

A Visual Guide To Corel Painter™ 7 Keyboard Shortcuts



John Derry
5/25/2001

The purpose of this document is to provide a comprehensive overview of Painter 7's re-organized keyboard shortcuts.

Why Change?

In Painter 6, the Photoshop Layer metaphor replaced Painter's earlier Floater metaphor. Floaters were akin to individual collage elements. Multiple floaters were organized by Grouping, in which grouped Layers appear in the Layer palette list with an Open/Close triangle to the left of the Group.

Prior to P6, the user had to make use of a limited set of "Layer Brushes" in order to paint on a separate, floating non-canvas area. The implementation of Layers now enables users to freely paint on a Layer with any brush, as well as organize multiple visual elements on a Layer-by-Layer basis.

From P6 onward, specialized Layer "types" have been introduced to support specific kinds of functionality (Liquid Ink, Water color, Text).

As a result of these improvements, a greater degree of activity in Painter utilizes Layers to construct imagery. In other words, Painter has become increasingly "Layer-centric". In light of this layer-centricity, a more general access to Layer control via specific keyboard shortcuts is required.

A second reason for re-mapping the keyboard shortcuts is the addition of Contextual Menus (CM's) in P7. On the Macintosh, the CTRL key is reserved for accessing CM's. As a result, any keyboard shortcuts utilizing the CTRL key must be migrated elsewhere for CM implementation.

The above-described improvements necessitate a re-mapping of several Painter keyboard shortcuts. Users invest a great deal of time learning and memorizing keyboard shortcuts to maximize their efficiency. Any changes to their already-learned shortcuts will inevitably introduce disorientation and trauma. How can this trauma be minimized?

No Pain, No Gain

Acquired habits are difficult to change. Users will undoubtedly resist the requirement to re-learn a new set of keyboard shortcuts. To ease this required transition, it is important to utilize any standardized or popular keyboard shortcuts that users may already be familiar with.

A large percentage of Painter users are familiar with Adobe Photoshop, which utilizes a highly organized Layer metaphor. Consequentially, many Painter users already know many of Photoshop's keyboard shortcuts. Many of Painter 7's keyboard shortcuts are

based on Photoshop. Anywhere that Painter can utilize the same shortcuts reduces the user's requirement to create a second mental map of shortcuts for the same functionality.

Secondly, a properly organized set of keyboard shortcuts should make it easy for the user to correctly predict a shortcut based on the shortcuts that they have already learned. In other words, a carefully organized set of keyboard shortcuts should exhibit an overarching gestalt that makes use of specific behaviors assigned to specific keys.

For example, in many keyboard shortcut systems, the Shift key is used as a constraining or additive modifier. By employing these oft-used behaviors, the user will be able to predict what keyboard combinations will elicit the correct result.

The keyboard shortcuts presented here rely on the set of combinations possible from 4 keys: CMD, OPT, SHIFT, and SPACE. Because there are 14 Tool Modes in Painter, some of the same key combinations can be reused to provide differing functionality based on the currently selected tool.

Wherever possible, the functional behavior ascribed to a particular keyboard shortcut attempts to act in a similar fashion with different tools. For example, Painter has 3 types of objects that can be manipulated: Layers, Selections, and Shapes. Each of these object types has an associated "Adjuster" tool for moving, copying, and transforming it. The same shortcut is used to toggle these 3 Adjusters; the functionality changes based on the current tool. By using the same keyboard shortcut to access parallel behavior in different tool modes, less overhead is required of the user to memorize keyboard shortcuts.

Inevitably, there are more toggle modes than there are key combinations. As a result, there are a few exceptions required to enable a shortcut. Care has been taken to minimize these exceptions as much as possible.

This document utilizes the Mac keyboard to visualize the described keyboard shortcuts. For Windows usage the following conversion applies:

CMD = CTRL
OPT = ALT

1. Screen Navigation

These controls provide convenient adjustment of the current image window. They are based on Adobe's screen navigation keyboard shortcuts.

Grabber Tool Toggle



Holding down the Space Bar toggles the Grabber Tool. Click-and-drag to scroll and pan the current image window. Double-clicking centers the image in the window.

Zoom In Toggle



Holding down the Space Bar + CMD keys toggles the Zoom In Magnifier Tool. Click-and-hold continuously zooms in to the current image window. Individual clicks incrementally zoom in. Click-and-drag continuously zooms in and scrolls and pans the image about the click point.

Zoom Out Toggle



Holding down the Space Bar + CMD + OPT keys toggles the Zoom Out Magnifier Tool. Click-and-hold continuously zooms out of the current image window. Individual clicks incrementally zoom out. Click-and-drag continuously zooms out and scrolls and pans the image about the click point.

Rotate Page Toggle



Holding down the Space Bar + OPT keys toggles the Rotate Page Tool. Click-and-drag rotates the current image about its center at an arbitrary angle. Single-clicking re-oriens the image to the default position.

Constrained Rotate Page Toggle



Holding down the Space Bar + OPT keys toggles the Rotate Page Tool. Click-and-drag rotates the current image about its center at 90° angles. Single-clicking re-oriens the image to the default position.

2. The Adjuster Tools

The Adjuster tools all strive to utilize the same consistent behavior. There are 3 Adjuster tools:



Layer Adjuster Tool — The Layer Adjuster interacts with Layers, Free Transforms, and Shapes.



Selection Adjuster Tool — The Selection Adjuster interacts with active Selections.



Shape Adjuster — The Shape Adjuster interacts with Shaped-based bezier points/handles and line/curve segments.

The Adjuster Tools enable the adjustment and manipulation of the above-mentioned Objects in Painter. Depending on their current state, these Objects can be repositioned, copied, scaled, rotated, skewed, stretched, etc.



Transformed Layer



Selection



Shape

Dynamic Objects are identified by either a Marquee containing “handles” (Transformed Layers, Shapes, Active Selections), or Point and Line Segments (Shapes). When the appropriate Adjuster Tool is applied to these handles, the Dynamic Object can be adjusted. In most cases, the Adjuster Tool’s cursor will change to indicate its adjustment functionality.



Layer Mode



Shapes Mode

Note that Shapes have a unique “dual citizenship” as Dynamic Objects. When addressed by the Layer Adjuster, Shapes can be repositioned, resized, stretched, rotated, and skewed. When addressed by the Shape Adjuster, Shapes’ individual beziér points and line segments can be repositioned and adjusted.

When selecting one of the Adjuster Tools from the Tool palette and making it the current Tool Mode, all of the adjustment options are available. If user activity is focused on Object adjustment, this is the preferred Tool mode.

When an Adjustment Tool is toggled from another Tool mode, a subset of the that Adjuster Tool’s functionality is available. The most commonly used functions are enabled for quick adjustments. This reduced functionality is necessitated by the fact that one of the 4 available keyboard shortcut keys is already being utilized to toggle the Adjuster Tool.

Dynamic Object Adjustment Access

Both the Layer and Selection Adjusters can be used to interact with the visible Edge and Corner Handles associated with currently active Transformed Layers and Selections.

Objects with adjustment handles can be accessed in the following Tool Modes:



Resize / Stretch Adjustment Toggle

Placing the cursor in proximity to either the Edge or Corner Handles toggles the appropriate Adjustment cursor.

Rotate / Skew Adjustment Toggle



Holding down the CMD key and placing the cursor in proximity to either the Edge or Corner Handles toggles the appropriate Adjustment cursor.

Note that Rotate/Skew functionality is available only when either the Layer or Selection Adjuster is the current tool mode. When these Adjusters are toggled via the CMD key from another tool mode, the Adjustment functionality is restricted to Resize / Stretch.



A. The Layer Adjuster Tool

The Layer Adjuster Tool interacts with Layers, Free Transforms, and Shapes.



Layer Adjuster

Click-and-drag a visible portion of an Object to reposition it. When positioned in proximity to adjustment handles, the cursor changes its mode to interact with the handle.



Layer Adjuster Copy Mode



Holding down the OPT key toggles the Layer Adjuster Tool Copy Mode. Click-and-drag on an active Layer element to create a copy and repositions it



Layer Adjuster Tool Multiple Select/Deselect Mode



Holding down the CMD + SHIFT keys toggles the Layer Adjuster Tool Multiple Select/Deselect Mode.

Either click-and-drag a bounding box to select multiple Layer elements or click on multiple Layer elements to select them.

Conversely, either click-and-drag a bounding box to deselect currently selected Layer elements or click on currently selected Layer elements to de-select them.

The Layer Adjuster Tool Access Toggle

As previously stated, Painter has become layer-centric. As a result, the Layer Adjuster Tool needs to be quickly accessible from all relevant tool modes. The Layer Adjuster Tool uses Photoshop's Move Tool keyboard shortcut equivalent, the CMD key.

The Layer Adjuster is available from the following tool modes:



Layer Adjuster Toggle



Holding down the CMD key toggles the Layer Adjuster Tool. Click-and-drag on an active Layer element to reposition it.

Layer Adjuster Copy Mode Toggle



Holding down the CMD + OPT keys toggles the Layer Adjuster Tool Copy Mode. Click-and-drag on an active Layer element to create a copy and repositions it

Layer Adjuster Tool Multiple Select/Deselect Mode Toggle



Holding down the SHIFT key toggles the Layer Adjuster Tool Multiple Select/Deselect Mode.


Either click-and-drag a bounding box to select multiple Layer elements or click on multiple Layer elements to select them.

Conversely, either click-and-drag a bounding box to deselect currently selected Layer elements or click on currently selected Layer elements to de-select them.



B. The Selection Adjuster Tool

The Selection Adjuster interacts with active Selections. It is used to move, copy, and transform Selections.

 **Selection Adjuster**– Click-and-drag inside an active Selection to reposition it. When positioned in proximity to adjustment handles, the cursor changes its mode to interact with the handle.

Selection Adjuster Tool Copy Mode



Holding down the OPT key toggles the Selection Adjuster Copy Mode. Click-and-drag creates a copy of the Selection and repositions it.

Selection Adjuster Tool Multiple Select/Deselect Mode



Holding down the SHIFT key toggles the Selection Adjuster Tool Multiple Select/Deselect Mode.


Either click-and-drag a bounding box to include currently active Selections or click in multiple active Selections to select them.

Conversely, either click-and-drag a bounding box to deselect currently active Selections or click inside active Selections to de-select them.

The Selection Adjuster Tool Access Toggle

The Selection Adjuster Toggle is available in the following Tool Modes:



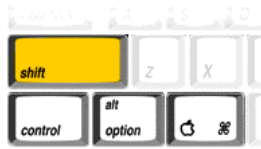
 **Selection Adjuster Tool Toggle** – is toggled by placing the cursor inside a current selection when the current tool is either the Rectangular/Oval Selection or Lasso tool. The cursor will change to the Selection Adjuster cursor. Click-and-drag inside an active Selection to reposition the Selection boundary.

Selection Adjuster Tool Copy Mode Toggle



Holding down the OPT key while the Selection Adjuster cursor is displayed toggles the Selection Adjuster Copy Mode. Click-and-drag creates a copy of the Selection and repositions it.

Selection Adjuster Tool Multiple Select/Deselect Mode Toggle



Holding down the SHIFT key toggles the Selection Adjuster Tool Multiple Select/Deselect Mode.

Either click-and-drag a bounding box to include currently active Selections or click in multiple active Selections to select them.

Conversely, either click-and-drag a bounding box to deselect currently active Selections or click inside active Selections to de-select them.



C. The Shape Adjuster Tool

The Shape Adjuster interacts with Shapes-based bezier points/handles and line/curve segments.

Shape Adjuster

Click-and-drag on the visible portion of a Shape repositions it. When in proximity to a corner, bezier point, handle, or line/curve segment, the individual point can be moved and any bezier handles can be adjusted

Whole Shape Adjuster



Holding down the CMD key toggles the Whole Shape Tool Adjuster Mode. Click-and-drag to reposition a Shape. The Whole Shape Adjuster is useful for quickly moving Shapes without accidentally selecting individual points.

Shape Adjuster Tool Multiple Select/Deselect Mode Toggle



Holding down the SHIFT key toggles the Shape Adjuster Tool Multiple Select/Deselect Mode.

Either click-and-drag a bounding box to include multiple beziér points or click on multiple beziér points to select them.

Conversely, either click-and-drag a bounding box to deselect any selected beziér points or click on beziér points to deselect them.

The Shape Adjuster Tool Access Toggle

The Shape Adjuster interacts with Shapes-based beziér points/handles and line/curve segments.

The Shape Adjuster is available in the following Tool Modes:



Shape Adjuster Tool Toggle



Holding down the CMD key toggles the Shape Adjuster Tool. When in proximity to a corner, beziér point, handle, or line/curve segment, the individual point can be moved and any beziér handles can be adjusted

Shape Adjuster Tool Multiple Select/Deselect Mode Toggle



Holding down the CMD + SHIFT keys toggles the Shape Adjuster Tool Multiple Select/Deselect Mode.

Either click-and-drag a bounding box to include multiple beziér points or click on multiple beziér points to select them.

Conversely, either click-and-drag a bounding box to deselect any selected beziér points or click on beziér points to deselect them.

3. Dropper Tool Access

Color is an important quality in Painter. It is convenient to be able to sample color from the current image. Painter uses Photoshop's keyboard shortcut, the OPT key.

The Dropper is available from the following tool modes:



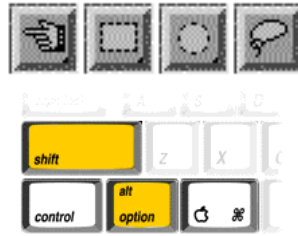
Dropper Tool Toggle



Holding down the OPT key toggles the Dropper Tool Mode. Clicking or clicking-and-dragging on an active image will sample the underlying color.

Alternate Dropper Tool Toggle

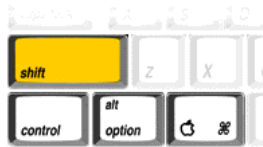
Some tools reserve the use the OPT key to toggle Adjuster Copy Mode. They are:



Holding down the OPT + SHIFT key toggles the Dropper Tool Mode. Clicking or clicking-and-dragging on an active image will sample the underlying color.

4. Tool Constraint Toggle

Various tools in Painter can be constrained or limited in their behavior by utilizing the Tool Constraint Toggle. Constraint Mode is toggled with the SHIFT key.



Brush Tool – Constrains strokes to 45° angles.



Crop Tool – Constrains bounding box to a square.



Rotate Page Tool – Constrains rotation to 90° angles.



Rectangular Selection Tool – Constrains selection rectangle to a square.



Oval Selection Tool – Constrains selection to a circle.



Rectangular Shape Tool – Constrains shape to a square.

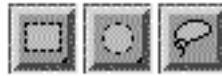


Oval Shape Tool – Constrains Shape to a circle.

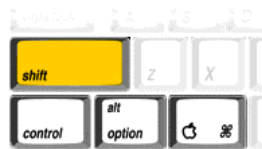
5. Selection Tools Addition / Subtraction Toggle

The Selection tools can use Boolean operations to add or subtract from a selection.

The Addition & Subtraction Toggle is available in the following Tool Modes:



+ + Add To Selection Toggle



Holding down the SHIFT key toggles the Add To Selection Mode. Click-and-drag to add new selection rectangles, ovals, or freehand selections (depending on the current tool). Overlapped additive selections will unify to form a single selection.

+ - Subtract From Selection Toggle



Holding down the OPT key toggles the Subtract From Selection Mode. Click-and-drag to subtract selection rectangles, ovals, or freehand selections (depending on the current tool) from any existing selections. Overlapped subtractive selections will unify to form a single subtracted area.

6. Clone Source / Destination Toggle

Painter's Cloning Methods require the user to specify a Source and Destination. These can be within the same document, on different Layers, or in 2 separate documents.

Some of the Clone Methods use multiple points within the Source and Destination to indicate additional attributes like Scale, Angle, or Perspective. The Source and Destination Toggles are used to make the control points visible for adjustment.

The Source / Destination Toggles are available from the following tool mode when a Brush with a Cloning Method is selected:



● Clone Source Toggle



Holding down the OPT key toggles the Clone Source Toggle. Click on the desired location in the image to establish the Source point. A numbered (1) green circle is used to indicate the Source point. Depending on the type of Cloning Method, perform additional clicks to instantiate incremented numbered green circles will be required. The circles can be clicked-and-dragged for adjustment.

● Clone Destination Toggle



Holding down the SHIFT key toggles the Clone Destination Toggle. Click on the desired location in the image to establish the Destination point. A numbered (1) red circle is used to indicate the Destination point. Depending on the type of Cloning Method, perform additional clicks to instantiate incremented numbered green circles will be required. The circles can be clicked-and-dragged for adjustment.

7. Interactive Brush Resize Access

The current Brush Size can be adjusted via several mechanisms: Size sliders located in both the Brush Controls: Size palette and the Control palette, incremental adjustment via the “[“ and “]” keys, and the Interactive Brush Resize Toggle.

The Interactive Brush Resize Toggle is available in the following Tool Mode:



Interactive Brush Resize Toggle



Holding down the CMD + OPT + SHIFT keys toggles Interactive Brush Resize Mode. Click-and-drag to display a dynamically adjustable circle. The circle represents the circumference of the current brush’s size. Drag away from the center point of the circle to increase size; drag towards the center point of the circle to decrease size.

8. Make Mosaic Dialog Adjustment Tools

The Make Mosaic Dialog contains several tools for creating and editing digital mosaics made up of individual tiles. These tools can be accessed by either a set of icons and pop-up menus in the Make Mosaic Dialog or, alternately, via a set of keyboard shortcuts.

The Make Mosaic Tool Toggles are available when the Make Mosaic Dialog is active.



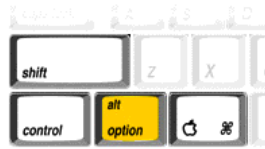
Mosaic Tile Tool “Tile Shape” Toggle



Holding down the CMD key toggles Tile Shape Tool Mode. Click on an existing tile to transpose the clicked tile’s Size settings to the Tile Size adjustment sliders.



Mosaic Tile Tool “Tile Shape” Toggle



Holding down the OPT key toggles Tile Color Tool Mode. Click on an existing tile to transpose the clicked tile’s color to the Current Color of the Color palette.



Mosaic Tile Tool “Delete Tile” Toggle



Holding down the SHIFT key toggles Delete Tile Mode. Click on an existing tile to delete it.



Mosaic Color Tool “Darken” Toggle (Mac only)



Holding down the OPT key and clicking on an existing tile darkens the tile color by an incremental amount.



Mosaic Color Tool “Lighten” Toggle (Mac only)



Holding down the OPT + SHIFT keys and clicking on an existing tile lightens the tile color by an incremental amount.

9. Custom Palette Adjustment Tools

Painter’s Custom Palette facility enables users to create customized floating palettes containing Brushes, Art Materials, and Menu Commands.

The most common way to create or add to existing Custom Palettes is click-and-drag the iconic representation of a Brush or Art Material out of its palette. If an existing Custom Palette is visible, the icon can be deposited within it. If there is no Custom Palette visible, un-clicking will create a new Custom Palette with the icon in it.

Additionally, Menu Bar commands can be added to a Custom Palette as clickable buttons. The procedure for installing Menu Bar commands in a Custom Palette is described below.

The Custom Palette Adjustment Tools are available in all Tool Modes.

Custom Palette “Add Painter Menu Bar Items “Toggle



Holding down the OPT + SHIFT keys toggles the “Add Painter Menu Bar Items” Mode. Open a Menu Bar pull-down menu and select a Menu Command. A dialog is presented to install the selected command in either a new or existing Custom Palette.

Custom Palette Item Adjuster Toggle



Holding down the CMD key toggles the Item Adjuster. Click-and-drag on a Custom Palette item to reposition it.

Custom Palette Item Remover Toggle



Holding down the OPT key toggles the Item Remover. Click on a Custom Palette item to delete it.

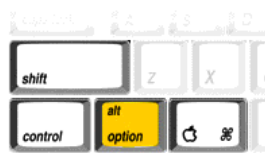
10. Expandable Palette Navigation Toggles

Painter's Art Materials, Objects, and Brush Control palettes are expandable/collapsible, as well as scrollable. The Expandable Palette Control Toggles enable quick navigation of these palettes.

The Expandable Palette Navigation Toggles are available in all Tool Modes and function when the cursor is positioned inside an Expandable Palette.



Expandable Palette Scroll Toggle



Holding down the OPT key toggles the Expandable Palette Scroll Mode. Click-and-drag anywhere inside an Expandable Palette to scroll its contents. This functionality is also available without holding down the OPT key by clicking-and-dragging on non-control surfaces of any Expandable palette.

Expandable Palette Global Collapse / Expand Toggle



Holding down the SHIFT key toggles Global Collapse/Expand Mode. Click on a open Section's Disclosure Triangle to collapse all Sections. Click on a closed Section's Disclosure Triangle to Expand all Sections.