frames and play your Flipbook.

## reference : flipbooks : **OPTIONS**

---

When creating frame-by-frame animation it is helpful to reference previous frames. Options/Flipbook Options allows you to control the number of tracing layers.

- Select Options/Flipbook Options to control the number of transparent frames. You may choose to view as many as 3 pages either in front or behind the current frame.
- Click the [Tracing Paper Button](#) on the desktop to turn on and off the transparent frames.

[reference](#) : [flipbooks](#) : **EXPORT**

---

Flipbooks may be exported as QuickTime or Video For Windows files.

- Select File/Export to save your animation as a digital movie.

## reference : flipbooks : PRINTING

---

- To print a Flipbook, first select File/Flipbook Setup.
  - Card Size** is the printed size of one Flipbook frame.
  - Binding** controls where the Flipbook will be stapled.
  - Binding Width** sets the amount of white-space for the binding.
  - The **Tiled** setting prints multiple frames on a page and **Single** prints a single frame per page.
- After adjusting Setup options, select File/Print.

## reference : **SESSIONS**

---

With Dabblr, you can use sessions to record the creation of artwork stroke-by-stroke. As you record your sessions, you may also add text annotation to describe what is happening.

[Playing a Session](#)

[Controlling a Session](#)

[Recording a Session](#)

[Annotating a Session](#)

## reference : sessions : **PLAY**

---

Sessions are saved in libraries. You can have several sessions in one library.

- To play a previously recorded session, select **Options/Sessions**.
- The scrolling window displays the sessions in the current library and the session name.
- Select a session from the scrolling window, or click the Library button to load a new session library.
- When you have selected the session you want to play, click the Play button.

## reference : sessions : CONTROLS

---

{ewc	{ewc	{ewc	{ewc
MVBM	MVBM	MVBM	MVBM
P2,	P2,	P2,	P2,
ViewerB	ViewerB	ViewerB	ViewerB
mp2, .56	mp2, .56	mp2, .56	mp2, .56
.bmp}	.bmp}	.bmp}	.bmp}
Stop	Play	Pause	Step

When a session begins to play, the session Control Buttons move to the front of the [Tools Drawer](#).

- Click the Stop button to stop the session.
- Click the Play button to resume playback of a paused session.
- Click the Pause button to pause a session.
- Click the Step button to step through the session one step at a time.

## reference : sessions : **RECORDING**

---

- To record a session, select Options/Sessions and click the [Record button](#).
- The session will be saved into the current session library. To create a new library, click the library button in Options/Sessions and select New Library.
- All your actions will be recorded. To stop recording, click on the [Stop](#) button on the face of the [Tools Drawer](#).



## reference : sessions : **ANNOTATING**

---

You may add text to your recorded sessions that will be displayed when the session is played back.

- To add text annotation to your session, select **Options/Annotate** while a session is being recorded.
- Enter the text to be displayed, up to 256 characters.
- When the session is played back, the text will be displayed at the bottom of the screen.

reference : **PRINTING**

---

- To print the current page in the Sketchpad, select **File/Print**.
- To have your printed page fill a full sheet of paper, check the **Size to Fit Page** box in **File/Page Setup**.

## reference : **PREFERENCES**

---

Preferences control cursor settings, turn sound on and off, adjust pressure sensitivity, identify the scratch disk and set the plug-ins directory.

[Cursor Orientation](#)

[Sound Controls](#)

[Mouse Control](#)

[Plug\\_ins Directory](#)

[Temporary File](#)

[Windows Setup](#)

reference : preferences : **CURSOR**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- To adjust the cursor, select Edit/Set Preferences.
- Click the radio button for the direction the cursor should point.
- Click on the color square for the color of the cursor.

reference : preferences : **SOUND**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- To turn Dabblers' sounds on and off, select **Edit/Set Preferences**.
- The drawer icons control sound for the opening and closing of drawers and for the selection of tools.
- The pencil icons control the sound you hear while painting with a tool.
- Adjust the volume of sounds with the slider.

reference : preferences : **MOUSE**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- To control the tool pressure of a mouse or non-pressure sensitive tablet, adjust the Mouse Control slider in Edit/Set Preferences.
- Pressure can affect the speed in which colors build up, the width of a stroke or how much paper texture shows through with each brush stroke.

## [reference](#) : [preferences](#) : **PLUG-INS**

---

Dabblar supports third-party Photoshop plug-in filters.

- Click the **Plug-ins** button to identify the directory where plug-ins are stored.

## reference : preferences : **TEMP FILE**

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

The Temporary File Volume is the disk Dabblar will use to save temporary files created while you work.

- If you are running Dabblar from a hard disk with limited disk space, you should set the Temp File Volume to another hard disk with plenty of disk space.
- A Temp File Volume with lots of disk space will improve Dabblar's performance.



[reference:preferences:WINDOWS SETUP](#)

---

In the Windows version of Dabblar use the **Windows Setup** button to optimize the performance of Dabblar.

- For best performance, choose **Maximum Memory for Dabblar** and run Dabblar with no other programs running in the background.
- Choosing **Half Memory for Dabblar** will allow Dabblar to run more efficiently with other Windows applications running at the same time.

*continued on next page*

## [reference:preferences:WINDOWS SETUP](#)

---

- **Free Memory for Printing** will increase printing speed by writing the active image to disk.
- **No Print Banding** may help some PostScript printers, but can slow the performance of non-PostScript printers, such as the Hewlett-Packard PaintJet. Most dot-matrix and ink-jet printers will be faster with **No Print Banding** unchecked. If you experience problems printing in landscape orientation, turn off print banding.
- **No Device Dependent Bitmaps** should be checked if you are experiencing distorted or unusual colors.

## reference : **MENU COMMANDS**

---

Select a menu item for reference information.

[File](#)

[Edit](#)

[Effects](#)

[Options](#)

[Tutors](#)

reference : menu : **FILE**

---

New Sketchpad

New Flipbook

Open/Close

Import Page

Save Page As

Revert Page

Acquire

Export

TWAIN Acquire (Windows only)

Select TWAIN Source (Windows only)

Page Setup

Flipbook Setup

Print Page

Quit/Exit

: [menu](#) : [file](#) : NEW SKETCHPAD

---

Select **New Sketchpad** to create a new, blank Sketchpad.

- Enter the **Width, Height** and **Resolution**.
- **Number of Pages** controls how many pages will be in the Sketchpad. You can add or delete pages latter.
- Click the **Paper Color** button to set the background paper color.
- Next to the **Page Size** heading, Dabblers will indicate the size of each page in the Sketchpad.

: [menu](#) : [file](#) : NEW FLIPBOOK

---

Select **New Flipbook** to create a new, blank Flipbook.

- Enter the **Width**, **Height** and **Resolution**. Flipbooks are limited to 320x320 pixels in size.
- **Number of Frames** controls how many frames will be in the Flipbook. You can add or delete frames latter.
- Click the **Paper Color** button to set the background paper color.
- Next to the **Frame Size** heading, Dabblar will indicate the size of each frame in the Flipbook.

: [menu](#) : [file](#) : OPEN/CLOSE

---

To open a Sketchpad or Flipbook select **File/Open**.

- Highlight the name of the Sketchpad or Flipbook you wish to open and click **Open**. When you highlight a Sketchpad or Flipbook, a thumbnail is displayed. Click on the pages of the thumbnail to review the Sketchpad contents.
- To view several Sketchpads at once, select a directory that contain Sketchpads and click the **Browse** button. Thumbnails of all the Sketchpads in that directory will be displayed. Select the Sketchpad you want and click **Open**.

: [menu](#) : [file](#) : IMPORT PAGE

---

The **Import Page** command is used to import an image into a Sketchpad or a Flipbook.

- Dabblers can read RIFF, PICT, TIFF, PCX, Targa, BMP and Photoshop 2.5 files.
- If the imported file is a different size than the Sketchpad or Flipbook, you can choose to enlarge to fit, shrink to fit or crop to fit.
- Click within the preview window to position the image if you choose crop to fit.



: [menu](#) : [file](#) : SAVE PAGE AS

---

Use the **Save Page As** command to save the current Sketchpad page.

- Dabblers can save Sketchpad pages as RIFF, PICT, TIFF, PCX, Targa, BMP or Photoshop 2.5 file formats.

: [menu](#) : [file](#) : REVERT PAGE

---

Revert Page returns a Sketchpad or Flipbook to its last saved version.

: [menu](#) : [file](#) : ACQUIRE

---

The **Acquire** command is used with third-party Photoshop acquire modules. Many popular scanners come with Photoshop acquire modules that can be used with Dabblerr.

- If you have a scanner that came with a Photoshop plug-in module you can scan directly into Dabblerr.
- For the Acquire module to be recognized, it must be in the Dabblerr Plug-in directory. Select **Edit/Set Preferences** and click the **Plug-ins** button to identify the Dabblerr plug-in directory.

## : [menu](#) : [file](#) : EXPORT

---

The Export command is used with third-party Photoshop export modules. Export modules allows you to export a file to unique output devices like film recorders or in unique file formats.

- For the Export module to be recognized, it must be in the Dabblers Plug-in directory. Select **Edit/Set Preferences** and click the **Plug-ins** button to identify the Dabblers plug-in directory.

: [menu](#) : [file](#) : TWAIN ACQUIRE

---

#### WINDOWS ONLY

TWAIN is a standard method for image capture. It is supported by various hardware companies.

- If you have a TWAIN compliant device, like a scanner or video capture card, you can capture an image using the TWAIN acquire command.
- For TWAIN to work, you must have the TWAIN source manager in your Windows system directory.

: [menu](#) : [file](#) : SELECT TWAIN SOURCE

---

#### WINDOWS ONLY

TWAIN is a standard method for image capture. It is supported by various hardware companies.

- To access your TWAIN compliant device you must first tell Dabblerr which device you will be using with the **Select TWAIN Source** command.
- After you have chosen a device, select **File/TWAIN Acquire**.

: [menu](#) : [file](#) : FLIPBOOK SETUP

---

Dabbler can print Flipbooks to capture your animation on paper.

- Each frame of your Flipbook prints with extra space for binding and a frame number to help with assembly.
- The Flipbook Setup is used to change the size of the printed frames, binding width and binding position.
- Flipbook setup is only available when a Flipbook is displayed.

: [menu](#) : [file](#) : PAGE SETUP

---

Select Page Setup to configure your options for printing a Dabblers document.



: [menu](#) : [file](#) : PRINT

---

- With a Sketchpad, the Print command will print the current page.
- With a Flipbook, the Print command will print the animation as a series of Flipbook pages. See [Flipbook Setup](#) for more information.

: [menu](#) : [file](#) : QUIT / EXIT

---

Select Quit (Macintosh) or Exit (Windows) to leave Dabblr. Your Sketchpad or Flipbook will automatically be saved.

reference : menu : EDIT

---

Undo

Cut

Copy

Paste

Clear

Add Page/Frame

Delete Page/Frame

Browse Pages/Frames

Go to Page/Frame

Select All

Deselect/Reselect

Set Preferences

: [menu](#) : [edit](#) : UNDO

---

- Selecting **Undo** cancels the last operation.
- If you make a mistake while drawing, select **Undo**.
- If the last operation was **Undo**, this command changes to **Redo**.

: [menu](#) : [edit](#) : CUT

---

Selecting Cut removes a selection (stencil) from the image and places it on the Clipboard.

: [menu](#) : [edit](#) : COPY

---

Selecting **Copy** copies a selection (stencil) from the image and places it on the Clipboard. The original selection stays on the image window.

: [menu](#) : [edit](#) : PASTE

---

Places the contents of the Clipboard on the image window. The contents of the Clipboard appears as a Floating Stencil.

: [menu](#) : [edit](#) : CLEAR

---

Selecting Clear removes a selection (stencil) from the image without placing it on the Clipboard.

- To erase the entire page, choose Edit/Select All then Edit/Clear.



: [menu](#) : [edit](#) : ADD PAGE/FRAME

---

Selecting Add Page adds a page to the Sketchpad or a frame to the Flipbook.

: [menu](#) : [edit](#) : DELETE PAGE/FRAME

---

Delete Page removes the current page from the Sketchpad or the current frame from the Flipbook.

: [menu](#) : [edit](#) : BROWSE PAGES/FRAMES

---

Use Edit/Browse Pages to manage your [Sketchpad](#).

- Click the bottom page to turn pages from front to back. Click on the upper page to turn the pages from back to front.
- To add a new page, drag a piece of paper from the Paper Stack.
- To delete a page from the Sketchpad drag it to the Trash Can.
- To save a page, drag it from the Sketchpad to the File Folder.
- To move a page in the Sketchpad, drag it to the [Tack](#).

: [menu](#) : [edit](#) : GO TO PAGE/FRAME

---

Selecting Go to Page allows you to quickly jump to a specific page.

: [menu](#) : [edit](#) : SELECT ALL

---

Choosing **Select All** creates a selection around the entire page.

- A moving dotted line will surround the page to show that it is selected.
- To delete everything on a page, choose **Edit/Select All** and then select **Edit/Clear**.

: [menu](#) : [edit](#) : DESELECT/ RESELECT

---

Reselect will reactivate a deselected stencil.

: [menu](#) : [edit](#) : SET PREFERENCES

---

Select Set Preferences to customize Dabblers.

- **Drawing Cursor** controls adjust the direction and color of the tool arrow.
- **Mouse Control** is used to select the amount of pressure applied when using a non-pressure sensitive tablet or mouse.
- The **Plug-ins** button is used to select the directory for Photoshop plug-ins.
- **Temp File Volume** selects the hard disk where Dabblers stores temporary files.
- Use the **Sound Controls** to turn sound effects on/off and to adjust the volume.

[reference](#) : [menu](#) : **EFFECTS**

---

Dabbler provides a selection of filters and effects that can be applied to stencils or the entire page.

[Fill](#)

[Auto Clone](#)

[Fade](#)

[Glass Distortion](#)

[Motion Blur](#)

[Negative](#)

[Sharpen](#)

[Soften](#)

[Texturize](#)

[Plug-In Filters](#)



: menu : effects : FILL

---

{ewc MVBMP2, ViewerBmp2, .56\_2.bmp}

- Choosing the Fill command will fill an entire image or a stencil with the current color.
- To fill an area with a gradation use the [Paint Bucket](#). The Fill command does not fill with gradations.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : AUTO CLONE

---

{ewc MVBMP2, ViewerBmp2, .56\_3.bmp}

- The Auto Clone effect applies random paint dabs from the current tool.
- Use Auto Clone when Cloning is turned on to create a hand drawn picture of a photograph.
- The size of the paint dab is determined by the tool size.
- To stop the Auto Clone, click the mouse.

: [menu](#) : [effects](#) : FADE

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- Fade will reduce the intensity of the last effect.
- Fading a Fill will make it semi-transparent. Fading a texture will reduce the grainy reflection of the effect.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : GLASS DISTORTION

---

{ewc MVBMP2, ViewerBmp2, .56\_5.bmp}

- Glass Distortion gives the illusion that the image is behind glass.
- The Amount slider controls the strength of the effect.
- The effect will use the active paper texture.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : MOTION BLUR

---

{ewc MVBMP2, ViewerBmp2, .56\_6.bmp}

- Motion Blur makes an image appear as if it has been blurred by movement or the panning of a camera.
- The Radius slider controls the amount of the blur effect.
- The Angle slider determines the direction of the blur.

: [menu](#) : [effects](#) : NEGATIVE

---

{ewc MVBMP2, ViewerBmp2, .56\_7.bmp}

- All colors turn into their exact opposite, or complementary color. For example, black turns white, blue turns yellow.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : SHARPEN

---

{ewc MVBMP2, ViewerBmp2, .56\_8.bmp}

- Sharpen hardens the edge of the image by adding dark pixels. The result is a heightened contrast with intensified highlights and shadows.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : SOFTEN

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- Soften blurs the transition from one part of your image to another.
- Apply Soften several times to an image to heighten the effect.
- You can apply this effect to the entire page or an active stencil.



: [menu](#) : [effects](#) : TEXTURIZE

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

- Texturize applies the current paper texture to the image.
- Use the Amount slider to determine the degree of the effect.
- You can apply this effect to the entire page or an active stencil.

: [menu](#) : [effects](#) : PLUG-INS

---

- Dabblers supports third-party plug-in filters (also called Photoshop filters).
- To use plug-in filters, select the filter name under the **Effects/Plug-in Filters** menu.
- If Dabblers does not list your filters on the Effects menu, select **Edit/Set Preferences** and click the Plug-ins button to locate your filters.

reference : menu : **OPTIONS**

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Zoom Factor

Drawers

Draw Freehand/Straight Lines

Tracing Paper

Invert Stencil

Invert Paper Texture

Text Styles

Flipbook Options

Sessions

Annotate Sessions

: [menu](#) : [options](#) : ZOOM FACTOR

---

Use Zoom Factor to enlarge or reduce the view of your Sketchpad.

- This can also be done using the Magnifier in the Tools Drawer.

: [menu](#) : [options](#) : DRAWERS

---

The `Drawers` command can be used to open and close Dabblers's drawers.

- The number keys 1, 2, 3 and 4 can also be used to open/close drawers as well as clicking the handle of a drawer.

: [menu](#) : [options](#) : DRAW STRAIGHT

---

{ewc MVBMP2, ViewerBmp2, .56.bmp}

To draw perfectly straight lines with any of the painting tools, select Options/Draw Straight Lines.

- Click once to establish an origin point.
- Continue to click and straight lines will be drawn from one point to the next.
- Hold the Shift key to constrain lines to 45-degrees.
- Press enter to draw a line from the last point to the first.

: [menu](#) : [options](#) : TRACING PAPER

---

Select **Tracing Paper** to make the current page semi-transparent. With tracing paper on you can see and trace the image below the current page.

- A check mark by the command indicates that Tracing Paper is activated. Selecting this command again will turn it off.
- Tracing Paper can also be turned on and off by clicking on the Tracing Paper button on the desktop.

: [menu](#) : [options](#) : INVERT STENCIL

---

Normally the painting tools will paint inside of a stencil. By selecting **Invert Stencil** you can paint outside of a stencil.

- A check will appear next to **Invert Stencil** when it is activated. To change an inverted Stencil back to Draw Inside select **Invert Stencil** again.
- The stencil tool must be selected when you choose **Invert Stencil**.
- You can also invert Stencils by clicking on the selected Stencil tool icon on the Tools Drawer.



: [menu](#) : [options](#) : INVERT TEXTURE

---

A paper texture can be inverted to provide a different look. If you think of a paper texture as a map of a paper's roughness, inverting a texture reverses the peaks and valleys of that map. Choosing **Invert Paper Texture** reverses the bump map of the selected texture.

- You can also click on the icon of a selected paper texture to invert it.

: [menu](#) : [options](#) : TEXT STYLES

---

Select **Text Styles** to control the typeface and size of text used with the Type tool.

- You can also open the Text Style dialog box by double clicking on the Type tool.
- Click on the font pop-up to select a typeface.
- Adjust the size by dragging the slider.
- To change the color of the type, click in the color palette (on the Colors Drawer).

: [menu](#) : [options](#) : FLIPBOOK OPTIONS

---

Dabbler can display up to 4 layers of tracing paper. The ability to see several frames before and after your current frame is helpful in developing smooth motion in an animation.

- Click the radio button for 2, 3 or 4 **Layers of Tracing Paper**. These identify the number of transparent frames.
- In the Preview window, the green page represents your current frame. Click on a page to select the number of visible frame before and after the current frame.
- Click **Loop Playback** to have the Flipbook repeat.

Sessions are recorded actions performed in Dabblr. Use a session to capture the process of painting a picture.

- Use the **Sessions** command to playback an existing session or to record a new session.
- To play a session, click on a [session preview](#) from the scrolling list at the top of the Sessions dialog. The session name is displayed below the scrolling list. Click the [Play](#) button to start the session, or click the [Step](#) button to play the first frame and then pause the session.

*continued on next page*

: [menu](#) : [options](#) : SESSIONS

---

- To record a session, click the red [Record](#) Button, all actions will be recorded. Press the [Stop](#) button on the Tools Drawer to stop recording.
- To select or create a new scrolling list of sessions, click the **Library** button.
- When a session is playing or recording, the [session control](#) buttons move to the front of the Tools Drawer.

: [menu](#) : [options](#) : ANNOTATE SESSIONS

---

When you annotate a session, it will pause and display an on-screen message during playback. Use annotation to explain the steps in a session.

- Select **Annotate Session** while recording a session. Enter the text to be displayed in the editing window.
- Each message can be up to 255 characters long. This message will be displayed when the session is played back.

[reference](#) : [menu](#) : **TUTORS**

---

Tutors are reference books and lesson plans that float above Dabblers' Sketchpad. To open a Tutor, select it from the Tutor menu.

[How To Use Dabbler](#)

[Walter Foster Drawing Cartoons](#)

[Walter Foster Cartoon Animation](#)

[Load Other](#)

How To Use Dabbler provides reference information and lesson plans to teach you about Dabbler.



: [menu](#) : [tutors](#) : CARTOONS

---

Developed from the popular how-to guide, *Walter Foster Drawing Cartoon Characters* by Bruce Blitz, this is a great Tutor for those interested in turning their doodles into finished cartoons.

: [menu](#) : [tutors](#) : ANIMATION

---

This Tutor is based on the Walter Foster book *Cartoon Animation* by Preston Blair. An enjoyable and entertaining presentation of animation principles for the budding animation artist.

: [menu](#) : [tutors](#) : LOAD OTHER

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Use the Load Other command to start a Tutor that is not listed on the menu.



































{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Extras Drawer** holds extra features for some of the painting tools.

{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Tools Drawer** holds the painting tools.

{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Colors Drawer** holds color palettes.

{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Papers Drawer** holds the paper textures.

{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Pencil** is found in the Tools Drawer.

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The **Brush** is found in the Tools Drawer.



{ewc MVBMP2, ViewerBmp2, POP.bmp }  
The **Pen** is found in the Tools Drawer.

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The **Chalk** is found in the Tools Drawer.

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The **Water Drop** is found in the Tools Drawer.

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The **Liquid Brush** is found in the Tools Drawer.

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The **Eraser** is found in the Tools Drawer.

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The **Crayon** is found in the Tools Drawer.

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The **Marker** is found in the Tools Drawer.

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The **Oil Paint** is found in the Tools Drawer.



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The **Spray Paint** is found in the Tools Drawer.

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The **Ink Bottle** is found in the Tools Drawer.

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The **Stencil** is found in the Tools Drawer.

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The **Float Stencil** is found in the Tools Drawer.

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The **Magnifier** is found in the Tools Drawer.

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The **Paint Bucket** is found in the Tools Drawer.

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The **Grabber Hand** is found in the Tools Drawer.

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The **Dropper Tool** is found in the Tools Drawer.



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The **Rotate Tool** is found in the Tools Drawer.

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The **Type Tool** is found in the Tools Drawer.

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The **Polygonal Stencil Tool** is found in the Tools Drawer.

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The **Freehand Stencil Tool** is found in the Tools Drawer.

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The **Page Up Button** is found at the right edge of the desktop and is used to page through the Sketchpad.

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The **Page Down Button** is found at the right edge of the desktop and is used to page through the Sketchpad.

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The **Tracing Paper Button** is found at the right edge of the desktop and is used to turn tracing paper on and off.

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The **Cloning Button** is found at the right edge of the desktop and is used to turn cloning on and off.



{ewc MVBMP2, ViewerBmp2, POP.bmp }  
Click a **Drawer Handle** to open a drawer.

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Click the **Library Button** to load a new library. If the libraries are located in the Dabblers directory, click and hold the Library Button.

{ewc MVBMP2, ViewerBmp2, POP.bmp } Chip Palette

{ewc MVBMP2, ViewerBmp2, POP.bmp } Gradation Palette

**Color Palettes** are in the Colors Drawer and are used to select the painting color.

{ewc MVBMP2, ViewerBmp2, POP.bmp }

**Gradation Palettes** are in the Colors Drawer and are used to select the painting color from a color range.

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The **Color Wheel** is in the Colors Drawer and is used to select a specific color.

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The **Clone Color Icon** is in the Colors Drawer and is used to turn cloning on.

{ewc MVBMP2, ViewerBmp2, POP.bmp }  
**Next Page** advances to the next page in the tutor.

The **Sketchpad** is the active drawing area. In Dabblr, a sketchpad is a collection of pages bound together. You can flip through the sketchpad with the Page Up and Down buttons, or by selecting **Edit/Browse Pages** from the menu.



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The **Tool Tip** selector is found in the Tools Drawer. It sets the size of the drawing tool.

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The **Flipbook Control Panel** is displayed when a new flipbook has been created or a saved flipbook is opened.

The Flipbook Options **Preview Window** identifies the current frame in green and shows how many pages before and after the current frame will be visible when tracing paper is turned on.

Click the **Expand Box** of the Flipbook Controls to adjust the playback speed slider.

{ewc MVBMP2, ViewerBmp2, .56.bmp}

To **select** a tool click once on the icon. The item will move to the front of the drawer.

- Dabblers keeps the most recent items on the drawer front.
- To replace a specific tool on the drawer front, drag a new tool from inside the drawer to the desired location on the drawer front.
- You may also select tools and paper textures using the pop-up menu inside the drawer.

Use the **Paper Popup** to select a paper texture by name.

The **Record** button starts the recording of a session.

The **Colored Pencil** extra.



The **Session Preview** scrolling window is used to select a session.

Click the **Play Button** to start a session.

Click the **Step Button** to step through a session action-by-action.

Click the **Stop Button** to stop a session.

An inverted stencil has a check-mark next to the menu item **Options/Invert Stencil**. Select **Invert Stencil** to toggle between inverted and non-inverted.

