



*Harmony*

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# Toon Boom Harmony V15.0 Paint Application Reference Book



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# Reference

Harmony has several commands, dialog boxes, and buttons. The Reference section lists all of them along with the matching definition. To understand how to use these functions in a production context, read the User guide.

In the Reference guide, you will learn about the various parameters available in dialog boxes, menus, nodes, toolbars, views, and windows.

The Preferences guide provides additional details about each individual preference.



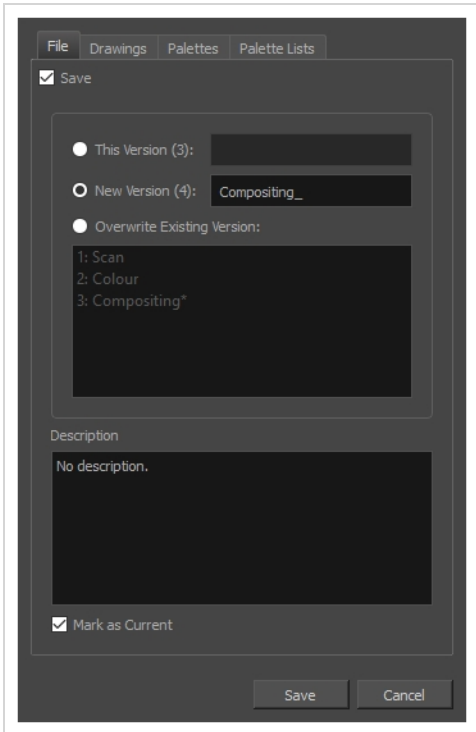
# Chapter 1: Dialog Boxes

Dialog boxes contain controls such as options and lists through which you can carry out a particular command or task. For example, in the Scene Settings dialog box, you must indicate the resolution and alignment. A typical dialog box looks as follows:

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## Advanced Save Dialog Box

In Harmony Server, the Advanced Save dialog box lets you save the scene as a new version, overwrite an existing version, set a new current version, display a list of modified drawings, colour palettes, and modified colour palette lists.



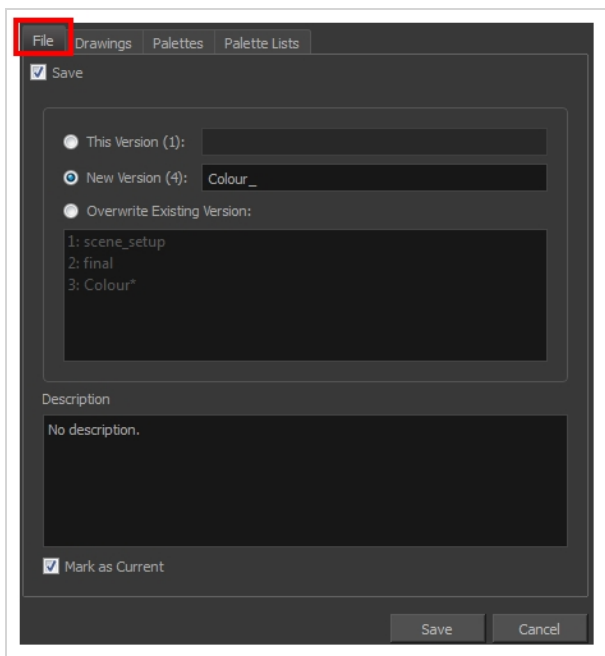
### How to access the Advanced Save dialog Box

1. From the top menu, select **File > Save....**

The Advanced Save dialog appears.



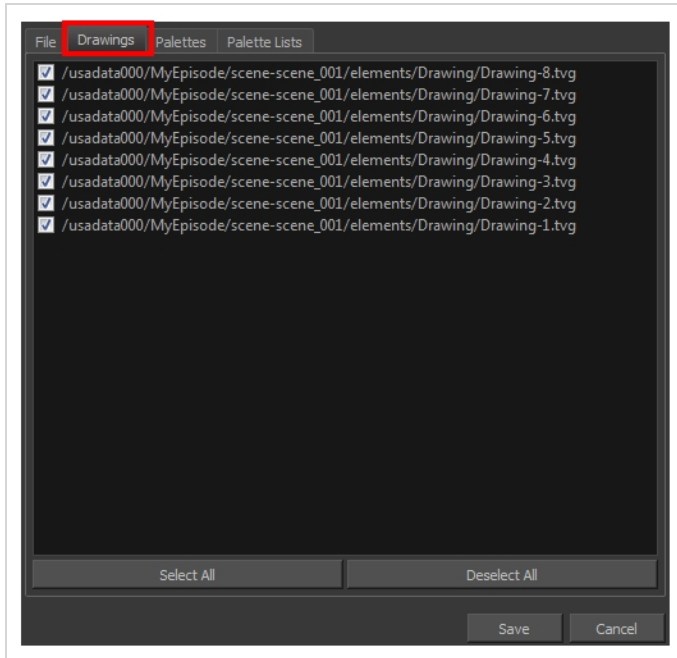
## File Tab



Parameter	Description
Save	<ul style="list-style-type: none"> <li>▶ Enable this option if you want to save the modifications made to the current scene.</li> <li>▶ Deselect the Save option if you only want to save specific components of your scene listed in the Drawings, Palettes or Palette Lists tabs. This will disable all option in the File tab.</li> </ul>
This Version (number)	Saves the current version of the scene. You can rename the current version by typing a new name into the field.
New Version (number)	Saves the current scene as a new version. You can name this new version by typing a name into the field.
Overwrite Existing Version	Lets you select an existing version of your scene from the list to overwrite it.
Description	Use this field to add or edit an existing description for the scene version you want to save.
Mark as Current	Lets you set this scene version as the current one. This version will be automatically selected as the default current version when the scene is selected in the <b>Database Selector</b> dialog box

## Drawings (Harmony Server only)

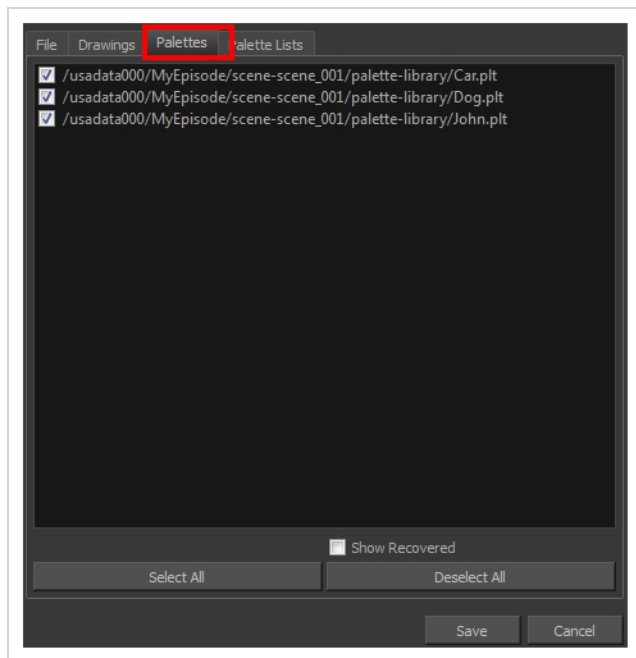
The Drawings tab lists the modified drawings.



Parameter	Description
Drawing list	Lets you select the modified drawings to save, and deselect the ones you do not want to save.
Select All	Selects all modified drawings in list.
Deselect All	Deselects all modified drawings in the list.

## Palettes Tab

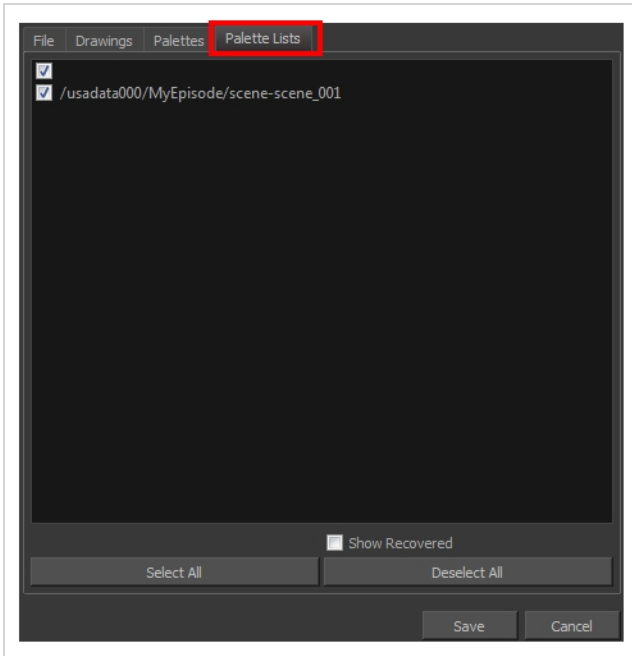
The Palette tab lists the modified colour palettes.



Parameter	Description
Colour Palette list	Lets you select the colour palette to save, and deselect the ones you do not want to save.
Show Recovered	Displays the recovered palettes in the list of modified palettes.
Select All	Selects all modified colour palettes in the palette list.
Deselect All	Deselects all modified colour palettes in the palette list.

## Palette Lists Tab

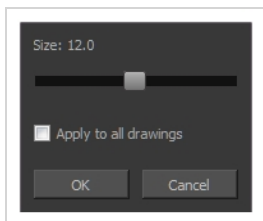
The Palette Lists tab lists all the modified colour palette lists.




Parameter	Description
Palette Lists	Lets you select the modified palette list to save, and deselect the ones you do not want to save.
Show Recovered	Displays the recovered palettes in the list of modified palettes.
Select All	Selects all modified palette lists in the list.
Deselect All	Deselects all modified palette lists in the list.

## Close Gaps Dialog Box

The Close Gaps dialog box lets you close up drawing areas that not are closed. This may sometimes happen when painting. You can close small gaps in a drawing by creating small, invisible strokes between the two closest points to close the colour zone. You do not need to trace directly over the gap. You can draw it a few millimeters away. The two closest points automatically close the gap.



### How to access the Close Gaps dialog box

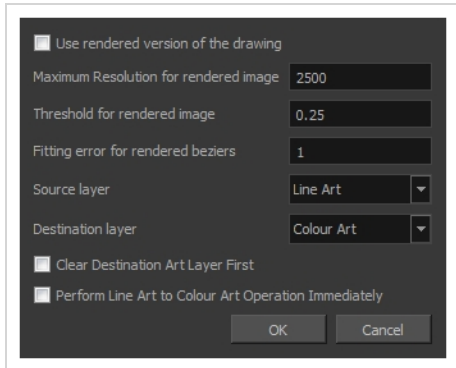
1. Select **View > Show Strokes** or press K to see a preview of the result.
2. To flatten the strokes you draw, click the Auto-Flatten  button in the Tool Properties view.
3. Select **Drawing > Close Gaps** or press Shift + F10 (Windows/Linux only).

The Close Gaps dialog box opens.

Parameter	Description
Size	Lets you set the size of the gap you want to be closed.
Apply to all drawings	Closes all gaps in the drawing of the selected layer.

## Configure Line Art to Colour Art Dialog Box

The Configure Line Art to Colour Art dialog box lets you modify settings for the Line Art and Colour Art layers.



### How to access the Configure Line Art to Colour Art dialog box

1. In the Tools toolbar, select the Select tool.
2. In the Tool Properties view, hold down the Shift key and click on the Create Colour Art from Line Art button.

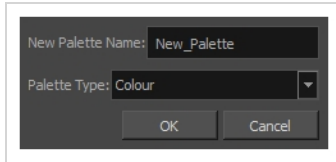
Parameter	Description
Use rendered version of the drawing	Renders the drawing and vectorize it to calculate the position of the centreline that will produce the colour art stroke.
Maximum Resolution for rendered image	The size of the rendered image.
Threshold for rendered image	The value of grey processed to create the rendered vectorized arts.
Fitting error for rendered Beziers	This value represents how precise the fitting of the colour art zone in relation to the line art will be.
Source layer	Lets you select the layer (Line Art, Colour Art, Underlay or <b>Overlay</b> ) you want the colour art to be created from.
Destination layer	Lets you select the layer (Line Art, Colour Art, Underlay or <b>Overlay</b> ) you want the colour art to be created on.
Clear Destination Art Layer	Deletes the content before the colour art is added. This is useful when you

First	already have artwork on the destination layer.
Perform Line Art to Colour Art Operation Immediately	Performs the <b>Create Colour Art from Line Art</b> command when you click OK.

## Create Palette Dialog Box

The Create Palette dialog box allows you to create a colour palette for your scene. Palettes created with this dialog box are added to your scene's palette list, and stored in your scene's **palette-library** subdirectory.

The Create Palette dialog box is used by default to create palettes. If you have the Advanced Palette Lists preference enabled, the Palette Browser dialog will open instead, which allows you to decide the level of palette list and storage desired for your palette—see [Palette Browser Dialog Box](#).



### How to access the Create Palette dialog box

1. Do one of the following:
  - In the Colour View, click the New Palette **+** button over the palette list.
  - From the Colour view menu, select **Palettes > New**

Parameter	Description
New Palette Name	Lets you enter a name for the new palette.
Palette Type	Lets you choose one of the following palette types: <ul style="list-style-type: none"> <li>• <b>Colour:</b> A colour palette can contain colours, gradients and bitmap textures.</li> <li>• <b>Pencil Texture:</b> A pencil texture palette can contain textures to apply as transparency filters to pencil lines, in combination to their line colour, to create various styles of pencil lines.</li> </ul>



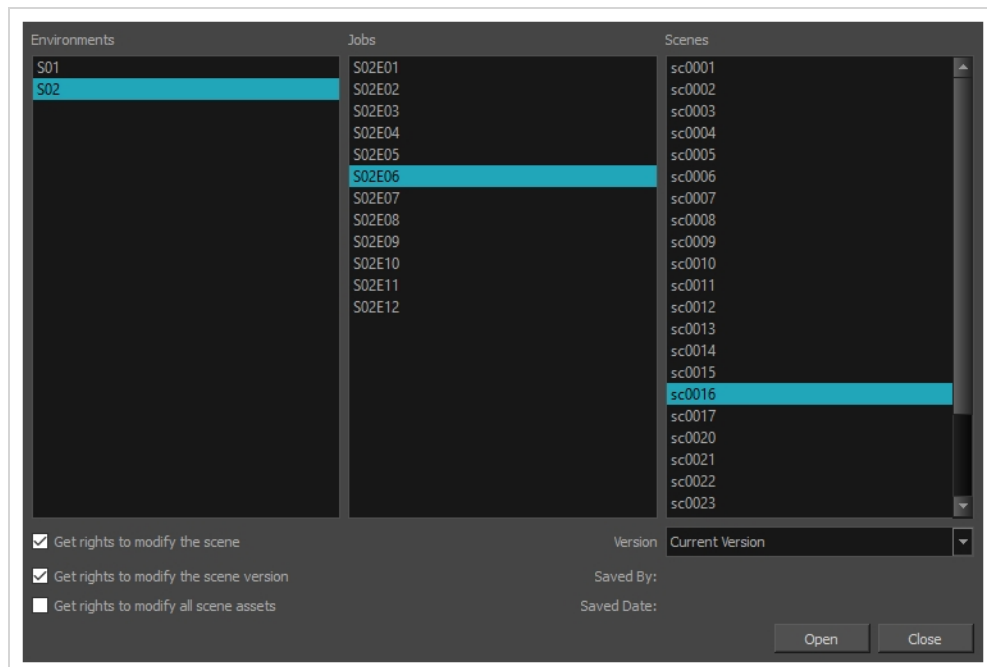
## Database Selector Dialog Box

The Database Selector dialog box lets you connect to your studio's central database when working on Harmony Server.



### NOTE

When you connect to the database, you cannot create new scenes directly from Harmony. The available scenes must have been already created using the Control Center module.



### How to access the Database Selector dialog box

1. Start Harmony Paint
2. In the **User Name** field, type in your Harmony Server username.
3. Click on **OK**.

The Database Selector dialog box opens.

Parameter	Description
Environments	Lets you select the scene's environment (project, movie).
Jobs	Lets you select the scene's job (episode, sequence).

Scenes	Lets you select the scene.
Get rights to modify the scene	Allows you to modify the selected version of the scene as well as to manage and overwrite other versions. Other users will not be able to open a different version of the scene until you close the scene.
Get rights to modify the scene version	Allows you to modify the currently selected scene version only. Unless the <b>Get rights to modify the scene</b> option is also checked, you will not be able to change other versions of the scene. This allows other users to modify different versions of the scene while you are working on the selected version.
Get rights to modify all scene assets	Automatically gets the rights to modify all of the scene's assets, locking other users from making changes to them until you close the scene. This means that you will have the rights to modify all the scene's versions, drawings, palettes, its palette list, but not its library folder. If this option is unchecked, drawings and palettes will be locked unless you unlock them manually. This can allow another user to work on the scene's drawings and palettes in Harmony Paint while you are working on the scene's timing or staging in Harmony.
Version	If you saved different versions of a scene, this lets you select one to open.


## Onion Skin and Light Table Transparency Dialog Box

T-ANIMPA-006-009

This dialog box lets you adjust the Onion Skin and Light table transparency parameters.



### How to access the Onion Skin and Light Table Transparency dialog box

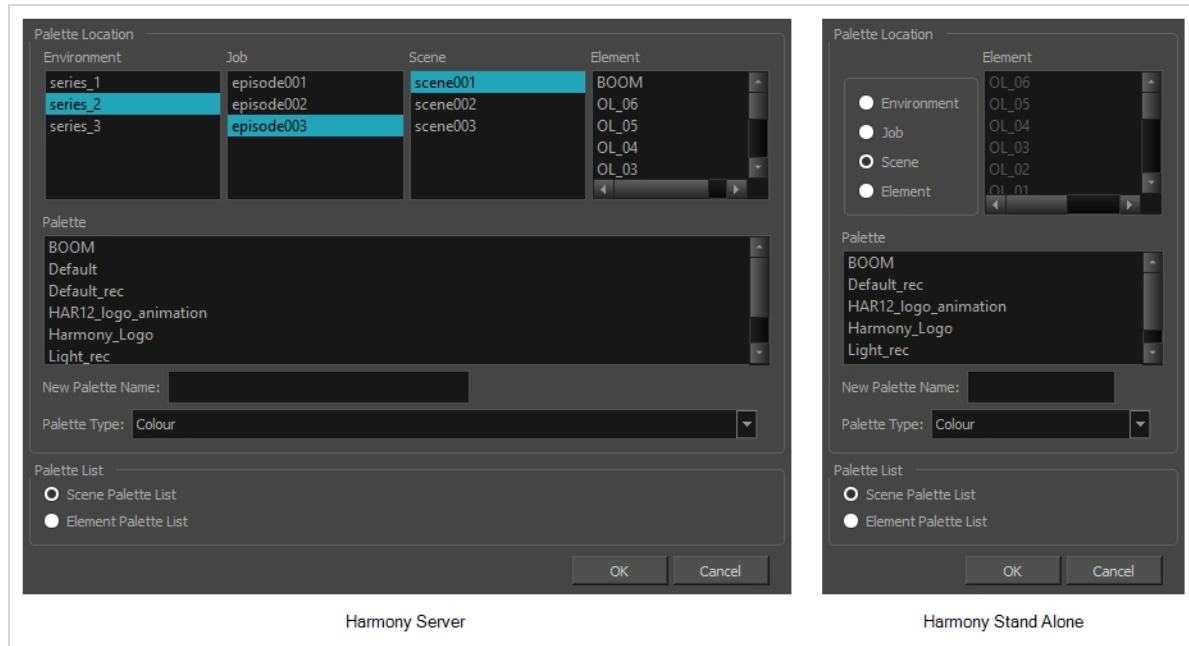
- In the Drawing view toolbar, click on the Top Light  button to open the Onion Skin and Light Table Transparency dialog box.

Command	Description
Onion Skin Opacity	Sets the maximum opacity value for the onion skin opacity display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
Lighttable Opacity	Sets the maximum opacity value for the light table display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
LightTable Wash	Sets the washed-out value for the light table display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
Bitmap Background Wash	Sets the maximum opacity value for the background wash. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity. Only works for bitmap layers.
Pencil Lines Opacity	Sets the maximum opacity value for central vector lines (lines made by the Pencil or Shape tools). Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.

## Palette Browser Dialog Box

The Palette Browser dialog allows you to decide the level of palette list and palette storage to use when you want to create, clone, link to or import a palette.

This dialog only appears if you have the Advanced Palette Lists preference enabled, which is disabled by default. When Advanced Palette Lists mode is disabled, Harmony automatically stores palettes in a scene's palette list, inside the scene's **palette-library** subdirectory.



### How to access the Palette Browser dialog box

1. Start Harmony Paint and log in.
2. Close the Database Selector dialog box.
3. From the top menu, select **Tools > Palette Operations**.

1. In the Palette Operations dialog box that opens, select the palette you want to clone at the location and level in which it was stored.
2. Click **Clone**.

Parameter	Description
Palette Location	This allows you to browse for the physical location of the palette file in your database.  If you are using Harmony Stand Alone, you can still select the scene's own job or

	<p>environment as a location. Stand alone scenes have a provisional job and environment storage space inside the scene's directory. The files in these storage spaces can be imported into a database scene's actual job and environment when importing the scene to a Harmony database. If you never intend to use Harmony Server, you should keep your palettes inside your scene or element's palette libraries.</p>
Environment	<p>Stores the palette file in the selected environment's palette library. Environments are typically used to contain a whole production, series or feature film.</p> <ul style="list-style-type: none"> <li>• In Harmony Server, this stores the palette in <code>/USA_DB/environments/[environment name]/palette-library</code>.</li> <li>• In Harmony Stand Alone, this stores the palette inside the scene's directory, under <code>environments/Digital/palette-library</code>.</li> </ul>
Job	<p>Stores the palette file in the selected job's palette library. Jobs are typically used to contain episodes in a series, or any set of scenes that is intended to be put in the same sequence.</p> <ul style="list-style-type: none"> <li>• In Harmony Server <code>/USA_DB/jobs/[job name]/palette-library</code>.</li> <li>• In Harmony Stand Alone, this stores the palette inside the scene's directory, under <code>jobs/Digital/palette-library</code>.</li> </ul>
Scene	<p>Stores the palette file in the selected scene's palette library, which is the <b>palette-library</b> subdirectory of the scene's directory.</p>
Element	<p>Stores the palette file inside the selected element's palette library. This library is located inside the scene's directory, under <code>elements/[element name]/palette-library</code>.</p>
Palette	<p>This lists the existing palettes in the selected location.</p>
New Palette Name	<p>If you are creating or cloning a palette, use this field to enter the palette file's name. The palette will be listed under this name in your palette list. On your file system, it will be named after its palette name, followed by the extension <code>.plt</code>.</p>
Palette Type	<p>When creating a palette, you can choose between the following palette types:</p> <ul style="list-style-type: none"> <li>• <b>Colour:</b> A colour palette can contain colours, gradients and bitmap textures.</li> <li>• <b>Pencil Texture:</b> A pencil texture palette can contain textures to apply as transparency filters to pencil lines, in combination to their line colour, to create various styles of pencil lines.</li> </ul>

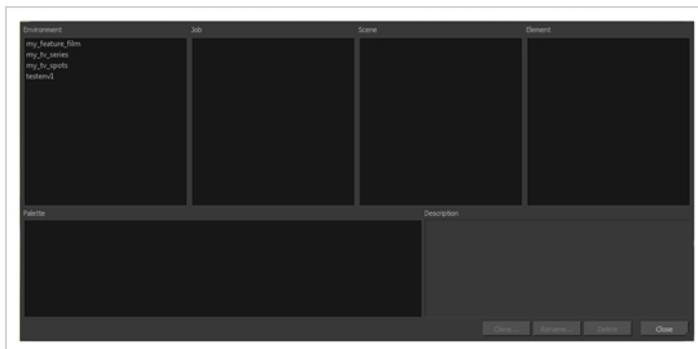
<p>Palette List</p>	<p>This allows you to decide if you want the palette to be added to your scene's palette list, or to the currently selected element's palette list.</p>
<p>Scene Palette List</p>	<p>Adds the palette to the scene's palette list. Palettes in the scene's palette list are available to all the elements in your scene. This is especially useful if you are doing digital animation, where character models can be made of many layers that need to use the same palette.</p>
<p>Element Palette List</p>	<p>Adds the palette to the currently selected element's palette list. Palettes in an element's palette list can only be used by the drawings in this element, and will only be listed in the Colour view when this element is selected. This can be useful if you are doing traditional animation, where each character is usually drawn on a single layer, and you want each layer to have its own palette.</p>

## Palette Operations Dialog Box

When you start Toon Boom Harmony connected to the database, you can access the Palette Operations dialog box which lets you clone, rename, or delete palettes in your database, without having to open a scene or browse the database's file system in your operating system's shell.

In Harmony, palettes are individual `*.plt` files that can be copied, transferred and stored. When a palette is created from Harmony, it needs to be stored somewhere. By default, the palette file is stored in the scene directory in a palette-library folder unless you specify a different location.


There are four locations where you can find palette-library folders: Element, Scene, Job and Environment.



### How to access the Palette Operations dialog box

1. Start Harmony Paint and log in.
2. Close the Database Selector dialog box.
3. From the top menu, select **Tools > Palette Operations**.

Parameter	Description
Environment	The production, project, feature film or series.
Job	The episode and sequence from each environment.
Scene	The scenes from each job.
Element	The layers and columns in each scene.
Palette	The scene palettes.

Description	Notes, if any, of the project.
Clone	Opens the Palette Browser dialog box from which you can select the level in which to store the palette file.
Rename	Lets you rename a palette.
Delete	<p>Lets you delete a palette.</p> <div data-bbox="565 562 1430 730" style="border: 1px solid #90EE90; padding: 10px;">  <p><b>NOTE</b> It is not recommended to disable the warning message that appears when you are attempting to delete a palette as this operation cannot be undone.</p> </div>
Close	Closes the Palette Operations dialog box.



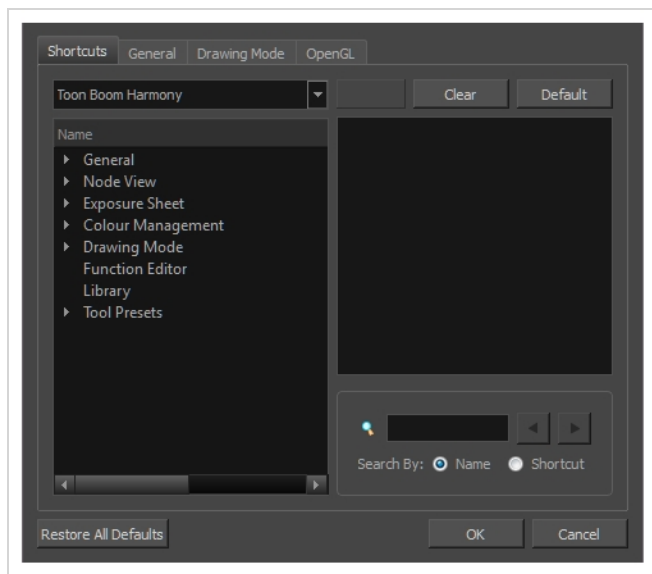
## Preferences Dialog Box

The Preferences dialog box lets you adjust preferences to suit your work style, allowing you to work more efficiently.



### NOTE

To learn more about the individual preferences, refer to the Preferences guide.



### NOTE

Some preferences require you to exit and restart the application, or close a view and reopen it.

### How to access the Preferences dialog box

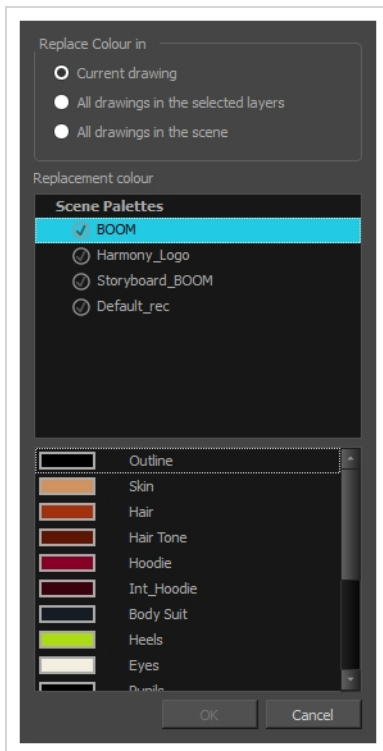
Do one of the following:

- Select **Edit > Preferences** (Windows/Linux) or **Harmony [Edition] > Preferences** (macOS).
- Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (macOS).


## Recolour Drawings Dialog Box

The Recolour Drawing dialog box allows you to replace all instances of a colour or texture in drawings with a different colour or texture swatch in one of the scene's palettes. This replaces the colours or textures in the drawings without requiring you to modify the palettes. You can use this dialog to perform colour replacement in the current drawing, in all the drawings in one or several layers or in all drawings in your scene.


This dialog will replace the colour or texture that is currently selected in the Colour view with the colour or texture that you select inside the dialog.




### How to access the Recolour Drawings dialog

1. In the Colour view, select the colour or texture swatch you want to replace by doing one of the following:
  - Select the palette in which the colour or texture swatch is located, then select the swatch you wish to replace.
  - If the drawing in the Camera or Drawing view contains the colour or texture you want to replace, select the Dropper  tool in the Tools toolbar, then click on that colour or texture in the drawing. The Colour view will automatically select that colour or texture's palette as well as that colour or texture's swatch.

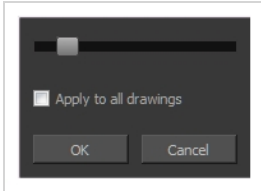
2. Do one of the following:

- Right-click on the swatches list, then select **Recolour Drawings**.
- Open the Colour view menu , then select **Colours > Recolour Drawings**.

Parameter	Description
Replace Colour In	<p>Allows you to select which drawings will be affected by the colour replacement:</p> <ul style="list-style-type: none"> <li>• <b>Current drawing:</b> Replaces the selected colour in the currently selected drawing only.</li> <li>• <b>All drawings in the currently selected layers:</b> Replaces the selected colour in all the drawings in the layer that is currently selected in the Timeline or Xsheet view.</li> </ul> <div data-bbox="643 793 1430 932" style="border: 1px solid #c8e6c9; padding: 10px; margin: 10px 0;">  <b>NOTE</b>            This option can work with several drawing layers selected.         </div> <ul style="list-style-type: none"> <li>• <b>All drawings in the scene:</b> Replaces the selected colour in every drawing in the current scene.</li> </ul>
Replacement Colour	<p>Allows you to select the palette and colour or texture swatch to replace the selected colour or texture with.</p>

## Remove Dirt Dialog Box

The Remove Dirt dialog box lets you select small dots and hairs on a drawing for removal.



When paper drawings are passed through a scanner, there can be some hair and dirt scattered across them. These lines and dots need to be cleaned. Harmony provides different tools to help get rid of them quickly.

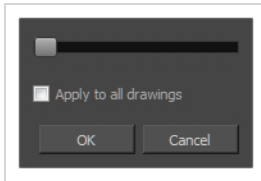
### How to access the Remove Dirt dialog box

1. Do one of the following:
  - From the top menu, select **Drawing > Remove Dirt**.
  - Press Shift + D.

Parameter	Description
Slider	<p>Lets you adjust the amount of detail removed from the layer.</p> <p>Raising the Remove Dirt level will select bigger dots. When selecting larger dots, be careful not to lose small details like pupils and nostrils. Once you have chosen the level, you can apply it to the current drawing or the entire animation sequence. This is a quick way to get rid of most dirt and dust.</p> <p>During this process, the dirt that will be removed is highlighted in red.</p>
Apply to all drawings	Applies the operation to all drawings in the layer.

## Remove Hair Dialog Box

The Remove Hair dialog box lets you remove any small strokes created in the Colour Art layer from very thick lines or filled zones. Increasing the Remove Hair level value will select larger strokes for removal from the drawing.



When paper drawings are passed through a scanner, there can be some hair and dirt scattered across them. These lines and dots need to be cleaned. Harmony provides different tools to help get rid of them quickly.

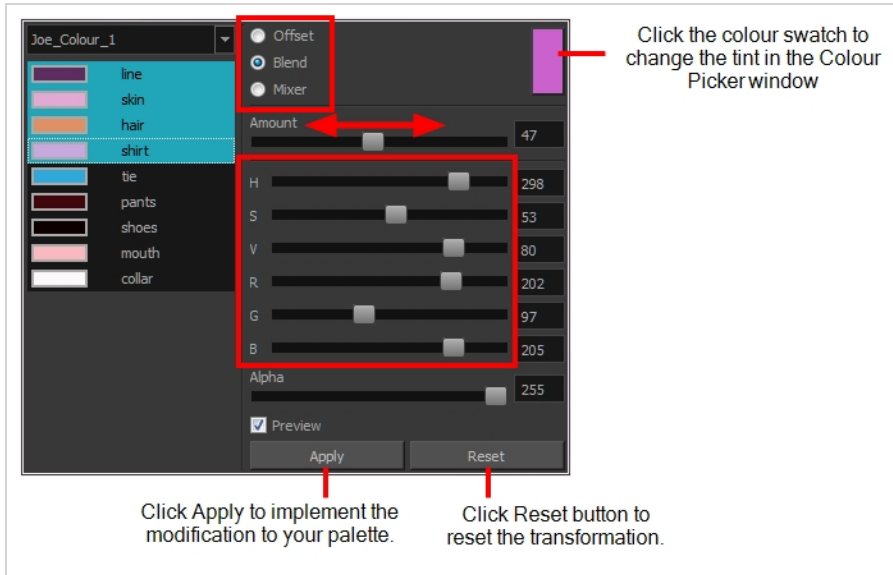
### How to access the Remove Hair dialog box

1. Select the drawing containing the drawing to clean.
2. From the top menu, select **View > Show Strokes** to display the invisible lines or press K.
3. In the top menu, select **Drawing > Remove Hair**.

Parameter	Description
Slider	Lets you adjust the number of length of hairs selected.
Apply to all drawings	Applies the operation to all drawings in the layer.

## Tint Offset/Blend Dialog Box

You can offset, blend, or mix the colours in a colour palette using the sliders and increasing the Amount value.



### How to access the Tint Offset/Blend dialog box

1. From the Colour View menu, select **Palettes > Tint Panel** or right-click and select **Tint Panel**.

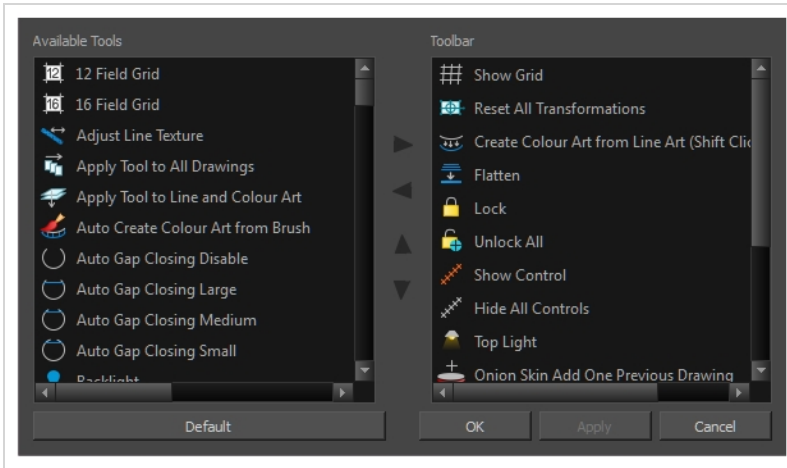
The Blend/Offset Tint panel opens.

Parameter	Description
Offset	Offsets the selected colours by the adjustments made using the HSB and RGB sliders. Use the Amount slider to adjust the degree of offset. Use the Alpha slider to adjust the opacity of the selected colour.
Blend	Blends the selected colours with the colour swatch in the top-right corner. Use the Amount slider to adjust the degree of blend. A blend of 100% turns the selected colours into the same colour as the swatch. Adjusting the HSB and RGB sliders affect the swatch colour, which in turn affects the selected colours on the left. Use the Alpha slider to adjust the opacity of the swatch.
Mixer	Select a Base and Tint colour to form a third colour swatch. Use the slider just beneath to mix the Base and Tint colours by different amounts. This will affect the mixed swatch whether it is selected or not. Select either the Tint or Base swatch and use the HSB and RGB sliders to adjust its colour. This will affect the mixed

	swatch colour, which in turn affects the selected colours on the left.
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## Toolbar Manager Dialog Box

The Toolbar Manager dialog box lets you customize the toolbar in any of the views. You can add your favourite tools to a toolbar for an efficient workflow.



### How to access the Toolbar Manager dialog box

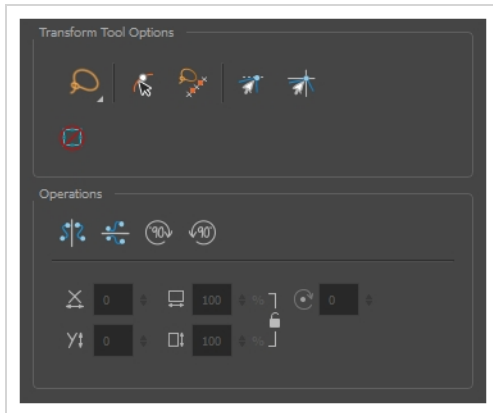
1. Right-click on a toolbar in any view and select **Customize**. Note that the menu will not appear if you right-click on a disabled icon.

Parameter	Description
Available Tools	Displays the complete list of tools available for customizing a toolbar.
Toolbar	Displays a list of the tools currently available on the toolbar.
Default	Restores the toolbar with its default items.



## Chapter 2: Tools Properties


Harmony has a wide variety of drawing and manipulation tools and each one of them has a series of options and modes available in the Tool Properties view. This section covers these options.

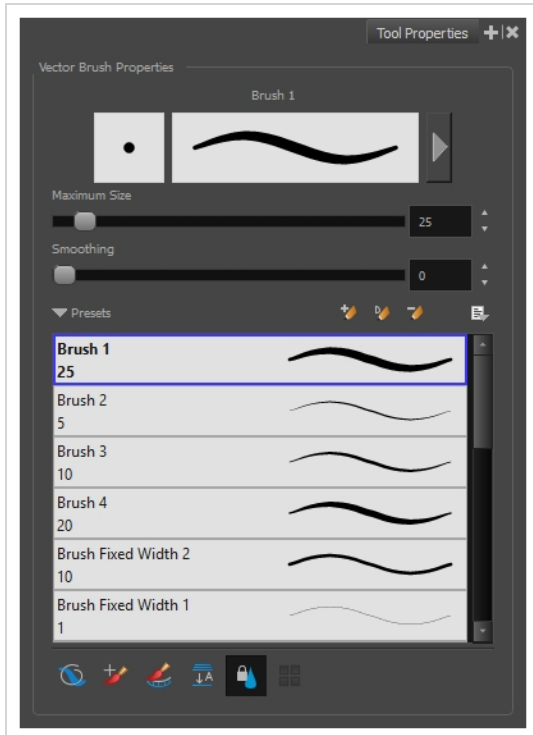


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## Brush Tool Properties




When you select the Brush  tool, its properties and options appears in the Tool Properties view.



## Brush Properties

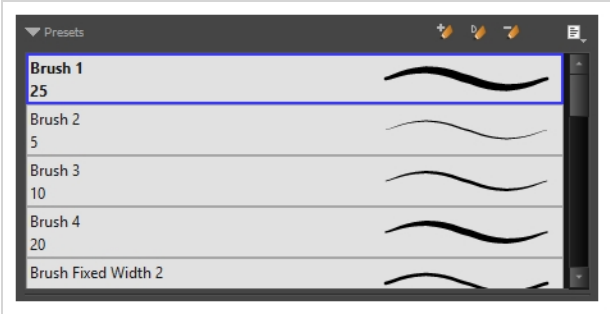




The following properties affect the brush's size, smoothing and other properties for the drawing style of your brush. Those properties can be saved into brush presets for later use.

Icon	Property	Description
	Preview Area	The Preview area lets you see a preview of the stroke your drawing tool will make. 
	Brush Properties Dialog	The arrow button right of the preview area opens the Brush Properties dialog. 

		<p>While the Tool Properties view only gives you access to a few of the brush properties, a list of brush presets and other drawing options, the Brush Properties dialog gives you access to all the available options for your brush's tip and texture. For more information on the Pencil Properties dialog, see the <a href="#">Brush Properties Dialog</a> section below.</p>
	Maximum Size	<p>Defines the maximum width of brush strokes.</p> <p>If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.</p>
	Smoothing	<p>Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.</p> <div style="border: 1px solid #90EE90; padding: 5px; margin-top: 10px;">  <b>NOTE</b>                  This option is only available when drawing on a vector layer.             </div>
	Flow	<p>Lets you set the opacity for each instance of the brush tip that gets printed into your canvas. Contrary to the Opacity parameter, the flow parameter has a cumulative effect. This means that a lower flow will make your brush strokes more transparent towards its extremities and more opaque in its center. Your stroke's flow will also accumulate if you draw over it. By default, your brush's flow varies with the amount of pressure you put on your tablet pen.</p> <div style="border: 1px solid #90EE90; padding: 5px; margin-top: 10px;">  <b>NOTE</b>                  This option is only displayed in the Tool Properties view when drawing on a bitmap layer.             </div>
	Opacity	<p>The Opacity parameter are where Lets you set the opacity of your brush strokes. Contrary to the Flow parameter, the Opacity parameter is non-cumulative. Your whole brush stroke's opacity will not exceed the Opacity parameter. By default, the Opacity parameter varies depending on the amount of pressure you put on your tablet pen.</p> <div style="border: 1px solid #90EE90; padding: 5px; margin-top: 10px;">  <b>NOTE</b>                  This option is only displayed in the Tool Properties view when drawing on a bitmap layer.             </div>

## Brush Presets




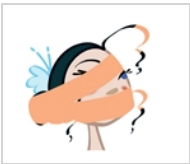

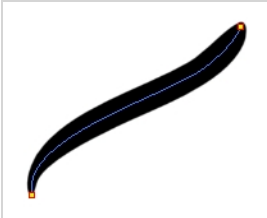

These options allow you to select, create and manage pencil presets.








Icon	Property	Description
	Presets list	<p>By default, Harmony has preloaded brush presets. You can also create your own brush presets by configuring your brush, then saving its properties into a new preset. It is also possible to export and import brush presets.</p> 
	New Brush Preset	Creates a new preset based on the current brush properties.
	New Dynamic Brush	<p>Creates a dynamic brush preset based on the selected drawing. A dynamic brush is a drawing that you can paint or stamp.</p> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>You can also create a dynamic brush preset that cycles through several drawings. To do this, create the drawings on several layers, then select them all using the Select tool in the Camera view, with the Single mode option disabled.</p> </div>
	Delete Brush	Deletes the currently selected preset.
	Rename Brush	Deletes the currently selected preset.
	Import Brushes	Allows you to import brush presets exported from Harmony.
	Export Brushes	Allows you to export your brush presets into an <b>.xml</b> file.
	Small Thumbnail	Displays presets in a grid of small thumbnails with a preview of their tip.

	Large Thumbnail	Displays presets in a grid of big thumbnails, with their name and a preview of their tip.
	Stroke View	Displays presets in a list, with their name and a preview of a stroke done with each preset. This is the default setting.

## Drawing Options

These options affect the way your drawing strokes are integrated into your artwork.

Icon	Property	Description
	Draw Behind	<p>When enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush.</p> 
	Repaint Brush	<p>When enabled, your brush strokes will only repaint existing artwork and will not add colour to empty areas. If you repaint semi-transparent artwork, your artwork will not become more opaque than it already is.</p> 
	Automatically Create Colour Art	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p>  <div style="border: 1px solid green; padding: 5px; margin-top: 10px;">  <b>NOTE</b>                      This option is only available when drawing on a vector layer.                 </div>

	Auto-Flatten Mode	<p>By default, when drawing, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p> <div data-bbox="646 359 1430 527" style="border: 1px solid #c8e6c9; padding: 5px;">  <p><b>NOTE</b> This option is only available when drawing on a vector layer. When drawing on a bitmap layer, artwork is always flattened.</p> </div>
	Respect Protected Colour	<p>In the Colour view, it is possible to make some of the colours in your palettes protected from change. When enabled, the Respect Protected Colour option will prevent the brush tool from drawing over areas filled with a protected colour.</p> <div data-bbox="646 751 1430 953" style="border: 1px solid #c8e6c9; padding: 5px;">  <p><b>NOTE</b> This option is only available when drawing on a vector layer. When drawing on a bitmap layer, colour is not linked to your palettes and cannot be protected.</p> </div>
	Use Stored Colour Gradient	<p>The Use Stored Colour Gradient option can be used when painting with a gradient colour to always position the gradient in the same way it was stored, making it consistent across brush strokes. You can store a gradient by selecting a zone painted with a gradient with the Select tool, then clicking on Store Colour Gradient  in the Tool Properties view.</p> <div data-bbox="646 1220 1430 1360" style="border: 1px solid #c8e6c9; padding: 5px;">  <p><b>NOTE</b> This option is only available when drawing on a vector layer.</p> </div>

## Brush Properties Dialog

Brushes have an extensive set of options and properties that are not displayed in the Tool Properties view, but rather, in a dialog you can access from it. To open the Brush Properties dialog, click on the arrow button right of the stroke display area.



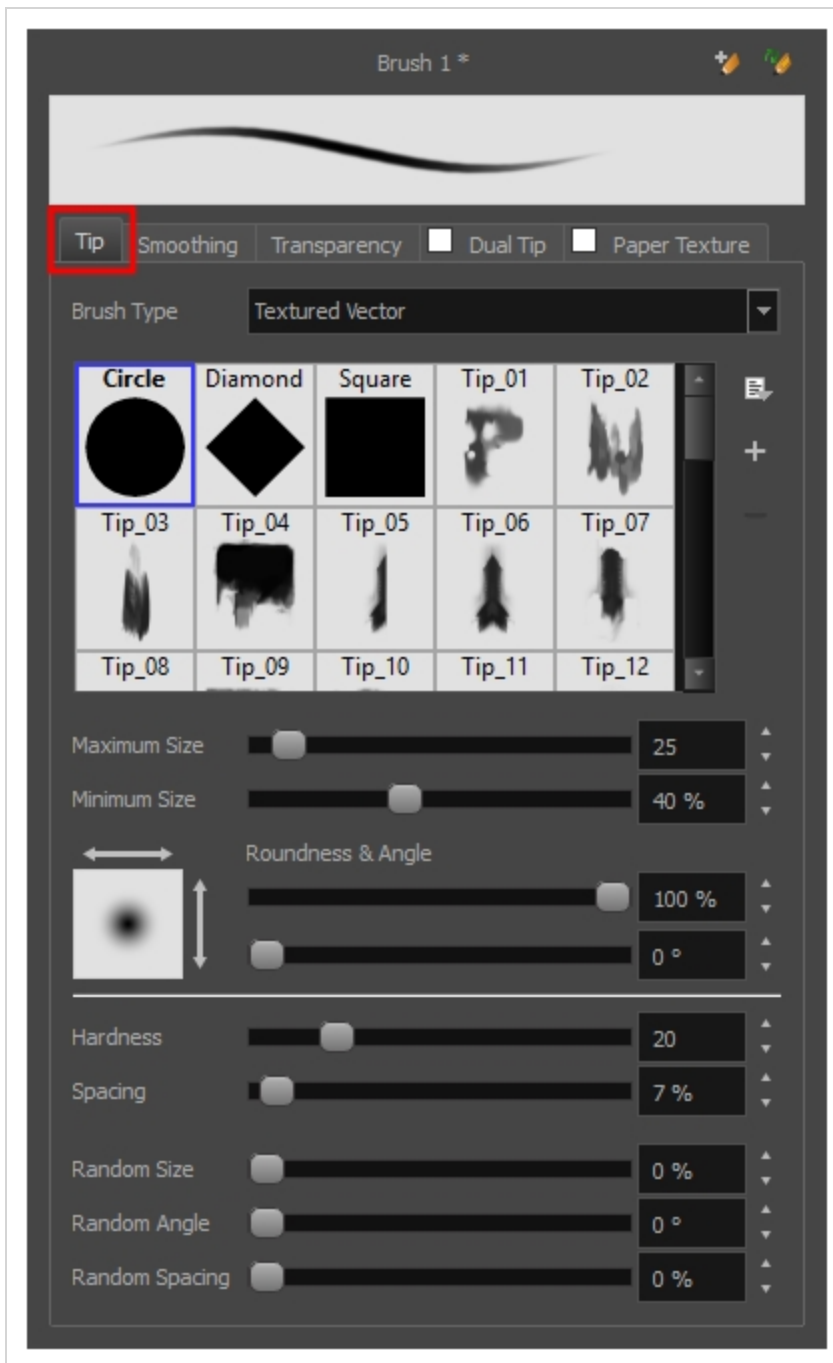
The Brush Properties dialog has five different tabs, minus the Smoothing tab if you are working on a bitmap layers. Below is detailed information about the options available in each tab:

- [Tip Tab](#) on page 39
- [Smoothing Tab](#) on page 44
- [Transparency Tab](#) on page 45
- [Dual Tip Tab](#) on page 48
- [Paper Texture Tab](#) on page 51


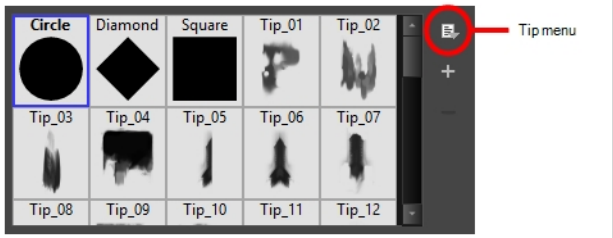

## Tip Tab

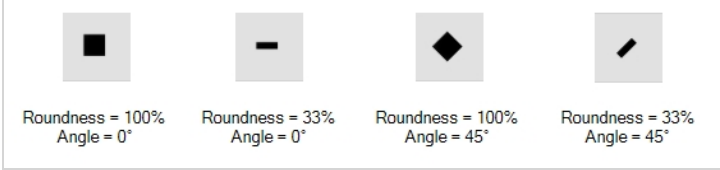
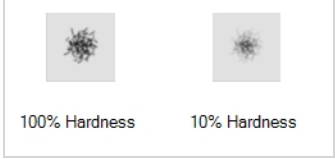
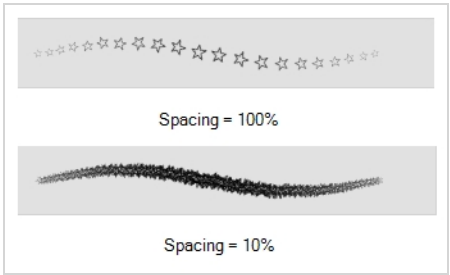
The Tip tab allows you to configure the shape, size, hardness and spacing of your brush tip.

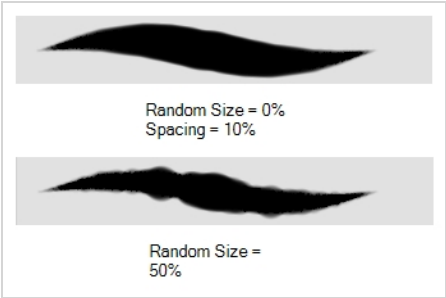

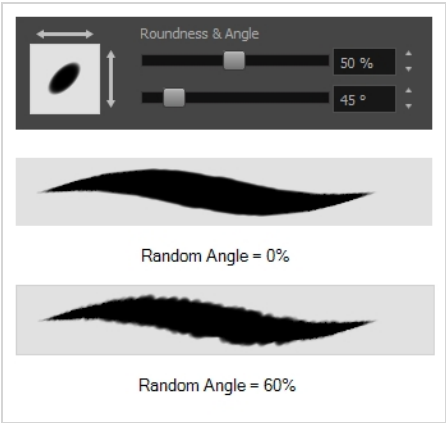


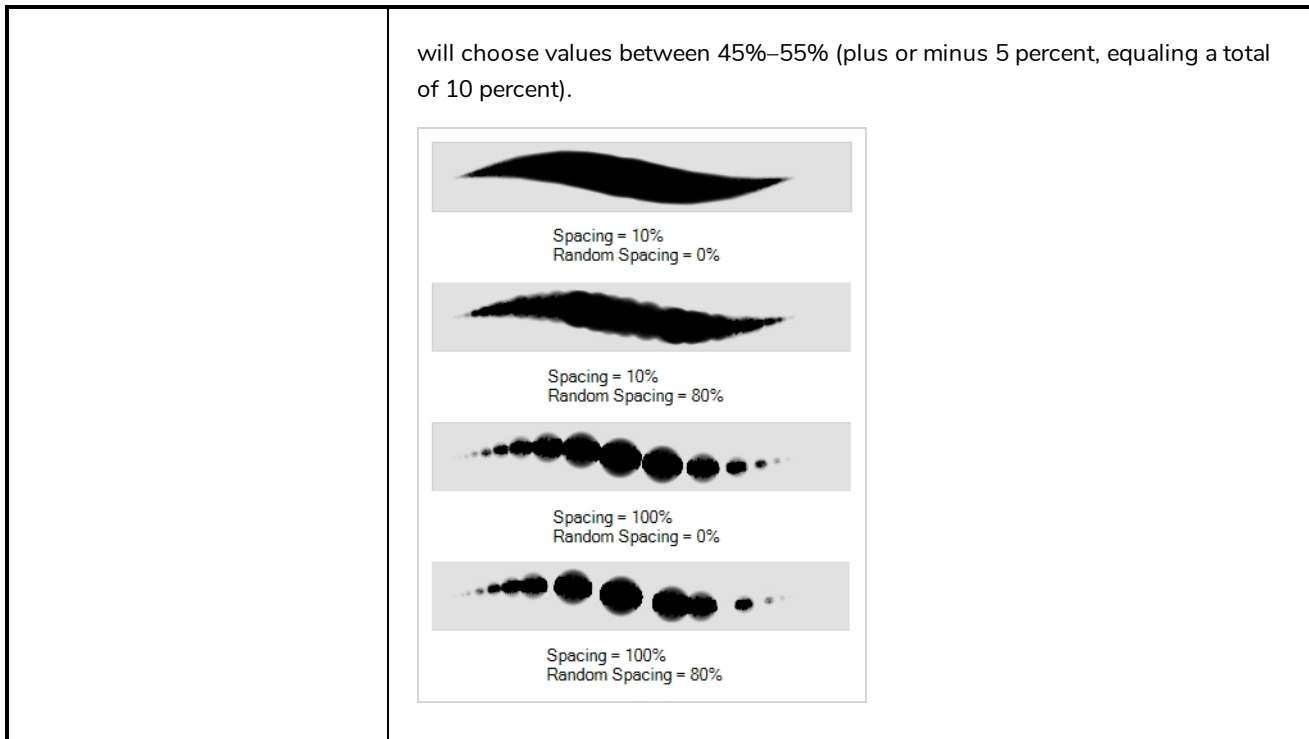


Property	Description
Brush Type	<p>Allows you to select between one of the following brush types:</p> <ul style="list-style-type: none"> <li> <b>Solid Vector Brush:</b> Creates vector shapes filled with a solid colour. Makes artwork lightweight, scalable and easy to tweak. Since this kind of brush can only create solid colour shapes, solid vector brushes have a limited set of options including size, roundness, angle, centerline smoothing and contour smoothing. </li> </ul>

	<ul style="list-style-type: none"> <li>• <b>Textured Vector Brush:</b> Creates vector shapes filled with a texture. This gives you access to bitmap brush tips, paper textures, transparency and several other options.</li> </ul> <div data-bbox="570 321 1430 522" style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b> This option is not available when working on a bitmap layer. With bitmap layers, brushes are always textured, and textured brush options are always available.</p> </div>
<p>Brush Tip Library</p>	<div data-bbox="570 579 1190 835" style="border: 1px solid gray; padding: 5px; margin-bottom: 10px;">  </div> <p>This is where you select the shape of the brush tip. By default it is round. Note that some tips are designed to have semitransparent areas, even when the maximum brush opacity is set to 100%.</p> <p>To create a custom brush tip, you must prepare the file ahead of time, either in Harmony or in a third-party software, such as Adobe Photoshop. Colour is not supported and transparency is not supported in the traditional sense. Black appears as 100% opaque, white appears as 100% transparent and all the shades of grey in between appear as varying degrees of semitransparency. A range of file formats are supported—jpeg, .png, .tif, .psd, .tga to name a few. Alpha channels are disregarded on import. It is recommended that your file be between 100 x 100 pixels and 400 x 400 pixels.</p> <p>You can also import brush tips that you exported from Harmony, so you can share them with colleagues.</p>
<p>Minimum and Maximum Size</p>	<p>The minimum and maximum sizes of your drawing tool produce the thick and thin effect on your stroke. This works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> <li>• <b>Maximum Size:</b> Defines the maximum width of the stroke.</li> <li>• <b>Minimum Size:</b> Defines the minimum width of the stroke in relation to and as a percentage of the maximum size.</li> </ul> <div data-bbox="570 1696 1430 1898" style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b> Setting the Minimum Size value to 100% eliminates the possibility of creating width variation on your stroke. In other words, you would be forcing a uniform line width using the Maximum Size value.</p> </div>

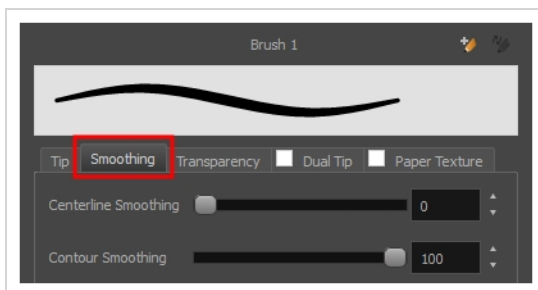
<p>Roundness and Angle</p>	<p>The Roundness and Angle parameters allow you to change the shape and orientation of the tip.</p> <ul style="list-style-type: none"> <li>• <b>Roundness:</b> Squashes the height of the tip from its centre point. 100% roundness = the native height of the tip. A smaller percentage will make the brush tip look flatter and more narrow. The squashing is NOT relative to the angle value—if the tip is rotated, the squashing function still uses the brush tip's original orientation.</li> <li>• <b>Angle:</b> Rotates the brush tip counter-clockwise. 0° = the tip's native orientation.</li> </ul> 
<p>Hardness</p>	<p>The Hardness and Spacing parameters allow you to change the softness and spacing of the marks made by the brush tip. You can preview the hardness and spacing at the top of the Brush Properties window, stroke preview area.</p> <p>The hardness value corresponds to the softness of the brush tip's edges. The lower the value, the softer the tip edge. The higher the value, the sharper the tip edge. Be aware that some brush tips are not 100% opaque, so they will always appear somewhat soft, even at 100% hardness.</p> 
<p>Spacing</p>	<p>Defines the amount of space between each stamp of the brush. A value of 100% sets the stamp marks edge to edge, if there is no white space around the shape. The larger the value, the greater the space between marks. A really large value can make the brush stroke appear as a string of individual marks. Conversely, a small spacing value will give the appearance of a fluid brush stroke.</p> <p>Spacing is only evident when making a continuous stroke.</p> 

<p>Randomness</p>	<p>The Randomness parameters let you create a varied brush stroke. Refining these options can give your stroke a lovely, non-mechanical look.</p>
<p>Random Size</p>	<p>You can create variation between the thick and thin of your brush stroke just by setting the Maximum and Minimum Size values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p> <div data-bbox="570 548 1013 844" style="border: 1px solid #ccc; padding: 10px; margin: 10px 0;">  </div> <div data-bbox="570 879 1430 1115" style="border: 1px solid #90EE90; padding: 10px; margin: 10px 0;"> <p> <b>NOTE</b>          Setting the Minimum Size to 100% eliminates the possibility of creating width variation on your stroke, whether you are applying randomness or not. Therefore, you would be forcing a uniform line width using the Maximum Size value.</p> </div>
<p>Random Angle</p>	<p>Sets the range for random rotation around the set Angle value. For example, if the Angle is set to 45° and the Random Angle set to 10°, the software will choose values between 40°–50° (plus or minus 5 degrees, equaling a total of 10 degrees).</p> <div data-bbox="570 1333 1013 1753" style="border: 1px solid #ccc; padding: 10px; margin: 10px 0;">  </div>
<p>Random Spacing</p>	<p>Sets the range for random spacing around the set Spacing value. For example, if the Spacing is set to 50% and the Random Spacing is set to 10%, then Harmony</p>



## Smoothing Tab

The Smoothing tab contains options to configure how Harmony should automatically smooth your brush strokes as you paint.



### NOTE

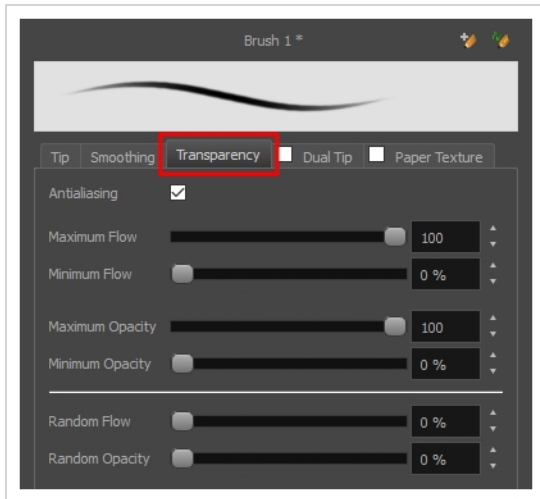
The Smoothing tab is only available when working on a vector layer, as bitmap layers do not support smoothing.

Property	Description
Centerline Smoothing	Defines the amount of smoothing Harmony should perform on your brush stroke's direction, curves and corners. A higher setting will prevent your line from being shaky, but is liable to reduce drawing precision and turn sharp angles into curves.

Contour Smoothing	Defines the amount of smoothing Harmony should perform on outer contour of the brush stroke. A higher setting will round sharp corners and reduce the amount of control points for the resulting vector shape.
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## Transparency Tab

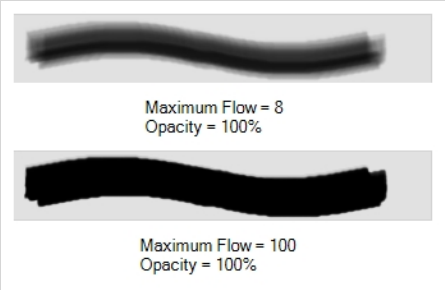
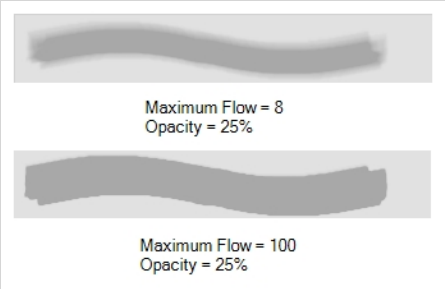
The Transparency tab allows you to decide if your brush has antialiasing as well as to set its flow and opacity settings.

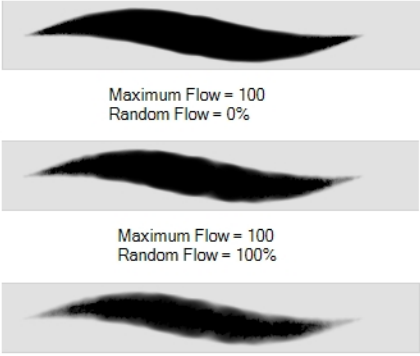



### NOTE

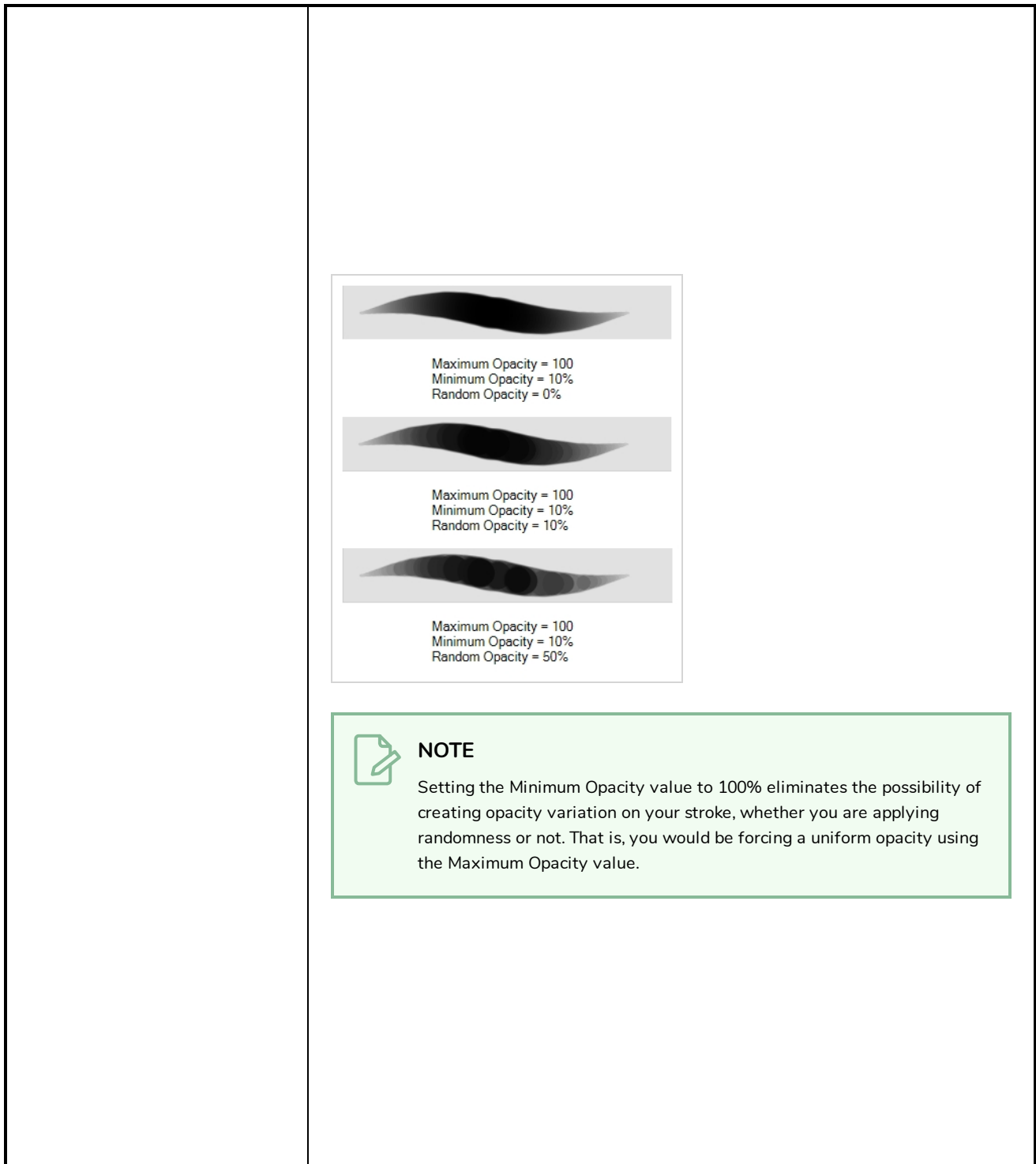
The Transparency tab's options are only available on vector layers if the **Brush Type** option of the **Tip** tab is set to **Textured Vector Brush**. On bitmap layers, those options are always available.

Property	Description
Antialiasing	<p>Enabled by default. This option causes the contours of the brush strokes to blend with the surrounding colours, to create an illusion of smoothness otherwise not possible due to the picture resolution.</p> <p>If antialiasing is disabled, the brush's texture will only render fully transparent or fully opaque pixels. Disabling this option can be useful if you need your outlines to be very crisp, if you want to make pixel art or if you need your brush strokes to render in solid colors with no variation, which makes them easier to repaint or process in third party software.</p> <div style="border: 1px solid #c8e6c9; padding: 10px; margin-top: 10px;">  <p><b>NOTE</b> When disabled, all other options in the Transparency tab are disabled.</p> </div>

<p>Maximum and Minimum Flow</p>	<p>The Maximum and Minimum Flow parameters let you set the range for the rate at which paint flows from your brush. The analogy works better with a pen. The greater the flow, the more ink comes out, hence the more consistent the colour and texture of the line. If the flow is light, then the colour and texture of the line may look spotty. This feature works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> <li>• <b>Maximum Flow:</b> Sets the maximum rate at which colour and texture are applied as you create a fluid stroke.</li> <li>• <b>Minimum Flow:</b> Sets the minimum rate at which colour and texture are applied as you create a fluid stroke. It is defined as a percentage of the Maximum Flow value. If the Minimum Flow value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The flow will be set to the constant rate of the Maximum Flow value.</li> </ul> 
<p>Maximum Opacity and Minimum Opacity</p>	<p>The Maximum and Minimum Opacity parameters are where you set the opacity range for a brush mark. This works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> <li>• <b>Maximum Opacity:</b> Sets the transparency limit of the brush mark when the pressure is heavy.</li> <li>• <b>Minimum Opacity:</b> Sets the transparency limit of the brush mark when the pressure is very light. It is defined as a percentage of the Maximum Opacity value. If the Minimum Opacity value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The opacity will be set to the constant rate of the Maximum Opacity value.</li> </ul> 
<p>Randomness</p>	<p>The Randomness parameter lets you set the range for the randomness of the flow and opacity. This works with the pressure sensitivity of a pen tablet.</p>

<p>Randomness Flow</p>	<p>You can create variation in the flow of your brush stroke just by setting the Maximum and Minimum Flow values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p> <div data-bbox="573 422 1016 863" style="border: 1px solid gray; padding: 10px; margin: 10px 0;">  <p style="text-align: center;">Maximum Flow = 100 Random Flow = 0%</p> <p style="text-align: center;">Maximum Flow = 100 Random Flow = 100%</p> <p style="text-align: center;">Maximum Flow = 50 Random Flow = 100%</p> </div> <div data-bbox="573 900 1430 1136" style="border: 1px solid green; padding: 10px; margin: 10px 0;"> <p> <b>NOTE</b></p> <p>Setting the Minimum Flow value to 100% eliminates the possibility of creating flow variation on your stroke, whether you are applying randomness or not. That is, you would be forcing a uniform flow using the Maximum Flow value.</p> </div>
<p>Random Opacity</p>	<p>You can create variation in the opacity of your brush stroke just by setting the Maximum and Minimum Opacity values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p>

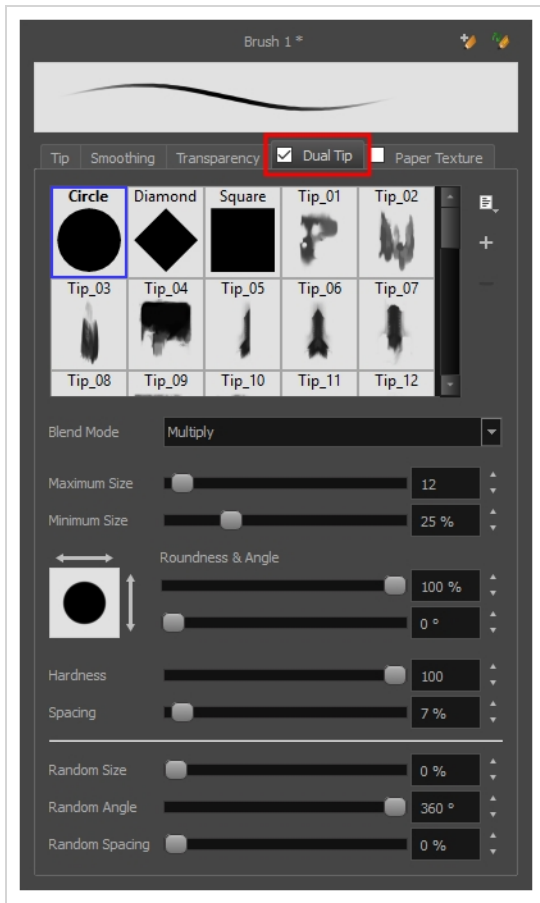




## Dual Tip Tab

The Dual Tip tab lets you set the parameters for creating a dual tip brush. The primary bitmap brush tip and the dual tip always work together. You can set the parameters for the primary tip in the Tip tab and those for the dual tip in the Dual Tip tab. The Blend mode you select determines how the tips are combined.

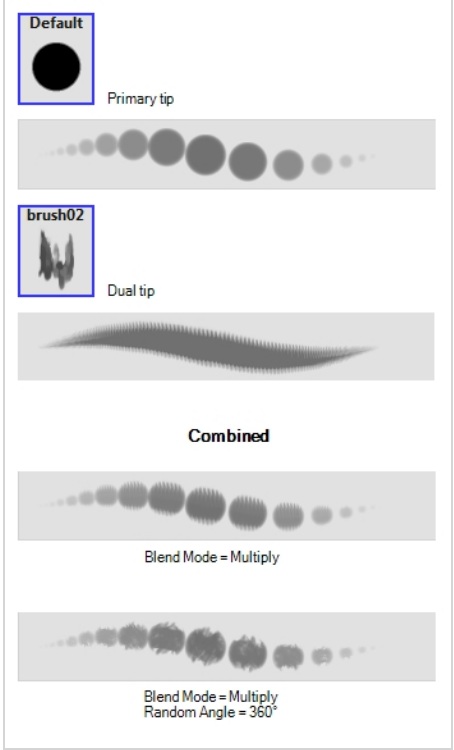
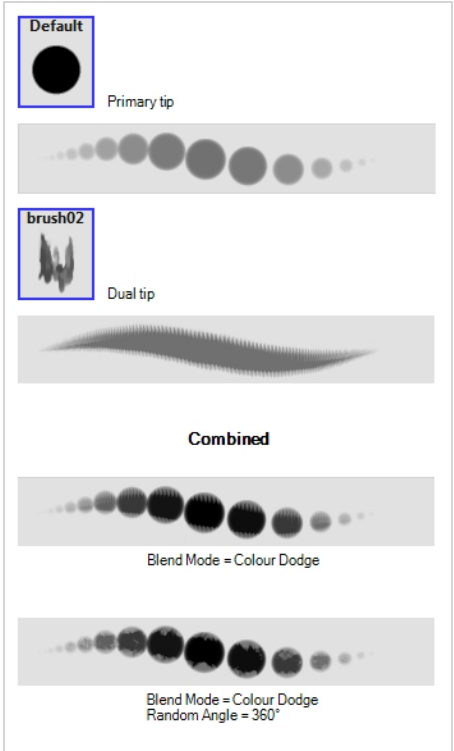
By default, the Blend Mode is set to Multiply and the Random Angle to 360°.

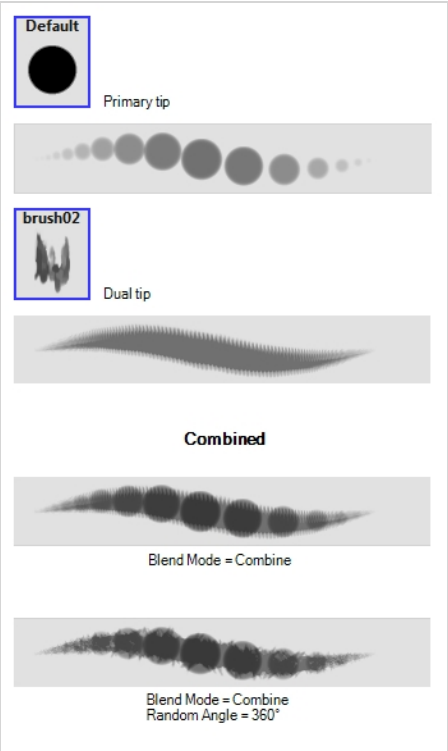


**NOTE**

To use a Dual Tip, you must enable option by checking the checkbox inside the **Dual Tip** tab. Additionally, if you are working on a vector layer, the **Brush Type** option of the Tip tab must be set to **Textured Vector Brush**.

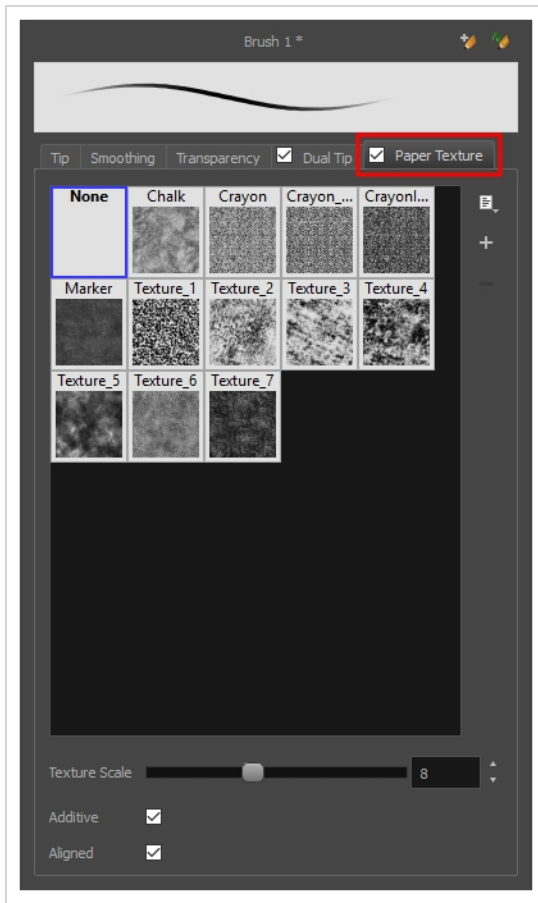
Property	Description
Enable/Disable	The checkbox inside the tab allows you to decide whether or not your brush uses a dual tip. If this checkbox is unchecked, the options in the Dual Tip tab will be disabled.
Blend Mode	The Blend modes let you decide how the primary tip and the dual tip are combined.
Multiply	This is the default blend mode. When the two brush tips are combined in this mode, they essentially cut each other out in overlapping areas, where one or both tips have an area of 100% transparency. The less opaque the brush tips are, the lighter their combination.

	 <p><b>Default</b> Primary tip</p> <p><b>brush02</b> Dual tip</p> <p><b>Combined</b> Blend Mode = Multiply</p> <p>Blend Mode = Multiply Random Angle = 360°</p>
Colour Dodge	<p>In this mode, the primary tip cuts out the shape of the dual tip. Where the tip shapes overlap, within the boundaries of the primary shape, the colour and opacity appear darker.</p>  <p><b>Default</b> Primary tip</p> <p><b>brush02</b> Dual tip</p> <p><b>Combined</b> Blend Mode = Colour Dodge</p> <p>Blend Mode = Colour Dodge Random Angle = 360°</p>

<p>Combine</p>	<p>This mode treats the two tips as two different and separate brushes that have the same colour and follow the same path.</p>  <p>The diagram illustrates the 'Combine' brush mode. It shows two individual brush tips: 'Default' (Primary tip) and 'brush02' (Dual tip). Below these, a 'Combined' brush stroke is shown, which is the result of the two tips being combined. The diagram also shows the 'Combined' brush stroke with 'Blend Mode = Combine' and 'Random Angle = 360°'.</p>
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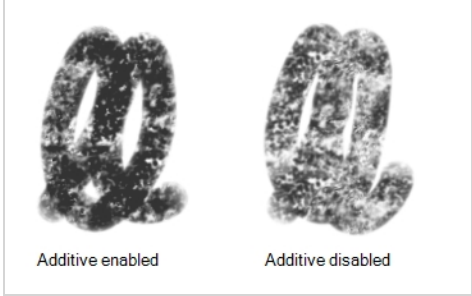
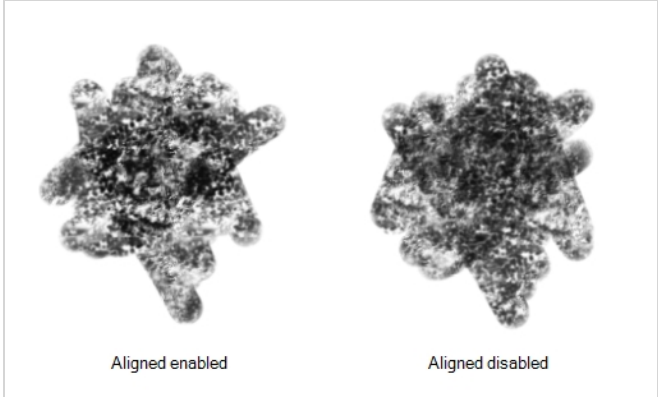
## Paper Texture Tab

The Paper Texture tab lets you configure a paper-like texture for your brush. You can also add textures by importing image files, or import paper textures that were previously exported from Harmony.

**NOTE**

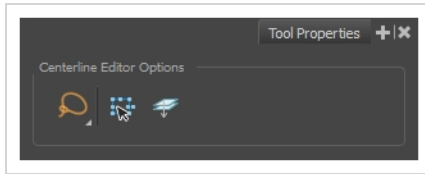
To use a Paper Texture, you must enable option by checking the checkbox inside the **Paper Texture** tab. Additionally, if you are working on a vector layer, the **Brush Type** option of the Tip tab must be set to **Textured Vector Brush**.

Property	Description
Enable/Disable	The checkbox inside the tab allows you to decide whether or not your brush uses a paper texture. If this checkbox is unchecked, the options in the Paper Texture tab will be disabled.
Texture Scale	Increase or decreases the size of the paper texture.
Additive	This option layers the texture on top of itself as you scribble overlapping lines in one continuous stroke. If this option is turned off, areas of overlapping lines from a single, continuous stroke will appear the same, in terms of darkness and texture, as non-overlapping areas.






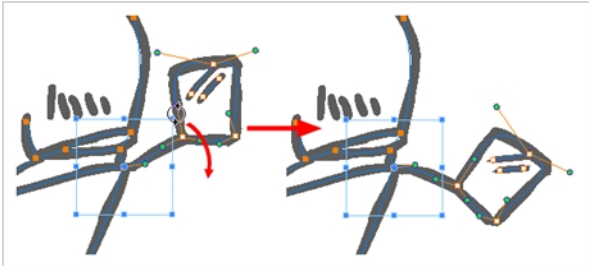

	 <p data-bbox="553 438 678 457">Additive enabled</p> <p data-bbox="781 438 906 457">Additive disabled</p>
<p data-bbox="191 814 277 835">Aligned</p>	<p data-bbox="521 558 1419 688">This option defines the way separate, overlapping strokes behave. If this option is enabled, the paper texture's position does not change with each sweep of the brush. If this option is disabled, each sweep of the brush produces a different texture position. The texture orientation always stays the same.</p>  <p data-bbox="630 1047 755 1066">Aligned enabled</p> <p data-bbox="943 1047 1068 1066">Aligned disabled</p>


## Centerline Editor Tool Properties

When you select the Centerline Editor tool, its properties and options appear in the Tool Properties view.



## Tool Options

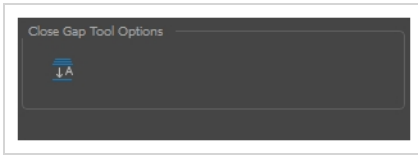
Icon	Property	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Show Centerline Editor Controls	<p>When enabled, selecting several control points will make a manipulator bounding box appear. You can use this manipulator to scale and rotate the selection of points.</p> 
	Apply to Line and Colour Art	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p>

		<div data-bbox="727 186 1430 359" style="border: 1px solid #90EE90; padding: 10px;"> <b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</div>
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## Close Gap Tool Properties

When you select the Close Gap tool, its properties and options appears in the Tool Properties view.

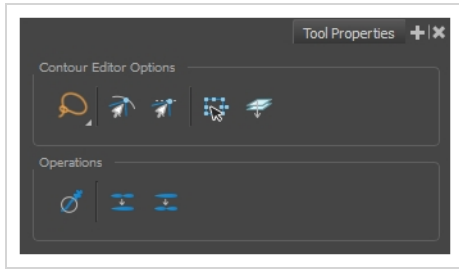


## Tool Options






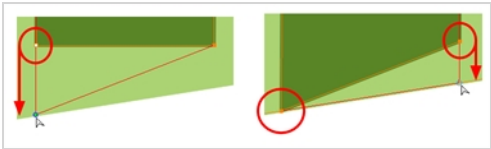

Icon	Property	Description
	Auto-Flatten Mode	By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.



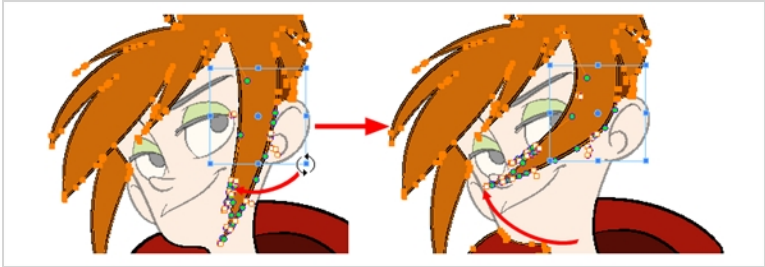


## Contour Editor Tool Properties

When you select the Contour Editor tool, its properties and options appear in the Tool Properties view.


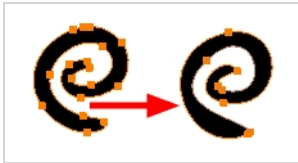



## Tool Options

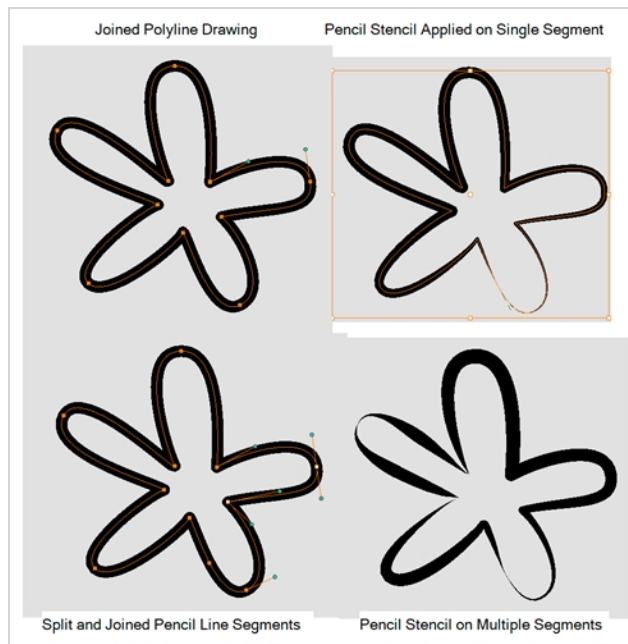
Icon	Property	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 5px; margin-top: 10px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #0070C0; padding: 5px; margin-top: 10px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Snap to Contour	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p> 
	Snap and Align	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>

		
	Show Contour Editor Controls	<p>When enabled, selecting several control points will make a manipulator bounding box appear. You can use this manipulator to scale and rotate the selection of points.</p> 
	Apply to Line and Colour Art	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p> <div style="border: 1px solid green; padding: 5px;">  <p><b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>

## Operations

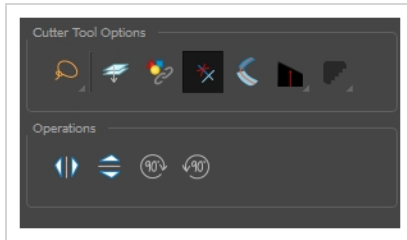
Icon	Property	Description
	Smooth Selection	<p>The Smooth operation lets you smooth out selected drawing strokes and remove extra points.</p> <ul style="list-style-type: none"> <li>From the top menu, select <b>Selected &gt; Smooth</b> or press Alt + Shift + S.</li> </ul> 
	Split Pencil Line and Join Pencil Lines	<p>When drawing with the Polyline tool, your drawing has an even line thickness. You can use the Pencil Editor to adjust the thickness point by point, but if you want to adjust it quicker, you can use the Split Pencil Line and Point Pencil Lines options to create segments and</p>

apply a pencil stencil to your drawing. Note that if you did not join the pencil lines on your polyline stroke, the segments between the points will act as separated segments.











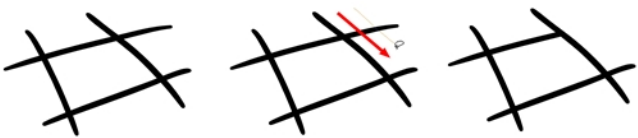



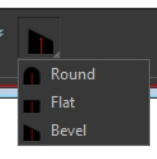
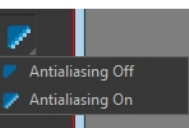
## Cutter Tool Properties

When you select the Cutter tool, its properties and options appear in the Tool Properties view.







## Tool Options

Icon	Property	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 10px; margin-top: 10px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #0070C0; padding: 10px; margin-top: 10px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Apply to Line and Colour Art	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p> <div style="border: 1px solid #0070C0; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>
	Use Mouse Gesture	<p>When using the Lasso selection type, the Use Mouse Gesture option lets you automatically delete any extra sections of line in your artwork by simply dragging your mouse over it.</p>

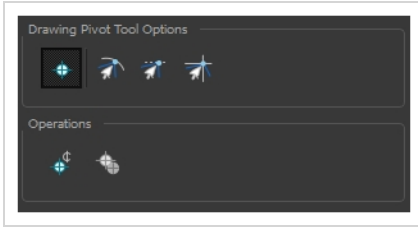
		<div data-bbox="576 189 1429 325" style="border: 1px solid #90EE90; padding: 5px;">  <p><b>NOTE</b> For this operation to work, you lines <b>CANNOT</b> be flattened.</p> </div> <div data-bbox="576 357 1242 514" style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;">  </div>
	<p>Use Mouse Gesture Breaker Mode</p>	<p>When using the Lasso selection type, the Use Mouse Gesture Breaker Mode option lets you draw an invisible stroke on a pencil line to cut it in two individual objects. Once a pencil line is cut with this option, you will be able to select the two portions independently with either the Cutter tool, Pencil Editor tool or Select tool.</p> <div data-bbox="576 787 1437 934" style="border: 1px solid #ccc; padding: 5px; margin: 10px 0;">  </div> <div data-bbox="576 976 1429 1113" style="border: 1px solid #90EE90; padding: 5px; margin-top: 10px;">  <p><b>NOTE</b> This option only works with pencil lines.</p> </div>
	<p>Tip Style</p>	<p>If you erase the end of a pencil line or erase a pencil line through the centre, new line tips or line ends are created. Use the Tip Style option to customize the shape of the new line tips that are created.</p> <div data-bbox="576 1291 763 1470" style="border: 1px solid #ccc; padding: 5px; margin: 10px 0;">  </div>
	<p>Antialiasing</p>	<p>When drawing on a bitmap layer, lines are no longer clean vector shapes. For the edges to be smooth, a slight amount of antialiasing is used. When using the Cutter tool, you can cut a portion of your drawing with or without antialiasing. By default, the option is enabled. If you want to cut your drawing using a hard edge, you can select the Antialiasing Off option.</p> <div data-bbox="576 1732 795 1879" style="border: 1px solid #ccc; padding: 5px; margin: 10px 0;">  </div>

## Operations






Icon	Property	Description
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.

## Drawing Pivot Tool Properties

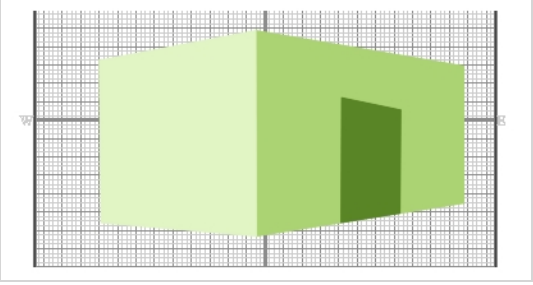



The Drawing Pivot tool lets you set the pivots on your character. You can set the drawing pivots on drawings and symbols.



## Tool Options

Icon	Property	Description
	Setting the Drawing Pivot for Symbols on All Frames	<p>The Set the Pivot for Symbol on All Frames option is enabled by default. When you set a drawing pivot on a symbol, all of its cells use the same drawing pivot. This means you do not have to set a drawing pivot on all frames. Once you set it, it is done.</p> <p>If you prefer to set a different drawing pivot for a series of cells, you can deselect the option and set your pivots on each cell or cell range.</p> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>If you have already set several different pivots on your symbol's cells and selected the Set the Pivot for Symbol on All Frames option, once you set a new pivot on the same symbol, all of its pivots will be reset and will use your new pivot.</p> </div>
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid.





		
	Reset Pivot	<p>When you click the Reset Pivot option, the drawing pivot of the selected drawing or symbol is reset to the centre of the Camera view.</p>
	Copying Pivot on Parent Symbol	<p>When you import new extra drawings, such as hands and mouths, you can use the drawing pivot that was set on your drawings and report them to the symbol's cells. Use the Copy Pivot to Parent Symbol command for this.</p> <div data-bbox="854 911 1430 1272" style="border: 1px solid green; padding: 10px;"> <p> <b>NOTE</b></p> <p>When you copy drawing pivots to the parent symbol, there is no link between the drawings' pivots and the symbol's pivots. If you modify the drawing pivot later, it will not link to the symbol. You would need to perform the operation again. If you need to modify the symbol's pivots, you can do it directly on the symbol's cells.</p> </div>

## Dropper Tool Properties

When you select the Dropper tool, its properties and options appears in the Tool Properties view.

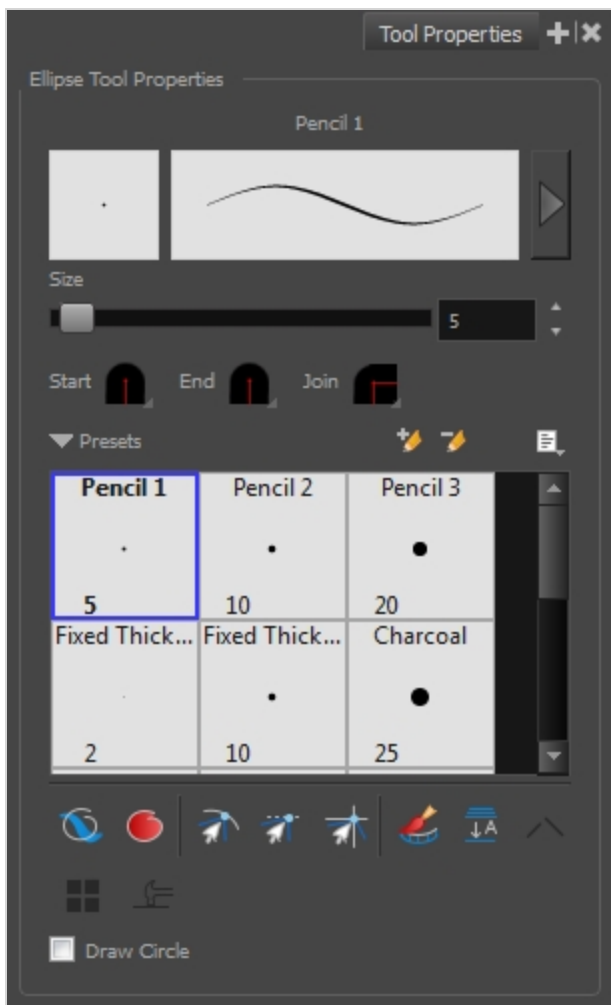



## Tool Options

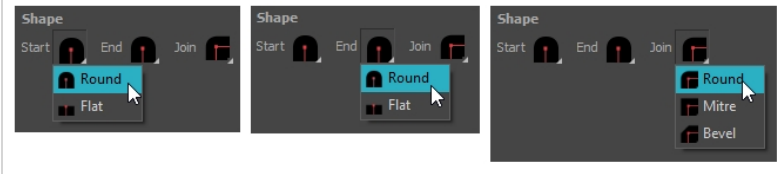



Icon	Property	Description
	Sample All Layers	On bitmap layers, if strokes with transparency located on separated art layers overlap, the Dropper will pick the combination of the two colours. When disabled, the Dropper will pick the colour on the current art layer.
	Do not Pick Transparency	On bitmap layers, when enabled, the dropper will pick the colour at 100% of opacity even if the selection has some transparency.



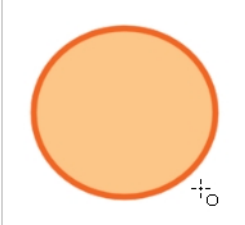



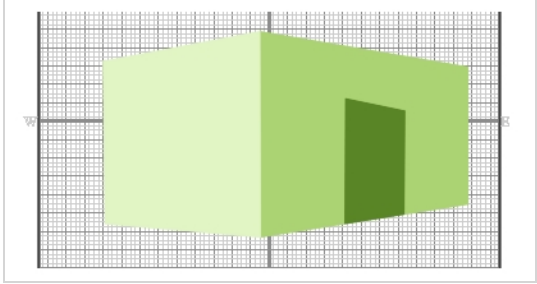

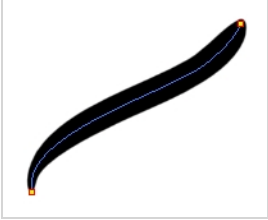
## Ellipse Tool Properties






When you select the Ellipse tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



Icon	Tool Name	Description
	Previewing the Stroke	The Preview area lets you see a preview of the stroke your drawing tool will make. 
	Size	Defines the width of the pencil line used to draw the circle.
	Shape	You can adjust the start, end, and join style of a pencil line.

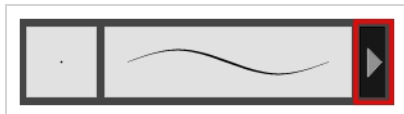
		 <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>
	<p>Presets</p>	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	<p>New Brush</p>	<p>Creates a new preset based on the current brush properties.</p>
	<p>Delete Brush</p>	<p>Deletes the currently selected preset.</p>
	<p>Rename Brush</p>	<p>Deletes the currently selected preset.</p>
	<p>Import Brushes</p>	<p>Allows you to import brush presets exported from Harmony.</p>
	<p>Export Brushes</p>	<p>Allows you to export your brush presets into an <b>.xml</b> file.</p>
	<p>Small Thumbnail, Large Thumbnail, and Stroke View</p>	<p>Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.</p>
	<p>Draw Behind</p>	<p>When enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush.</p>

		 <p>Orange stroke appears behind existing black stroke</p>
	Automatic Filling	<p>Use the Automatic Filling option to automatically fill your shape with the selected colour as you draw. By default, the Shape tool creates the outline of an empty shape that you can later fill using the Paint tool. This option is unavailable for the line tool.</p> 
	Snap to Contour	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p>
	Snap and Align	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>
	Snap to Grid	<p>Snaps your selection following the currently enabled grid.</p> 
	Automatically Create Colour Art	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 

	<p>Auto-Flatten Mode</p>	<p>By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p>  <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p> </div>
	<p>Use Stored Colour Gradient</p>	<p>The Use Stored Colour Gradient option can be used when painting with a gradient colour to always position the gradient in the same way it was stored, making it consistent across brush strokes. You can store a gradient by selecting a zone painted with a gradient with the Select tool, then clicking on Store Colour Gradient  in the Tool Properties view.</p>
	<p>Draw Circle</p>	<p>Enable this option to draw perfect circle (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.</p>

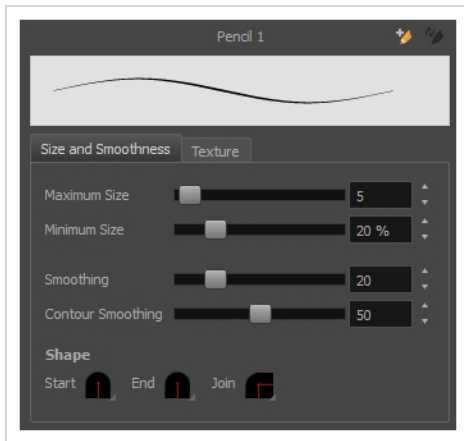
## Pencil Properties Dialog

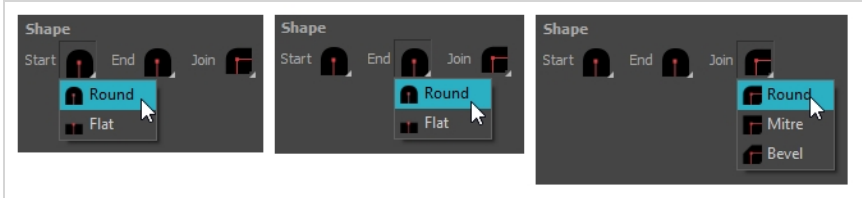
The Ellipse tool draws the same type of line as the Pencil tool. Hence, you can configure the Ellipse tool's lines using the Pencil Properties dialog, which you can open by clicking on the arrow button right of the stroke display area in the Tool Properties view.



## Size and Smoothness Tab

The Size and Smoothness tab allows you to select your pencil's size, its smoothing parameters as well as the shape of its tips and corners.



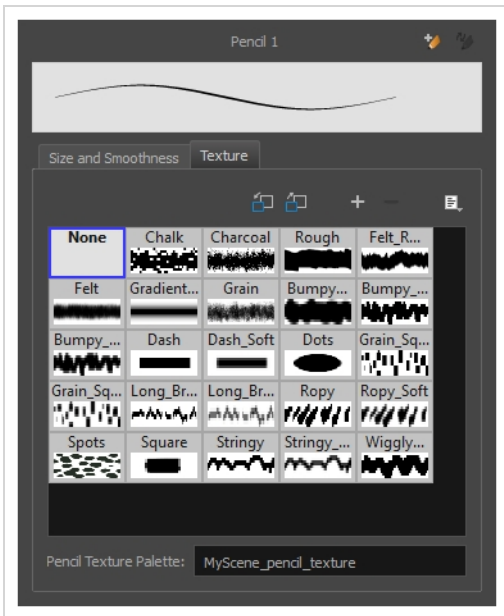
Tool Name	Description
Maximum Size	Defines the maximum size of the pencil line. If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can</li> </ul>

choose between Round, Mitre and Bevel style.

## Texture Tab


In the Pencil Properties view, the Texture tab allows you to select a pencil texture from the currently selected pencil texture palette to use with the Pencil tool. You can also add, remove or rename textures, save the current pencil texture palette as the default one, or import the pencil texture palette into your scene.

The pencil texture palette used in the Texture tab of the Pencil Properties dialog is the one selected in the Colour view. You can select a pencil texture palette by selecting it from the pencil texture palette list in the Colour view—see [Colour View on page 171](#).



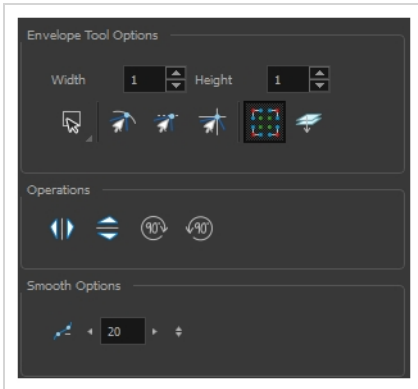
Icon	Tool Name	Description
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.
	New Texture	Allows you to import an image file into a new pencil texture swatch in the current pencil texture palette. The pencil texture's effect on your pencil line will be based on the image's transparency channel, and will follow your

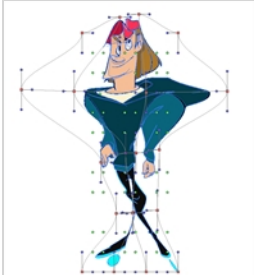









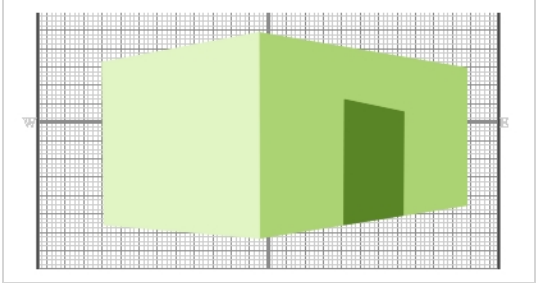



		pencil lines on its horizontal axis.
	Delete Texture	Deletes a pencil texture swatch from the current pencil texture palette.
	Rename Texture	Renames the selected pencil texture swatch in the current pencil texture palette.
	Pencil Texture List	Displays the pencil textures in the current pencil texture palette and allows you to select one to use with the Pencil tool.
	Pencil Texture Palette	Displays the name of the currently selected pencil texture palette, for reference. To select a different pencil texture palette, you must select it in the Colour view—see <a href="#">Colour View</a> on page 171.







## Envelope Tool Properties

Selecting the Envelope tool displays its properties and options in the Tool Properties view.



Icon	Tool Name	Description
	Width and Height	<p>Increase the width and height values to add more columns and rows to the deformation grids.</p> 
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div data-bbox="852 1375 1429 1575" style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the ALT key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p>

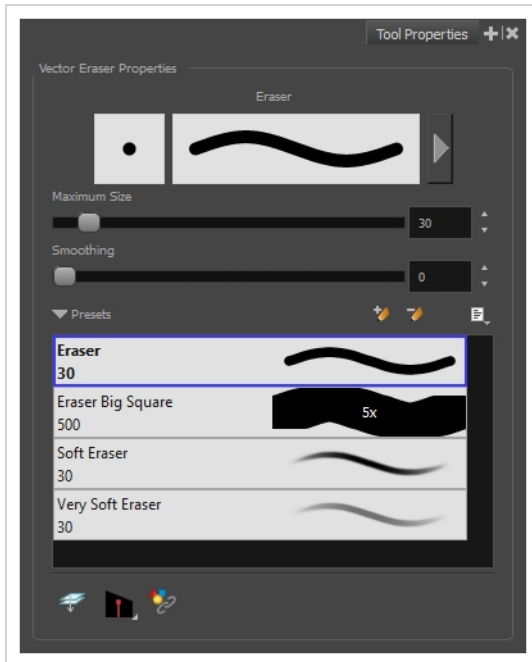
		 <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid. 
	Show Advanced Controls	To display more controls, you can click on the Show Advanced Controls button. 
	Apply to Line and Colour Art	Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.



		<div style="border: 1px solid green; padding: 5px;">  <p><b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.
	Smooth	You can modify the central line smoothness of your line using this option. This parameter smooths the deformed lines. Increasing the value will result in a smoother line with fewer control points. The more you increase the value, the less details and curves you will get. Use the left and right arrows to increment the value by one full unit. Use the Up - Down slider to quickly increment the value.





## Eraser Tool Properties



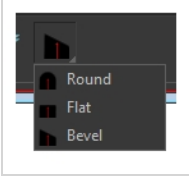

When you select the Eraser  tool, its properties and options appear in the Tool Properties view.

The Eraser tool properties are almost identical to the Brush tool properties.



Icon	Tool Name	Description
	Stroke Preview Area	<p>The Preview area lets you see a preview of the stroke your drawing tool will make.</p> 
	Eraser Properties Dialog	<p>The arrow button right of the display area opens the Eraser Properties dialog, which gives you access to all the parameters and options for your eraser. The Tool Properties view only gives you access to a few of the eraser properties, a list of eraser presets and options for the Eraser tool that are not related to the eraser properties. For more information on the Eraser Properties dialog, see the <a href="#">Eraser Tool Properties</a> section below.</p> 
	Maximum Size	Defines the maximum size of the eraser.

		If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
	Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
	Flow	Lets you set the opacity for each instance of the eraser tip that gets erased from your artwork. Contrary to the Opacity parameter, the flow parameter has a cumulative effect. This means that a lower flow will make your eraser strokes less effective towards its extremities and more effective in its center. Your stroke's flow will also accumulate if you draw over it. By default, your eraser's flow varies with the amount of pressure you put on your tablet pen.  <div style="border: 1px solid green; padding: 5px; background-color: #e6f2e6;">  <b>NOTE</b>  This option is only displayed in the Tool Properties view when drawing on a bitmap layer. </div>
	Opacity	The Opacity parameter are where Lets you set the opacity of your brush strokes. Contrary to the Flow parameter, the Opacity parameter is non-cumulative. Your whole brush stroke's opacity will not exceed the Opacity parameter. By default, the Opacity parameter varies depending on the amount of pressure you put on your tablet pen.  <div style="border: 1px solid green; padding: 5px; background-color: #e6f2e6;">  <b>NOTE</b>  This option is only displayed in the Tool Properties view when drawing on a bitmap layer. </div>
	New Eraser	Creates a new preset based on the current eraser properties.
	Delete Eraser	Deletes the currently selected preset.
	Rename Eraser	Deletes the currently selected preset.
	Import Erasers	Allows you to import brush presets exported from Harmony.
	Export Erasers	Allows you to export your brush presets into an <b>.xml</b> file.

	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Apply to Line and Colour Art	Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.  <div style="border: 1px solid green; padding: 5px; background-color: #e0f2f1;">  <b>NOTE</b>            If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.         </div>
	Tip Style	If you erase the end of a pencil line or erase a pencil line through the centre, new line tips or line ends are created. Use the Tip Style option to customize the shape of the new line tips that are created.  
	Apply to Synced Drawing Layers	When working on a synced layer, the tool is applied to the current layer and all the layers that are synced to it. This option only works in the Camera view.

## Eraser Properties Dialog

Erasers have an extensive set of options and properties that are not displayed in the Tool Properties view, but rather, in a dialog you can access from it. To open the Eraser Properties dialog, click on the arrow button right of the stroke display area.



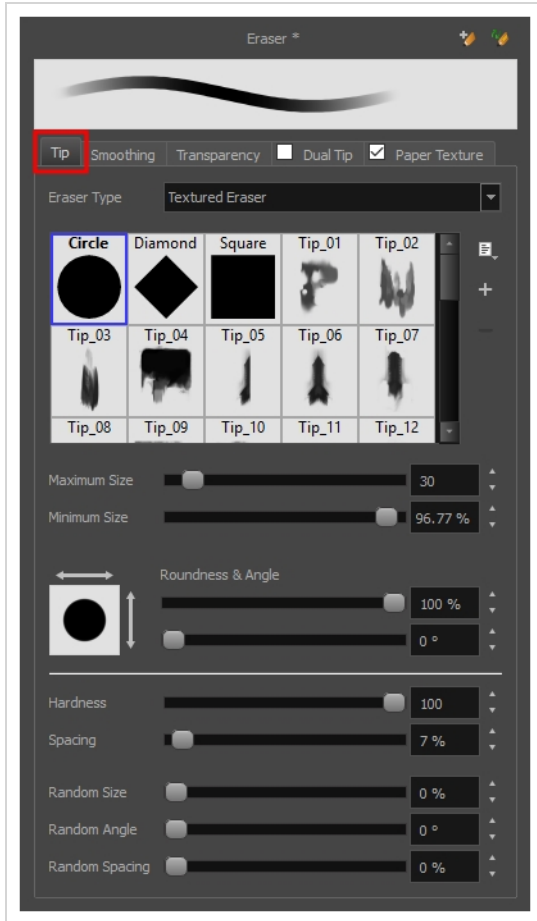
The Eraser Properties dialog has five different tabs, minus the Smoothing tab if you are working on a bitmap layers. Below is detailed information about the options available in each tab:

- [Tip Tab](#) on page 79
- [Smoothing Tab](#) on page 83
- [Transparency Tab](#) on page 84

- [Dual Tip Tab on page 87](#)
- [Paper Texture Tab on page 90](#)



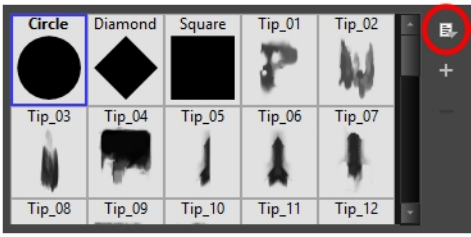
## Tip Tab


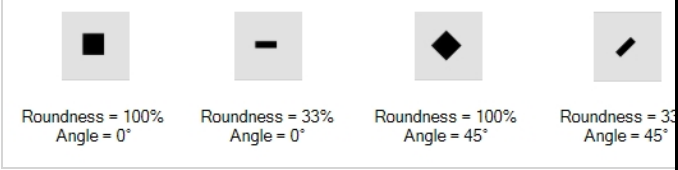
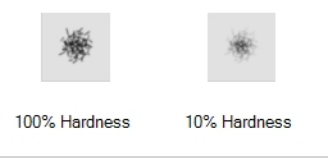
The Tip tab allows you to configure the shape, size, hardness and spacing of your eraser tip.

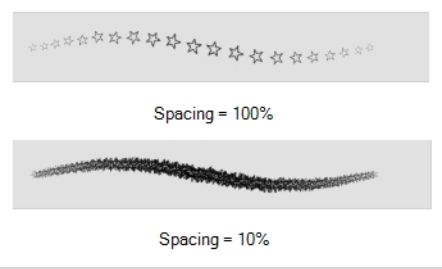
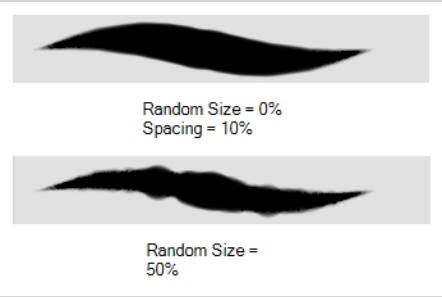



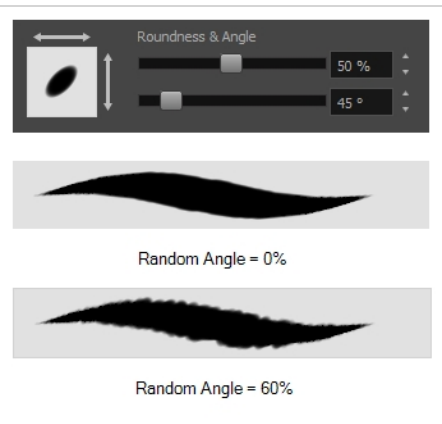
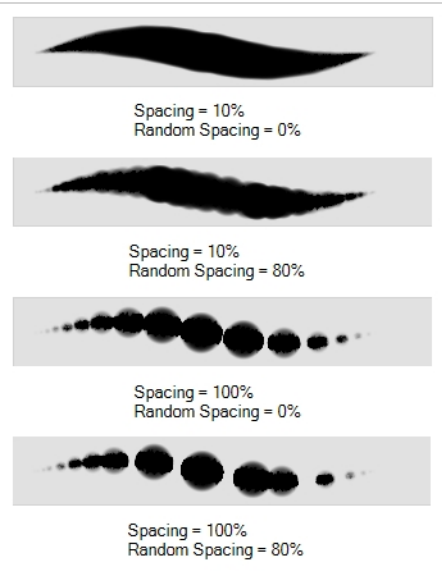
Tool Name	Description
Eraser Type	<p>Allows you to select between one of the following eraser types:</p> <ul style="list-style-type: none"> <li>• <b>Solid Vector:</b> Simply cuts out the eraser stroke's shape from the vector artwork. A solid vector eraser always completely erase the artworks leaving hard seams.</li> <li>• <b>Textured Eraser:</b> Allows to configure the eraser with the same options as with a textured brush. A textured eraser will decrease the opacity of bitmap textures in textured brush strokes if it doesn't completely erase it. If it completely erases a brush stroke, it will cut out the erased part from the vector artwork.</li> </ul>



	<ul style="list-style-type: none"> <li>• <b>Textured, Preserve Vector:</b> Like a Textured Eraser, except that it will not cut out from the vector shapes, even if it fully erases pixels in a textured brush stroke's texture.</li> </ul> <div data-bbox="708 321 1429 617" style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>Textured erasers only work as expected on textured brush strokes. Using a Textured eraser on a solid vector brush stroke or on a pencil line will only cut the eraser stroke's shape out of it. If you use a Textured, Preserve Vector type eraser on a solid vector shape or on a pencil line, the eraser will not erase anything.</p> </div> <div data-bbox="708 646 1429 846" style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>This option is not available when working on a bitmap layer. With bitmap layers, erasers are always textured, and textured eraser options are always available.</p> </div>
Eraser Tip Library	<div data-bbox="708 905 1328 1161" style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">  </div> <p>This is where you select the shape of the eraser tip. By default, it is round. Note that some tips are designed to have semitransparent areas, even when the maximum eraser opacity is set to 100%.</p> <p>To create a custom eraser tip, you must prepare the file ahead of time, either in Harmony or in a third-party software, such as Adobe Photoshop. Colour is not supported and transparency is not supported in the traditional sense. Black appears as 100% opaque, white appears as 100% transparent and all the shades of grey in between appear as varying degrees of semitransparency. A range of file formats are supported—jpeg, .png, .tif, .psd, .tga to name a few. Alpha channels are disregarded on import. It is recommended that your file be between 100 x 100 pixels and 400 x 400 pixels.</p> <p>You can also import eraser tips that you exported from Harmony, so you can share them with colleagues.</p>
Minimum and Maximum Size	<p>The minimum and maximum sizes of your drawing tool produce the thick and thin effect on your stroke. This works with the pressure sensitivity of a pen tablet.</p>

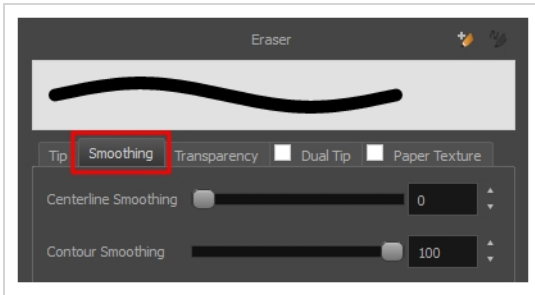
	<ul style="list-style-type: none"> <li>• <b>Maximum Size:</b> Defines the maximum width of the stroke.</li> <li>• <b>Minimum Size:</b> Defines the minimum width of the stroke in relation to and as a percentage of the maximum size.</li> </ul> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;">  <p><b>NOTE</b> Setting the Minimum Size value to 100% eliminates the possibility of creating width variation on your stroke. In other words, you would be forcing a uniform line width using the Maximum Size value.</p> </div>
<p>Roundness and Angle</p>	<p>The Roundness and Angle parameters allow you to change the shape and orientation of the tip.</p> <ul style="list-style-type: none"> <li>• <b>Roundness:</b> Squashes the height of the tip from its centre point. 100% roundness = the native height of the tip. A smaller percentage will make the brush tip look flatter and more narrow. The squashing is NOT relative to the angle value—if the tip is rotated, the squashing function still uses the brush tip's original orientation.</li> <li>• <b>Angle:</b> Rotates the brush tip counter-clockwise. 0° = the tip's native orientation.</li> </ul> <div style="border: 1px solid gray; padding: 5px; margin-top: 10px; text-align: center;">  </div>
<p>Hardness</p>	<p>The Hardness and Spacing parameters allow you to change the softness and spacing of the marks made by the eraser tip. You can preview the hardness and spacing at the top of the Eraser Properties window, stroke preview area.</p> <p>The hardness value corresponds to the softness of the eraser tip's edges. The lower the value, the softer the tip edge. The higher the value, the sharper the tip edge. Be aware that some eraser tips are not 100% opaque, so they will always appear somewhat soft, even at 100% hardness.</p> <div style="border: 1px solid gray; padding: 5px; margin-top: 10px; text-align: center;">  </div>
<p>Spacing</p>	<p>Defines the amount of space between each stamp of the eraser. A</p>

	<p>value of 100% sets the stamp marks edge to edge, if there is no white space around the shape. The larger the value, the greater the space between marks. A really large value can make the eraser stroke appear as a string of individual marks. Conversely, a small spacing value will give the appearance of a fluid brush stroke.</p> <p>Spacing is only evident when making a continuous stroke.</p> 
Randomness	<p>The Randomness parameters let you create a varied bitmap eraser stroke. Refining these options can give your stroke a lovely, non-mechanical look.</p>
Random Size	<p>You can create variation between the thick and thin of your eraser stroke just by setting the Maximum and Minimum Size values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p>  <div data-bbox="711 1541 1430 1808" style="border: 1px solid green; padding: 10px;"> <p> <b>NOTE</b></p> <p>Setting the Minimum Size to 100% eliminates the possibility of creating width variation on your stroke, whether you are applying randomness or not. Therefore, you would be forcing a uniform line width using the Maximum Size value.</p> </div>
Random Angle	<p>Sets the range for random rotation around the set Angle value. For</p>

	<p>example, if the Angle is set to 45° and the Random Angle set to 10°, the software will choose values between 40°–50° (plus or minus 5 degrees, equaling a total of 10 degrees).</p> 
<p>Random Spacing</p>	<p>Sets the range for random spacing around the set Spacing value. For example, if the Spacing is set to 50% and the Random Spacing is set to 10%, then Harmony will choose values between 45%–55% (plus or minus 5 percent, equaling a total of 10 percent).</p> 

## Smoothing Tab

The Smoothing tab contains options to configure how Harmony should automatically smooth your eraser strokes as you paint.

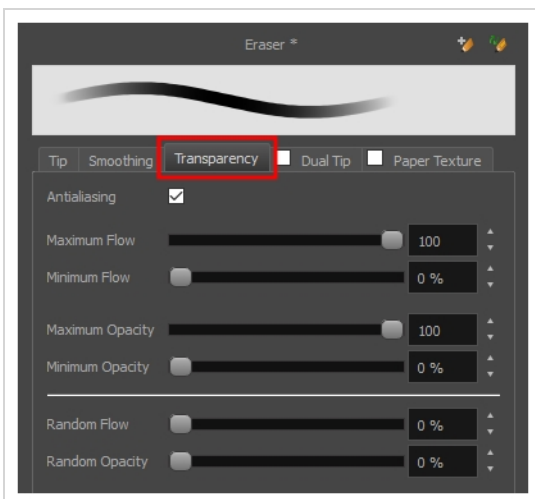
**NOTE**

The Smoothing tab is only available when working on a vector layer, as bitmap layers do not support smoothing.

Tool Name	Description
Centerline Smoothing	Defines the amount of smoothing Harmony should perform on your eraser stroke's direction, curves and corners. A higher setting will prevent your line from being shaky, but is liable to reduce drawing precision and turn sharp angles into curves.
Contour Smoothing	Defines the amount of smoothing Harmony should perform on outer contour of the eraser stroke. A higher setting will round sharp corners and reduce the amount of control points for the resulting vector shape.

## Transparency Tab


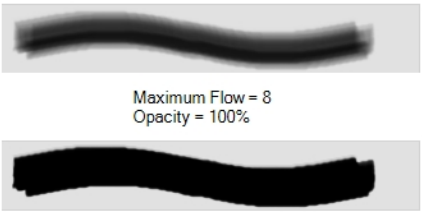
The Transparency tab allows you to decide if your eraser has antialiasing as well as to set its flow and opacity settings.

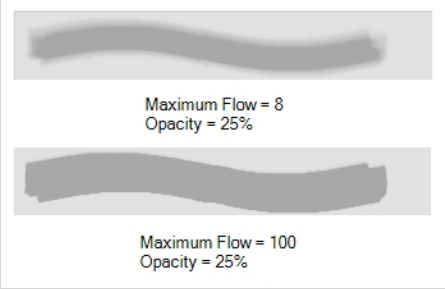
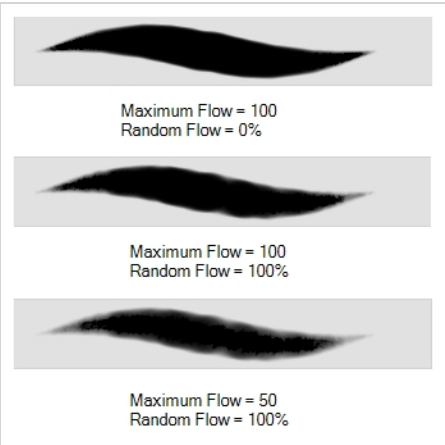





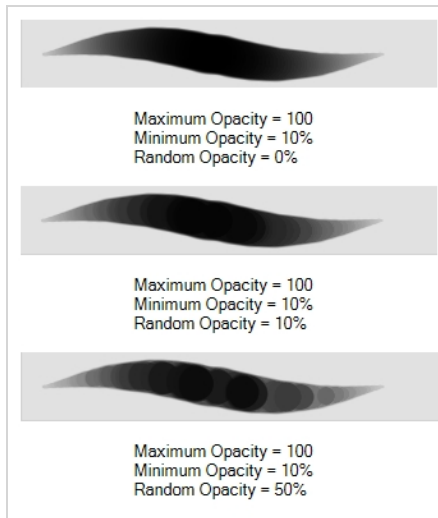
**NOTE**

The Transparency tab's options are only available on vector layers if the **Eraser Type** option of the Tip tab is set to **Textured Vector** or **Textured, Preserve Vector**.. On bitmap layers, those options are always available.

Tool Name	Description
<p>Antialiasing</p>	<p>Enabled by default. This option causes the contours of the eraser strokes to blend with the surrounding colours, to create an illusion of smoothness otherwise not possible due to the picture resolution.</p> <p>If antialiasing is disabled, the eraser will either fully erase pixels or leave them intact.</p> <div data-bbox="574 751 1430 892" style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;">  <p><b>NOTE</b> When disabled, all other options in the Transparency tab are disabled.</p> </div>
<p>Maximum and Minimum Flow</p>	<p>The Maximum and Minimum Flow parameters let you set the range for the rate at which your eraser's effect flows. The greater the flow, the more consistent the effect is. If the flow is light, then the effect may look spotty. This feature works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> <li>• <b>Maximum Flow:</b> Sets the maximum rate at which colour and texture are applied as you create a fluid stroke.</li> <li>• <b>Minimum Flow:</b> Sets the minimum rate at which colour and texture are applied as you create a fluid stroke. It is defined as a percentage of the Maximum Flow value. If the Minimum Flow value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The flow will be set to the constant rate of the Maximum Flow value.</li> </ul> <div data-bbox="574 1398 1016 1688" style="border: 1px solid #ccc; padding: 10px; margin-top: 10px;">  </div>
<p>Maximum Opacity and Minimum Opacity</p>	<p>The Maximum and Minimum Opacity parameters are where you set the opacity range for an eraser mark. This works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> <li>• <b>Maximum Opacity:</b> Sets the transparency limit of the eraser mark when the pressure is heavy.</li> </ul>

	<ul style="list-style-type: none"> <li>• <b>Minimum Opacity:</b> Sets the transparency limit of the eraser mark when the pressure is very light. It is defined as a percentage of the Maximum Opacity value. If the Minimum Opacity value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The opacity will be set to the constant rate of the Maximum Opacity value.</li> </ul> 
Randomness	<p>The Randomness parameter lets you set the range for the randomness of the flow and opacity. This works with the pressure sensitivity of a pen tablet.</p>
Randomness Flow	<p>You can create variation in the flow of your eraser stroke just by setting the Maximum and Minimum Flow values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p>  <div data-bbox="574 1587 1430 1818" style="border: 1px solid green; padding: 10px;"> <p> <b>NOTE</b></p> <p>Setting the Minimum Flow value to 100% eliminates the possibility of creating flow variation on your stroke, whether you are applying randomness or not. That is, you would be forcing a uniform flow using the Maximum Flow value.</p> </div>
	86

Maximum and Minimum Opacity values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.



#### NOTE

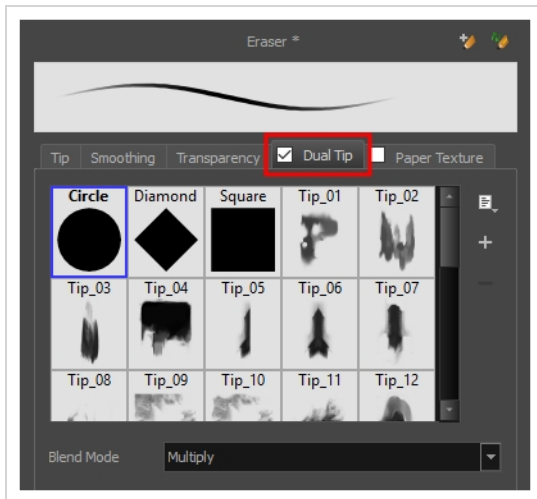
Setting the Minimum Opacity value to 100% eliminates the possibility of creating opacity variation on your stroke, whether you are applying randomness or not. That is, you would be forcing a uniform opacity using the Maximum Opacity value.

## Dual Tip Tab

The Dual Tip tab lets you set the parameters for creating a dual tip eraser. The primary bitmap eraser tip and the dual tip always work together. You can set the parameters for the primary tip in the Tip tab and those for the dual tip in the Dual Tip tab. The Blend mode you select determines how the tips are combined.

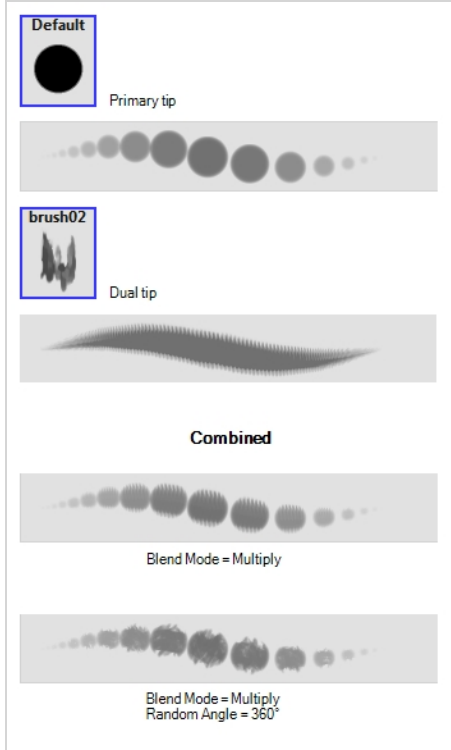
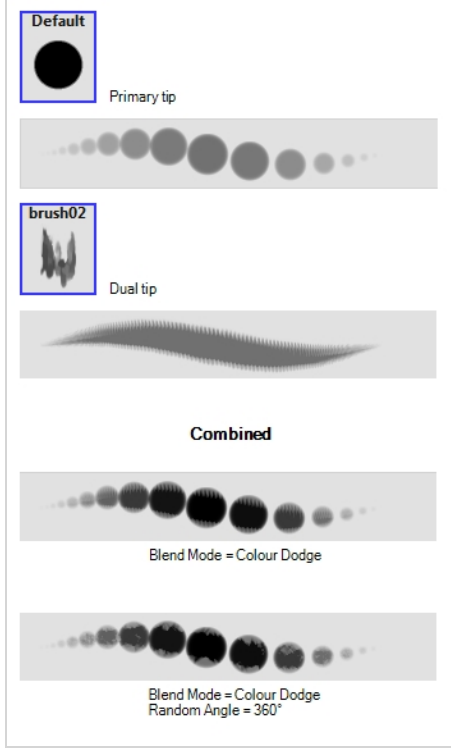
By default, the Blend Mode is set to Multiply and the Random Angle to 360°.

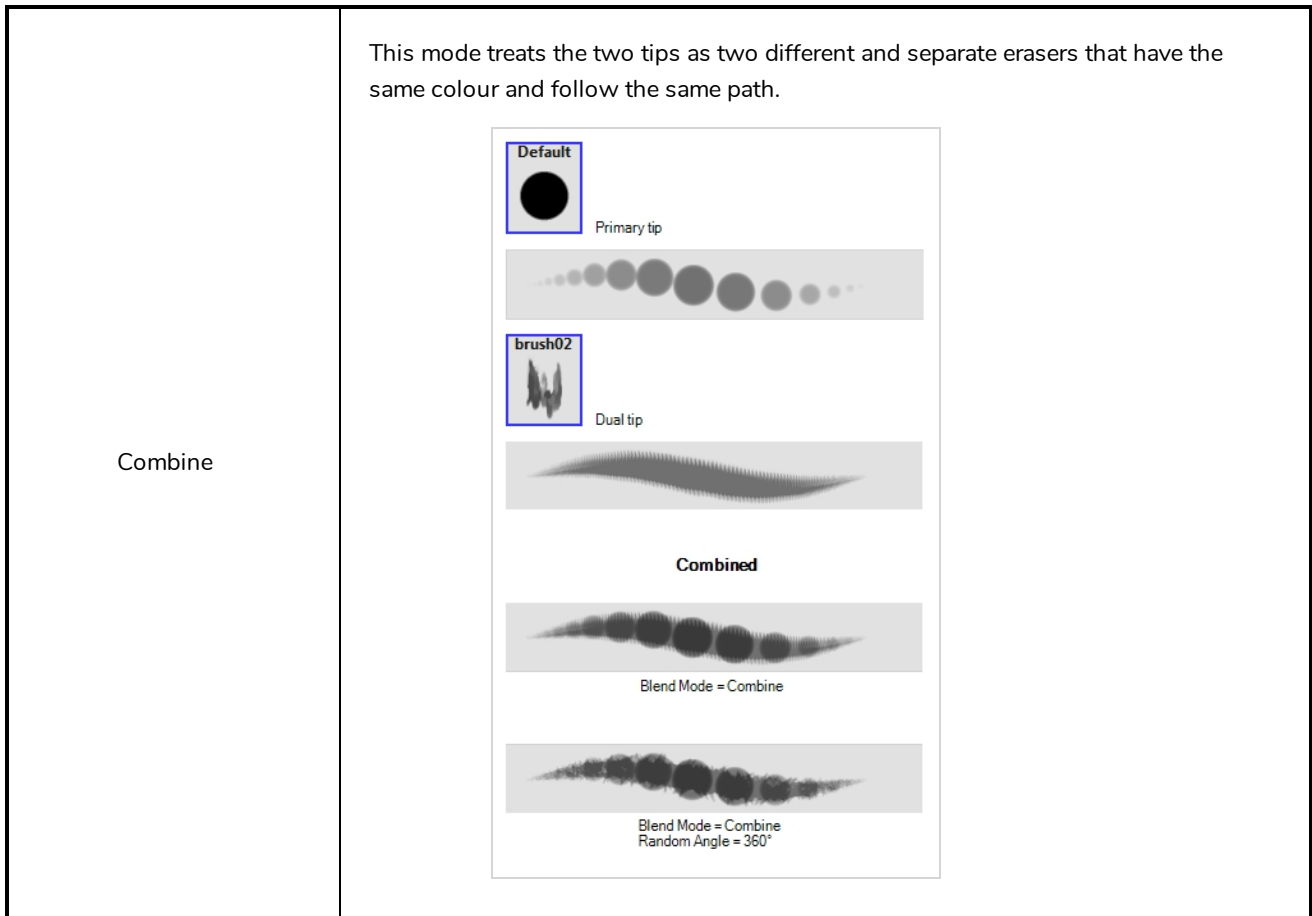


**NOTE**

To use a Dual Tip, you must enable option by checking the checkbox inside the **Dual Tip** tab. Additionally, if you are working on a vector layer, the **Eraser Type** option of the Tip tab must be set to **Textured Vector** or **Textured, Preserve Vector**.

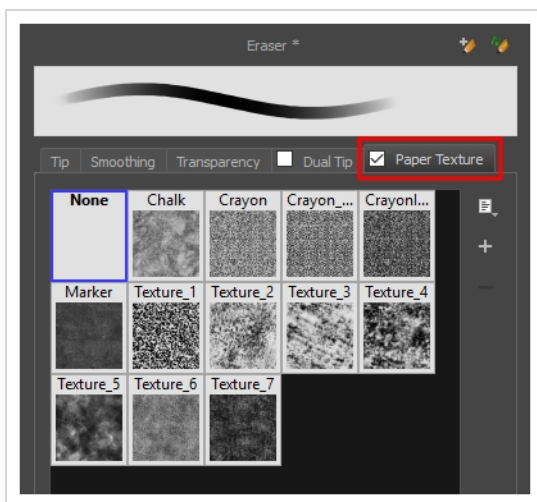
Tool Name	Description
Enable/Disable	The checkbox inside the tab allows you to decide whether or not your eraser uses a dual tip. If this checkbox is unchecked, the options in the Dual Tip tab will be disabled.
Blend Mode	The Blend modes let you decide how the primary tip and the dual tip are combined.
Multiply	This is the default blend mode. When the two eraser tips are combined in this mode, they essentially cut each other out in overlapping areas, where one or both tips have an area of 100% transparency. The less opaque the eraser tips are, the lighter their combination.

	
<p>Colour Dodge</p>	<p>In this mode, the primary tip cuts out the shape of the dual tip. Where the tip shapes overlap, within the boundaries of the primary shape, the colour and opacity appear darker.</p> 



## Paper Texture Tab

The Paper Texture tab lets you configure a paper-like texture for your eraser. You can also add textures by importing image files, or import paper textures that were previously exported from Harmony.





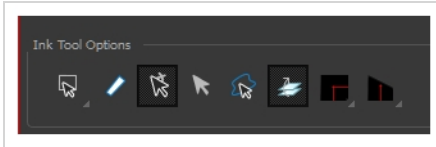
**NOTE**







To use a Paper Texture, you must enable option by checking the checkbox inside the **Paper Texture** tab. Additionally, if you are working on a vector layer, the **Eraser Type** option of the Tip tab must be set to **Textured Vector** or **Textured, Preserve Vector**.




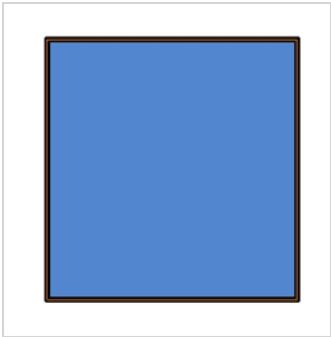



Tool Name	Description
Enable/Disable	The checkbox inside the tab allows you to decide whether or not your eraser uses a paper texture. If this checkbox is unchecked, the options in the Paper Texture tab will be disabled.
Texture Scale	Increase or decreases the size of the paper texture.
Additive	<p>This option layers the texture on top of itself as you scribble overlapping lines in one continuous stroke. If this option is turned off, areas of overlapping lines from a single, continuous stroke will appear the same, in terms of darkness and texture, as non-overlapping areas.</p> <div data-bbox="521 947 989 1243" style="text-align: center;"> <p style="display: flex; justify-content: space-around; margin: 0;"> <span>Additive enabled</span> <span>Additive disabled</span> </p> </div>
Aligned	<p>This option defines the way separate, overlapping strokes behave. If this option is enabled, the paper texture's position does not change with each sweep of the eraser. If this option is disabled, each sweep of the eraser produces a different texture position. The texture orientation always stays the same.</p> <div data-bbox="521 1453 1174 1850" style="text-align: center;"> <p style="display: flex; justify-content: space-around; margin: 0;"> <span>Aligned enabled</span> <span>Aligned disabled</span> </p> </div>

## Ink Tool Properties

When you select the Ink tool, its properties and options appear in the Tool Properties view.

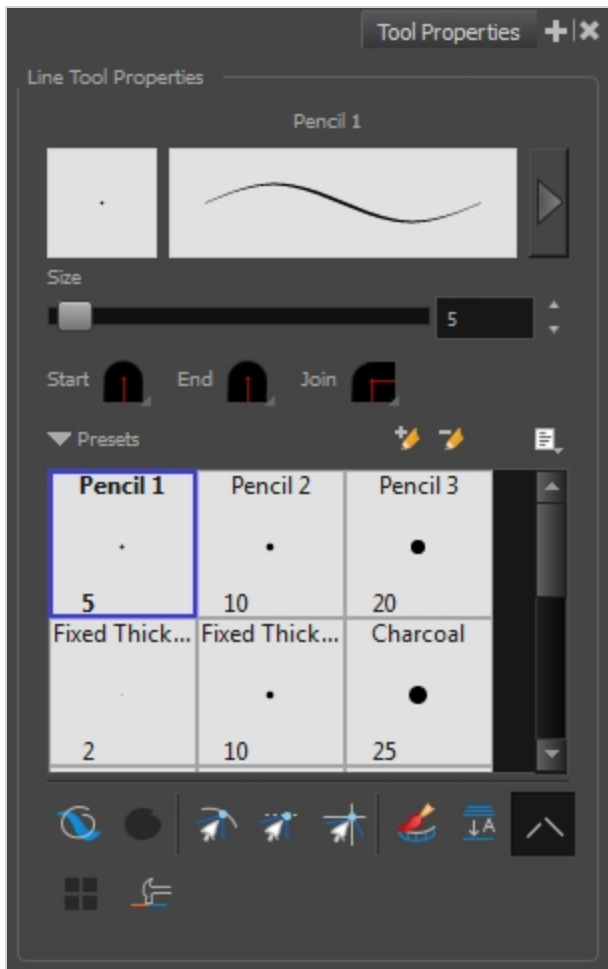



Icon	Tool Name	Tool
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Show Inkable Lines	<p>Highlights all pencil lines (no brush strokes) on the selected layer. Pencil line segments that are already inked with the selected swatch colour from the colour palette are also not highlighted.</p>
	Be Smart on Connecting Lines	<p>As you hover and move the cursor across intersecting pencil lines, the path that you create will be highlighted. When you click on your mouse or stylus the highlighted segments are inked. With this option disabled, all the intersecting segments that your cursor comes near will be highlighted and become part of the selection, even if they were not situated in the direction of the chosen path.</p>

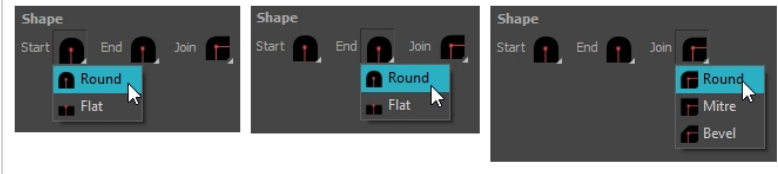



		<div style="border: 1px solid green; padding: 5px;">  <p><b>NOTE</b> This option only works if the Ink tool is in Hover mode.</p> </div>
	Select Mode	Use this mode instead of the Hover Mode. In the Hover Mode, any potentially inkable pencil line will have its central vector line highlighted as the Ink tool's cursor hovers over it. Use Ctrl (Windows/Linux) or ⌘ (macOS) to toggle between the two modes.
	Select Newly Painted, Repainted, and Unpainted Contours/Lines	<p>In the Paint tool properties, this option keeps a selection highlighted around the latest painted zone after using the Paint, Repaint, Unpaint, or Paint Unpainted tool.</p> 
	Raise	As you ink the pencil line, the segment will be moved on top of the other intersecting strokes. Disable this option for the line to be sent behind. Hold down the Alt key to perform the opposite operation as you ink.
	Mitre	As you hover over two perpendicular or nearly perpendicular segments, a highlighted path with a corner is created. Clicking on these highlighted segments inks both segments and makes them appear as a single stroke with a corner or bend. Options include: As Is, Round, Miter, and Bevel.
	Tip Style	Lets you customize the edge of the Ink tool. Options include: Round, Flat, and Bevel.

## Line Tool Properties





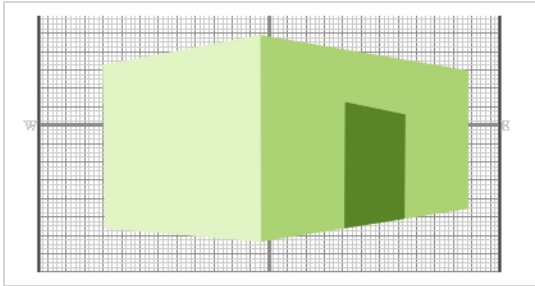

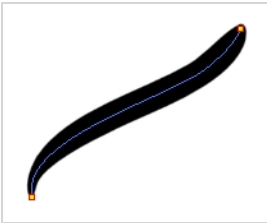


When you select the Line tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



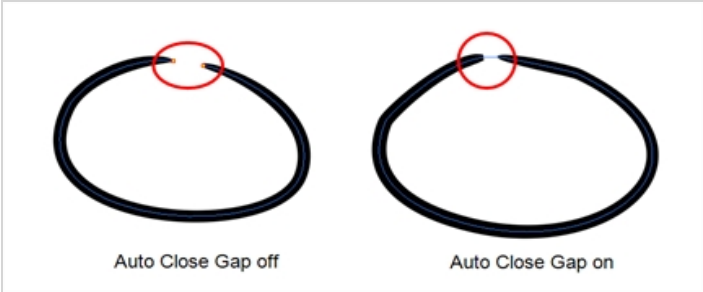

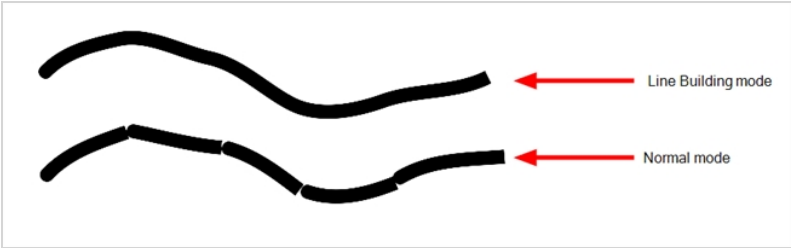





Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the stroke your drawing tool will make.</p> 
	Size	Defines the width of the pencil line used to draw the line.
	Shape	You can adjust the start, end, and join style of a pencil line.

		 <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>
	<p>Presets</p>	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	<p>New Brush</p>	<p>Creates a new preset based on the current brush properties.</p>
	<p>Delete Brush</p>	<p>Deletes the currently selected preset.</p>
	<p>Rename Brush</p>	<p>Deletes the currently selected preset.</p>
	<p>Import Brushes</p>	<p>Allows you to import brush presets exported from Harmony.</p>
	<p>Export Brushes</p>	<p>Allows you to export your brush presets into an <b>.xml</b> file.</p>
	<p>Small Thumbnail, Large Thumbnail, and Stroke View</p>	<p>Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.</p>
	<p>Draw Behind</p>	<p>When enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush.</p>



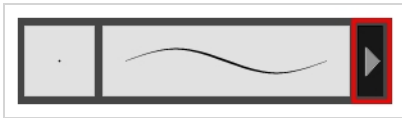
		
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid. 
	Automatically Create Colour Art	As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer. 
	Auto-Flatten Mode	By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork. 

		<div style="border: 1px solid #c8e6c9; padding: 10px;">  <p><b>NOTE</b></p> <p>Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p> </div>
	<p>Auto-Close Gap</p>	<p>When using the pencil tool, you can automatically close strokes with an invisible stroke.</p> <div style="text-align: center;">  <p>Auto Close Gap off                      Auto Close Gap on</p> </div> <p>It is recommended to keep this option enabled when drawing with the Pencil tool.</p>
	<p>Line Building Mode</p>	<p>The Line Building mode is very useful when drawing long lines and curves in small increments with pencil lines or the Line tool. As the pencil lines are central vector lines, it may be difficult to align the line tips perfectly to create a uniform stroke and close all gaps.</p> <p>In this mode, you can draw lines in small increments and the tips are merge into one single stroke.</p> <div style="text-align: center;">  <p>Line Building mode                      Normal mode</p> </div> <div style="border: 1px solid #c8e6c9; padding: 10px; margin-top: 10px;">  <p><b>NOTE</b></p> <p>This mode only works with pencil lines or the line tool.</p> </div>
	<p>Use Stored Colour Gradient</p>	<p>The Use Stored Colour Gradient option can be used when painting with a gradient colour to always position the gradient in the same way it was stored, making it consistent across brush strokes. You can store a gradient by selecting a zone painted with a gradient with the Select tool,</p>

		then clicking on Store Colour Gradient  in the Tool Properties view.
	Draw Circle	Enable this option to draw perfect circle (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.

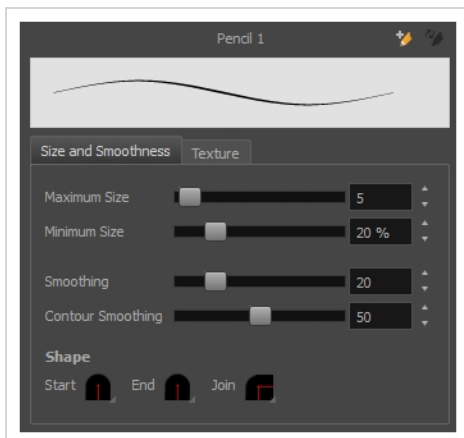
## Pencil Properties Dialog

Since the Line tool draws pencil lines, you can use the Pencil Properties dialog to customize the type of lines it draws. To open the Pencil Properties dialog, click on the arrow button right of the stroke display area.

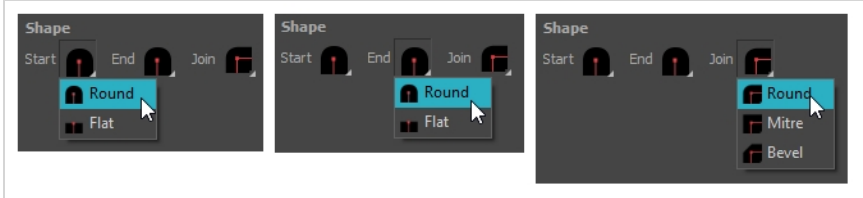


## Size and Smoothness Tab

The Size and Smoothness tab allows you to select your pencil's size, its smoothing parameters as well as the shape of its tips and corners.



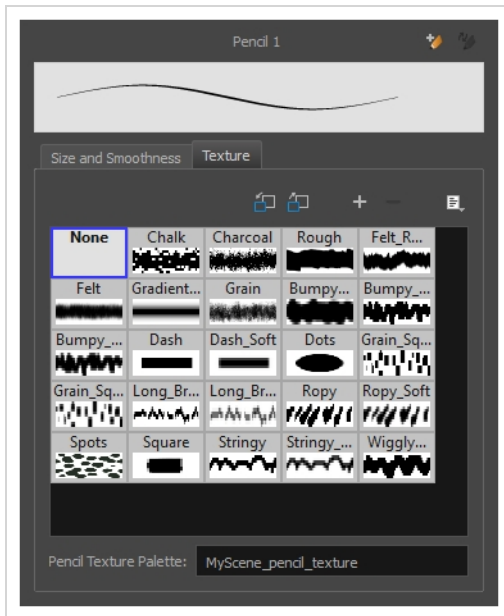
Tool Name	Description
Maximum Size	Defines the maximum size of the pencil line. If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.





Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>

## Texture Tab

In the Pencil Properties view, the Texture tab allows you to select a pencil texture from the currently selected pencil texture palette to use with the Pencil tool. You can also add, remove or rename textures, save the current pencil texture palette as the default one, or import the pencil texture palette into your scene.

The pencil texture palette used in the Texture tab of the Pencil Properties dialog is the one selected in the Colour view. You can select a pencil texture palette by selecting it from the pencil texture palette list in the Colour view—see [Colour View](#) on page 171.

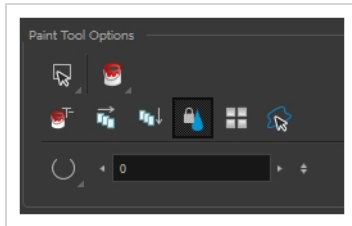







Icon	Tool Name	Description
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.
	New Texture	Allows you to import an image file into a new pencil texture swatch in the current pencil texture palette. The pencil texture's effect on your pencil line will be based on the image's transparency channel, and will follow your pencil lines on its horizontal axis.
	Delete Texture	Deletes a pencil texture swatch from the current pencil texture palette.
	Rename Texture	Renames the selected pencil texture swatch in the current pencil texture palette.
	Pencil Texture List	Displays the pencil textures in the current pencil texture palette and allows you to select one to use with the Pencil tool.
	Pencil Texture Palette	Displays the name of the currently selected pencil texture palette, for


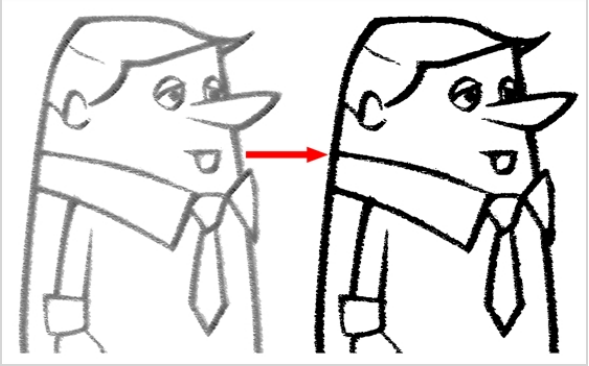

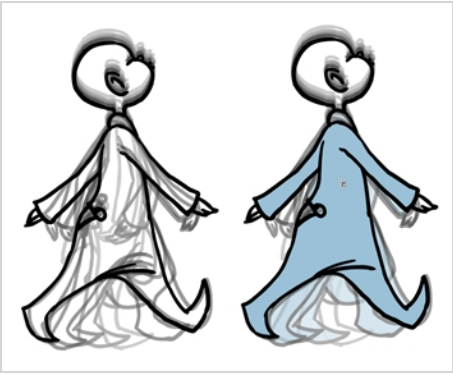

		<p>reference. To select a different pencil texture palette, you must select it in the Colour view—see <a href="#">Colour View on page 171</a>.</p>
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## Paint Tool Properties




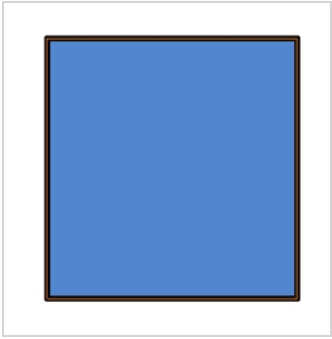

When you select the Paint tool, its properties and options appears in the Tools Properties view.

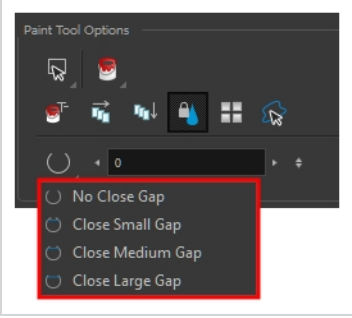


Icon	Tool Name	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #0070C0; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Paint Modes	<p>The Paint tool has four different modes available:</p> <ul style="list-style-type: none"> <li>• The Paint mode paints everything it touches, including empty and filled zones.</li> <li>• The Paint Unpainted mode paints only empty zones. Any line or filled zone will remain unchanged.</li> <li>• The Repaint mode paints everything it touches except empty zones. Any zone that is not painted will remain intact.</li> <li>• The Unpaint mode unpaints everything it touches, including empty and filled zones.</li> </ul>


	<p>Paint and Remove Textures</p>	<p>The Paint and Remove Texture option is used when you vectorized images as greyscale texture style. An image vectorized as texture is a mix of bitmap filling encapsulated in a vector-based frame. Painting a textured zones with the Paint tool will change the tint of the textured lines. Painting the textured zones using the Paint and Remove Texture option transforms the bitmap filling into a 100% vector based zone and fills it with a solid colour.</p> 
	<p>Apply to Multiple Drawings</p>	<p>The Apply to Multiple Drawings option is used for fast painting in hand-drawn animation. When you want to paint several drawings in a same layer at once, such as a walk cycle, you can enable this option and make a selection in the Drawing view. All the closed zones located within your Paint tool selection are painted with the selected colour swatch.</p>  <p>You do not need to enable the Onion Skin preview to use this option. The option will stay enabled only for the next action. If you want to use it again, you must click on the Apply to Multiple Drawings button again, or press Alt + A.</p>
	<p>Respect Protected Colour</p>	<p>The Respect Protected Colour option is enabled by</p>

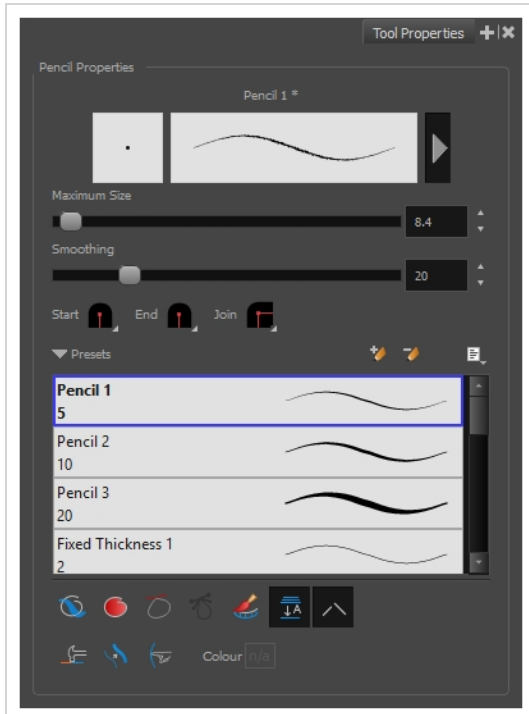


		<p>default. In your Colour view, you can protect some colour swatches to avoid repainting or unpainting the zones linked to that swatch.</p> <p>If you disable this option the Paint tool will not follow the protect colour rule and will repaint or unpaint the protected colours on your drawings until you enable the option again.</p>
	Use Stored Colour Gradient	<p>When you paint a zone with a gradient or textured colour swatch, the gradient or texture's position is set relative to the size of the zone you are painting. If you want the Paint tool to use a particular size and position, you must first store your desired position and size using the Select tool and then enable the Use Stored Colour Gradient option in the Paint tool properties.</p> 
	Select Newly Painted, Repainted, and Unpainted Contours/Lines	<p>In the Paint tool properties, this option keeps a selection highlighted around the latest painted zone after using the Paint, Repaint, Unpaint, or Paint Unpainted tool.</p> 
	Close Gap	<p>The Close Gap option has four modes available. When the option is enabled, Harmony will consume more resources while painting.</p>

		 <p>The screenshot shows the 'Paint Tool Options' menu with a red box highlighting the 'Close Gap' options. The options are: No Close Gap, Close Small Gap, Close Medium Gap, and Close Large Gap.</p> <ul style="list-style-type: none"><li>• No Close Gap: The moment a zone has a gap in it, the Paint tool will not fill the area.</li><li>• Close Small Gap: If a zone has a small gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.</li><li>• Close Medium Gap: If a zone has a medium gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.</li><li>• Close Large Gap: If a zone has a large gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.</li></ul>
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## Pencil Tool Properties


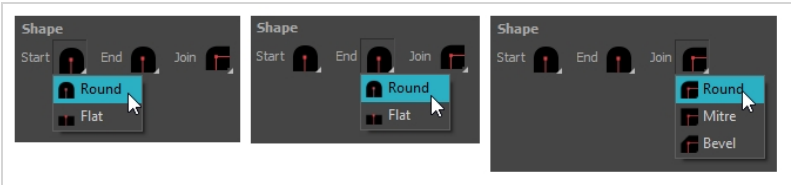
When you select the Pencil  tool, its properties and options appears in the Tool Properties view.



## Pencil Properties

The following properties affect the pencil's size, smoothing, shape and other properties for the drawing style of your pencil. Those properties can be saved into pencil presets for later use.




Icon	Tool Name	Description
	Preview Area	<p>The Preview area lets you see a preview of the stroke your drawing tool will make.</p> 
	Pencil Properties Dialog	<p>The arrow button right of the preview area opens the Pencil Properties dialog.</p>  <p>While the Tool Properties view only gives you access to a few of the</p>

		<p>pencil properties, a list of pencil presets and other drawing options, the Pencil Properties dialog gives you access to all the available options for your pencil's shape and texture. For more information on the Pencil Properties dialog, see the <a href="#">Pencil Properties Dialog</a> section below.</p>
	Maximum Size	<p>Defines the maximum width of the pencil line.</p> <p>If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.</p>
	Smoothing	<p>Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.</p>
	Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>

## Pencil Presets



These options allow you to select, create and manage pencil presets.


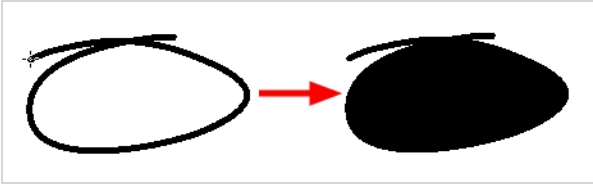






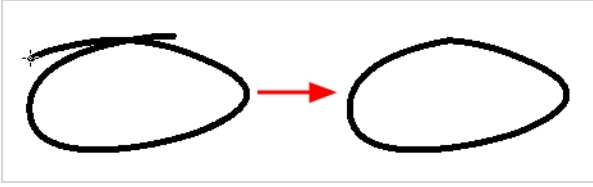

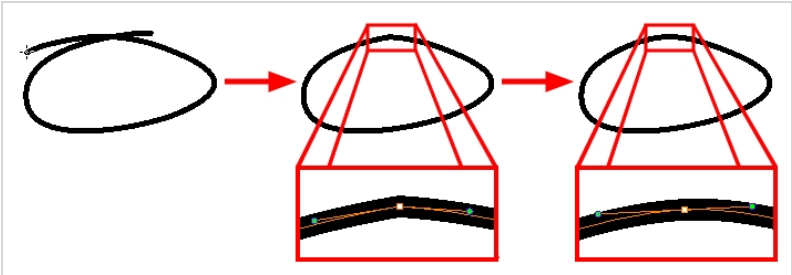

Icon	Tool Name	Description
	Presets list	<p>Harmony provides a variety of pencil presets and thickness stencils and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>A thickness stencil saves the thickness information across the length of the line. When drawing with a thickness stencil, the pressure sensitivity</p>

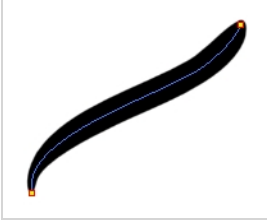




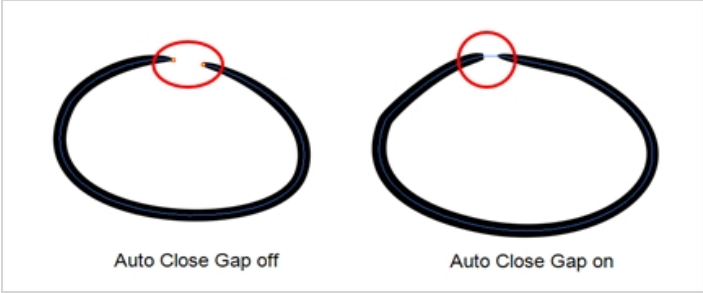

		<p>of the tablet is discarded. A thickness stencil can be used while drawing, or applied afterwards.</p> <p>You also have the possibility to apply different textures to your lines by either using the default presets or importing your own.</p> <p>You can export the pencil presets that you have created and import those that others have created. This is a good way for you and project collaborators to keep a consistent look for the project.</p>
	New Preset	Creates a new preset based on the current brush properties.
	Delete Preset	Deletes the currently selected preset.
	Presets Menu	Gives access to more options for managing presets.
	Rename Brush	Deletes the currently selected preset.
	Import Brushes	Allows you to import brush presets exported from Harmony.
	Export Brushes	Allows you to export your brush presets into an <b>.xml</b> file.
	Small Thumbnail	Displays presets in a grid of small thumbnails with a preview of their tip.
	Large Thumbnail	Displays presets in a grid of big thumbnails, with their name and a preview of their tip.
	Stroke View	Displays presets in a list, with their name and a preview of a stroke done with each preset. This is the default setting.

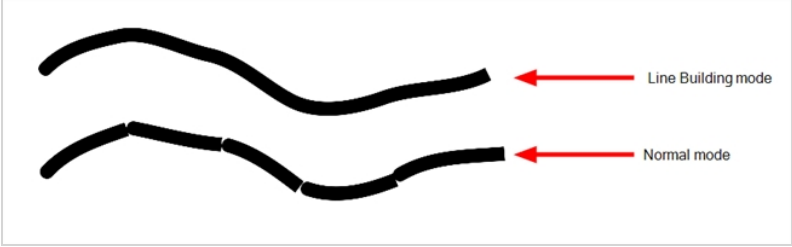


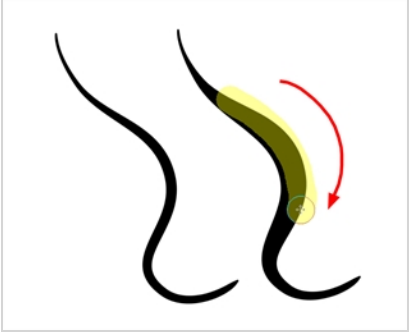

## Drawing Options

These options affect the way your drawing strokes are integrated into your artwork.

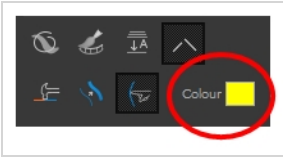
	Draw Behind	<p>When enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush.</p>  <p>Orange stroke appears behind existing black stroke</p>
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	<p>Auto Fill</p>	<p>When enabled, drawing a closed shape will automatically fill it with the currently selected Paint colour.</p>  <div data-bbox="646 495 1430 779" style="border: 1px solid #add8e6; padding: 10px;"> <p> <b>TIP</b></p> <p>By default the pencil line and its fill will be the same colour. If you want to select different colours for the pencil line and its fill, you can click on the Unlock Three Colours  button in the Colour view, then select different colours for Brush strokes  , Pencil lines  and Paint fills .</p> </div>
	<p>Trim Extra Lines</p>	<p>When enabled, drawing a closed shape will automatically remove the outstanding lines.</p> 
	<p>Align Handles After Trim</p>	<p>When the Trim Extra Lines option is enabled, enable this option to make the point where the beginning and end of the stroke meet into a smooth curve rather than a hard corner.</p> 
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p>

		
	<p>Auto-Flatten Mode</p>	<p>By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p>  <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p> </div>
	<p>Auto-Close Gap</p>	<p>When using the pencil tool, you can automatically close strokes with an invisible stroke.</p>  <p>It is recommended to keep this option enabled when drawing with the Pencil tool.</p>
	<p>Line Building Mode</p>	<p>The Line Building mode is very useful when drawing long lines and curves in small increments with pencil lines or the Line tool. As the pencil lines are central vector lines, it may be difficult to align the line tips perfectly to create a uniform stroke and close all gaps.</p> <p>In this mode, you can draw lines in small increments and the tips are merge into one single stroke.</p>

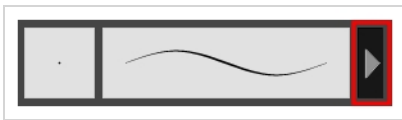
		 <div data-bbox="646 472 1433 611" style="border: 1px solid green; padding: 5px;">  <p><b>NOTE</b> This mode only works with pencil lines or the line tool.</p> </div>
	<p>Auto Adjust Thickness</p>	<p>The Auto Adjust Thickness tool is useful when you want to render a portion of a line thicker. When tracing a drawing on paper, you will often go back to a section of a curve to make it thicker to add dynamism to the line. Using the Auto Adjust Thickness tool, you can draw highlight strokes over the section to make thicker. Once you release the pen or mouse, the line becomes thicker following the shape and curve of the original stroke. This way is much faster and smoother than using the Pencil Editor tool. You do not have to add extra points and adjust the position and Bezier handles.</p>  <p>The default overlay colour is light yellow. If this colour is difficult to see because of the background or drawing colour, you can adjust the colour.</p>
	<p>Line Pushing Mode</p>	<p>The Line Pushing Mode option lets you draw highlight strokes over existing pencil lines. You can reshape the curves. Depending how you draw the pushing stroke over your line, the highlighted section will be reshaped in one direction or the other.</p> <p>The default overlay colour is light yellow. If this colour is difficult to see because of the background or drawing colour, you can adjust the colour.</p>
	<p>Colour</p>	<p>You can change the colour of the temporary strokes that appear in the drawing space when using the Line Pushing Mode or the Auto Adjust</p>



		<p>Thickness option by clicking on the Colour swatch and selecting a new colour in the Colour Picker dialog.</p> 
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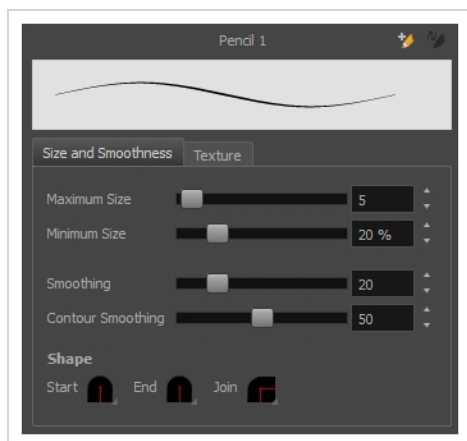
## Pencil Properties Dialog

Pencils have extra parameters which are not accessible from the Tool Properties view. To open the Pencil Properties dialog, click on the arrow button right of the stroke display area.

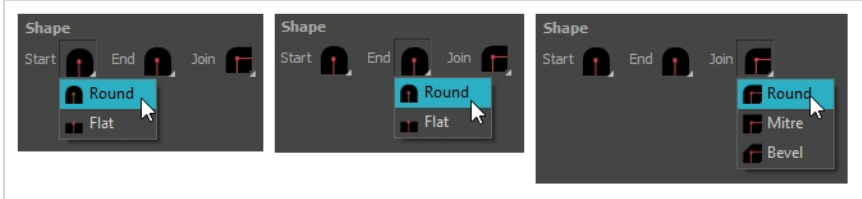


## Size and Smoothness Tab

The Size and Smoothness tab allows you to select your pencil's size, its smoothing parameters as well as the shape of its tips and corners.



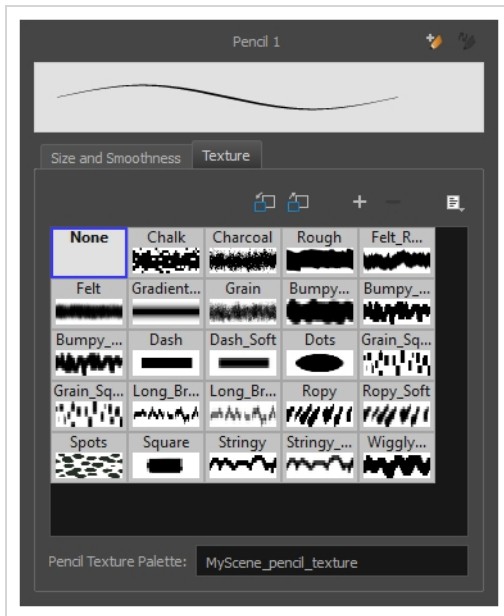
Tool Name	Description
Maximum Size	Defines the maximum size of the pencil line. If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be





	ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>

## Texture Tab

In the Pencil Properties view, the Texture tab allows you to select a pencil texture from the currently selected pencil texture palette to use with the Pencil tool. You can also add, remove or rename textures, save the current pencil texture palette as the default one, or import the pencil texture palette into your scene.

The pencil texture palette used in the Texture tab of the Pencil Properties dialog is the one selected in the Colour view. You can select a pencil texture palette by selecting it from the pencil texture palette list in the Colour view—see [Colour View](#) on page 171.

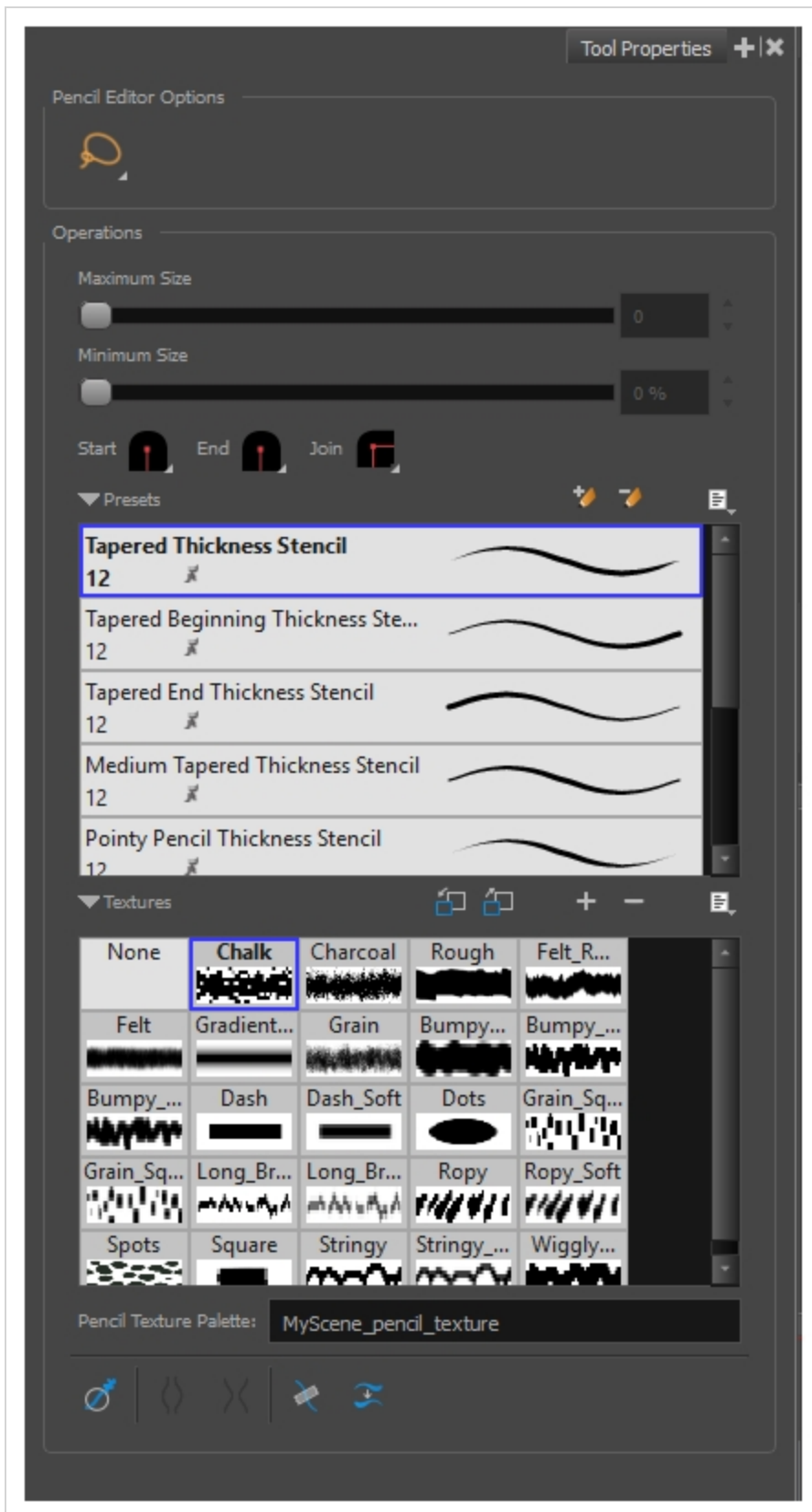






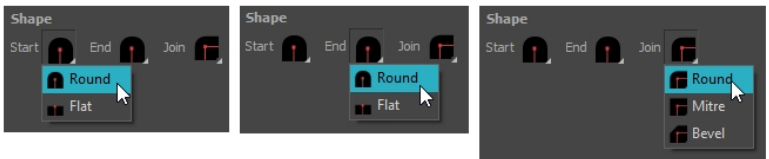
Icon	Tool Name	Description
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.
	New Texture	Allows you to import an image file into a new pencil texture swatch in the current pencil texture palette. The pencil texture's effect on your pencil line will be based on the image's transparency channel, and will follow your pencil lines on its horizontal axis.
	Delete Texture	Deletes a pencil texture swatch from the current pencil texture palette.
	Rename Texture	Renames the selected pencil texture swatch in the current pencil texture palette.
	Pencil Texture List	Displays the pencil textures in the current pencil texture palette and allows you to select one to use with the Pencil tool.
	Pencil Texture Palette	Displays the name of the currently selected pencil texture palette, for





		<p>reference. To select a different pencil texture palette, you must select it in the Colour view—see <a href="#">Colour View on page 171</a>.</p>
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## Pencil Editor Tool Properties


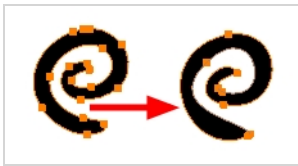

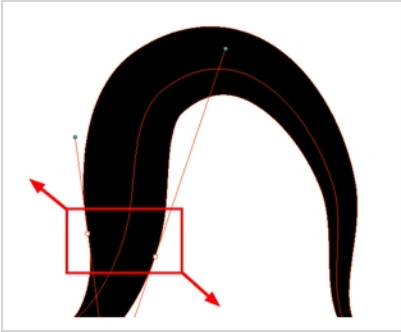

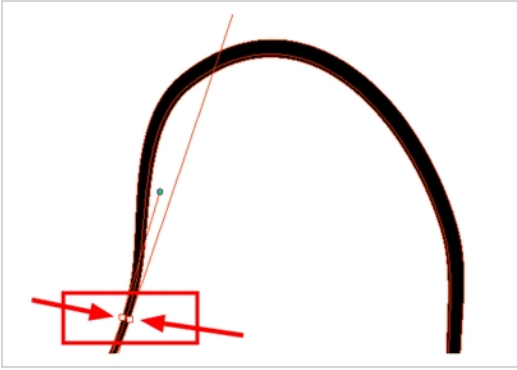

When you select the Pencil Editor tool, its properties and options appear in the Tool Properties view.

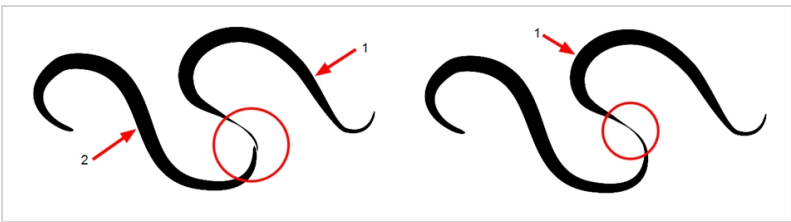

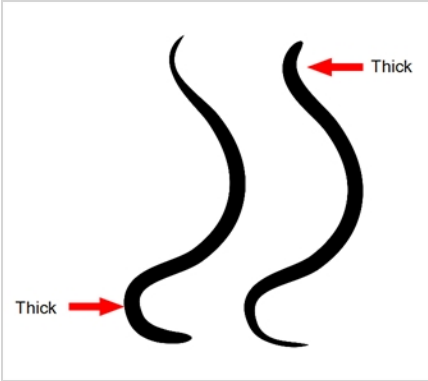


Icon	Tool Name	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div data-bbox="646 378 1429 546" style="border: 1px solid #add8e6; padding: 10px;">  <b>TIP</b>            When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.         </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div data-bbox="646 703 1429 871" style="border: 1px solid #add8e6; padding: 10px;">  <b>TIP</b>            When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.         </div>
	Maximum Size	<p>Defines the maximum width of the pencil line.</p> <p>If the pencil line has a constant size, this will define the width of the pencil line all over. If the pencil line has a varying size, this will define the width of its larger areas. Areas that are in-between the maximum and minimum size will be resized proportionally.</p>
	Minimum Size	<p>Defines the minimum width of the pencil line. If the pencil line has a varying size, this will define the width of its smaller areas. Areas that are in-between the maximum and minimum size will be resized proportionally.</p>
	Shape	<p>You can adjust the start, end, and join style of a pencil line.</p> <div data-bbox="646 1396 1429 1585" style="border: 1px solid #ccc; padding: 10px;">  </div> <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>

	Presets	<p>Harmony provides a variety of pencil presets and thickness stencils and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>A thickness stencil saves the thickness information across the length of the line. When drawing with a thickness stencil, the pressure sensitivity of the tablet is discarded. A thickness stencil can be used while drawing, or applied afterwards.</p> <p>You also have the possibility to apply different textures to your lines by either using the default presets or importing your own.</p> <p>You can export the pencil presets that you have created and import those that others have created. This is a good way for you and project collaborators to keep a consistent look for the project.</p>
	New Brush	Allows to create a new preset from the selected pencil line.
	Delete Brush	Deletes the currently selected preset.
	Rename Brush	Deletes the currently selected preset.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you

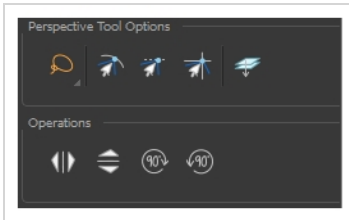









		create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.
	Smooth Selection	<p>The Smooth operation lets you smooth out selected drawing strokes and remove extra points.</p> <ul style="list-style-type: none"> <li>From the top menu, select <b>Selected &gt; Smooth</b> or press Alt + Shift + S.</li> </ul> 
	Pump Pencil Pressure	<p>The Pump Pencil Pressure option is used to increase the line thickness of a selected area on a pencil line.</p> 
	Deflate Pencil Pressure	<p>The Deflate Pencil Pressure option is used to decrease the line thickness of a selected area on a pencil line.</p> 
	Merge Pencil Lines	Pencil lines are central vector lines and it might be difficult to match pencil line's tips properly to align them and make it look like it is one

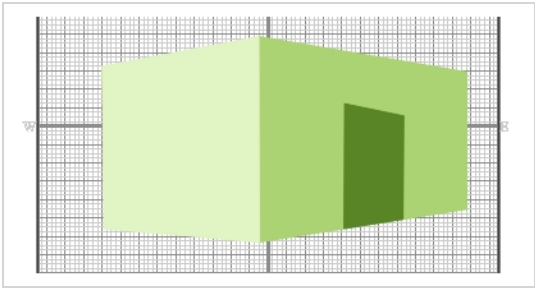






		<p>single line. With the Select tool, you can select several pencil lines and merge them as one single object using the Merge Pencil Lines option. The ends of your lines are adjusted to form one single line.</p> 
	<p>Reverse Pencil Thickness</p>	<p>The Reverse Pencil Thickness option inverts the thick and thin section on a selected pencil line. This option will take the thickest size on the line and apply it to the thinnest, and it will apply the thinnest to the thickest.</p> 

## Perspective Tool Properties

Selecting the Perspective tool displays its properties and options in the Tool Properties view.



Icon	Tool Name	Description
Selection Tool Options		
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #add8e6; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p> <div style="border: 1px solid #add8e6; padding: 5px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the Alt key to temporarily use Lasso mode.</p> </div>
	Snap to Contour	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p>
	Snap and Align	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>
	Snap to Grid	<p>Snaps your selection following the currently enabled</p>

		<p>grid.</p> 
	Apply to Line and Colour Art	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p> <div style="border: 1px solid green; padding: 5px;"> <p> <b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.

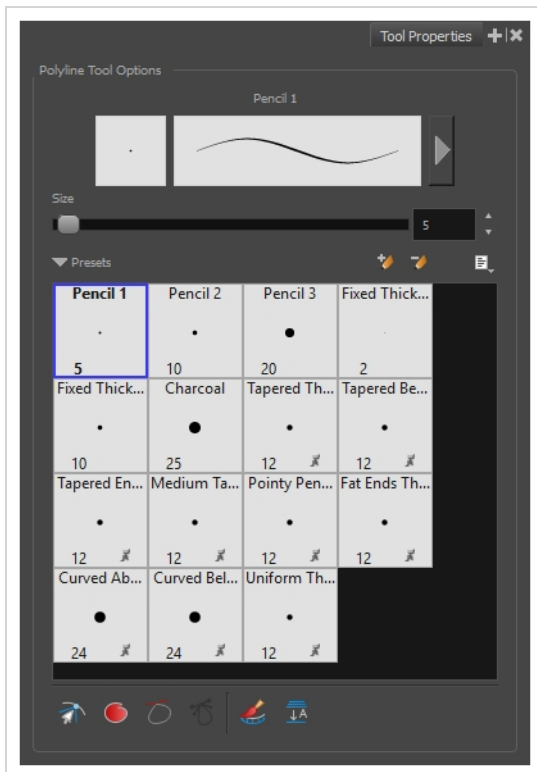
## Polyline Tool Properties

When you select the Polyline tool, its properties and options appear in the Tool Properties view.





### NOTE

Like other shape tools, the Polyline tool creates pencil lines. Hence, its tool properties are similar to the ones of the Pencil tool and it can be used with pencil presets.






## Pencil Properties

Icon	Property	Description
	Preview Area	The Preview area lets you see a preview of the stroke your drawing tool will make. 
	Pencil Properties Dialog	The arrow button right of the preview area opens the Pencil Properties dialog.



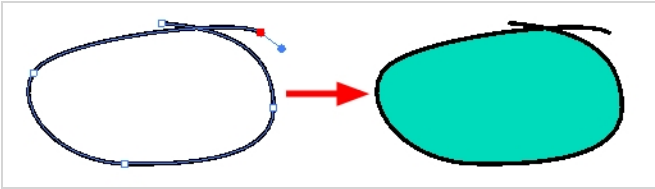






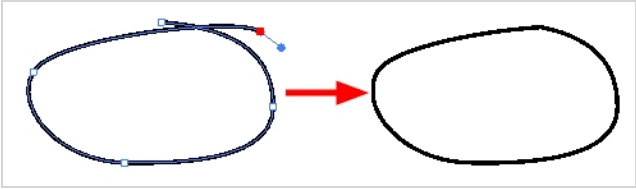

		 <p>While the Tool Properties view only gives you access to the pencil size, a list of pencil presets and other drawing options, the Pencil Properties dialog gives you access to all the available options for your pencil's shape and texture. For more information on the Pencil Properties dialog, see the <a href="#">Polyline Tool Properties</a> section below.</p>
	Size	Defines the width of the pencil line used to draw the shape.

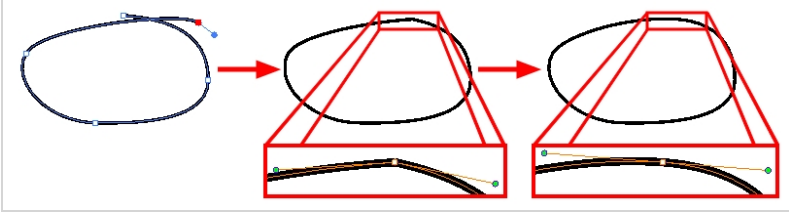

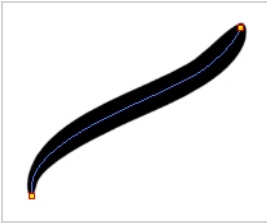



## Pencil Presets

Icon	Property	Description
	Presets list	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	New Preset	Creates a new preset based on the current brush properties.
	Delete Preset	Deletes the currently selected preset.
	Presets Menu	Gives access to more options for managing presets.
	Rename Brush	Deletes the currently selected preset.
	Import Brushes	Allows you to import brush presets exported from Harmony.
	Export Brushes	Allows you to export your brush presets into an <b>.xml</b> file.
	Small Thumbnail	Displays presets in a grid of small thumbnails with a preview of their tip.
	Large Thumbnail	Displays presets in a grid of big thumbnails, with their name and a

		preview of their tip.
	Stroke View	Displays presets in a list, with their name and a preview of a stroke done with each preset. This is the default setting.

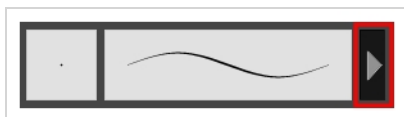
## Drawing Options

Icon	Property	Description
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Auto Fill	<p>When enabled, drawing a closed shape will automatically fill it with the currently selected Paint colour.</p>  <div style="border: 1px solid #add8e6; padding: 10px; margin-top: 10px;"> <p> <b>TIP</b></p> <p>By default the pencil line and its fill will be the same colour. If you want to select different colours for the pencil line and its fill, you can click on the Unlock Three Colours  button in the Colour view, then select different colours for Brush strokes , Pencil lines  and Paint fills .</p> </div>
	Trim Extra Lines	<p>When enabled, drawing a closed shape will automatically remove the outstanding lines.</p> 
	Align Handles After Trim	When the Trim Extra Lines option is enabled, enable this option to make the point where the beginning and end of the stroke meet into a smooth curve rather than a hard corner.

		
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	<p>Auto-Flatten Mode</p>	<p>By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p>  <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <p>Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p> </div>

## Pencil Properties Dialog

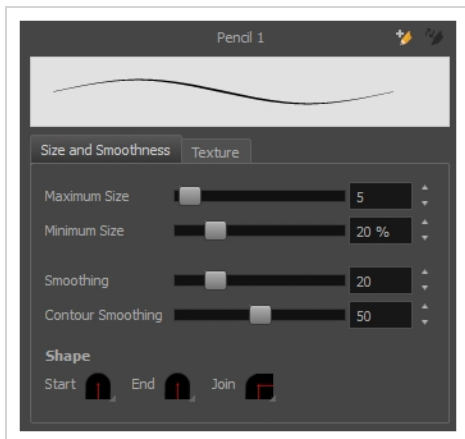
The Polyline tool draws the same type of line as the Pencil tool. Hence, you can configure the Polyline tool's lines using the Pencil Properties dialog, which you can open by clicking on the arrow button right of the stroke display area in the Tool Properties view.

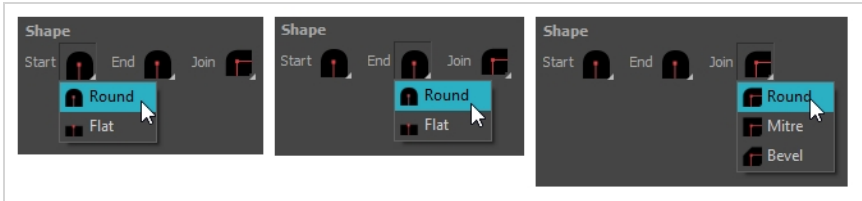




## Size and Smoothness Tab

The Size and Smoothness tab allows you to select your pencil's size, its smoothing parameters as well as the shape of its tips and corners.



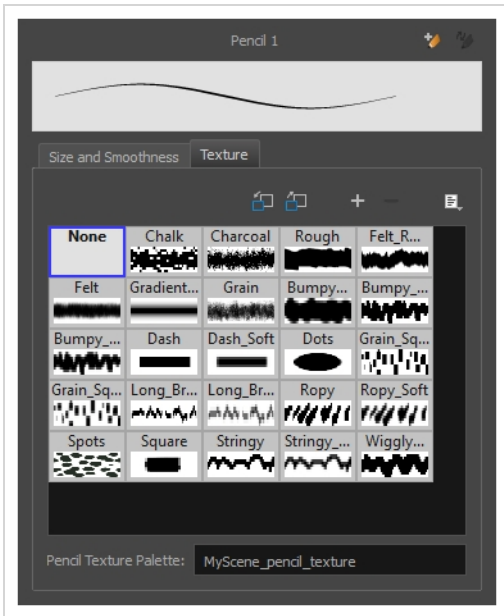
Tool Name	Description
Maximum Size	Defines the maximum size of the pencil line. If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> </ul>

	<ul style="list-style-type: none"> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>
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## Texture Tab

In the Pencil Properties view, the Texture tab allows you to select a pencil texture from the currently selected pencil texture palette to use with the Pencil tool. You can also add, remove or rename textures, save the current pencil texture palette as the default one, or import the pencil texture palette into your scene.

The pencil texture palette used in the Texture tab of the Pencil Properties dialog is the one selected in the Colour view. You can select a pencil texture palette by selecting it from the pencil texture palette list in the Colour view—see [Colour View on page 171](#).

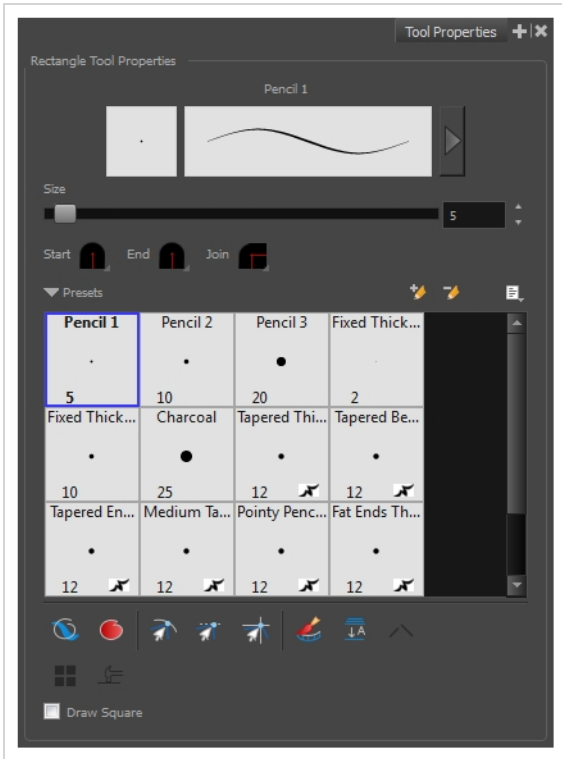



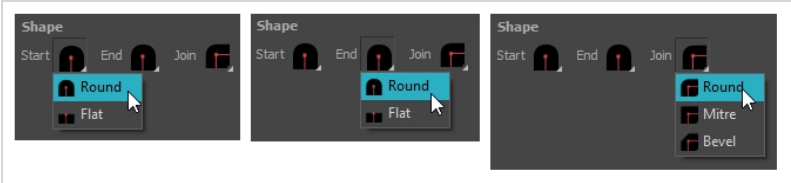
Icon	Tool Name	Description
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.






	New Texture	Allows you to import an image file into a new pencil texture swatch in the current pencil texture palette. The pencil texture's effect on your pencil line will be based on the image's transparency channel, and will follow your pencil lines on its horizontal axis.
	Delete Texture	Deletes a pencil texture swatch from the current pencil texture palette.
	Rename Texture	Renames the selected pencil texture swatch in the current pencil texture palette.
	Pencil Texture List	Displays the pencil textures in the current pencil texture palette and allows you to select one to use with the Pencil tool.
	Pencil Texture Palette	Displays the name of the currently selected pencil texture palette, for reference. To select a different pencil texture palette, you must select it in the Colour view—see <a href="#">Colour View on page 171</a> .

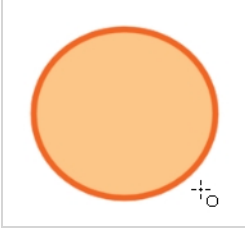



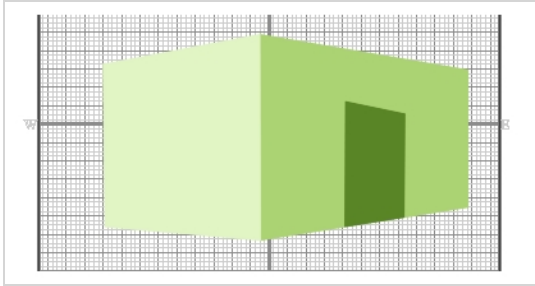

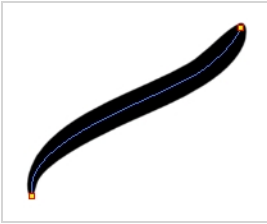

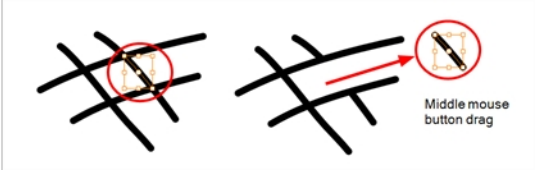
## Rectangle Tool Properties




When you select the Rectangle tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the stroke your drawing tool will make.</p> 
	Size	<p>Defines the width of the pencil line used to draw the rectangle.</p>
	Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip</li> </ul>

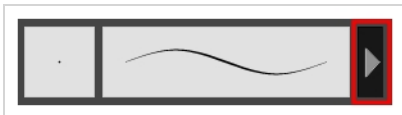
		<p>you drew. You can choose between Round or Flat style.</p> <ul style="list-style-type: none"> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>
	Presets	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	New Brush	Creates a new preset based on the current brush properties.
	Delete Brush	Deletes the currently selected preset.
	Rename Brush	Deletes the currently selected preset.
	Import Brushes	Allows you to import brush presets exported from Harmony.
	Export Brushes	Allows you to export your brush presets into an <b>.xml</b> file.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	<p>When enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush.</p>  <p>Orange stroke appears behind existing black stroke</p>
	Automatic Filling	Use the Automatic Filling option to automatically fill your shape with the selected colour as you draw. By default, the Shape tool creates the outline of an empty shape that you can later fill using the Paint tool. This option is unavailable for the line tool.

		
	<p>Snap to Contour</p>	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p>
	<p>Snap and Align</p>	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>
	<p>Snap to Grid</p>	<p>Snaps your selection following the currently enabled grid.</p> 
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	<p>Auto-Flatten Mode</p>	<p>By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p> 

		 <b>NOTE</b> Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.
	Use Stored Colour Gradient	The Use Stored Colour Gradient option can be used when painting with a gradient colour to always position the gradient in the same way it was stored, making it consistent across brush strokes. You can store a gradient by selecting a zone painted with a gradient with the Select tool, then clicking on Store Colour Gradient  in the Tool Properties view.
	Draw Square	Enable this option to draw perfect square (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.

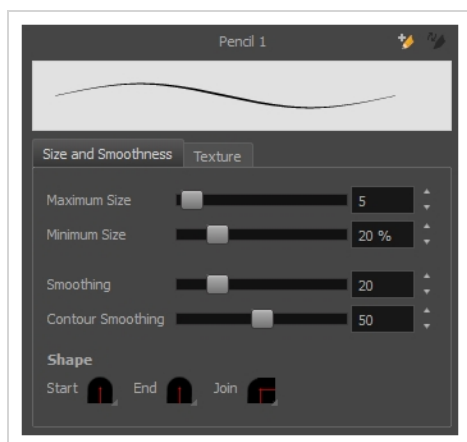
## Pencil Properties Dialog

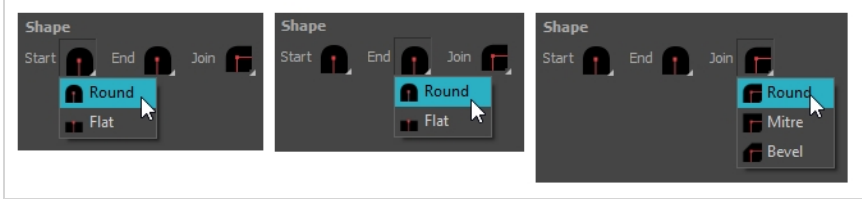
The Rectangle tool draws the same type of line as the Pencil tool. Hence, you can configure the Rectangle tool's lines using the Pencil Properties dialog, which you can open by clicking on the arrow button right of the stroke display area in the Tool Properties view.



## Size and Smoothness Tab

The Size and Smoothness tab allows you to select your pencil's size, its smoothing parameters as well as the shape of its tips and corners.



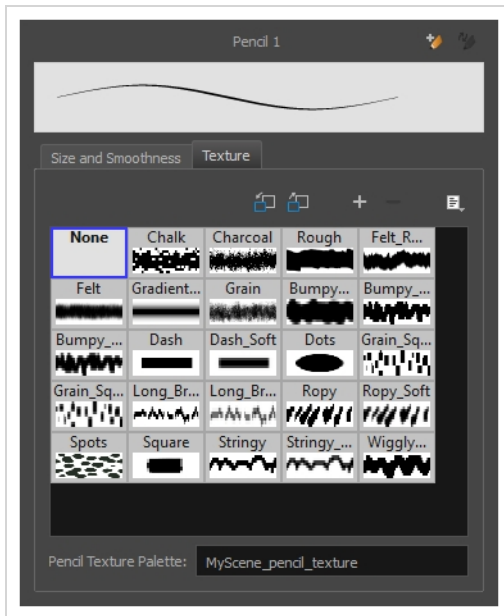
Tool Name	Description
Maximum Size	Defines the maximum size of the pencil line. If the tool is used with a pressure sensitive pen tablet, the width of the stroke will vary between its maximum size and minimum size depending on the amount of pressure used. If used with a mouse, the width of the stroke will always be its maximum size.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>





## Texture Tab

In the Pencil Properties view, the Texture tab allows you to select a pencil texture from the currently selected pencil texture palette to use with the Pencil tool. You can also add, remove or rename textures, save the current pencil texture palette as the default one, or import the pencil texture palette into your scene.

The pencil texture palette used in the Texture tab of the Pencil Properties dialog is the one selected in the Colour view. You can select a pencil texture palette by selecting it from the pencil texture palette list in the Colour view—see [Colour View on page 171](#).



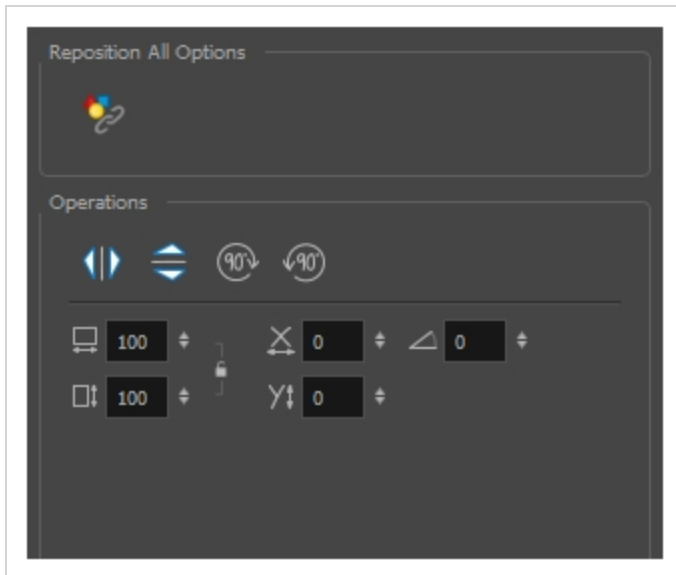







Icon	Tool Name	Description
	Use as Default Pencil Texture Palette	Sets the currently selected pencil texture palette as the default pencil texture palette in your user preferences. The default pencil texture palette is added to every scene you create in Harmony. The palette is copied in your preferences, so it will be added to your new scenes in the exact state it is when you make it the default pencil texture palette.
	Reload Default Texture Palette	Imports the default pencil texture palette as a new pencil texture palette into your scene's palette list, and selects it as the current pencil texture palette.
	New Texture	Allows you to import an image file into a new pencil texture swatch in the current pencil texture palette. The pencil texture's effect on your pencil line will be based on the image's transparency channel, and will follow your pencil lines on its horizontal axis.
	Delete Texture	Deletes a pencil texture swatch from the current pencil texture palette.
	Rename Texture	Renames the selected pencil texture swatch in the current pencil texture palette.
	Pencil Texture List	Displays the pencil textures in the current pencil texture palette and allows you to select one to use with the Pencil tool.
	Pencil Texture Palette	Displays the name of the currently selected pencil texture palette, for

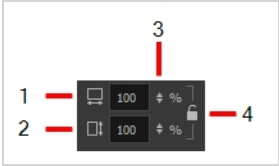

		<p>reference. To select a different pencil texture palette, you must select it in the Colour view—see <a href="#">Colour View on page 171</a>.</p>
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## Reposition All Drawings Tool Properties

When you use the Reposition All Drawings tool, its properties and options appear in the Tool Properties view.

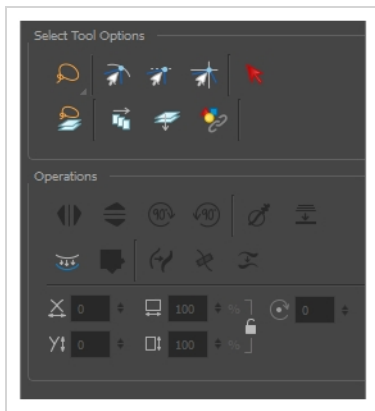
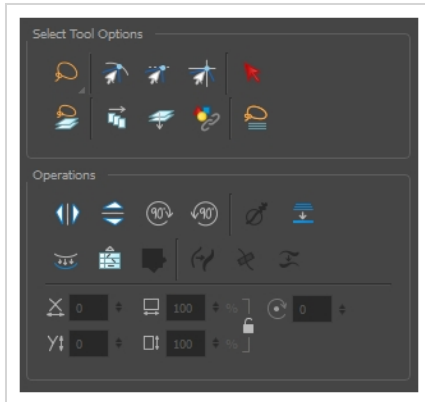


Icon	Option	Description
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.
	Offset X and Y	<p>Use the Offset X and Offset Y operation fields to enter specific values and precisely reposition the selected shape.</p>  <ol style="list-style-type: none"> <li><b>X:</b> Type a value in this field to reposition your selection along the X-axis.</li> <li><b>Y:</b> Type a value in this field to reposition your selection along the Y-axis.</li> </ol>




		<p>axis.</p> <p>3. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value in the X or Y value field.</p>
	<p>Width and Height</p>	<p>Use the Width and Height operation fields to enter specific values to resize the selected shape with precision.</p>  <ol style="list-style-type: none"> <li>1. <b>Width:</b> Type a value in this field to resize the width of your selection.</li> <li>2. <b>Height:</b> Type a value in this field to resize the height of your selection.</li> <li>3. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value in the Width or Height fields.</li> <li>4. <b>Lock icon:</b> Click the lock icon to lock or unlock the ratio between the Width and Height values.</li> </ol>
	<p>Angle</p>	<p>The Angle operation lets you to enter specific values and accurately rotate the selected shape.</p>  <ol style="list-style-type: none"> <li>1. <b>Angle:</b> Type a degree value in this field to rotate your selection.</li> <li>2. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value in the Angle value field.</li> </ol>





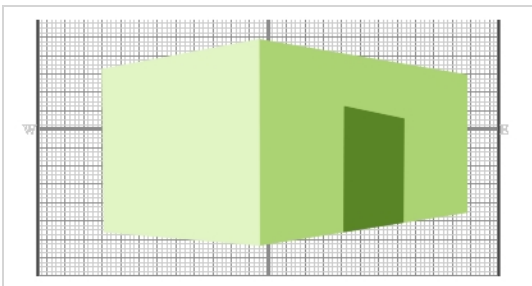


## Select Tool Properties



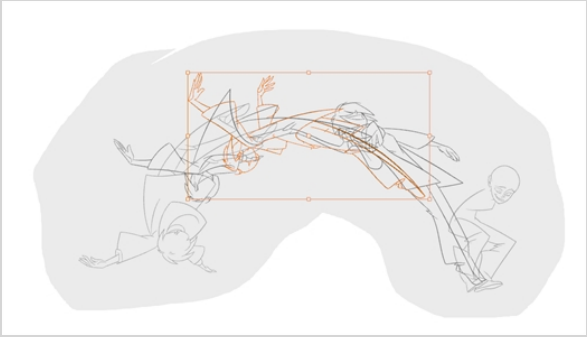

When you use the Select tool, its properties and options appear in the Tool Properties view.

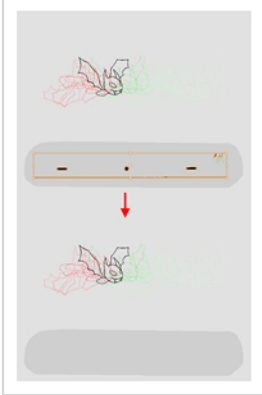




## Tool Options






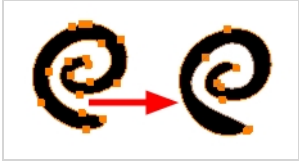
Icon	Tool Name	Description
	Lasso	<p>Sets the selection mode to Lasso, which allows you to select multiple items by drawing a lasso around them.</p> <div style="border: 1px solid #0070C0; padding: 10px; margin-top: 10px;"> <p> <b>TIP</b> When this option is enabled, you can press and hold the ALT key to temporarily use Marquee mode.</p> </div>
	Marquee	<p>Sets the selection mode to Marquee, which allows you to select multiple items by drawing a rectangle around them.</p>

		<div style="border: 1px solid #add8e6; padding: 10px;">  <p><b>TIP</b> When this option is enabled, you can press and hold the ALT key to temporarily use Lasso mode.</p> </div>
	<p>Snap to Contour</p>	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p>
	<p>Snap and Align</p>	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>
	<p>Snap to Grid</p>	<p>Snaps your selection following the currently enabled grid.</p> 
	<p>Select by Colour</p>	<p>Lets you select all the zones and lines in your drawing painted with the same colour swatch.</p>  <p>In the Drawing view, click on any zone or line in your drawing. All zones and lines of the same colour are selected. Click the Select tool again to return to the regular Select mode.</p>


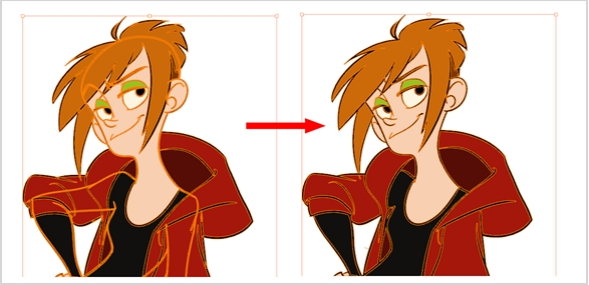




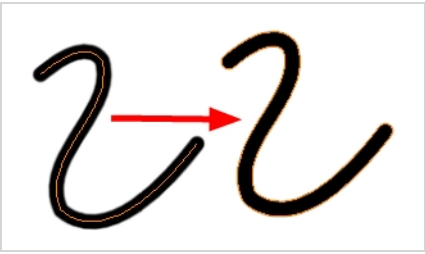

		<div data-bbox="852 191 1430 457" style="border: 1px solid green; padding: 10px;">  <p><b>NOTE</b></p> <p>Only the zones painted with the <b>SAME</b> colour swatch will be selected. If another zone is coloured with the exact same RGB value (same colour), but not painted with the same colour swatch, it will not be selected.</p> </div>
	<p>Permanent Selection</p>	<p>Lets you maintain a selection over multiple drawings. Once this option is enabled, the selection zone made using the Select tool will remain as you navigate through drawings of the same layer and drawings from other drawing layers. This option can be used to simultaneously delete artwork inside or outside of the selection on several drawings when combined with the Apply to Multiple Drawings option.</p> 
	<p>Apply to Multiple Drawings</p>	<p>The Apply to Multiple Drawings option is used to perform an action on all the drawings contained in a layer. With the Select tool, this option can be used to select and remove vector shapes on all the drawings contained in a layer. To use it, activate Permanent Selection option and make a selection that can be applied to all your drawings. Then, activate the Apply to Multiple Drawings option and press delete. This will delete all the shapes that would have been selected by the permanent selection on every drawing in the layer. This can be used for example to remove dirt and registration on the same areas of all the drawings simultaneously on a layer.</p> <p>The Apply to Multiple Drawings option disables itself after each action.</p>

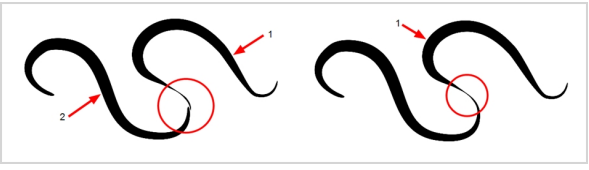

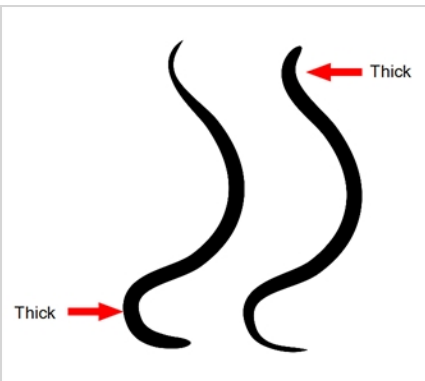

		
	<p>Apply to Line and Colour Art</p>	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p> <b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>

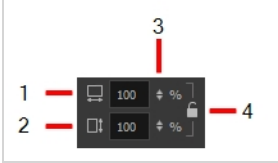
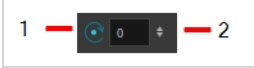
## Operations

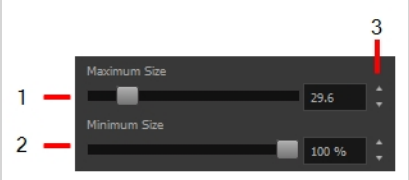
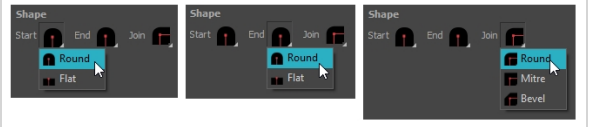
Icon	Tool Name	Description
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.
	Smooth	<p>Smooth out selected drawing strokes and remove extra points.</p> 

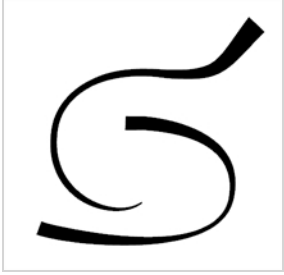
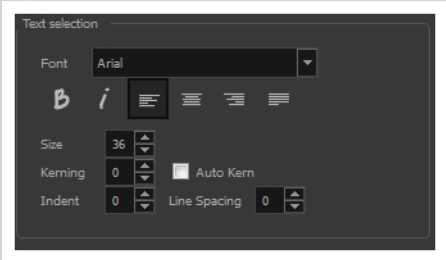


	Flatten	<p>Merges drawing objects and brush strokes into a single layer. If you draw new lines to fix a drawing or line with many brush strokes, it can be useful to flatten them all into a single shape. By default, lines are drawn one on top of each other. If you intend to repaint the lines or modify their shape, it will be easier if they are flattened.</p> 
	Create Colour Art from Line Art	<p>Lets you use the outline you traced on one of the four embedded layers (line art, colour art, overlay, underlay) and create invisible strokes to paint your drawings on separate layers. This provides more inking and painting flexibility.</p> <p>You can also configure this option to create the invisible strokes on any of the four embedded layers.</p>
	Store Colour Gradient	<p>Use the Store Colour Gradient operation to record the selected gradient's position. This reuses the stored position of the gradient when drawing new brush lines or painting colour zones. Enable the Use Stored Colour Gradient  option in the Paint or Brush Tool Properties view to do this.</p>
	Pencil to Brush	<p>Converts the selected centre line pencil strokes into contour strokes brush lines.</p> 
	Merge Pencil Lines	<p>Pencil lines are central vector lines and it might be difficult to match pencil line's tips properly to align them and make it look like it is one single line. With</p>

		<p>the Select tool, you can select several pencil lines and merge them as one single object using the Merge Pencil Lines option. The ends of your lines are adjusted to form one single line.</p>  <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p><b>NOTE</b></p> <p>Points must be close enough to be merged. If there is a large gap between the lines, they will not be merged.</p> </div>
	<p>Reverse Pencil Thickness</p>	<p>The Reverse Pencil Thickness option inverts the thick and thin section on a selected pencil line. This option will take the thickest size on the line and apply it to the thinnest, and it will apply the thinnest to the thickest.</p> 
	<p>Offset X and Y</p>	<p>Use the Offset X and Offset Y operation fields to enter specific values and precisely reposition the selected shape.</p>  <ol style="list-style-type: none"> <li>1. <b>X:</b> Type a value in this field to reposition your selection along the X-axis.</li> <li>2. <b>Y:</b> Type a value in this field to reposition your selection along the Y-axis.</li> <li>3. <b>Up/Down arrows:</b> Use the up and down</li> </ol>

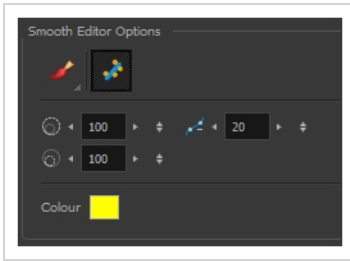
		<p>arrows to modify the value in the X or Y value field.</p>
	Width and Height	<p>Use the Width and Height operation fields to enter specific values to resize the selected shape with precision.</p>  <ol style="list-style-type: none"> <li>1. <b>Width:</b> Type a value in this field to resize the width of your selection.</li> <li>2. <b>Height:</b> Type a value in this field to resize the height of your selection.</li> <li>3. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value in the Width or Height fields.</li> <li>4. <b>Lock icon:</b> Click the lock icon to lock or unlock the ratio between the Width and Height values.</li> </ol>
	Angle	<p>The Angle operation lets you to enter specific values and accurately rotate the selected shape.</p>  <ol style="list-style-type: none"> <li>1. <b>Angle:</b> Type a degree value in this field to rotate your selection.</li> <li>2. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value in the Angle value field.</li> </ol>
	Adjusting the Pencil Line Thickness	<p>When you select a pencil line with the Select tool, additional options appear in the Tool Properties view.</p> <p>Use the Adjusting the Pencil Line Thickness operation field to resize the selected centreline strokes. This operation is not permitted on contour line shapes, such as brush strokes or shape fills.</p>


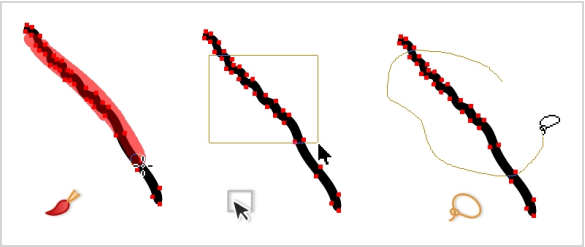


		 <ol style="list-style-type: none"> <li>1. <b>Minimum Size:</b> Type a value in this field to set the minimum thickness of the selected centreline stroke.</li> <li>2. <b>Maximum Size:</b> Type a value in this field to set the maximum thickness of the selected centreline stroke.</li> <li>3. <b>Up/Down arrows:</b> Use the up and down arrows to modify the value contained in the Thickness value field.</li> </ol>
	<p>Pencil Line Shape</p>	<p>You can adjust the start, end, and join style of a pencil line.</p>  <ul style="list-style-type: none"> <li>• <b>Start:</b> Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.</li> <li>• <b>End:</b> Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.</li> <li>• <b>Join:</b> Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.</li> </ul>
	<p>Pencil Stencils</p>	<p>Gives you the flexibility to change the style and thickness of your pencil lines even after they are drawn. You can apply preset pencil stencils or create your own.</p>


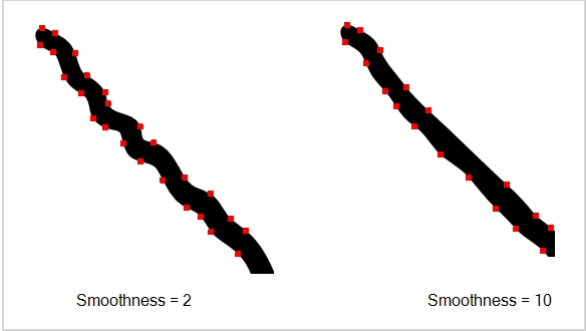
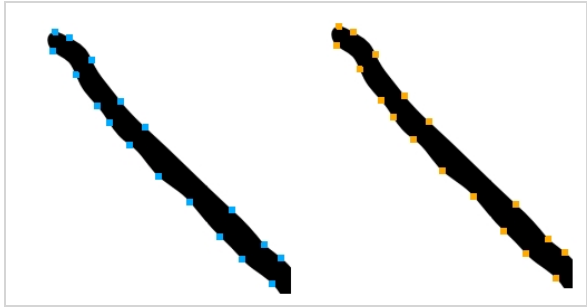
		
	<p>Adding Texture to a Pencil Line</p>	<p>Pencil lines support texture. Once a pencil line is drawn, you can apply a preset texture or load your own. Textures are independent from pencil stencils.</p>
	<p>Adjusting the Text Selection</p>	<p>When you select text with the Select tool, the tool properties will display the Text tool options on the bottom of the view. You can also press Alt + 9 to display only the Text properties in the Tool Properties view—see <a href="#">Text Tool Properties on page 153</a>.</p> 

## Smooth Editor Tool Properties

When you select the Smooth Editor tool, its properties and options appear in the Tool Properties view.

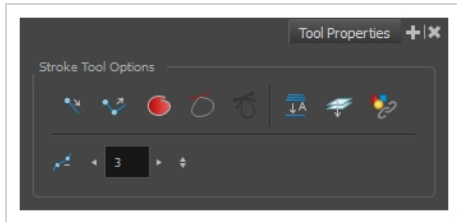


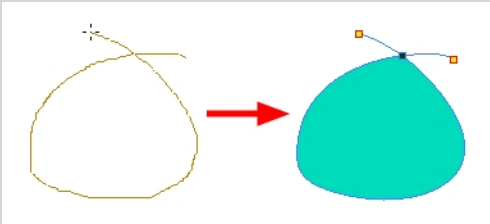





Icon	Tool Name	Description
	Smoothing Style	<p>The Smoothing Style options allow you to smooth a portion of your drawing by tracing a smoothing stroke over the zone to optimize or by selecting an area of the drawing with the Marquee or Lasso.</p> <p>Note that by default, the Smooth Editor tool colour is yellow, it was changed to orange for screen grab clarity.</p> 
	Show Control Points	<p>The Show Control Points option allows you to show or hide the Bezier points around lines. When the Bezier points are displayed, you can see the result of your smoothing and the number of points left on the curve. When it is turned off, only the original artwork is displayed.</p>
	Minimum Size and Maximum Size	<p>This is where you set the minimum and maximum sizes of your drawing tool which will produce the thick and thin effect on your stroke. This works with the pressure sensitivity of a pen tablet.</p> <p>This options is available while using the Brush Smoothing  style.</p>

		<ul style="list-style-type: none"> <li>• <b>Maximum and Minimum Size:</b> Defines the maximum and minimum width of the stroke.</li> <li>• <b>Up/Down arrows:</b> Use the up and down arrows to set the minimum and maximum size value.</li> </ul>
	Smoothness	<p>The Smoothness impacts the strength of the smoothing result. The higher the value, the more points are removed and the smoother the curve. The Smoothness range is from 0 to 100; the default value is 20.</p> 
	Colour	<p>You can modify the colour of the control points displayed on the artwork while working with the Smooth Editor tool by double-clicking on the colour swatch.</p> 

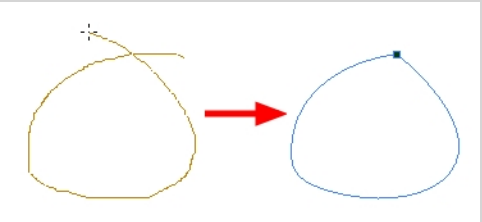

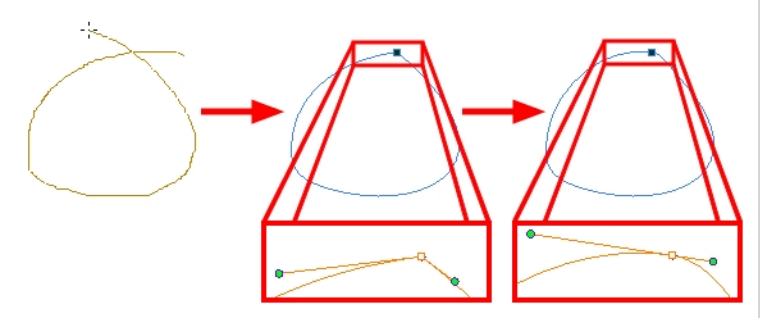




## Stroke Tool Properties

When you select the Stroke tool, its properties and options appears in the Tool Properties view.



Icon	Tool Name	Description
	Draw Stroke as Straight Lines	Enable the Draw Stroke as Straight Lines option if you want the new strokes you draw to be a perfect straight line. Disable the option if you want the stroke to follow the mouse gesture.
	Connect Line Ends	Enable the Connect Line Ends option if you want the start or end point of your new stroke to connect to your existing strokes to make sure no gaps are left in your drawing.
	Auto Fill	<p>When enabled, drawing a closed shape will automatically fill it with the currently selected Paint colour.</p>  <div style="border: 1px solid #00aaff; padding: 10px; margin-top: 10px;"> <p> <b>TIP</b></p> <p>By default the pencil line and its fill will be the same colour. If you want to select different colours for the pencil line and its fill, you can click on the Unlock Three Colours  button in the Colour view, then select different colours for Brush strokes , Pencil lines  and Paint fills .</p> </div>
	Trim Extra Lines	When enabled, drawing a closed shape will automatically remove the outstanding lines.

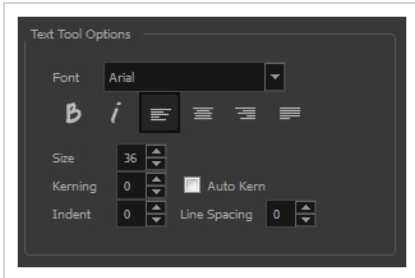


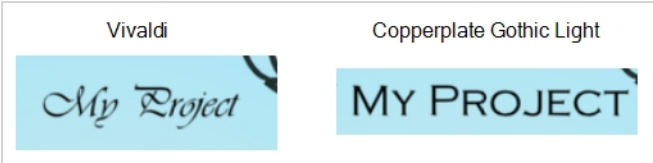

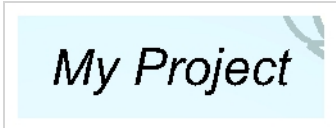

		
	<p>Align Handles After Trim</p>	<p>When the Trim Extra Lines option is enabled, enable this option to make the point where the beginning and end of the stroke meet into a smooth curve rather than a hard corner.</p> 
	<p>Auto-Flatten Mode</p>	<p>By default, when drawing on a vector layer, each new stroke is created as a separate drawing object, which can be edited independently from other parts of the artwork. When enabled, the Auto-Flatten option automatically merges strokes into existing artwork.</p>
	<p>Apply to Line and Colour Art</p>	<p>Allows you to perform drawing operations on both the Line Art and Colour Art layers of your drawing simultaneously.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p> <b>NOTE</b> If you have Overlay and Underlay Art layers enabled, they will also be affected when this option is enabled.</p> </div>
	<p>Apply to Synced Drawing Layers</p>	<p>When working on a synced layer, the tool is applied to the current layer and all the layers that are synced to it. This option only works in the Camera view.</p>
	<p>Smoothness</p>	<p>You can modify the central line smoothness of your line using this option. This parameter smooths the initial movement of your line. Increasing the value will result in a smoother line with fewer control points. Use the left and right arrows to increment the value by one full unit. Use the Up - Down slider to quickly increment the value.</p>




## Text Tool Properties

Use the Text tool's properties to select the font type and other formatting options you want to apply to the text.

If you already wrote your text, you must first use the Text tool and select the text portion you want to format. You can modify the parameters of an entire text box using the Select tool.



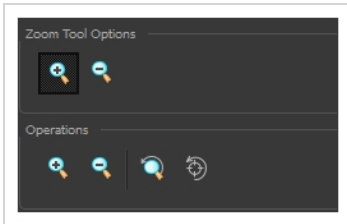
Icon	Tool Name	Description
	Font Type	Use the Font drop-down menu to select a font. OTF fonts are supported. 
<b>B</b>	Bold	Use this option to bold your text selection. 
<i>i</i>	Italic	Use this option to italicize your text selection. 
	Left Alignment	Use this option to left align the paragraph.

		<p>LOREM IPSUM DOLOR SIT AMET,          CONSECTETUR ADIPISCING          ELIT. AENEAN VESTIBULUM,          METUS AC FERMENTUM          PORTTITOR, ODIO TURPIS          PORTTITOR NIBH, ID          CONSEQUAT MAGNA LIGULA ET          ELIT. CURABITUR SOLLICITUDIN          ELIT AC LOREM MOLLIS ACC          UMSAN.</p>
	Centered Alignment	<p>Use this option to center align the paragraph.</p> <p>LOREM IPSUM DOLOR SIT AMET,          CONSECTETUR ADIPISCING          ELIT. AENEAN VESTIBULUM,          METUS AC FERMENTUM          PORTTITOR, ODIO TURPIS          PORTTITOR NIBH, ID          CONSEQUAT MAGNA LIGULA ET          ELIT. CURABITUR SOLLICITUDIN          ELIT AC LOREM MOLLIS ACC          UMSAN.</p>
	Right Alignment	<p>Use this option to right align the paragraph.</p> <p>LOREM IPSUM DOLOR SIT AMET,          CONSECTETUR ADIPISCING          ELIT. AENEAN VESTIBULUM,          METUS AC FERMENTUM          PORTTITOR, ODIO TURPIS          PORTTITOR NIBH, ID          CONSEQUAT MAGNA LIGULA ET          ELIT. CURABITUR SOLLICITUDIN          ELIT AC LOREM MOLLIS ACC          UMSAN.</p>
	Justified Alignment	<p>Use this option to justify align the paragraph.</p> <p>LOREM IPSUM DOLOR SIT AMET,          CONSECTETUR ADIPISCING          ELIT. AENEAN VESTIBULUM,          METUS AC FERMENTUM          PORTTITOR, ODIO TURPIS          PORTTITOR NIBH, ID          CONSEQUAT MAGNA LIGULA ET          ELIT. CURABITUR SOLLICITUDIN          ELIT AC LOREM MOLLIS ACC          UMSAN.</p>
	Font Size	<p>Enter a size for the text.</p> <p>small text <b>big text</b></p>
	Kerning	<p>Use the kerning field to modify the spacing between letters and characters. You</p>



		<p>can select the Auto Kern option to set the kerning automatically based on the font's predefined standard. A negative value decreases spacing between each character, creating a letter overlap and a positive value increases it.</p> <div data-bbox="560 315 1144 598" style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> </tr> </table> </div>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>
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	<p>Indent</p>	<p>Enter a value in the Indent field to increase or decrease the indentation on the first line of your text. A positive value sets the first line of your paragraph farther to the right and a negative value sets it farther to the left.</p> <div data-bbox="560 798 1136 987" style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> </tr> </table> </div>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>
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	<p>Line Spacing</p>	<p>Enter a value in the Line Spacing field to decrease or increase the space between each line of text.</p> <div data-bbox="560 1144 1144 1365" style="border: 1px solid black; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> <td style="width: 50%; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </td> </tr> </table> </div>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>	<p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p>
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## Zoom Tool Properties





When you select the Zoom tool, its properties are displayed in the Tool Properties view.



## Tool Options

Icon	Parameter	Description
	Zoom In Mode	Use the mouse cursor to zoom in to the Camera or Drawing view.
	Zoom Out Mode	Use the mouse cursor to zoom out of the Camera or Drawing view.

## Operations

Icon	Parameter	Description
	Perform Zoom In	Zoom in the Camera or Drawing view. The keyboard shortcut is 2.
	Perform Zoom Out	Zoom out the Camera or Drawing view. The keyboard shortcut is 1.
	Reset Zoom	Restores the current zoom level to 100%.
	Reset View	Restores the original display by resetting any pan, rotation or zoom actions.



---

## Chapter 3: Toolbars

Harmony contains toolbars which, by default, are located at the top of the interface. Some views also have a toolbar which you can reposition to suit your work style. You can show or hide toolbars, as well as customize it with the tools you use most often and hide the ones you don't.

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## Top Toolbars

Harmony has a series of toolbars that are added by default at the top of the interface. These toolbars can be moved on the sides of the interface as well as within specific views.

All top toolbars can be added through the top menu **Windows > Toolbars > desired toolbar**.

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## Edit Toolbar

The Edit toolbar contains common operations such as Copy, Paste, Cut, Undo and Redo. These options can also be found in the Edit menu.



### How to access the Edit toolbar

1. Select **Windows > Toolbars > Edit**.

Icon	Tool Name	Description
	Undo	Removes the last change made to your project. Harmony supports multiple undo, so you can undo changes you made in the order you made them.
	Redo	Redoes an operation you have undone. This command is active only after you use the Undo command.
	Cut	Removes selected objects. You can then paste the object or its properties to another object.
	Copy	Copies selected objects and properties.
	Paste	Places an object you cut or copied into the location you select in a view.
	Create Symbol	Creates a symbol from selected drawing elements in the Drawing or Camera view or a layer or cells in the Timeline view.




## File Toolbar

The File toolbar contains the common file operations such as New, Save and Open. These options can also be found in the File menu.



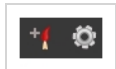
### How to access the File toolbar

1. Select **Windows > Toolbars > File**.

Icon	Tool Name	Description
	Open	Displays the Open Scene dialog box where you can browse for a scene file. You can open a new scene from the current one and the previous scene will close.
	Save	Saves all changes made to the opened scene, drawings, palettes, and palette lists.
	Load Background File	Allows you to select an image to temporarily add as a background to your drawings, for reference. This background will not be in the scene.



## Tool Presets Toolbar

The Tool Presets toolbar lets you create new tool presets and manage them.



### How to access the Tool Presets toolbar

1. Select **Windows > Toolbars > Tool Presets**.

Icon	Tool Name	Description
	New Tool Preset	Creates a new tool preset from the current tool settings.
	Manage Presets	Opens the Manage Tool Preset dialog box where you can update, organize, and delete existing presets.

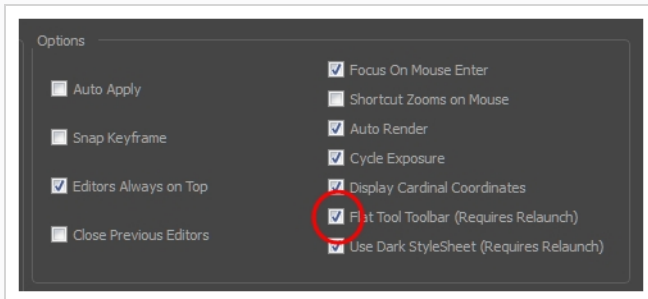
## Tools Toolbar

The Tools toolbar contains all the main tools you need to work in Harmony. In the default workspace, this toolbar is located on the left-most side of the interface. A small triangle at the lower-right corner of a tool indicates additional tools under the main tool. To access these tools, hold down the left mouse button until the additional tools appear, then select one.

By default, the Tools toolbar displays several of its tools in pop-up menus that must be opened. It is possible to make the Tools toolbar display every tool in its individual button instead by enabling the Flat Tools Toolbar preference. This makes the selection of tools quicker. However, because there is not enough vertical space to display all tools, some tools will be hidden from the Tools toolbar by default. Which tools are displayed in the Tools toolbar when Flat Tools Toolbar is enabled can be customized. The order in which tools are listed in Flat Tools Toolbar mode can also be customized.

### How to make every tool in the Tools toolbar display in buttons rather than pop-up menus

1. Do one of the following:
  - Select **Edit > Preferences** (Windows/Linux) or **Harmony [Edition] > Preferences** (macOS).
  - Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (macOS).
2. Select the **General** tab.
3. In the Options section, select the **Flat Tool Toolbar** option.

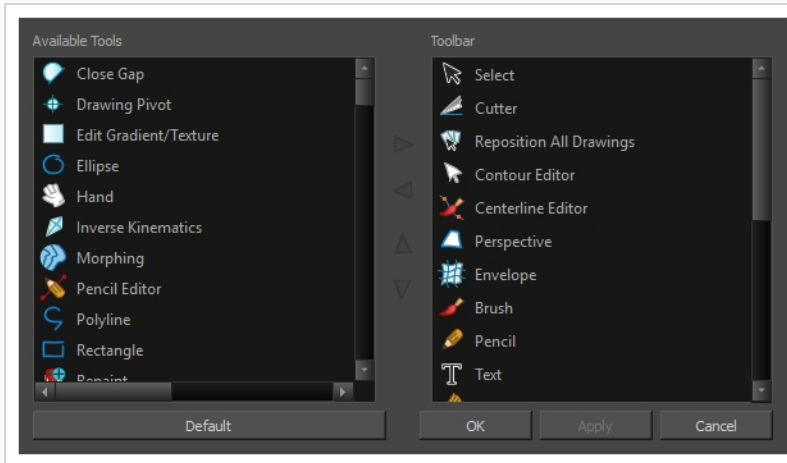


4. Click **OK** and restart Harmony.







### How to customize which tools are displayed in the Tools toolbar when it is in Flat mode





1. Right-click on the Tools toolbar and select **Customize**.














The Toolbar Manager dialog appears.




2. In the Available Tools list, select each tool that you want to add to the Tools toolbar, then click on the Add the selected tool to the toolbar  $\triangleright$  button.
3. In the Toolbar list, select each tool that you want to remove from the Tools toolbar, then click on the Remove the selected tool from the toolbar  $\triangleleft$  button.

Tool Name	Icon	Description
Select		Allows you to select and reposition, scale, rotate and skew brush strokes, pencil lines, shapes and other parts of your artwork.
Cutter		Allows you to cut a part of your artwork, then reposition, scale, rotate and skew it.
Reposition All Drawings		Allows you to reposition, scale, rotate and skew all drawings in the current layer.
Contour Editor		Allows you to edit the vector contours of brush strokes, pencil lines and shapes in your artwork. You can add, remove, tweak and move vector points, move the Bezier handles of the vector points as well as deform vector outlines.
Centerline Editor		Allows you to tweak and deform a brush stroke by manipulating the points at the centre of its line rather than its contour.
Pencil Editor		Allows you to adjust the thickness of a pencil line at its different points and corners, tweak the shape of its extremities and scale its texture.

Smooth Editor		Allows you to optimize contours and lines by removing its extra points, making them easier to edit.
Perspective		Allows you to deform artwork by applying a perspective effect on it.
Envelope		Allows you to deform and warp artwork by moving points and tweaking lines in a grid.
Edit Gradient/Texture		Allows you to adjust the position, angle and size of gradients and textures in a colour zone.
Brush		A pressure-sensitive tool for creating a contour shape with a thick and thin line effect, as if created with a paint brush.
Pencil		A pressure-sensitive tool for drawing outlines. Pencil lines are made of central vector lines, making them easier to tweak and edit than brush strokes.
Text		Allows you to add text and to format it.
Eraser		A pressure-sensitive tool for erasing parts of a drawing.
Paint		Allows you to fill colour zones with a colour or texture.
Ink		Allows you to recolour pencil lines with precision by changing the colour of one segment at a time.
Paint Unpainted		Allows you to quickly fill empty zones in your artwork with a colour or texture, leaving filled zones unchanged.
Repaint		Allows you to quickly repaint painted zones in your artwork. Empty zones will remain empty.
Unpaint		Allows you to empty filled colour zones of their colour and texture.
Stroke		Allows you to create invisible lines that can serve as colour zones that can be filled, or close the gaps in existing colour zones.

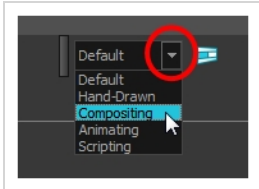
Close Gap		Allows you to close open shapes so that they can be filled with the Paint tool. By drawing a stroke near a small gap in a shape, this tool will create a small invisible stroke connecting the two closest points around the gap.
Line		Draws a straight line segment going from one point to the other.
Rectangle		Draws a rectangle.
Ellipse		Draws an ellipse.
Polyline		Allows you to draw shapes, segmented lines or complex curved lines by clicking to create each point in the sequence of line segments.
Dropper		Allows you to select a colour by clicking on a colour in your artwork.
Drawing Pivot		Allows you to position the pivot on a drawing layer by clicking where you want its location to be.
Morphing		Allows you to create and configure a morphing sequence, which will automatically generate the in-betweens between two drawings in the current layer.
Hand		Allows you to pan the Camera and Drawing views.
Zoom		Allows you zoom in and out of the Camera and Drawing views.
Rotate View		Lets you rotate the Camera and Drawing views just like with a real animation disc.
Animate Mode		Enables the Animate mode which records the position, rotation, scale, skew, etc. of objects as keyframes in the Timeline view. Turn off the Animate mode to reposition objects for the entire scene. When the Animate mode is disabled, keyframes are not created when an object's parameters change.
Transform		Allows you to select drawing layers and position, rotate, scale and skew

		them.
Onion Skin		Displays the previous and next frames of an animation. Useful when animating cut-out characters.





## Workspace Toolbar

The Workspace toolbar lets you load other workspaces. The first time you start Harmony, the default workspace is loaded. Other workspaces are available such as the Hand-Drawn Animation and Compositing workspaces; these display different views and toolbars. You can access these workspaces and any you create, from the Windows menu and the Workspace toolbar.



### How to access the Workspace toolbar

1. Select **Windows > Toolbars > Workspace**.

Icon	Tool Name	Description
	Workspace List	Allows you to select an existing workspace.
	Workspace Manager	Opens the Workspace Manager where you can organize, display, and remove workspace from your list.
	Save Workspace	When the Automatically Save Workspace preference is disabled, the Save Workspace button becomes available. This allows you to manually save your new workspace configuration.

## View Toolbars

Harmony has a series of view specific toolbars that are only available in a given view. These toolbars can be moved only within their view.

All view toolbars can be added, as long as the view is visible, through the top menu **Windows > Toolbars > desired toolbar**.

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## Chapter 4: Views

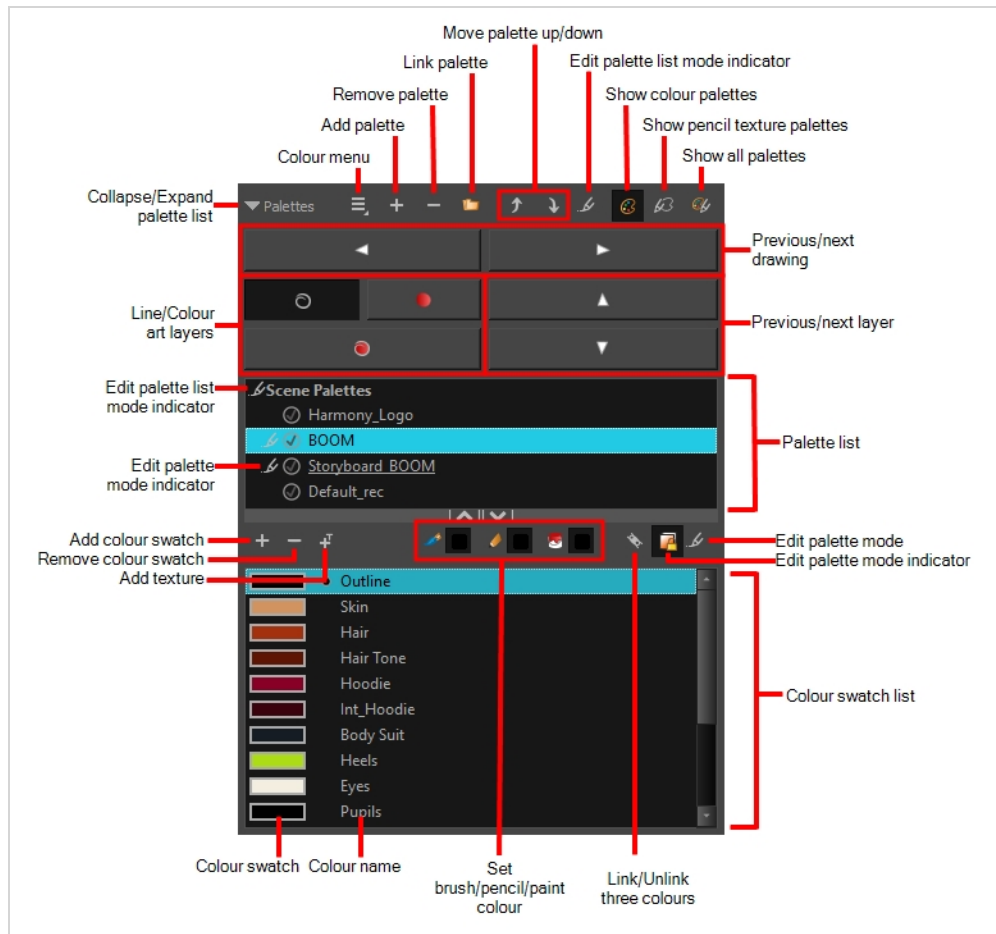
The Harmony interface is composed of different views, each one designed for a specific purpose. You can modify the location of the views by adding a new view as a tab or as a window. You can also swap the location of a view.

When a view is active, a red rectangle appears around the view. Keyboard shortcuts and top menu options are associated with the active view. If a menu option is greyed out, it means it does not apply to the layer, drawing or other type of selection or the option does not apply to the active view.

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## Colour View

The Colour view is where you create colours and palettes and import existing palettes into your project. The Colour view is also necessary for drawing, painting and creating colour styling.










### How to access the Colour view





Do one of the following:

- From the top menu, select **Windows > Colour**.
- From any of the other views, click the Add View **+** button and select **Colour**.






### Palette List Panel

Icon	Option	Description
	View Menu	The View menu contains all the commands and options that you can use in the Colour view to manage colours and palettes.








	Collapse/Expand Palette List	Allows you to show or hide your palette list and its options. By default, the palette list is displayed, but you may want to hide it if you are working with a single palette and want to allow more vertical space for the colour swatch list.
	Add Palette	Allows you to create a new palette.
	Remove Palette	<p>Deletes the currently selected palette. If the colour swatch is used in your project, zones painted with colour swatches which have been deleted will turn red, easily identifying them so you can repaint them with another colour swatch.</p> 
	Link Palette	<p>Allows you to add a palette from a different location, be it in a scene, job, environment or even an element to your palette list. The palette will be linked to its original location rather than copied to your scene's folder. Hence, if you make changes to the original palette, it will affect the colour of elements in your scene.</p> <p>If you want to import a palette as a copy into your scene's palette library, right-click on your palette list and select <b>Import</b>. You can also link to a palette in any location on your machine or network by selecting <b>Link to External</b>.</p>
	Order Palette List	<p>Moves palettes further up or down the palette list.</p> <p>If a palette has been cloned, the highest palette among the original palette and its clone(s) will be used by Harmony.</p>
	Edit Palette List Mode Indicator	In Harmony Server, this icon appears when you have the modifying rights on your scene's palette list. While several users can work on a scene at the same time, only one user may have the right to modify a palette list at any given time.

		<div style="border: 1px solid green; padding: 10px;">  <p><b>NOTE</b> In Harmony Stand Alone, you can always modify your scene's palette list. On Harmony Server, you must unlock your palette list before making modifications to it.</p> </div>
	Show Colour Palettes	Shows only colour palettes in the palette list. This is the default option.
	Show Pencil Texture Palettes	Shows only pencil texture palettes in the palette list.
	Show All Palettes	Shows both colour and pencil texture palettes in the palette list.



## Palette List







Icon	Description
	In Harmony Server, this indicates that you have the rights to modify the palette.
	Indicates that the palette is stored at the same level as its palette list. For example, a palette that is stored in the scene's palette library and which is listed in the scene's palette list, or a palette that is stored in an element's palette library and which is listed in that same element's palette list.
	Indicates that the palette file is stored in an external location, such as a different scene, an element in a different scene, a job other than the scene's job, or an environment other than the scene's environment. This means the palette is liable to be missing if it is moved from its original location, or if the scene is exported from the database into an offline scene or to a different database.
	This indicates that the palette is stored at a higher level than its palette list, making it a shared palette. For example, a palette in your scene's palette list that is stored in the palette library of the scene's job or environment, or a palette in an element's palette list that is stored in the palette library of the scene.
	Indicates a potentially dangerous situation. For example, a palette file that is stored in one of the scene's element folders, but which is added to your scene's palette list. The whole scene can use the palette, but since it's stored inside an element, deleting that element will make your whole scene lose access to that palette.

## Navigation Panel


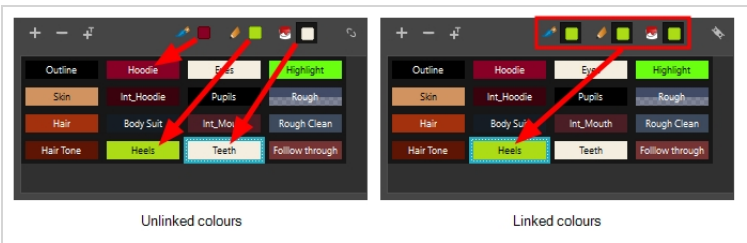


Icon	Option	Description
	Previous Drawing	Navigates to the previous drawing in the loaded drawings list.
	Next Drawing	Navigates to the next drawing in the loaded drawings list.
	Previous Column	Switches to the previous column in the loaded columns.
	Next Column	Switches to the next column in the loaded columns.
	Line Art	View and edit the drawing's line art layer.
	Colour Art	View and edit the drawing's colour art layer.
	Preview Line Art and Colour Art	If enabled, both the drawing's line art and colour art layers will be visible. If disabled, only the art layer you are currently working on will be visible.

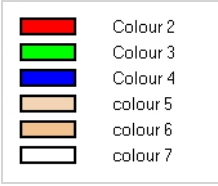
## Colour Swatch List Panel

Icon	Option	Description
	Add Colour	Adds a new colour swatch to the bottom of your colour list.
	Remove Colour	The Remove Colour button lets you delete the currently selected colour swatches. If the colour swatch is used in your project, and confirmation dialog will appear prompting you to confirm that you want to delete the colour. Zones painted with colour swatches which have been deleted will turn red, easily identifying them so you can repaint them with another colour swatch.

		
	<p>Add Texture</p>	<p>Allows you to import a bitmap image as a texture, which can be painted with just like a colour. When used with the Brush or Paint tools, bitmap textures are tiled inside the shape they fill. The scaling and position of the texture inside their shape can be tweaked with the Edit Gradient/Texture tool. When used with the Pencil tool or one of the Shape tools, a bitmap texture will follow the pencil line's direction.</p> 
	<p>Set Current Brush Colour</p>	<p>When enabled, the colour you select in the colour view will be selected for the Brush tool.</p>
	<p>Set Current Pencil Colour</p>	<p>When enabled, the colour you select in the colour view will be selected for the Pencil tool, as well as other tools that create pencil lines, such as the Line, Rectangle, Ellipse and Polyline tools.</p>
	<p>Set Current Paint Colour</p>	<p>When enabled, the colour you select in the colour view will be selected for the Paint tool.</p>

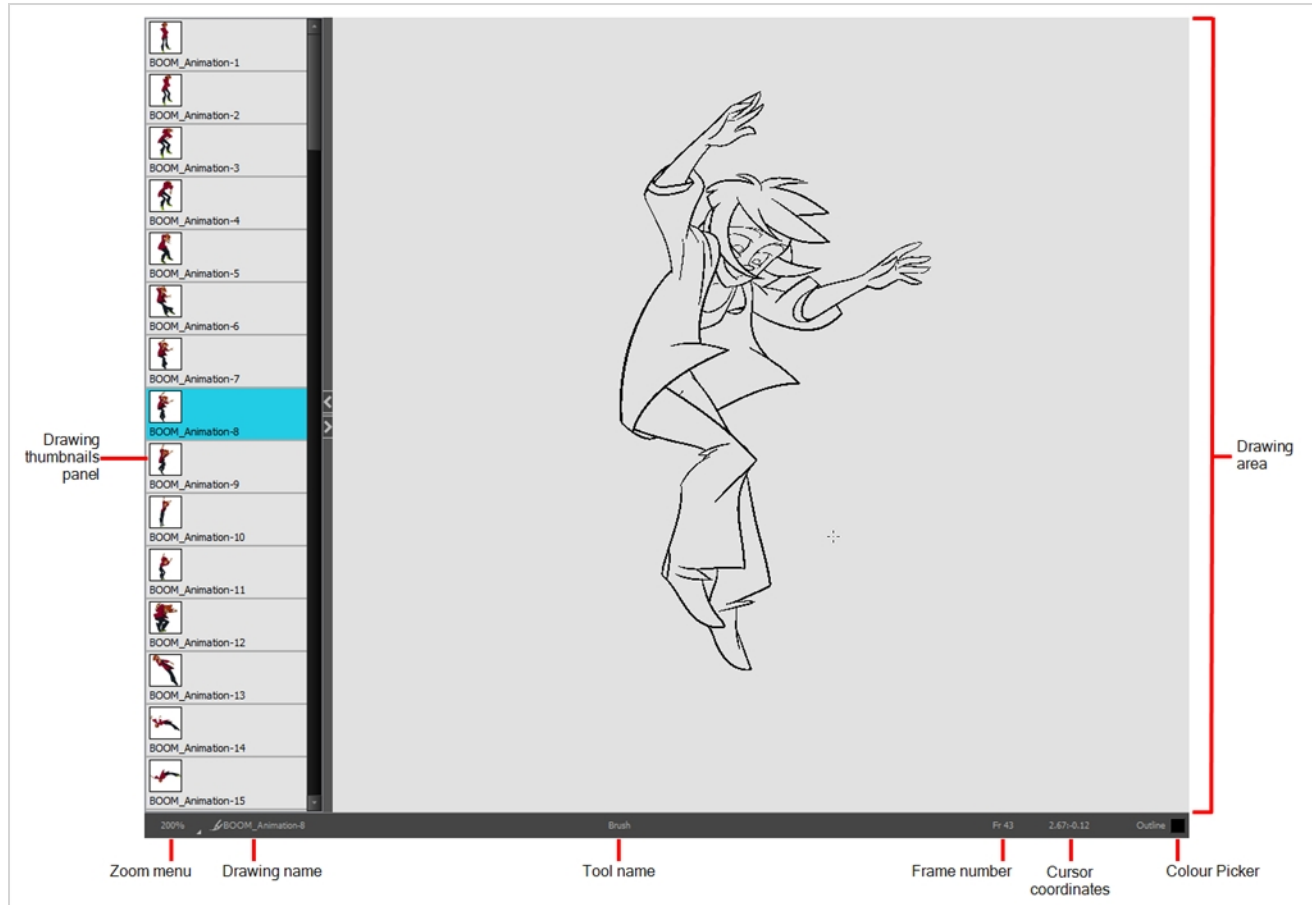


	<p>Link/Unlink Three Colours</p>	<p>When enabled, the colour you select will be selected for all drawing tools. When disabled, you can select individual colours for the Brush, Pencil and Paint tools.</p> 								
	<p>Edit Palette Mode</p>	<p>In Harmony Server, this allows you to get the modifying rights to the selected palettes.</p> <p>Since several people can work on any given scene at the same time, and a palette can be shared between scenes, palettes may be loaded in read-only mode when opening a scene on a Harmony database. Then, an user would only be able to edit a palette by first activating Edit Palette Mode. This prevents several users from making changes on the palette at the same time, since a user cannot activate Edit Palette Mode on a palette that is already being edited by someone else. This also prevents users from accidentally making modifications on important palettes.</p>								
	<p>Edit Palette Mode Indicator</p>	<p>In Harmony Server, this icon appears when you have the modifying rights on the currently selected palette.</p> <div data-bbox="690 1182 1432 1352" style="border: 1px solid green; padding: 5px;"> <p><b>NOTE</b></p> <p>In Harmony Stand Alone, you can always modify your palettes.</p> </div>								
	<p>Colour Swatch Name</p>	<p>Each colour swatch available in the Colour view can have its own name, making it easy to identify which colour is used to paint what part of your character or background.</p> <div data-bbox="690 1535 894 1673" style="border: 1px solid gray; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 10px; background-color: #8B4513; margin-bottom: 2px;"></td> <td style="padding-left: 5px;">Skin</td> </tr> <tr> <td style="width: 20px; height: 10px; background-color: #FFD700; margin-bottom: 2px;"></td> <td style="padding-left: 5px;">Teeth</td> </tr> <tr> <td style="width: 20px; height: 10px; background-color: #9ACD32; margin-bottom: 2px;"></td> <td style="padding-left: 5px;">Horns</td> </tr> <tr> <td style="width: 20px; height: 10px; background-color: #654321; margin-bottom: 2px;"></td> <td style="padding-left: 5px;">Helmet</td> </tr> </table> </div> <div data-bbox="690 1709 1432 1879" style="border: 1px solid green; padding: 5px;"> <p><b>NOTE</b></p> <p>Two colours can have the same name. Harmony identifies colours by an identification number.</p> </div>		Skin		Teeth		Horns		Helmet
	Skin									
	Teeth									
	Horns									
	Helmet									

	Colour Swatch	<p>Also referred to as <i>colour pots</i>, the colour swatch is the actual colour information for a colour in your palette. It is represented by a rectangle displaying the colour in the list.</p>  <ul style="list-style-type: none"><li><span style="display: inline-block; width: 15px; height: 10px; background-color: red; border: 1px solid black; margin-right: 5px;"></span> Colour 2</li><li><span style="display: inline-block; width: 15px; height: 10px; background-color: green; border: 1px solid black; margin-right: 5px;"></span> Colour 3</li><li><span style="display: inline-block; width: 15px; height: 10px; background-color: blue; border: 1px solid black; margin-right: 5px;"></span> Colour 4</li><li><span style="display: inline-block; width: 15px; height: 10px; background-color: #f4a460; border: 1px solid black; margin-right: 5px;"></span> colour 5</li><li><span style="display: inline-block; width: 15px; height: 10px; background-color: #e69d00; border: 1px solid black; margin-right: 5px;"></span> colour 6</li><li><span style="display: inline-block; width: 15px; height: 10px; background-color: white; border: 1px solid black; margin-right: 5px;"></span> colour 7</li></ul>
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## Drawing View

Only the selected drawing is displayed by default in the Drawing view. You can use features, such as the light table to display the current drawing of all the enabled layers of your scene in washed-out colours, or the Onion Skin to display the previous and next drawings of the currently selected drawing layer.

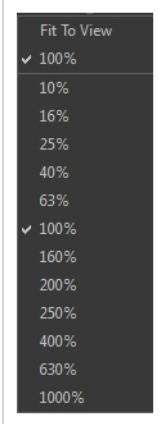


### How to access the Drawing view

Do one of the following:

- From the top menu, select **Windows > Drawing**.
- From any of the other views, click the Add View **+** button and select **Drawing**.

Icon	Section	Description
	View Menu	The View menu contains all the tools and options that you can use in the Drawing view to draw, animate and

		paint.
	Drawing Area	This is the main space in the Drawing view. It is where you draw and where the drawings are displayed.
	Zoom Menu	<p>The Zoom menu lets you enlarge or reduce the Camera or Drawing view display.</p> <p>To make the camera frame size always match the size of your view, select the <b>Fit to View</b> option. Click the drop-down arrow and select a zoom level or press 1 and 2.</p> 
	Drawing Name	The Drawing Name field displays the name of the selected drawing, as well as the layer containing it. If the cell does not contain any drawing, an <b>Empty Cell</b> text is shown in the field.
	Tool Name	The Tool Name field displays the name of the selected tool. If you temporarily override a drawing tool using a keyboard shortcut, the tool's name will be highlighted in red. You can temporarily override a tool by holding its keyboard shortcut without the Alt key. For example, the Select tool shortcut is Alt + S. If you hold down the S key, you will switch to the Select tool. When you release the key, you will return to the tool you were using.
	Frame Number	This field displays the current frame of the animation you are working on.
	Cursor Coordinates	This indicates the position of the your pointer in the

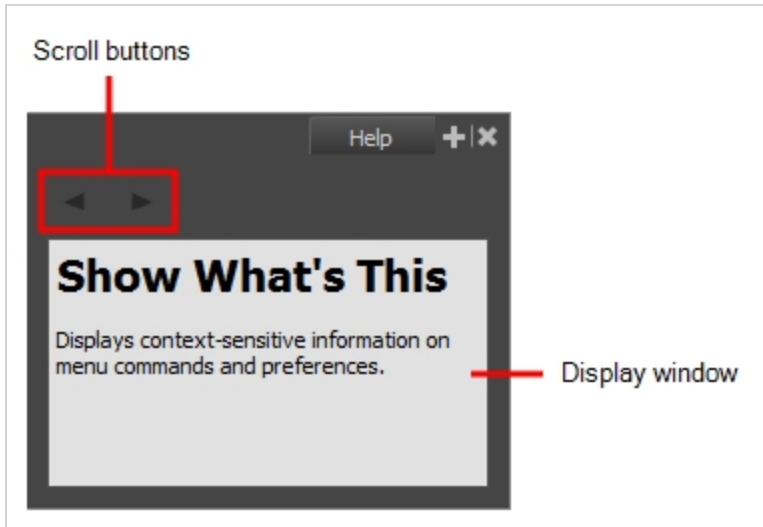
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		drawing area.
	Colour Picker	The Colour Picker allows you to select a colour for drawing.
	Drawing Thumbnails Panel	The Drawing Thumbnails panel displays a list with thumbnails of the loaded drawings. The highlighted drawing is the one displayed in the drawing area. You can select the drawing you want to paint directly from this list.

## Integrated Help View

Use the Integrated Help when you are unsure about what a certain menu item is or the function of a specific preference in the Preferences panel.

If you keep the Integrated Help window open for the entire duration of your work session, then you can use the forward and backward arrows to scroll through a history of the help information that you called up during your session.

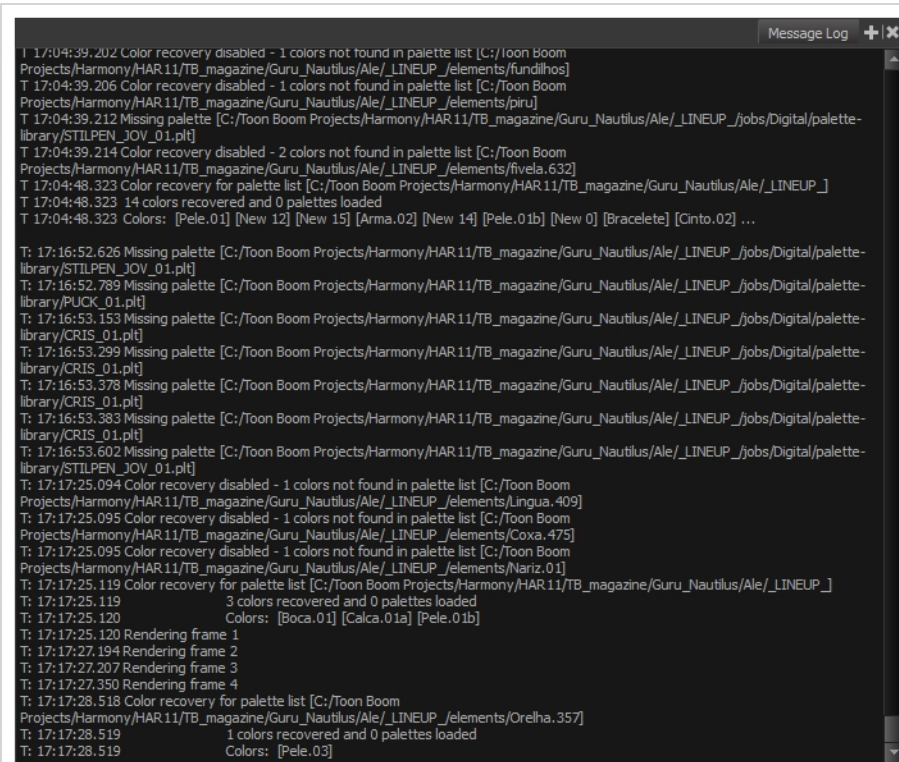


### How to access the Integrated Help view

1. Do one of the following:
  - From the top menu, select **Windows > Integrated Help**.
  - From any of the other views, click the Add View **+** button and select **Integrated Help**.

## Message Log View

The Message log view displays information gathered during a render task, such as which frames and at what time they were each rendered. The view also contains a list of the colour recovery operations.



```

T 17:04:39.202 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/fundilhos]
T 17:04:39.206 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/piru]
T 17:04:39.212 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T 17:04:39.214 Color recovery disabled - 2 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/fivela.632]
T 17:04:48.323 Color recovery for palette list [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_]
T 17:04:48.323 14 colors recovered and 0 palettes loaded
T 17:04:48.323 Colors: [Pele.01] [New 12] [New 15] [Arma.02] [New 14] [Pele.01b] [New 0] [Bracelete] [Cinto.02] ...

T: 17:16:52.626 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T: 17:16:52.789 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/PUICK_01.plt]
T: 17:16:53.153 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.299 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.378 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.383 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.602 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T: 17:17:25.094 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/Lingua.409]
T: 17:17:25.095 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/Coxa.475]
T: 17:17:25.095 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/Nariz.01]
T: 17:17:25.119 Color recovery for palette list [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_]
T: 17:17:25.119 3 colors recovered and 0 palettes loaded
T: 17:17:25.120 Colors: [Boca.01] [Calca.01a] [Pele.01b]
T: 17:17:25.120 Rendering frame 1
T: 17:17:27.194 Rendering frame 2
T: 17:17:27.207 Rendering frame 3
T: 17:17:27.350 Rendering frame 4
T: 17:17:28.518 Color recovery for palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/elements/Orelha.357]
T: 17:17:28.519 1 colors recovered and 0 palettes loaded
T: 17:17:28.519 Colors: [Pele.03]

```

### How to access the Message Log view


Do one of the following:

- From the top menu, select **Windows > Message Log**.
- From any of the other views, click the Add View **+** button and select **Message Log**.

## Model View

T-ANIMPA-004-004


Once you have a fully painted drawing, you can use it as a colour model and load it in the Model view. This drawing can be used and loaded in any of your Harmony scenes.


Once a drawing is loaded in the Model view, you can use the Dropper  tool to select a colour from the model and use it to paint in the Camera or Drawing view without having to pick the colour from the colour palette.



### How to access the Model view

Do one of the following:

- From the top menu, select **Windows > Model**.
- From any of the other views, click the Add View  button and select **Model**.

Icon	Section	Description
	View Menu	The View menu contains all the tools and options that you can use to manage models.
	Model View Toolbar	The Model View toolbar contains all the tools and options you can use in the Model view to navigate through and manage models.

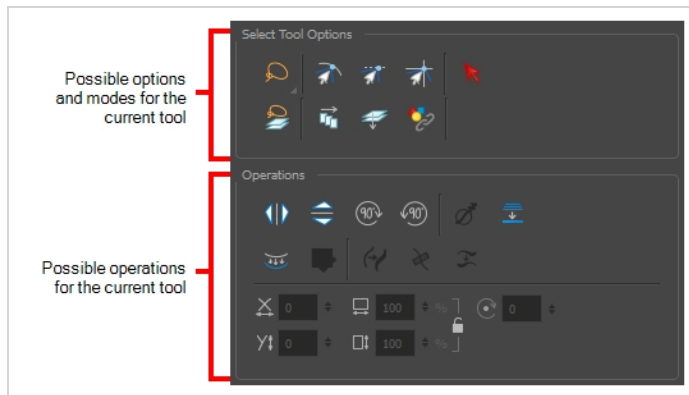


## Tool Properties View

T-HFND-004-002

The Tool Properties view contains the most common options and operations related to the currently selected tool. When you select a tool from the Tools toolbar, the Tool Properties view updates.

For example, if you choose the Select tool, the Tool Properties view will display the options and operations related to it, such as Snap to Contour, Apply to All Drawings, Flip Horizontal, and Flatten.



### NOTE

To learn more about the options appearing in the Tool Properties view, see [Tools Properties on page 32](#).

### How to access the Tool Properties view

Do one of the following:

- From the top menu, select **Windows > Tool Properties**.
- From any of the other views, click the Add View **+** button and select **Tool Properties**.