

Nozzles for use in Corel ® Painter™

Introduction

Thanks for the purchase (and / or interest) of the nozzles from graphicxtras.com.

Andrew

Installation of nozzles set

zip/hqx: Please extract the nozzles files (RIFF) to a sub folder of Painter (a suggested location being nozzles). Expand the zip file using a zip utility on the PC and perhaps Stuffit Expander on the MAC

CD: Please select and drag/copy the nozzles files (RIFF) from the CD to the hard disk and place in a sub folder of Painter™

Installation folder for nozzles

Please place the RIFF files in the following folders. Depends on the version of Painter and OS.

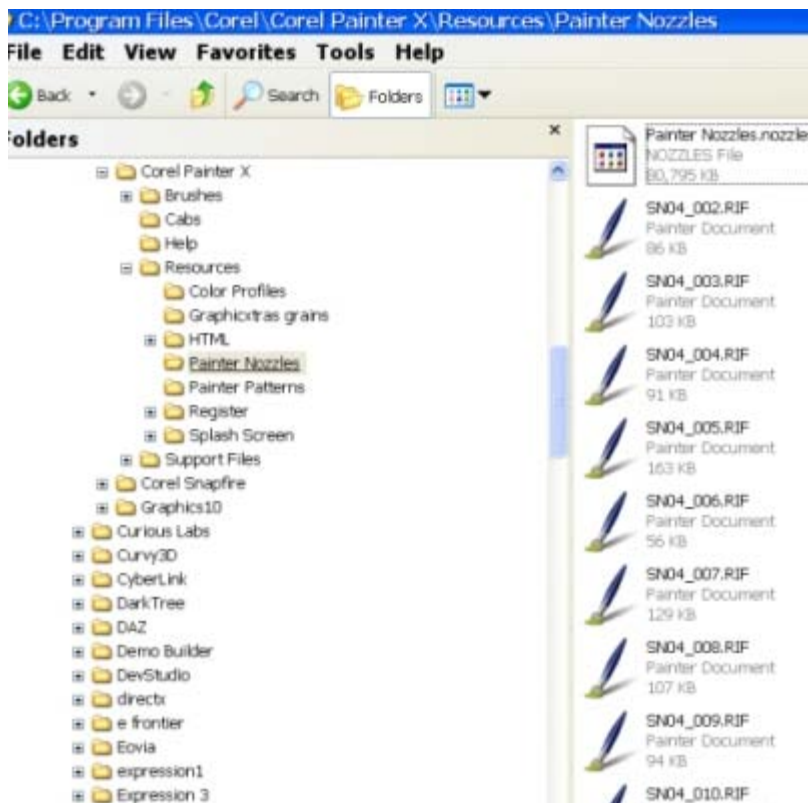
With XP, C:\program files\...\painter\nozzles (this folder might or might not exist, it is only a suggested location for the RIF nozzles files)

For X, place the RIFF files in the Corel ® Painter™ X resources 'Painter nozzles' folder. This is a change from previous versions of Painter™ and it appears other resources should also be placed in this location in grains etc (this may change with later versions). Earlier versions had no initial source folder for the nozzles






















On OS X, HD:applications:...Painter...:nozzles or in the case of Painter X, Painter nozzles folder

On Vista, because of security reasons, you might prefer to place the Painter nozzles (*.RIF) into the user account i.e. User\Documents\Painter nozzles.

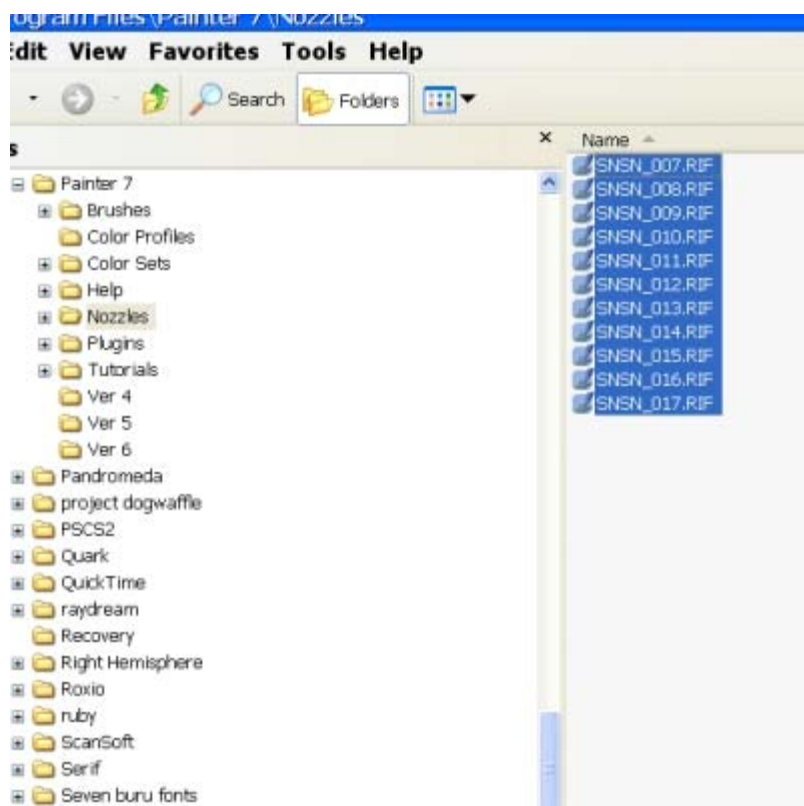
Painter X



Painter IX

Favorite Links		Name	Date modified	Type
	Graphicxtras local site	 SN07_048	12/11/2002 15:23	Painter document
	For Mac OS X	 SN07_062	12/11/2002 15:23	Painter document
	Projects	 SN07_063	12/11/2002 15:24	Painter document
	Products	 SN07_084	12/11/2002 15:25	Painter document
	graphicxtras plugins Illustrator	 SN07_090	12/11/2002 15:24	Painter document
More >>		 SN07_091	12/11/2002 15:25	Painter document
		 SN07_092	12/11/2002 15:24	Painter document
		 SN07_098	12/11/2002 15:24	Painter document
		 SN07_104	12/11/2002 15:25	Painter document
		 SN07_119	12/11/2002 15:25	Painter document
		 SN07_121	12/11/2002 15:23	Painter document
		 SN07_126	12/11/2002 15:26	Painter document
		 SN07_133	12/11/2002 15:24	Painter document
		 SN07_135	12/11/2002 15:23	Painter document
		 SN07_136	12/11/2002 15:23	Painter document
		 SN07_139	12/11/2002 15:23	Painter document

Painter 7

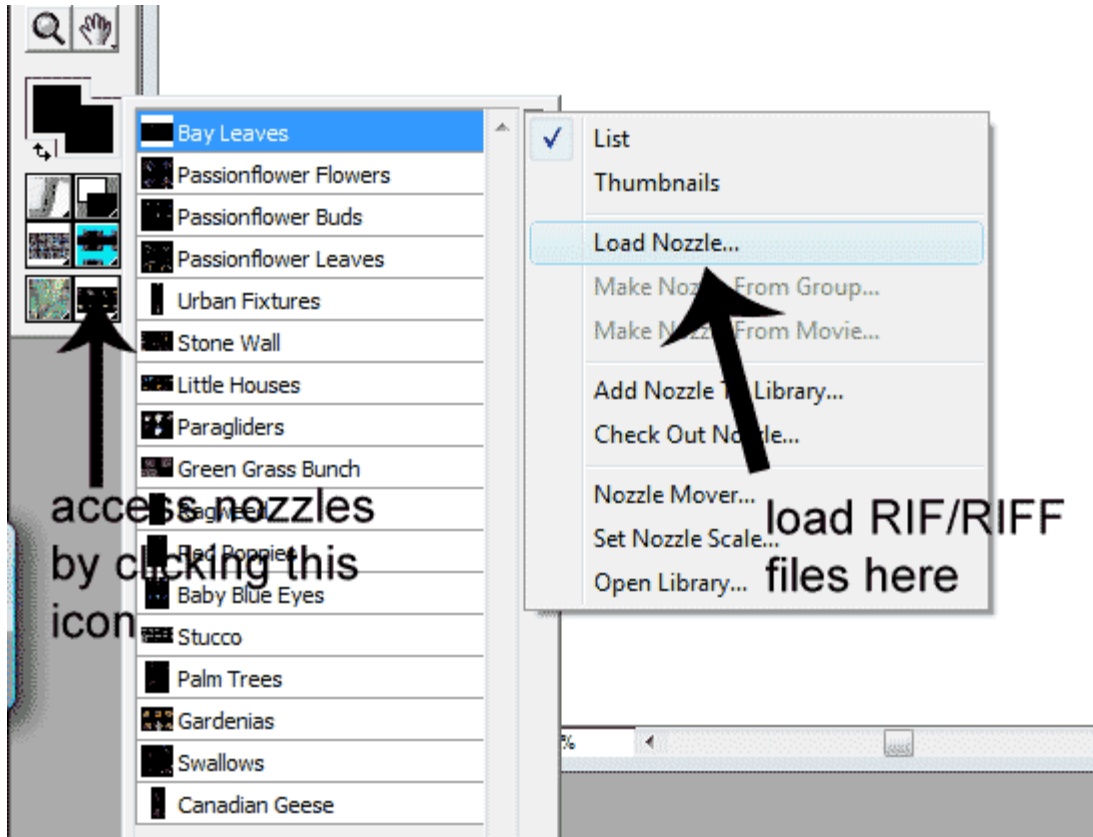


Serial numbers

Please store any serial numbers for reference and for any future updates or replacement CDs (there are multiple serials because originally the product was available in multiple sets)

Loading nozzles in Painter™ in recent versions

1) Once you expanded the files and placed them in the sub folder of Painter



2) Go to the Painter toolbox

3) Click the nozzles icon at the bottom of the toolbox as displayed above

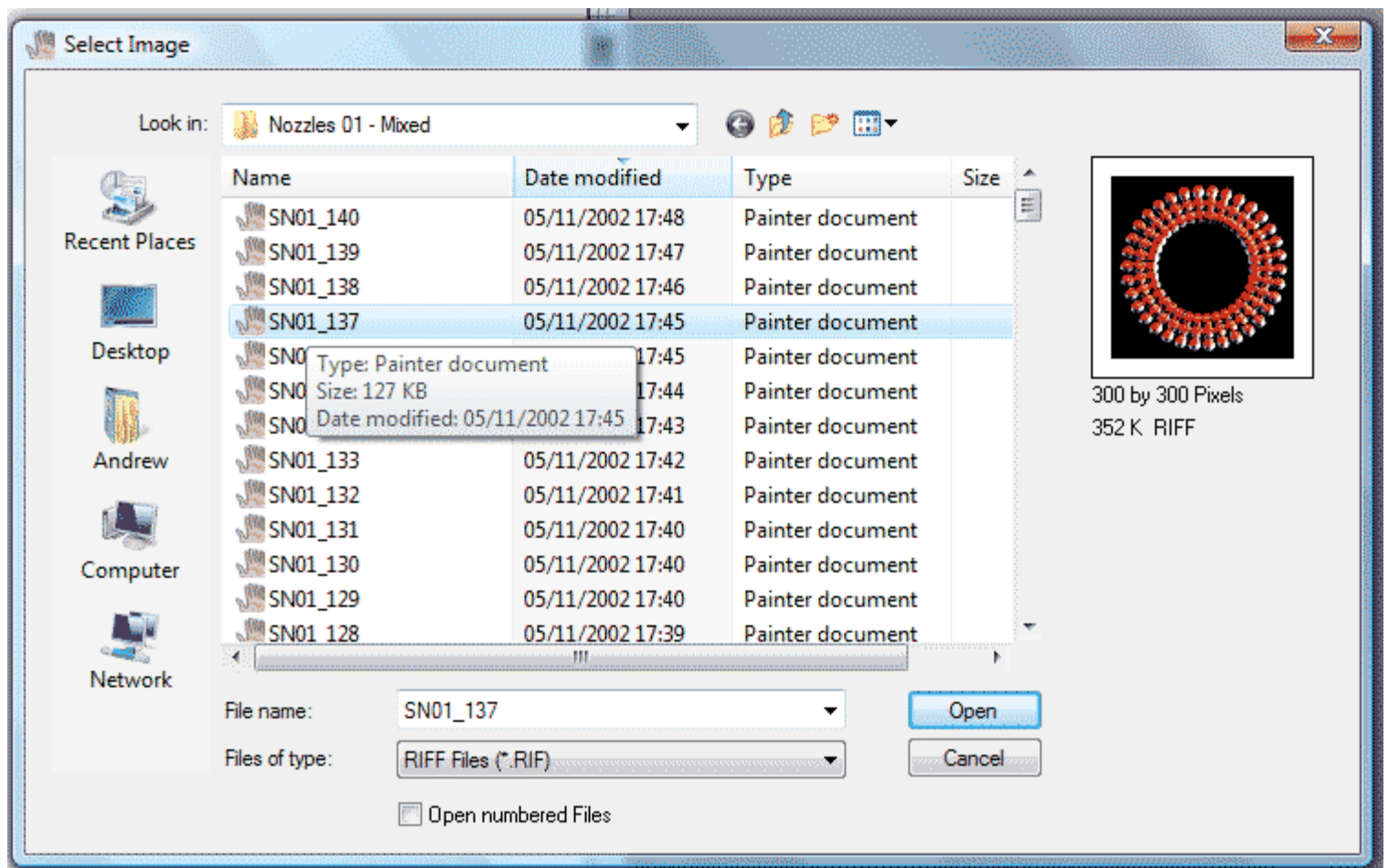
4) Click the right arrow at the top right of the palette

5) Expand the menu

6) Select the load nozzle option

7) Browse to the Painter nozzles folder (created earlier) and select a RIF file

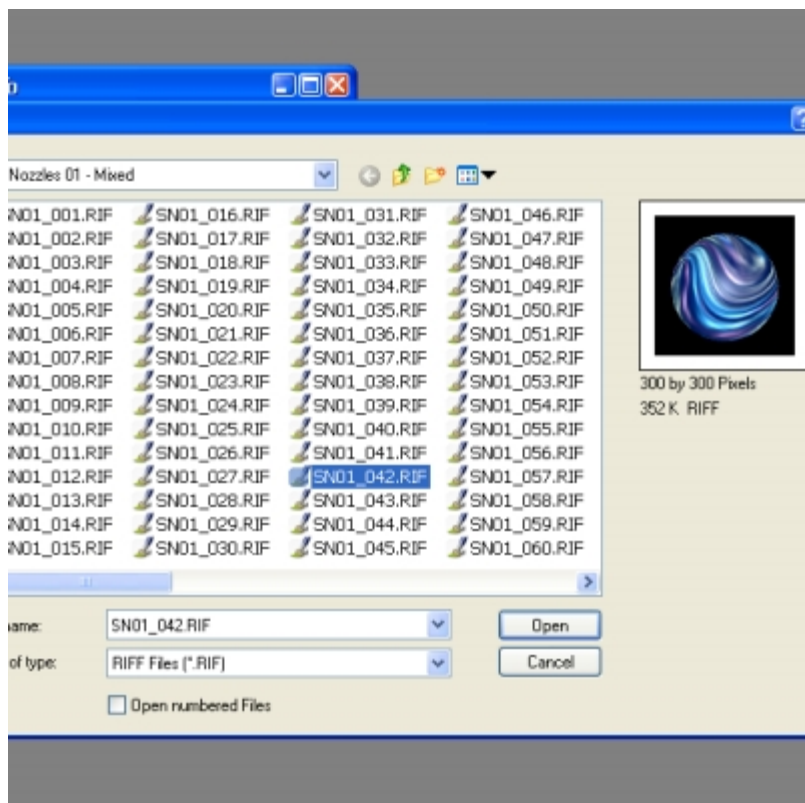
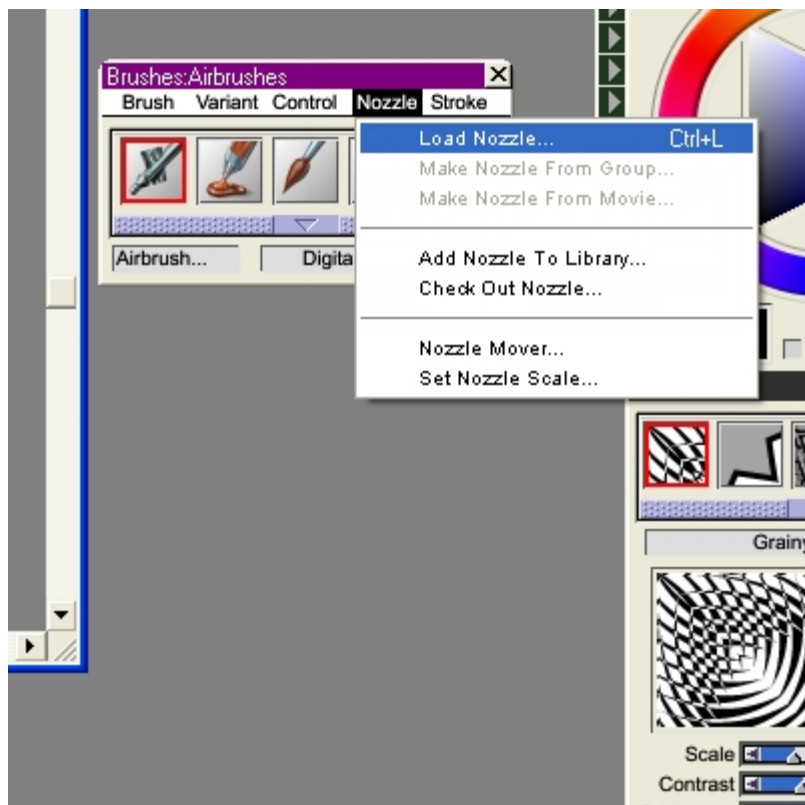
8) Once loaded, the image hose now will use the selected RIF / nozzle file



Load nozzles in earlier versions of Painter

Earlier versions had a slightly different way of loading nozzles

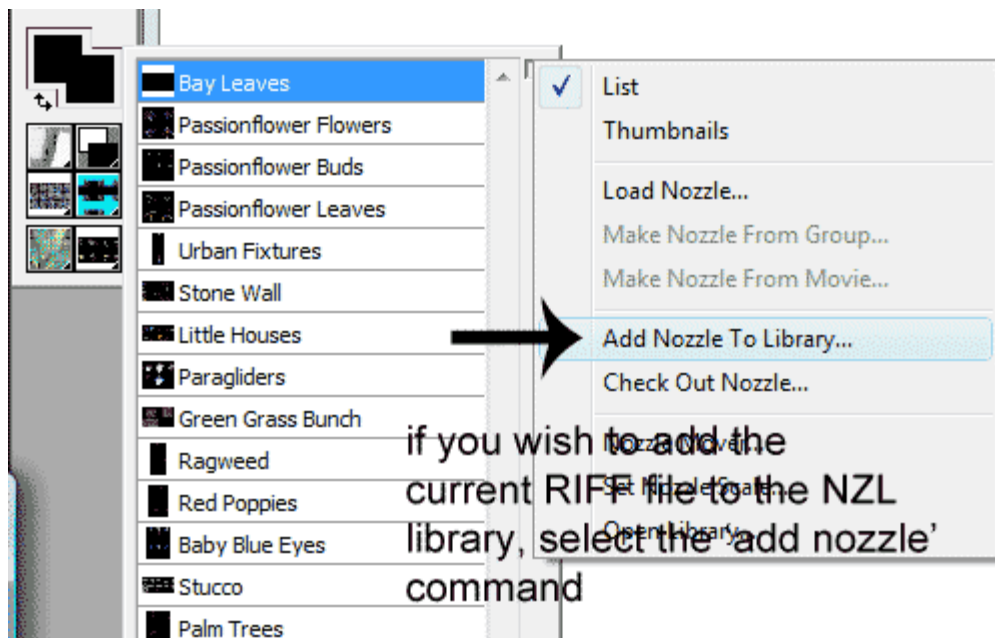
- 1) Go to the brushes palette
- 2) Select the nozzle menu
- 3) Select the load nozzle command (or Ctl-L)
- 4) Browse to required nozzle



Add to nozzles library NZL

You might prefer to add the nozzles to a nozzles NZL library (please consult the Painter documentation for the instructions).

Most of the features of the nozzles now make the nozzles library feature redundant, though libraries are always useful for project work (nozzles libraries tend to take up a lot of disk space).



With Painter IX / X

- 1) Go to the toolbox
- 2) Select the nozzles icon
- 3) Expand to see all the current nozzles in the nozzles library
- 4) Go to the top right menu
- 5) Load nozzle command
- 6) Select nozzle
- 7) Go to the top right menu again
- 8) Select the add add to nozzle command
- 9) Dialog will appear requesting a name for the nozzle (select the current one or give it a better name)
- 10) Click OK
- 11) Expand nozzle library palette and you will see the nozzle has been added to the current library

You may wish to move the nozzles between libraries or create a new library, use the nozzle mover command for this via the nozzles palette. Move the newly created nozzle to a new library and save that as a NZL library

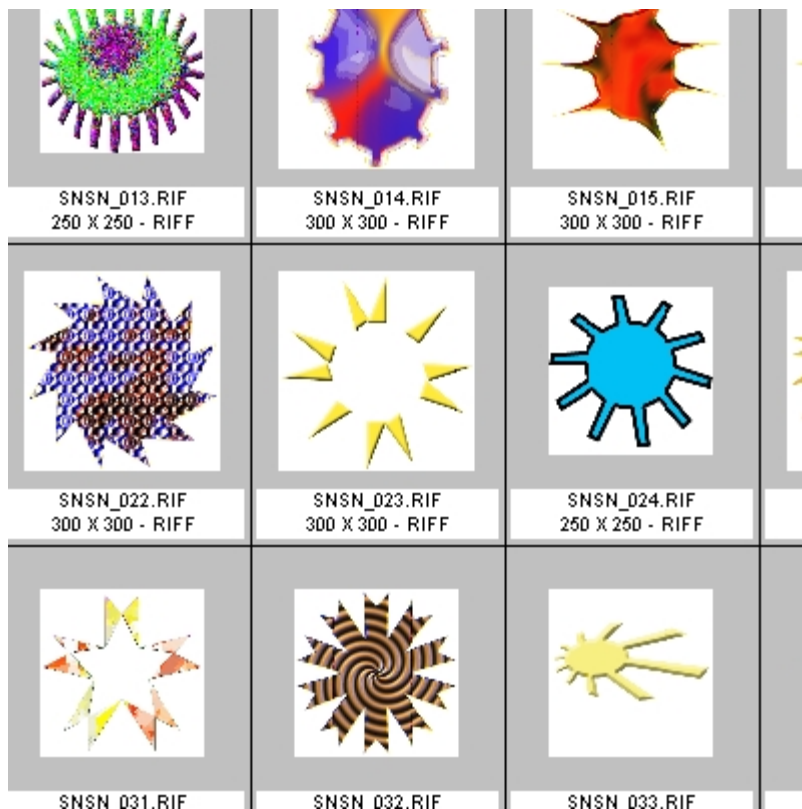
Nozzles backup

I would suggest making a backup of all the RIFF files onto CD. Working with the nozzles may corrupt the files and they may fail to open. Same with any pattern or grain files. A backup set can be sent but there will be some additional cost for postage and packaging

Browser (in earlier versions of Painter)

There used to be a browser in Painter (certainly in version 5 6 7 etc but now, sadly, there is no browser).

Opening the nozzles folder, you would see an additional button 'browse'



Nozzles thumbnails

A number of JPGs and GIFs have been included to display all the nozzles in the collection. The nozzles thumbnails can also be seen via the Painter browser (though this requires the PIX file on the PC)

Nozzles use

Nozzles can be used in many different ways: please consult the documentation for further details. Nozzles can be used as paint brushes or sprays or used in auto clone to create backgrounds or textures; or nozzles can be captured and used as a brush source and more. Please check documentation on the web and on sites such as the Painter Artistry site.

Royalty-free

All the nozzles in this collection are royalty-free. For use in commercial and hobby work

Export

The nozzles can also be exported using the file format TIFF (save the alpha channel) to TUB format for use in Paint Shop Pro [™] or for use in Propeller Paint Engine [™] or in Image sprays in Corel Photo-Paint [™] (RIFF format can be used directly in PP)

- 1) Open the nozzle file (*.RIF or RIFF)
- 2) Select > Load selection
- 3) Apply effects or paint additional or remove elements of the nozzle
- 4) file > save as ...
- 5) Select TIFF from drop down (*.tif)
- 6) Select the save alpha to ON
- 7) Save file
- 8) Open in other application such as Photoshop or Paint Shop Pro (and then use the export to TUB format)

Installation issues

If you have problems installing or using this product, please e-mail our tech support at support@graphicxtras.com

Comments

If you have any suggestions to how we can improve our products or manual, or if there is something that is hard to understand or badly stated, please contact us and we will try to correct any errors or misunderstandings in the next release of the manual. It is always great to hear your feedback.

System requirements

Applications supported - Corel ® Painter ™ 5-8 IX IX.5 X Windows 98, NT, ME, XP, NT, Vista and MAC OS X.

The nozzles will not work in Painter Essentials

Other applications

Painter3D ™

Minimum requirements

At least 64MB of memory, though some operations might require a lot more.

Trademarks

The nozzles were designed by Andrew Buckle, and copyright 1999-2005 Abneil Software Ltd / Andrew Buckle and Abneil Software Ltd. Documentation (c) 1999-2008 Andrew Buckle

All products mentioned in this manual are trademarked or probably trademarked by their respective owners. Illustrator and Photoshop and Adobe and After Effects are registered trademarks of Adobe Systems Incorporated.

Corel is registered trademark of Corel Corporation and Painter is registered trademark or trademark of Corel Corporation.

We have no connection whatsoever with Corel

Company address

Telephone: UK 01622 688 375

<http://www.graphicxtras.com>

support@graphicxtras.com

Other items available

There are a number of other items that might be of use in Painter such as our [plugins series \(pc\)](#) and [patterns and grains](#)

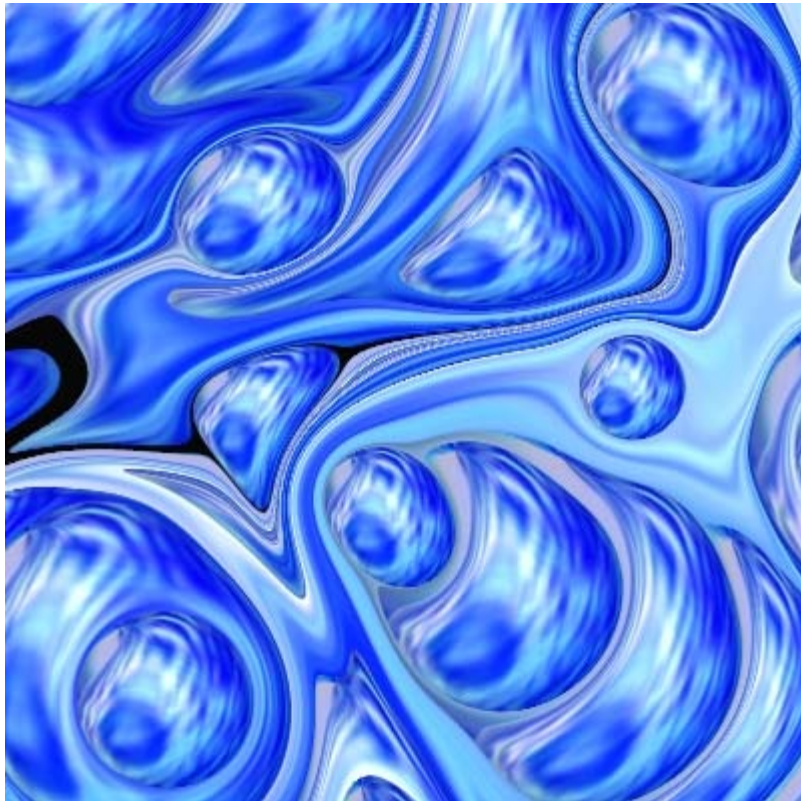
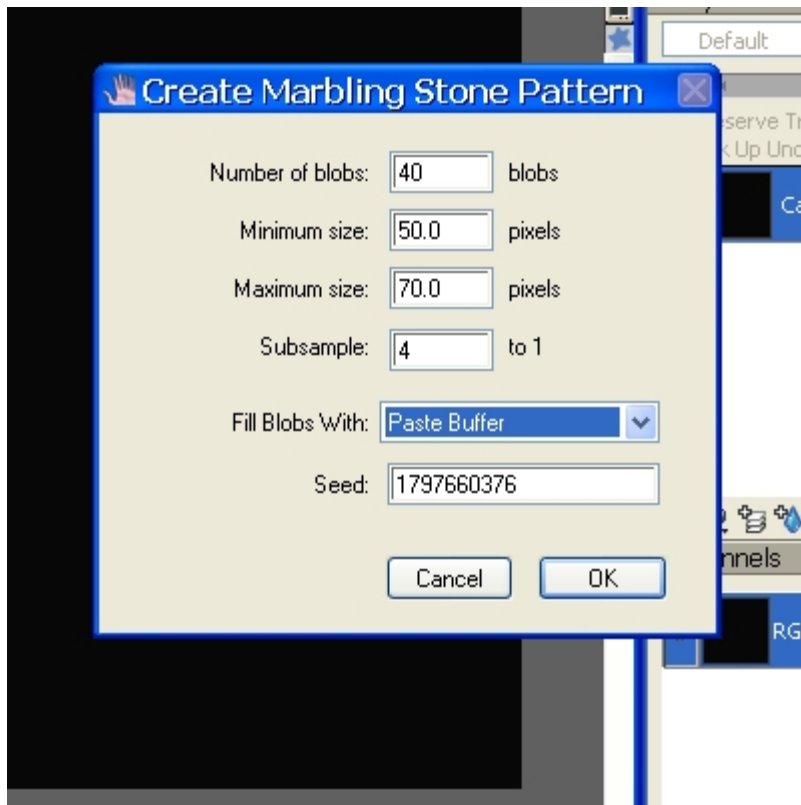
Hints and tips

Nozzles and auto clone

Automatic nozzles placement for great patterns and backgrounds. Auto clone has now been superseded by auto painting

Blobs and nozzles

Use as a source for blobs (select the nozzle and copy into the pasteboard and use as a blob source). The blobs tool is great for truly weird and wonderful blobby and abstract and gooey designs in Painter

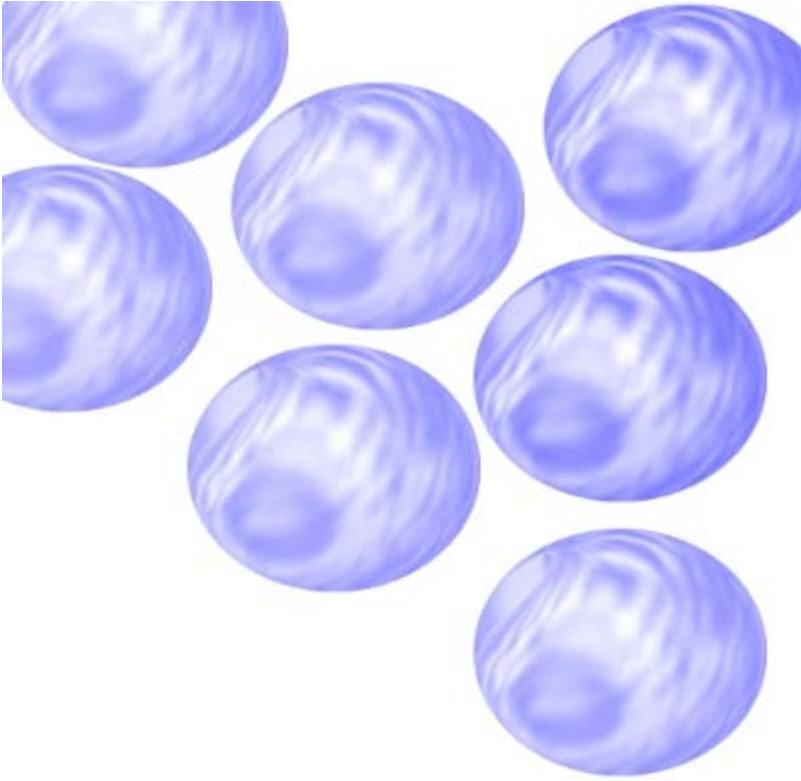


- 1) Open riff file
- 2) Select > load selection
- 3) Edit > copy
- 4) Effects > Esoterica > Blobs...
- 5) Set the number of blobs etc but most importantly, set the fill blobs option to 'Paste buffer'
- 6) Click OK

7) Re-apply etc

Capture nozzle / brush

Capture nozzle/brush to create new brush dab. Use the capture brush feature (capture dab) and then apply a variety of different settings to create a new unique brush stroke. The nozzle captured brush dab can be used in many different brushes such as pastels, crayons, charcoal etc



Nozzles stream

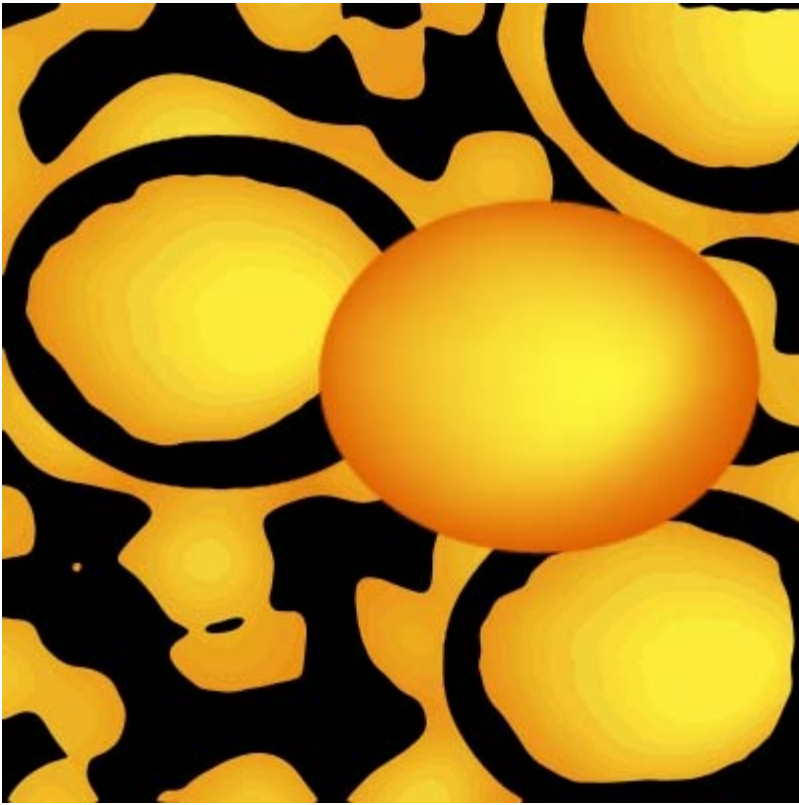
Apply nozzles as a continuous stream of paint using the spacing setting for the nozzle

Splatters and nozzles

Use nozzles as brush dab splatters, use the jitter feature to spread the nozzles

Effects

Combine nozzles and effects, apply a nozzle brush stroke, apply effect such as blur, apply more nozzles and interleave the effects and nozzles, great way of adding unusual depth to illustrations



Blending modes / layers

Use nozzles on layers and apply with different blending modes and effects and drop shadows

- 1) Select the nozzle / image hose brush
- 2) Go to the nozzle icon in painter toolbox
- 3) Display nozzle palette
- 4) Go to top right menu and load nozzle
- 5) Layers > New Layer
- 6) Go to the layers palette
- 5) Select the layer
- 6) De-select the preserve transparency (if on, you will see nothing)
- 7) Apply nozzle to the current selected layer
- 8) If you want to add a shadow, go to the effects menu > objects > create drop shadow and apply
- 9) Repeat as required



Warp

Use a nozzle/image floater and warp command to create wonderful nozzle distortions. Save the nozzle using the drop and select (perhaps with some tweaking to improve the alpha channel) and save as a RIFF and reload as nozzle for a warped nozzle effect.

Layered

Paint nozzles (varying the scaling) on top of nozzles and re-save the nozzles in Painter™

Text fills and nozzles

Nozzles are great as fills for text. Type the text and use the drop and select (layers menu). Fill the text with the nozzles. Use the selection to copy and paste to create copies of the nozzle text. Apply effects, drop shadows. Apply floater effects to the nozzles (to do this, group any additional effects such as drop shadow and collapse the layer and then apply the floater layer effects such as bevel and burn)



Grains and patterns

Nozzles can be excellent sources for grains and patterns. Either use the single dab or apply multiple dabs (using the define as a pattern feature) and create a new pattern using the nozzle. Save the pattern in the patterns palette (or grains palette)

Clone

Nozzles can, via patterns, be used as an excellent clone source and a source for numerous effects such as glass distortions.

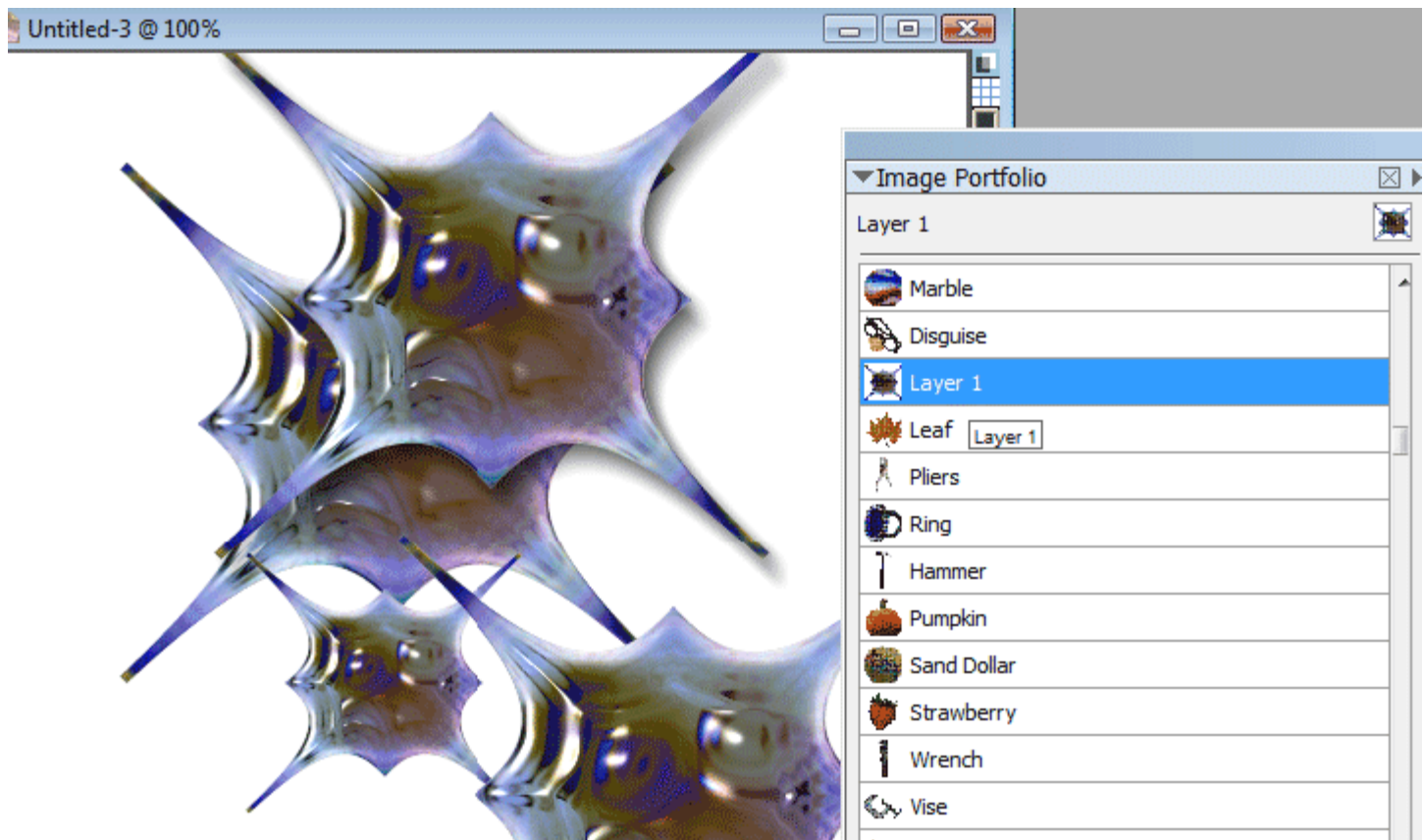
Looks

Looks / nozzles are great combinations for superb hi-impact repeatable creative effects. Access via the looks palette in Painter

Overlay

Nozzles can be used as overlays via floaters or apply multiple floaters and change the composite methods to create weird color scheme nozzle display

- 1) Open nozzle file
- 2) Select > load selection
- 3) Drag the selected nozzle to the 'image portfolio' palette using the layer adjuster tool
- 4) A 'save image dialog' will appear, enter a name or just use the layer name
- 5) Close RIFF (do not save during the close or you will lose the nozzle RIFF)
- 6) Open new document
- 7) Go to the image portfolio palette
- 8) Select the nozzle floater and drag to the new document, repeat as required.
- 9) Effects > Orientation to re-size the floater (free transform etc)
- 10) Apply effects to the floater as normal

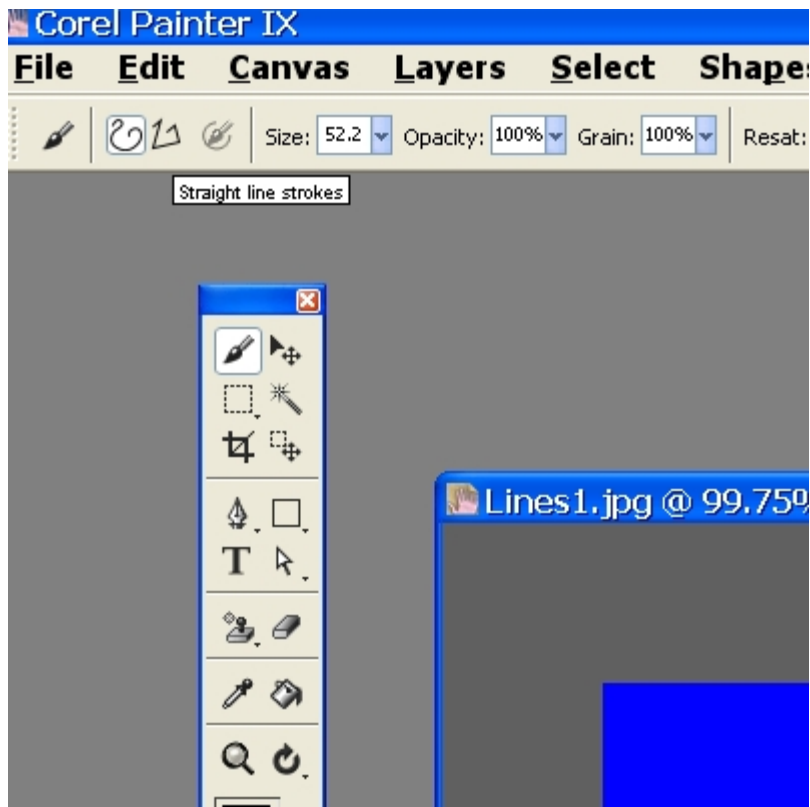


3D

The nozzles also work in Painter 3D - opening up a wide range of 3D imagery for the nozzles. Superb for textures and 3D applications.

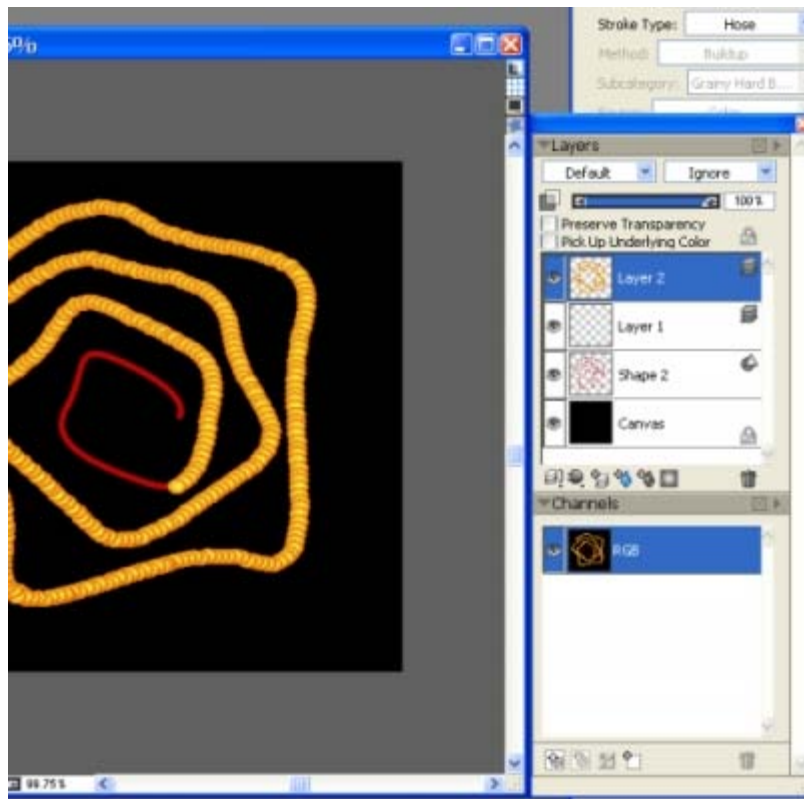
Straight line

Use the straight line brush option with the nozzles to create frame designs



Align to path

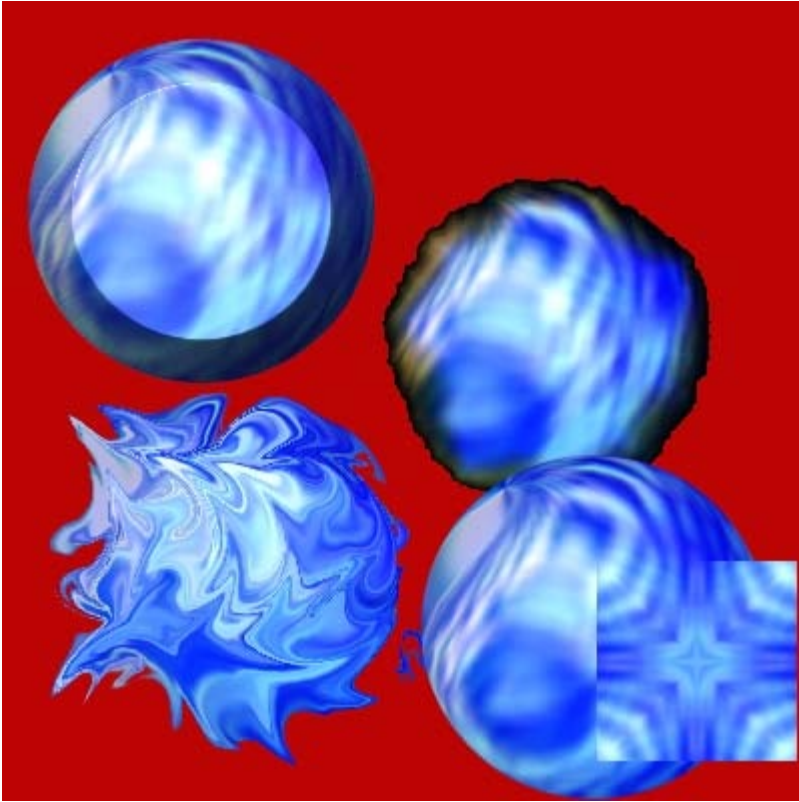
Create a path (such as spiral or frame or abstract design), select the nozzle brush and set the brush stroke to freehand and 'align to path' option and apply the nozzle to the path to create a spiral or frame out of nozzles. Useful to be able to see the path so it is best to set the path stroke color to something other than the background (in the example, red has been chosen). Apply the nozzle anywhere on the path. The nozzle will not be 'painted' anywhere other than on the path.



Nozzles as a floater

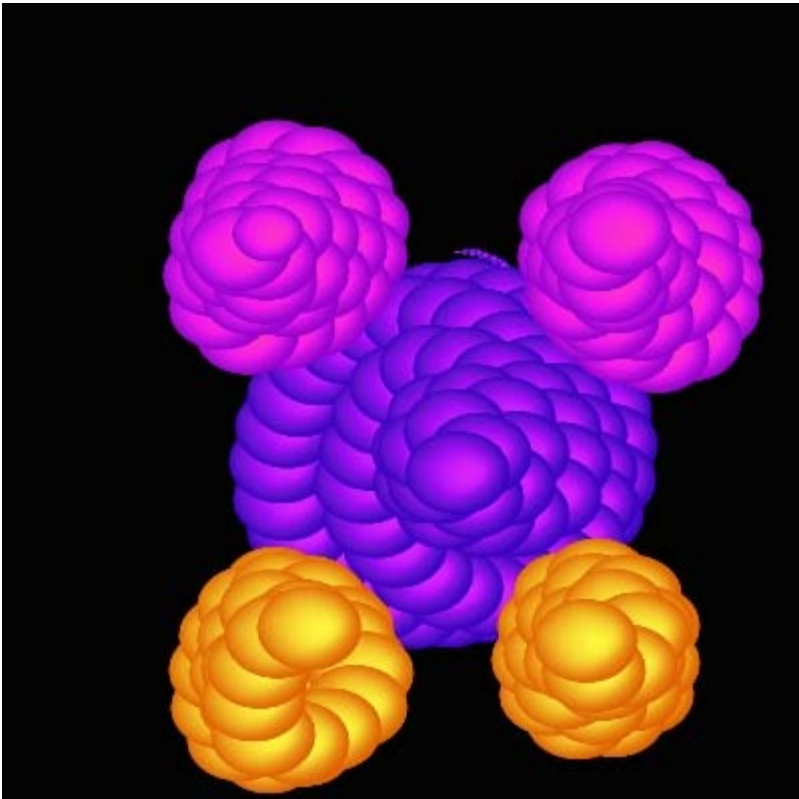
Open the nozzle file and drag into the floater palette and use as a floater (now called image portfolio). Go to the window

menu and select the image portfolio. Once in the image portfolio, the floater / nozzle can be added as a standard image / layer. Various layer effects can be applied like burn



Adjust color

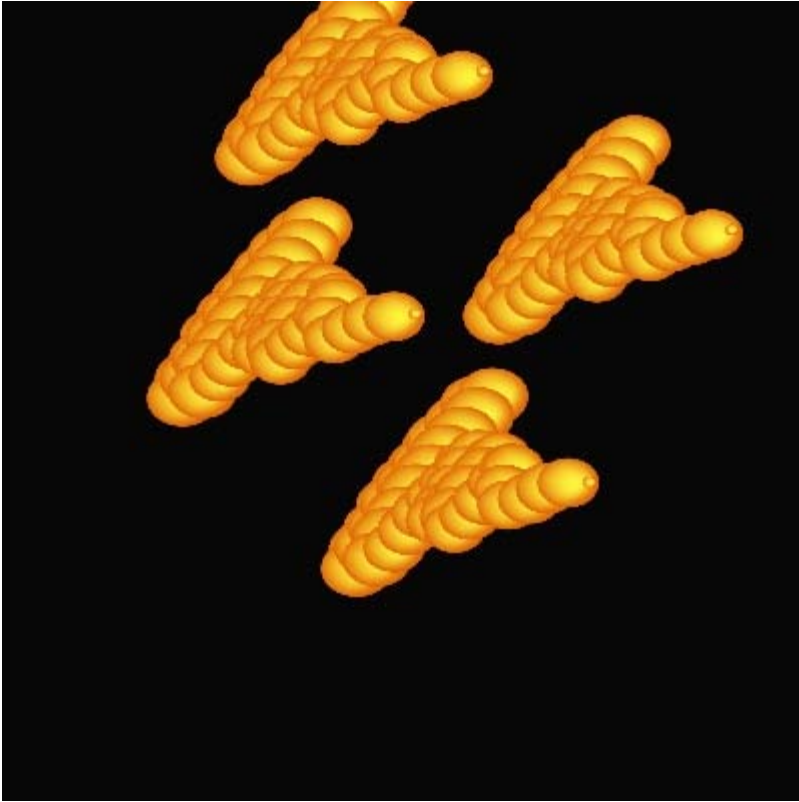
Paint a few nozzles. Adjust color via the effects menu adjust colors command. Paint more nozzles, creating a colorful overlay



Stroke

The nozzle can be applied as a user brush stroke or you can save a stroke and then playback the stroke on a single click (or

multiple clicks) You can also use the pre-built brush strokes such as scribble or hatch or your own recorded nozzle brush strokes.

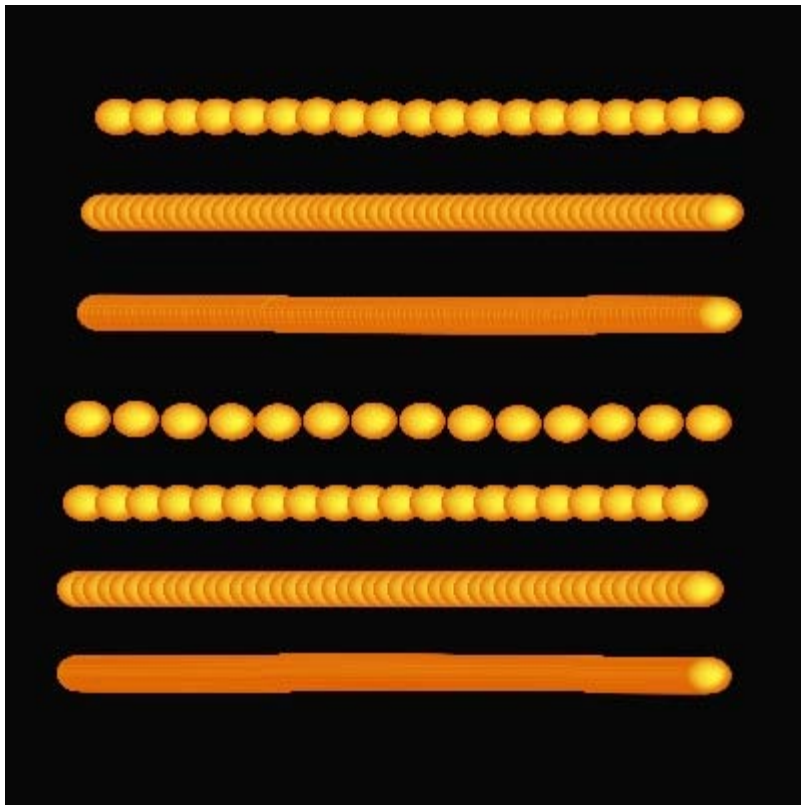


Grains

Open a nozzle, apply a grain or image luminance, save, and use the paper-tinged nozzle as a new brush strokes

Spacing

Use different spacing settings to create a tube of paint or a splatter spray of nozzles. The spacing is changed via the spacing palette. The spacing can be set at 1% to 200% (though beyond via the entry box) The minimum spacing can also be set and damping.



Grid and nozzles

Use the image hose/brush grid option to paint a grid of nozzles

XML

Use the capture dab and capture a nozzle and use for charcoal or oil. Save the brush dab and save the brush variant, modify the XML code to create stunning new nozzle brushes

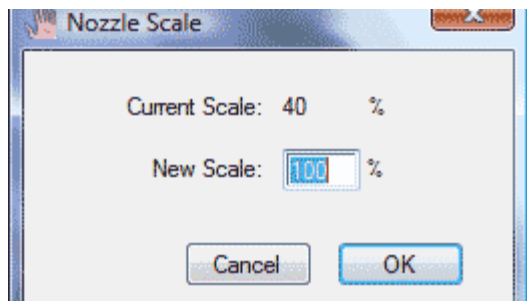
Photo-Paint [™]

The nozzles can be read in Corel [®] Photo-Paint [™] and via TIFF in others

Nozzles scaling

Use the nozzles scaling setting via the nozzles palette to re-scale the nozzle.

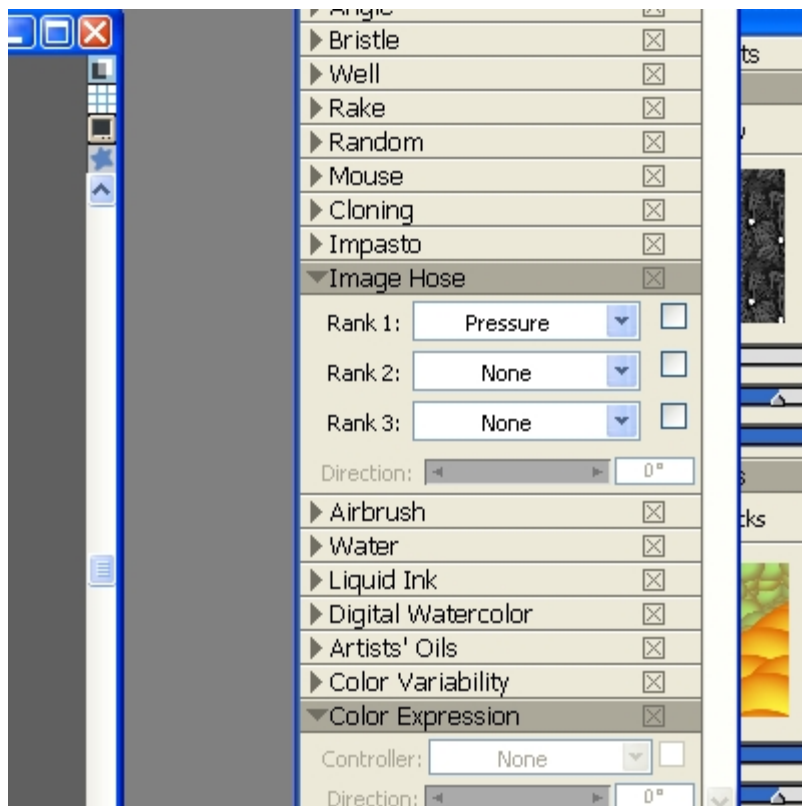
- 1) Go to the toolbox
- 2) Select the nozzles icon
- 3) Display nozzles palette
- 4) Load nozzle command via top right menu
- 5) Go to the top right menu again
- 6) Select 'Nozzle scale' option
- 7) Displays the current scale (sometimes for some weird reason, 102% on newly added nozzle)
- 8) Set the new scale as required



8) Apply the new nozzle (scaled) using the image hose as usual

Rank

The nozzles from graphicxtras.com are generally just a single cell nozzle. Complex nozzles can be created with multiple cells and differing rank (selection) of nozzles from the RIFF file. Go to the image hose palette and set the rank for the hose: random selection, pressure, etc



Variants

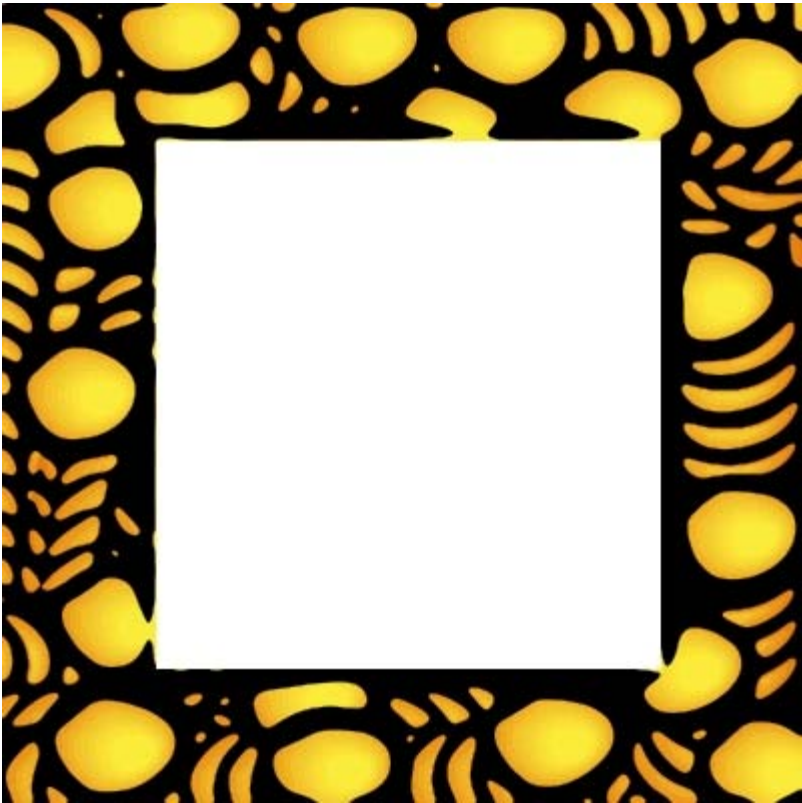
You can also create your own variant hose brushes to add to the brush palette.

Variants / expression

Hose variants also can be developed (even using a mouse instead of a pen) using information from expression palette.

Frame and nozzles

Another way to create an instant frame is to use a selection and select most of the image, invert the select and paint or use the auto clone option

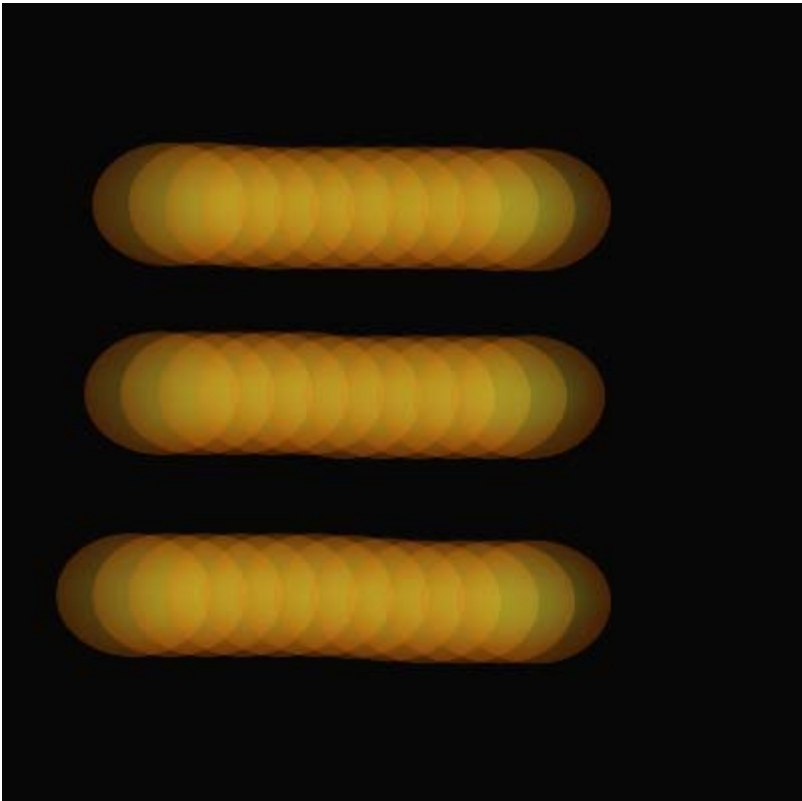


Sprays and Painter nozzles

Apply nozzles as sprays

Opacity

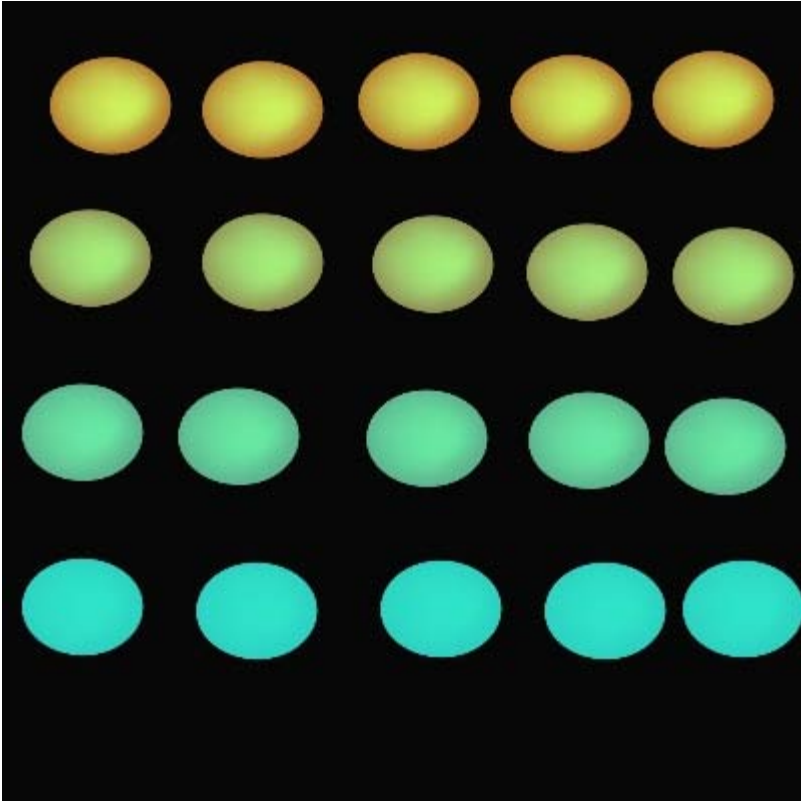
Lower the opacity of the nozzle and apply to create a blurry nozzles brush stroke



Grain / nozzle brush palette

Lower the grain setting in the general brush strokes palette to change the nozzle into a brush dab using the current foreground color. If the current foreground is blue, the nozzle will be a blue stamp. This can be combined with expression / grain to modify the color / original nozzle combination. Sadly, the color cannot use color variability or other color settings such as clone color to change the color of the nozzles.

The grain can be modified via the source setting in the expression. Set a clone source and set the grain to 100% and then apply the nozzles using the expression source setting. The color of the nozzle is not changed but the impression of the clone source can be created using nozzles. This can also be used in auto painting: the nozzles scribble etc are set to the underlying cloned source.



Auto Painting

Superseding the autoclone, use the nozzles in Auto Painting. Use to create many different and interesting brush strokes, textures, overlays, frame designs and more

- 1) Select a nozzle
- 2) Go to the auto painting palette
- 3) Select stroke such as scribble large or hatch
- 4) Set brush size, rotation, randomness
- 5) Click the play button

