Krita 2.9

07 – Color Tools

In this chapter we will look at the three color tools: the Fill tool, the Color Picker and the Gradient tool. They are in the fourth group of tools in the tools docker.

Fill Tool

This tool is used to fill an area of the same color. It uses the foreground color, blending mode and opacity selected in the top toolbar (so you can "fill-erase" using the erase blending mode).

Tool options:

- Fast mode: make the tool much faster but disable all extended features (blending mode, opacity, anti-aliasing, selection, and all almost all other tool options...)

- Threshold: threshold to consider similar colors to fill (0=fill only pixels around with exactly the same color, increase value to increase tolerance).

- Grow selection: extend the area to fill by a certain amount of pixels. Useful to overflow color areas under the art-line to avoid pixel holes. Or shrink the area to fill using a negative value.

- Feathering radius: add some feathering at fill contours.

- Fill entire selection: make the tool always fill the whole current selection, no matter where you click or the selection content.

- Limit to current layer: by default, the tool use the visible result from the layer stack to detect similar color area to fill. Instead, check this option to detect similar color area only from current layer.

- Use pattern: check this option to use selected pattern (from the selector in the top toolbar) as color source.

Color Picker Tool

This tool is used to select a color from the canvas. It will show color channel values in the tool options.

Tool options:

- Sample all visible layers: pick the color visible on the canvas, resulting from mixing all visible layers.

- Current layer: pick the exact color from current layer only. If you pick a transparent area, the transparency value is shown in the Alpha channel value, but the selected color will not be transparent.

- Update current color: if you disable this, the tool will only report color values in the tool options but will not select the color.

- Add to palette: automatically add the picked color to selected palette file.

- Show colors as percentages: switch the color channel values to percentage values.

- Sample radius: by default, color picker select color from a single pixel. You can change this value to select the average color from several pixels.

 Color Gradient tool

With this tool you can paint gradient on pixel based layers. Select the gradient you need in the gradient list (in the top toolbar), click on the origin where you want the gradient to start, and drag to where you want the gradient to finish.

Useful shortcut: press shift while you click-drag to force the gradient horizontal or vertical.

Tool options:

- Shape Linear: Draw a linear gradient.

- Shape Bi-linear: Draw a linear gradient with inverted gradient from the origin in the opposite direction.

- Shape Radial: Draw a radial gradient.

- Shape Square: Draw a square gradient.

- Shape Conical: Draw a conical gradient (gradient along 360°)

- Shape Conical Symmetric: Draw a symmetric conical gradient (gradient along 180° and then reversed along the next 180°)

- Shape Shaped: Special mode to fill the layer or selection with a gradient following the shape of the selection.

- Repeat None: Don't repeat the gradient.

- Repeat Forwards: Repeat the gradient before the origin and after the end, in the same direction.

- Repeat Alternating: Repeat the gradient before the originand after the end, in reversed direction.

- Anti-Alias threshold: add some anti-aliasing on the gradient.

- Reverse: Check this option to reverse the order of color stops.