

Finger Painting (HD) Quick Users Guide



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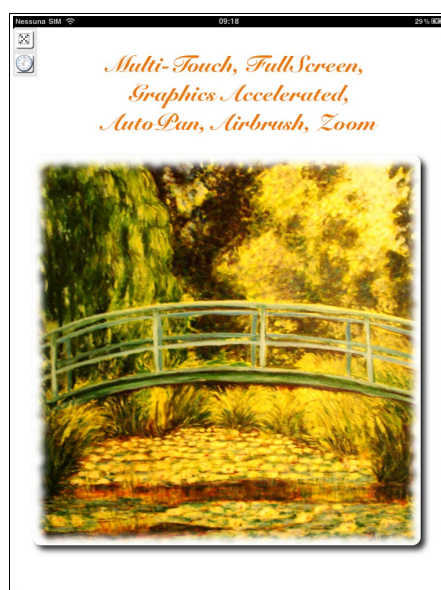
1. Introduction to Finger Painting (HD)

Finger Painting (HD) is a Multi-Touch freehand drawing board. With Finger Painting (HD) you can live an experience of drawing with the fingers of your hands. The software allows the selection of the infinite range of possible colors using RGB components controls or through the use of provided preset color palette or color picker. For the chosen color user can choose the level of transparency and the size of the brush. Each stroke is stored as a single object in a separate file, so you can go back in time and cancel the last stroke or close and reopen the program and finds the device in the last session of drawing (when you start the program, last drawing is reloaded automatically from the device system file). It is also possible the cancellation of the latest drawing changes in the next use of the program (when you close and restart Finger Painting (HD) program the undone function is still available). Completing all the functions of zoom (in, out) and pan (left, right, up, down) that allow the designer to enter and modify the drawing in very detailed mode or see the picture for full (panoramic view). The drawing size in pixels is infinite, You can then create designs of any size. The program also allows You to export, share (ex. with dropbox or other installed apps) and save the picture in the photo album of the device (to send it by e-mail).

Finger Painting (HD) is also useful for taking graphics note, for freehand design (design, art, fashion, etc ...) or as a drawing tool for cartoonists.

The possible applications are endless with Finger Painting (HD) and the design experience with fingers is unique!

Create your designs or your greeting cards with Finger Painting (HD), export them as pictures and send them to your friends by email as a gift or print them using the AirPrint print button of Finger Painting (HD).



2. Finger Painting (HD) drawing window

Let's start by analyzing the window that appears once the application is started – see Figure 1:

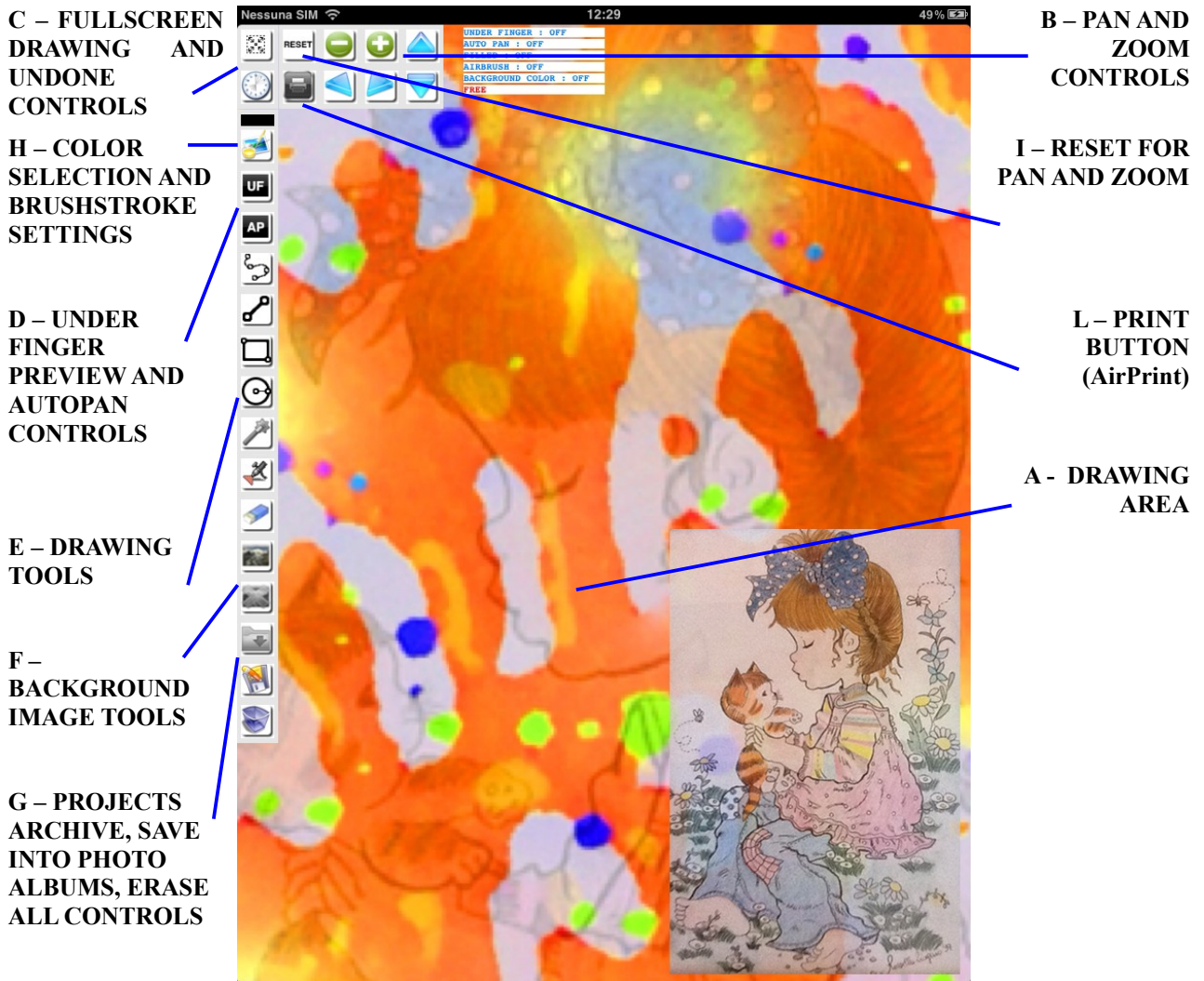


Figure 1 - iPad version

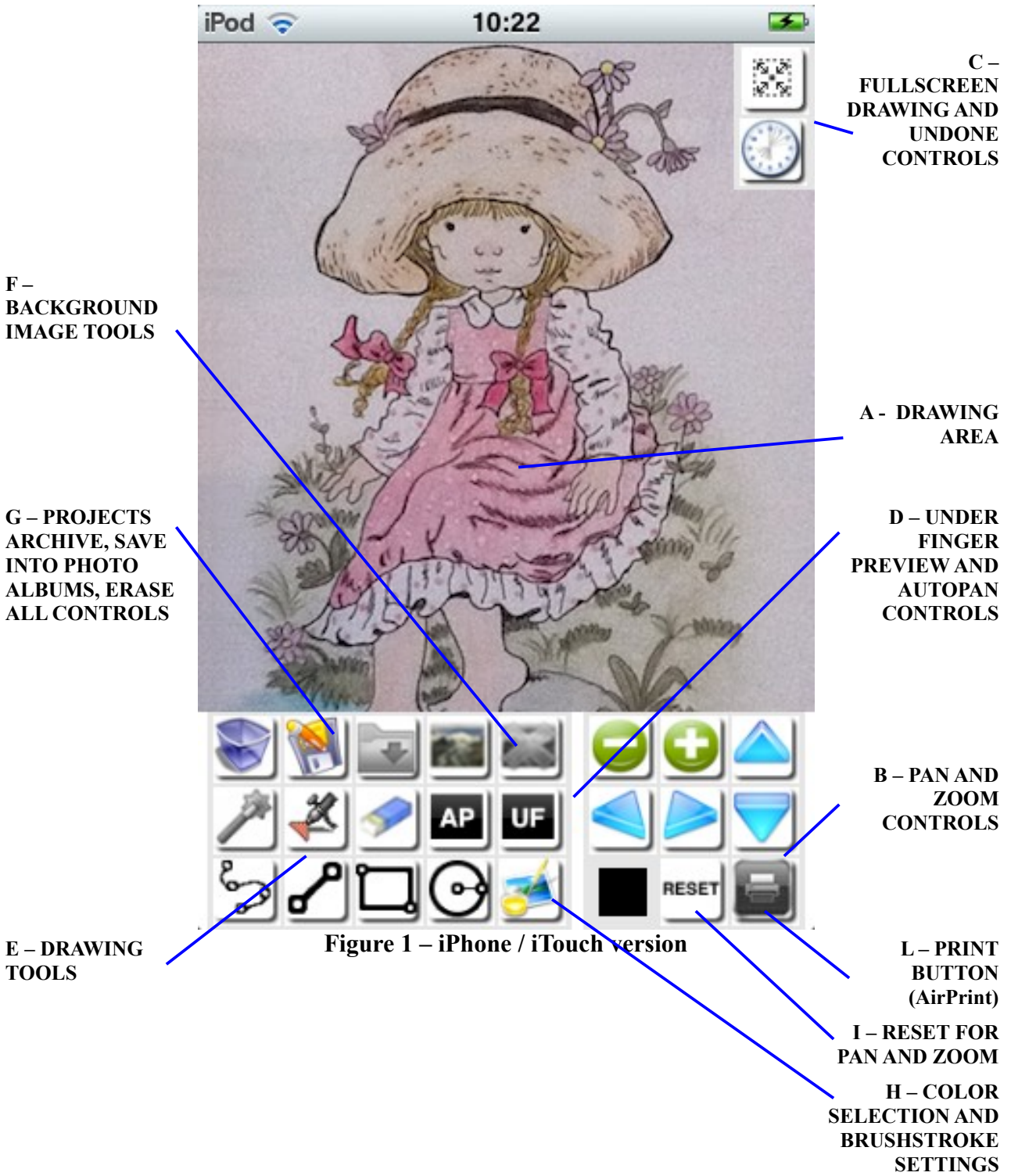


Figure 1 – iPhone / iTouch version

FULLSCREEN DRAWING AND UNDONE CONTROLS

FULL SCREEN DRAWING : Press this button to enable full screen drawing (the lower control button bar will disappear when full screen drawing is enabled)



UNDONE : Press this button to undone the last drawn design object (from the last to the first drawn objects)



PAN AND ZOOM CONTROLS

PAN UP : Press this button to go up in drawing area (the design will shift down)



PAN DOWN : Press this button to go down in drawing area (the design will shift up)



PAN LEFT : Press this button to go left in drawing area (the design will shift right)



PAN RIGHT : Press this button to go right in drawing area (the design will shift left)



ZOOM IN : Press this button to zoom in (increase detail – decrease drawing surface)



ZOOM OUT : Press this button to zoom out (decrease detail – increase the drawing surface)



RESET : Press this button to reset pan and zoom settings to the initial condition



DRAWING TOOLS

FREE : Press this button to enable freehand drawing (useful also to take freehand notes)



LINE : Press this button to enable line drawing (useful to draw lines of any length)



RECT : Press this button to enable rect drawing



CIRCLE : Press this button to enable circle drawing



FILLED : Press this button to enable filled drawing (FREE, RECT, CIRCLE will be drawn filled)



AIRBRUSH : Press this button to enable airbrush drawing (useful for the **spray painting** for selected FREE, LINE, RECT, CIRCLE)



ERASER : You can use this erase tool to erase with your fingers undesired part of your work, using background color



UNDER FINGER PREVIEW AND AUTOPAN CONTROLS

ENABLE/DISABLE UNDER FINGER PREVIEW : Press this button to enable/disable under finger preview (it appear upper left on the screen – it is the area of drawing under the finger on the screen). If you draw with two finger, two drawing area preview will appear upper left on the screen (up to 4 drawing finger preview) – use this only for little high precision brushstroke



ENABLE/DISABLE AUTO PAN : Press this button to enable/disable auto pan. When auto pan is enabled, Finger Painting (HD) will shift automatically the drawing area in case you reach the border of the screen with your finger. If disabled the automatic screen shift is disabled



PROJECTS ARCHIVE, SAVE INTO PHOTO ALBUMS, ERASE ALL CONTROLS

PROJECTS ARCHIVE : Press this button to open the projects archive. Use this feature to save your work, to open a saved work, to merge a saved design with current design, to share your design with DROPBOX or iDisk cloud storage systems or with other photo applications installed on Your device



SAVE PICTURE TO DEVICE PHOTO ALBUM : Press this button to save your design into device photo albums (go there to send your saved design with an email)



ERASE ALL : Press this button to erase all



BACKGROUND IMAGE TOOLS

LOAD IMAGE FROM PHOTO ALBUMS : Press this button to load an image from device photo albums. The image will be displayed into the Finger Painting (HD) background. The selected image can be modified and saved; you can draw with your fingers on that image, add colors, effects, copy the image, etc...



REMOVE SELECTED IMAGE : Press this button to remove the loaded image from the Finger Painting (HD) background



COLOR SELECTION AND BRUSHSTROKE SETTINGS

SETTINGS WINDOW : Press this button to open the colors and brushstroke settings window



PRINT SYSTEM

PRINT ALL : Press this button to print Your design using AirPrint



CONTROLS STATUS LABEL

On the screen some status label indicates the actual state for airbrush tool, filling tool, under finger preview, auto pan, drawing tool, eraser tool. They can be:

- ON : if the control/tool is enabled
- OFF : if the control/tool is disabled

3. Finger Painting (HD) color palette and color picker windows

Pressing the SETTINGS WINDOW button the Figure 2 will be displayed:

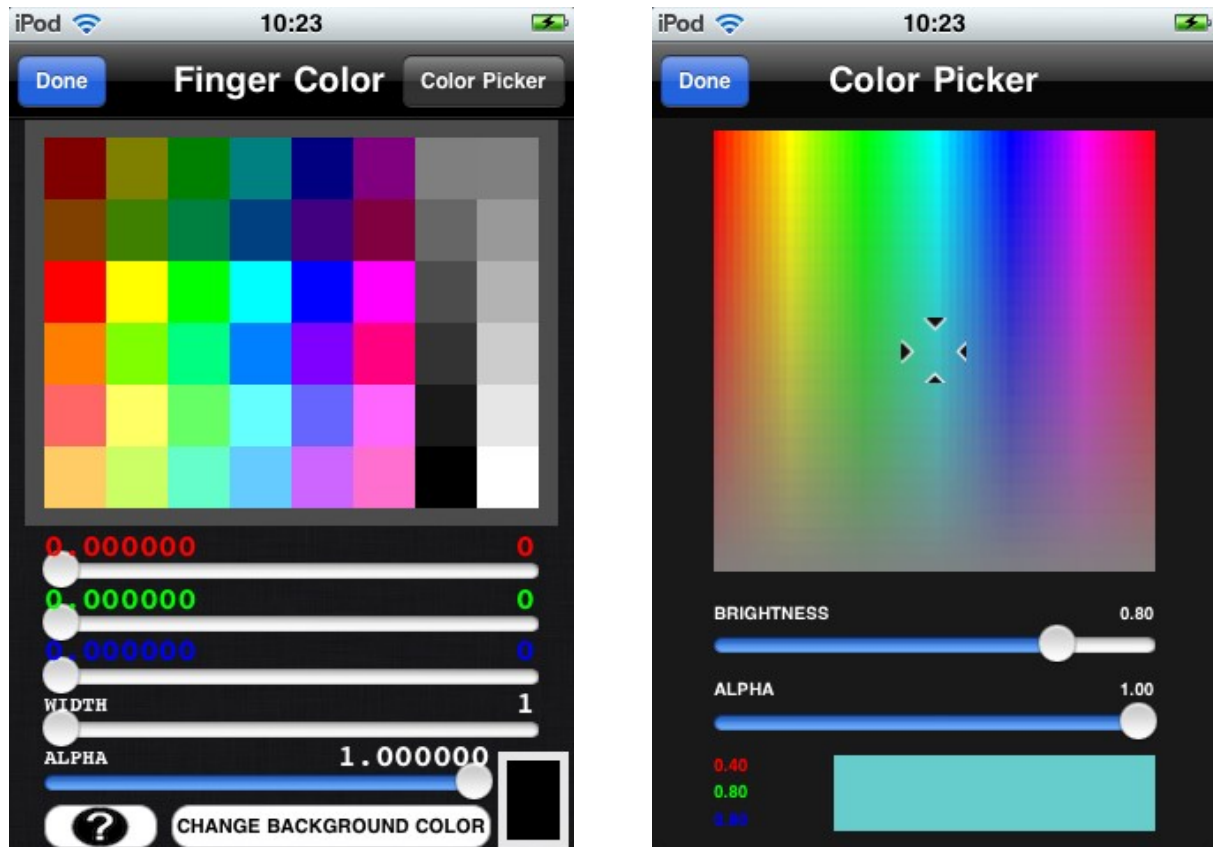


Figure 2

The settings window allows you to:

- 1) choose the fingers colors (from palette or/and select RGB color component with R,G,B sliders – you can modify with RGB controls the color selected from palette)
- 2) choose the fingers colors using the Color Picker (user can modify with RGB controls the color selected from color picker)
- 3) set brightness with using BRIGHTNESS slider
- 4) set the color transparency using ALPHA slider
- 5) set the brushstroke width using WIDTH slider (in pixels)
- 6) pressing the button "CHANGE BACKGROUD COLOR" user can change the background color whenever desired during drawing session
- 7) press the help button " ? " to open the web URL where can be found the latest released software documentation

4. Save drawing to Finger Painting (HD) “Projects Archive”

To save your design press the “PROJECTS ARCHIVE” button; it will open Finger Painting (HD) “Projects Archive” (see **Figure 3**):

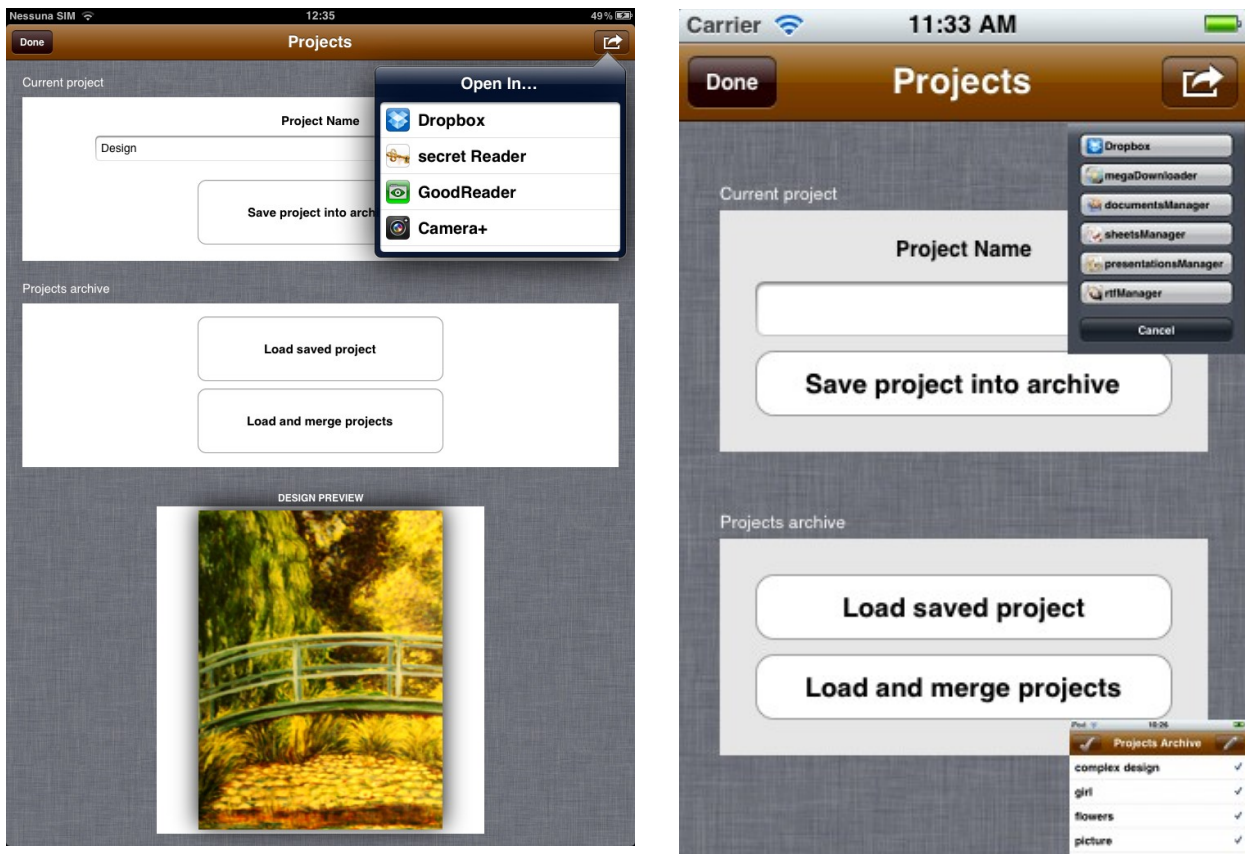


Figure 3

Press the “Open In” button (upper right on the screen) to share the current design (the design displayed on the screen).

Specify the image file name into “Project Name” text field and press “Open In” button to:

- send the JPG file to DROPBOX, iDisk or to other photo applications
- save into the Finger Painting (HD) “Documents” folder the <Project Name>.jpg and <Project Name>.png files. Copy the generated high quality image (.jpg and .png files) to Your MAC or PC using “iTunes File Sharing”

If “Project Name” name is not specified the default name “Design.jpg” and “Design.png” will be used.

To save the current design into the “Projects Archive” specify a name for the design in "Project Name" and press "Save Project to Archives". The project will be saved in the projects archive of Finger Painting (HD). The saved projects can be loaded when you want (replacing the current project) with the "Load Saved Project" button or loaded and merged with the current project (the loaded project and the actual project will be merged together and displayed in the current project) with the "Load and Merge Project".

Press one of these buttons to display the window for project selection (projects archive) - **Figure 4**:

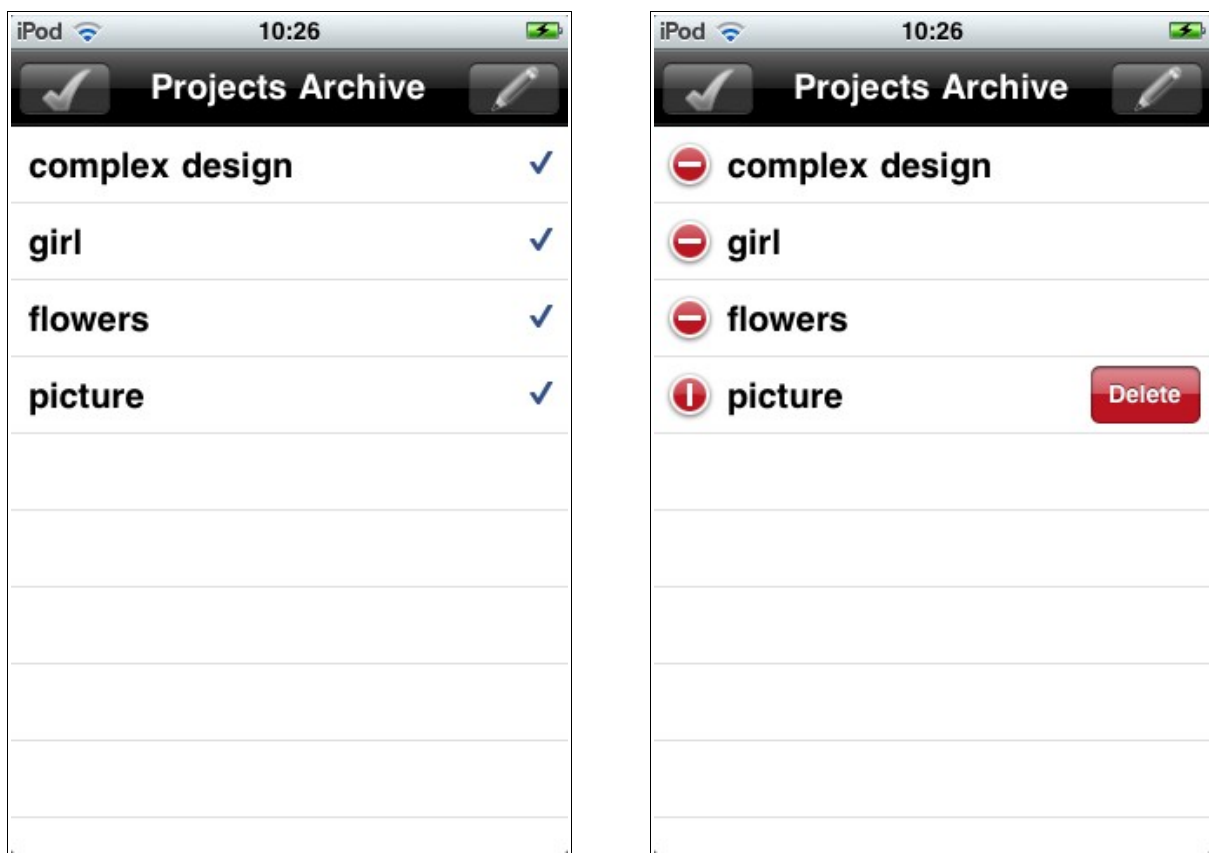


Figure 4

To load the project press on the desired project name. The saved projects can be deleted using this window.

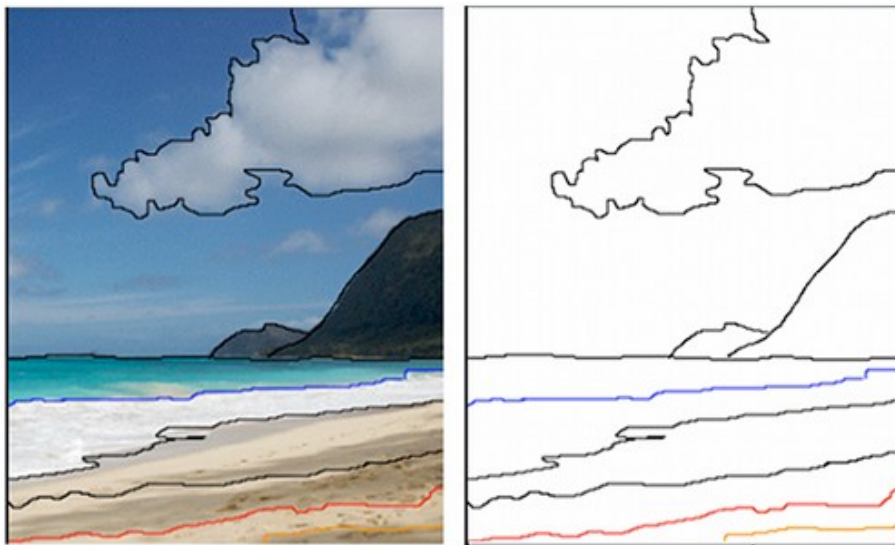
5. Drawing on a “Photo Albums” picture

Using the button “LOAD IMAGE FROM PHOTO ALBUMS” user can select an image from the device photo albums:

- acquired with the device's camera (or with a generic camera)
- acquired with scanner (and loaded into the device via "synchronization" using the Apple iTunes software)

Once the image is loaded it is displayed into the Finger Painting (HD) background. User can draw on that image (**photo retouching**) and at the end can save/share the new image (background image + finger drawing session).

This feature is very useful for example for copy existing designs, drawing on an old project (photo), etc. see Figure 5:



background image loaded
+
drawing session

drawing session
with
background image removed

Figure 5

Our first introductory guide ends here.

In this introductory guide I have showed only a small part of the functionality of this tool.

Thank you everyone for your attention.

For any questions please send an e-mail to:
natalini.gianluca@gmail.com