Krita 2.4 – Creative Freedom

KDE, Calligra, Krita
Krita 2.4 is dedicated to the memory of

Jean Giraud ~ Mœbius

whose work will always be an inspiration to us

Cover illustration: "Boromir" by David Revoy

Krita 2.4
About Krita

Krita is an innovative free and open source painting application for professional digital artists created by a community of developers in the KDE project. Krita is part of the Calligra Suite of creative and productivity applications.
Summary

Krita 2.4 is the second release of Krita that is ready for end users, and the first that is ready for professional digital artists.

Krita is a flexible painting application that makes creating art from scratch or existing resources a fun and productive experience. With many powerful brush engines and unique features as multi-hand and mirrored painting, Krita explicitly supports creating concept art, storyboards, textures, matte paintings and illustrations.

Krita 2.4 adds new brush engines and new productivity features like mirrored painting, plus important improvements in performance and compatibility with other applications.

Krita 2.4 is also available in an experimental version on Windows.

“a production beast” – David Revoy
“Krita's brush interface is wonderful … it has several great features that Photoshop still lacks” – Oscar Baechler
“Krita is (unfortunately) one of those best-kept secrets among Linux applications.” – Nathan Willis
Krita User Profiles

Concept Artists

The experimental Experiment and particle brushes make it easy to dump shapes on the canvas to get inspiration from; then with the mirrored and multi-hand painting tools it becomes easy to create polished model sheets. The incremental save feature helps saving all the stages of creating the concept.

Comic book Artists

The combination of vector and pixel layers makes it easy to create pages with frame layout. The sketch brush engine helps creating lively sketches of the action in the comic. Coloring finally is supported by the many blending modes. The filter layers and masks can add effects non-destructively.

Illustrators

With the availability of all the painting tools, and support for large page sizes in high resolutions, Krita is very suitable for creating illustrations and book covers. Krita supports CMYK, making it possible to convert an image from a working RGB color space to CMYK in order to tweak channel components before saving to industry-standard TIFF files that can be accepted by any publisher.

Matte Painters

With advanced filters that can be used as dynamic masks or layers, it becomes easy to combine source material into a striking whole, ready for overpainting to prepare the matte. Support for high bit depths and high dynamic range images makes it possible to use images created in Krita directly in scenes.
Packed with Stuff

Krita comes with a full set of brush presets, brush tips, animated brush tips, patterns, palettes and gradients. Krita supports exchanging these resources with other users through the Get Hot New Stuff specification\(^1\).

With the release of Krita 2.4 the Comics with Krita DVD is freely available for download using bittorrent.

![Image of Krita interface showing brush presets and patterns]

System Requirements

- Krita is pervasively multi-threaded and can use all cores in a multi-core machine. Krita is not particularly memory-efficient, eschewing saving on memory usage for speed. A dual core CPU plus 4GB of memory is the recommended minimum for serious work.
- Krita is primarily a Linux/Unix application, but is experimentally available on Windows.
- Krita supports color management: a calibrated and profiled monitor is preferred for dependable results.
- Optionally, Krita can make use of OpenGL to improve graphics performance and give on-canvas preview of gradients. In OpenGL mode, Krita can use monitors that support 12 or 16 bit channel depths.
- Krita has a customizable GUI where all GUI elements can be undocked and moved to a second monitor. Krita can show an image in more than one window at a time.
- In order to make the best use of Krita's brush engines, use of a Wacom tablet is recommended. Other brands of tablet are not supported.

\(^1\) http://ghns.freedesktop.org/spec/ghns-spec.html

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Community

A strong part of Krita is the community of developers and users. Developers and users meet on the forum, chat on irc or discuss new features on the mailing list. Krita is an open and friendly project and welcomes new contributors and users and encourages interaction between developers and users.

The Krita community expresses its thanks to the many people who have sponsored development directly or indirectly and who have sponsored the creation of the first Krita DVD by Timothee Giet. The KDE e.V has sponsored Krita by making our 2011 developer meeting possible

Website

News about Krita is disseminated through the blog at the Krita website. The Krita website also provides installation how-to's, answers to frequently asked questions and a showcase gallery.

http://www.krita.org

Forum

The forum provides news, a user gallery and a help form.


Chat

Developers and users discuss Krita on irc: #krita on irc.freenode.org

Mailing List

https://mail.kde.org/mailman/listinfo/kimageshop

Deviant Art Group

http://krita-free-art-app.deviantart.com/

Maintainer

For any questions about the project, please contact the maintainer:
Boudewijn Rempt <boud@kde.org>
What's New in Krita 2.4

Krita 2.4 packs hundreds of bug fixes, performance and stability improvements. Krita 2.4 also adds compelling new features to the brush engines, resource tagging, sharing and management, preset management, more compatibility with files created in other applications and mirrored, symmetric and multi-hand painting.

The set of default brush tips, patterns and gradients has been completely revised and is now based on Ramon Miranda's GPS pack². The brush presets have been designed from the ground up by Timothee Giet.

² http://www.ramonmiranda.com/p/gps.html

By default, Krita shows a clean interface. Artwork: Masquerade by Silvio Heinrich
**Brushes**

The brush design dialog has been extended to allow many more options. It is now possible to manage your set of presets inside the brush editor. The brush editor can be detached from the toolbar.

It is possible to combine any brush setting, like rotation or scatter or opacity with any number of inputs, from tablet pressure to fuzzy random, making it possible to create uniquely expressive brushes.

The new Color Smudge brush engine makes it possible to achieve oil-paint like effects easily, as well as stumping and rubbing effects.

Using the scratchpad area, you can test your brush and create a new icon for your brush design preset at the same time.

The presets format has been extended to include blending mode information, including erase mode, as well as opacity and flow. Flow is new in Krita 2.4.

It’s now also possible to colorize your strokes with gradients, patterns or random colors.
The much beloved sketch brush has received new parameters as well, making it more expressive than ever, as shown in this work by Daniel Rezka.

Symmetry, Mirror and Multi-hand painting

A time-saver when doing character concepts, Krita supports horizontally and vertically mirrored painting, as well as multi-hand painting. Simply press the button in the toolbar!
Resource Tagging and Sharing

Through the Freedesktop.org standard Get Hot New Stuff sharing mechanism, artists can share their brush presets, patterns, gradients, palettes and working profiles. Sort by description and rating, and find the resource you need:

Using GIMP-compatible XML lists or the KDE Nepomuk semantic desktop features, users can tag their resources to easily find their brushes and other resources.
Quick Access Wheel

Right-click leads to the Quick Access Wheel, where you can store your favorite presets, select a color or pick a recently used color:

New Dockers

Krita has a several new and improved dockers. From left to right, top to bottom:

Brush preset selector, artistic color selector, specific color selector, history docker, digital color mixer, channel selector and reference image selector.
Full Feature List

Tools
Krita has both raster graphics and vector tools. Supported vector tools are: path, selection, text, artistic text, calligraphy, fill, gradient. Raster tools are: freehand, line, rectangle, ellipse, polygon, polyline, star, path, dynamic movement, multi-hand, crop, move, transform and warp, measure, fill, gradient, color picker, assistants, perspective grid, grid, select rectangle, select ellipse, freehand selection, select polygon, select outline, fill select, select similar colors, path select, zoom and pan.

Canvas
The canvas can be dynamically mirrored and rotated. The OpenGL canvas supports high-bit depth monitors.

Painting
Krita has over a dozen innovative brush engines. Brush settings can be saved as presets and shared with other artists. Krita has a pixel brush, smudge brush, duplicate, filter brush, a hairy brush that simulates brush bristles, hatching brush, chalk, color smudge, curve, deform, dyna, experiment (make alchemy-like shapes), grid, particle, sketch and spray.
Artists can use guides to paint straight or nearly straight lines or even have the parameters of the brush changed following a perspective system.
There is a full set of blending modes available when painting.
Brush presets can be managed and exchanged with other artists and there is a right-click menu that artists can populate with their most favored brush presets.

Dockers
Dockers or palettes are basic GUI building blocks. Krita has the following dockers available:
preset selector, layer management, channel management, various color selectors, tool options, shape selector, compositions, undo history, pattern selector, task sets, scripts and various dockers for working with vector objects

Recording
Painting in Krita can be fully recorded. Recorded macros can later be edited.

Layers
Krita has raster layers, vector layers, filter layers, programatically generated layers and group layers. Layers can have transparency, filter and local selection masks. Layers can be dragged and dropped within Krita, between instances of Krita or as images to and from other applications.
Vector layers support text, vector shapes and filters on vector shapes.
Filters

Filters can be used directly on a layer, or as filter masks or layers. The effect of a filter is previewed on the image itself.

Krita has the following filters: levels, color adjustment, brightness/contrast adjustment, desaturation, invert, auto contrast, HSV adjustment, pixelize, raindrops, oilpaint, gaussian blur, motion blur, blur, lens blur, color-to-alpha, color transfer, minimize channel, maximize channel, edge detection, sobel, emboss, emboss with variable depth, sharpen, mean removal, unsharp mask, gaussian noise reducer, wavelet noise reducer, small tiles, phong bumpmap, round corners, wave, noise random pick.

Generators

Generators create pixels and can be used in generator layers. Krita has the following generators: checkerboard, concentric circles, disco, fractal explorer, metaball, moire, perlin noise, plasma, radial gradient, singleball, something, sun ray and supernova

Generators are written in the OpenShiva language, which makes it easy to extend the set of available generators.

Color management, color models and channel depths

Krita supports the following working color models for creating and editing images:

- RGBA,
- Gray,
- CMYKA,
- Lab,
- YcBcR,
- XYZ in 8 bits integer,
- 16 bits integer,
- 16 bits floating point,
- 32 bits floating point (some color models depend on OpenGTL which may not be present).

Krita always uses color management. On Linux, if the monitor is correctly setup with colord or oyranos (gui settings applications available for Gnome and KDE), the display calibration will be used automatically.

File Format Support

Import:

Photoshop PSD, PNG, BMP, GIF, JPEG, JPEG-2000, EXR, PNM, EPS, PDF, OpenDocument ODG, OpenRaster, Camera RAW, TIFF, XCF

Export:

PNG, BMP, JPEG, JPEG-2000, EXR, PNM, OpenDocument ODG, OpenRaster, Camera RAW, TIFF

For working together with MyPaint³ and GIMP⁴, we recommend the OpenRaster⁵ interchange format. For delivering print-ready artwork to publishers, TIFF is recommended. Krita's internal file format (.kra) supports all of Krita's features.

Training

The “Comics with Krita” DVD is an excellent introduction to Krita's features, even for artists who are not primarily interested in comics. Available from the Krita website (http://krita.org/component/content/article/1-krita-informations/104-training-dvd-01-comics-with-krita) or downloadable using bittorrent from the day Krita 2.4 will be released.

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3 http://mypaint.intilinux.com
4 http://www.gimp.org
5 http://www.freedesktop.org/wiki/Specifications/OpenRaster
Screenshots

All screenshots are included at full resolution in the accompanying zip file.

Feature: brush options

Feature: color sources for painting

Feature: Get Hot New Stuff sharing

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Feature: resource tagging

Feature: mirrored painting (artwork: "Island" by Kargall Lefou)

Feature: quick access wheel on right-click (artwork: Mahar by Boudewijn Rempt)

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“Pescador”, by Ramon Miranda

“Chikita”, by Ramon Miranda

“Image: Lady Night”, Ramon Miranda
“Mother Nature”, by Enrico Guarnieri

“Metamorphosis”, by Enrico Guarnieri

“Blossom”, by Enrico Guarnieri
“Gizele on Class”, by Fernando Michelotti

“Grasiella Piason”, by Fernando Michelotti

“Clown”, by Kargall Lefou
“Mother”, by Kargall Lefou

“Galactic”, by Cesar Tellez Jacome

“Sketch”, by Cesar Tellez Jacome

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“Tuft of Wool”, by Stepa
Awesome Artists!

This guide to Krita features work by the awesome artists in our community. Visit their websites!

André Vaz: http://andre-vaz.deviantart.com
Fernando Michelotti: http://artista-frustrado.deviantart.com
Cesar Tellez Jacome: http://cesar-fps.deviantart.com
David Revoy: http://www.davidrevoy.com
Daniel Reszka: http://daanil.deviantart.com
Enrico Guarnieri: http://www.turnangel.com
Giovanny Arce: http://www.artsymptom.com
Kargall Lefou: http://www.kargall-lefou.com
Oscar Baechler: https://ogbog.net
Ramon Miranda: http://www.ramonmiranda.com
Silvio Heinrich: http://abnormalwit.deviantart.com
Sfepa: http://sfepa.blogspot.com
Timothee Giet: http://www.timotheegiet.com

Please credit our artists fully, with name and link. Thanks!