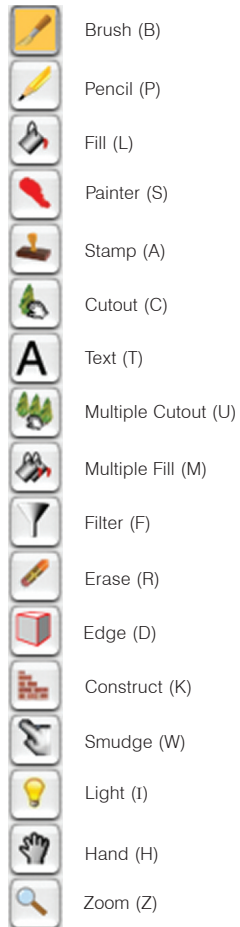


Piranesi® 6 Pro

Quick Reference for Macintosh

Tools

Click the tool you want to use to apply the effect, or zoom or pan the scene.



Locks

Use the locks to restrict painting to specific areas; adjust the tolerance levels to match more or fewer pixels.



Locks toggle on and off
press Q to toggle 'Lock highlighting' on and off

Key

⌘ = Cmd
⇧ = Shift
⌥ = Option

Tips

- show and hide tool windows using the Window menu
- press ⌘ while dragging a toolbar to prevent snapping to nearby toolbars
- click Reset Tools on the Window menu to restore default settings to all tools
- use the Tool Options toolbar to choose settings for the current tool; click [⌘] for advanced settings

General shortcuts

undo	⌘ Z
redo	⇧ ⌘ Z
reapply	⌘ R
stop current paint operation/restore standard screen layout	Esc
show/hide tool windows	Tab

Viewing

If you are using a wheel mouse: press the wheel to pan; rotate the wheel to zoom.

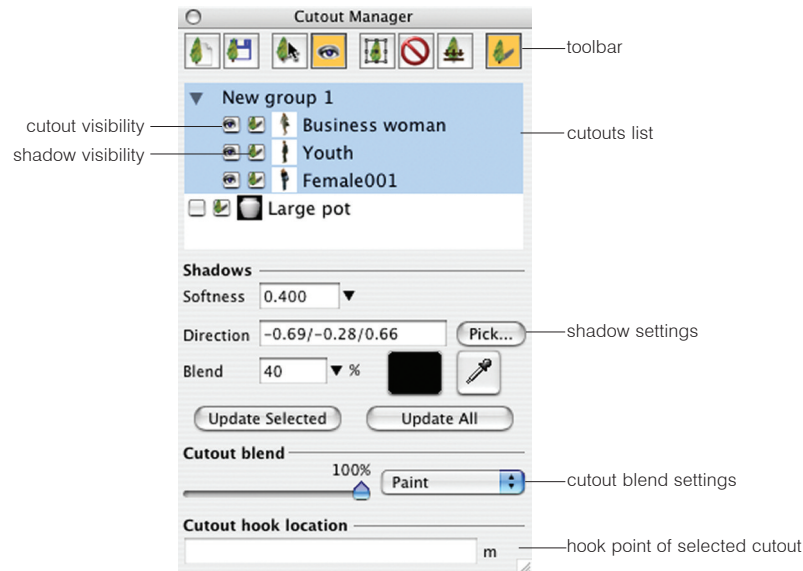
zoom in to a maximum of 16:1	Ctrl Spacebar, and click on the scene; or ⌘ +
zoom out to a maximum of 1:16 (not panoramas)	⌥ Spacebar, and click on the scene; or ⌘ -
pan scene	hold down Spacebar and press mouse button
view 1:1	double-click [🔍] on the Tools toolbar
fit image to window (not panoramas)	double-click [🖼️] on the Tools toolbar
scroll up and down the scene	⇧ and ⇩
scroll left and right of the scene	⌘ ⇧ and ⌘ ⇨
top left and bottom right of the scene	⌘ ⇧ and ⌘ ⇩
activate next open document window	⌘ ~
activate previous open document window	⇧ ⌘ ~
minimize document window	⌘ M

Painting

stop current paint operation	Esc
suspend brush and painter strokes	hold down ⌘ while painting
paint aligned brush, pencil and stamp strokes	hold down ⇧ while painting
decrease and increase the brush size	[and]
decrease and increase the brush or pencil angle	< and >
select a colour	hold down ⌥ and click on the scene
select a colour and add it to the colour palette	hold down ⌥ ⇧ and click on the scene

Cutout Manager

Use the Cutout Manager to control how cutouts are displayed in the scene.



Toolbar buttons

	import cutouts file
	export cutouts file
	select cutouts *
	toggle cutout visibility *
	tweak cutout or Ctrl-T over placed cutout *
	delete cutouts *
	burn in cutouts
	toggle shadow generation

* Alternatively, Ctrl-click over cutout in EPix window and select from the contextual menu

Tweak tools for floating cutouts

move cutout in perspective

+ to move hook point to the plane under the mouse pointer

move cutout in its XZ plane

move cutout in its XY plane

move cutout along its axis, so tweak handle lies in geometric plane of mouse pointer

move cutout along its X, Y, or Z axis by a small amount

+ to move by a larger amount

resize cutout vertically or horizontally

+ to preserve the hook point

+ Ctrl to clip cutout

resize cutout diagonally

+ to preserve the hook point

+ to preserve aspect ratio

shear cutout in the direction of the X, Y, or Z axis

+ Ctrl to shear in the opposite direction

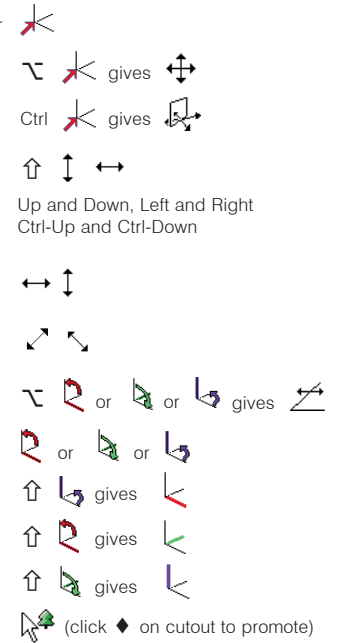
rotate cutout about the X, Y, or Z axis

rotate cutout to match the X axis to the plane normal

rotate cutout to match the Y axis to the plane normal

rotate cutout to match the Z axis to the plane normal

select new master cutout, in a multiple selection



Tweak tools for lights

Point

change the light range by clicking a new position or dragging the circle



change the centre position by dragging the light centre



Spot

change the light range by dragging the range handle



change the centre position by dragging the centre position



change the light direction by dragging the direction line



change the light angle by clicking at the new position or dragging the cone angle



Strip

change the range by clicking at the new position or dragging the outline



change one end of the line by dragging the start/end position

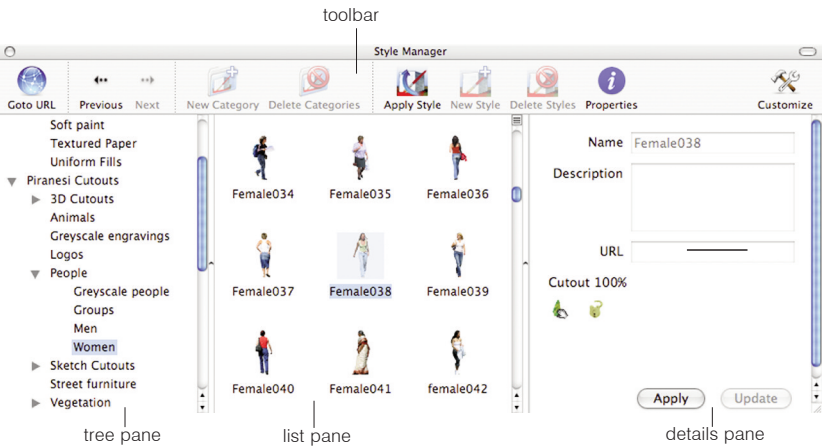


move the location of the line by dragging the line



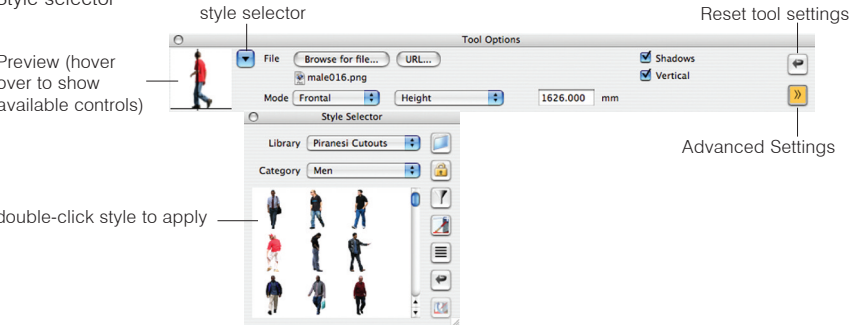
Style Manager

Use the Style Manager to select an existing style; to add, edit, and delete styles, and to manage your style libraries.



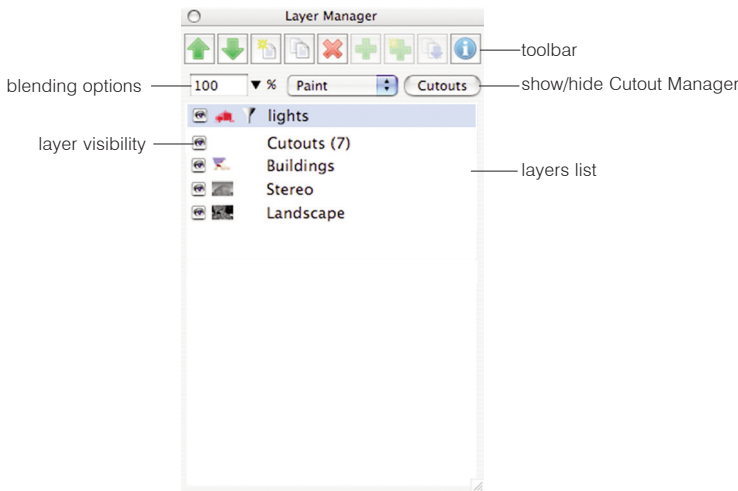
expand and collapse selected library	Right and Left arrows
apply selected style	double-click style
select all styles	⌘ A
create new style library	Ctrl ⌘ N
open style library	Ctrl ⌘ O
close style library	Ctrl ⌘ W
save current style library	Ctrl ⌘ S
save all style libraries	Ctrl ⌘ ⌘ S
show all icons in the list view	⌘ 1
show details in the list view	⌘ 2

Style selector



Layer Manager

Use the Layer Manager to control the appearance of a painted scene, by ordering the layer stack and visibility of layers and cutouts.



Toolbar buttons

	move layer up
	move layer down
	insert layer
	duplicate layer
	delete layer
	merge layers
	merge layers to new layer
	flatten layers
	layer properties

Tips and techniques


General

- to use the Colour Picker without changing tools, press **⌘** and click the colour in the scene
- to pan without changing tools, press Spacebar and drag the scene
- to stop the current operation, press Esc
- drag a palette onto another to create a tabbed window; Ctrl+click on a tab name to remove it
- use Clone on the Texture settings to copy part of a scene and then paint elsewhere, even if the perspective is different



Lock highlighting

- to toggle lock highlighting on and off, press Q
(To highlight surfaces only when the Q key is held down, change the Lock highlighting setting to 'Show while key pressed' in your preferences.)

For cutouts

- to place a cutout behind existing scenery, drag from a visible part of the plane to the required position
- to place a cutout's hook point outside the scene, zoom out to create white space, then drag the outline off the scene
- to paint over cutouts, move the cutouts layer below the painting layer, or burn them into the scene
- tone down the opacity of placed cutouts by decreasing the Cutout blend amount
- for repeated scenery, use the Multiple Cutout tool
- if you can see the cutouts but not any shadows, ensure that the cast shadow check box in the cutouts list shows  and the Generate shadows button (on the Cutout Manager's toolbar) is selected
- if a cutout is not fully visible, check that locks and fades are switched off and that the opacity amount is suitable


For the Brush tool

- to make the brush smaller and bigger press [and]
- to change the angle of the brush press < and >
- to paint straight lines press  as you drag the brush
- to stop the brush from painting mid-stroke, press  as you drag the brush

For the Edge tool

- create an outline sketch by filling a new layer with paint then use an edge tool to pick out edges
- use more than one edge stroke in different colours to create interesting effects

For the Construct tool

- use an offset to create a plane a set distance from the plane on which you start painting
- to make the top of a constructed plane straight, set the constraint to a fixed direction and press  when you paint, or draw a filled rectangle with the pencil

For the Light tool

- darken the scene before adding lights using a Brightness filter, with Ink or Paint Blend mode
- add a moon and stars on a night-time scene using a raster brush (reduce the Colour amount for a more realistic look)
- use the 'Set position in stroke' option to apply consecutive effects, such as a series of spot lights

For layers

- to burn cutouts in as layers, use the contextual menu on the Cutout Manager
- layers are drawn from the top down, so order them appropriately
- to create more dramatic stereo images, separate the model geometry into layers using Vedute to generate multiple EPix files
- create different renderings of your image on separate layers, then make them visible one at a time for presentation