

Brush Breakdown

Opacity (or Strength):

How heavily you're laying down paint. Numbers on keyboard control the opacity here.

Resat:

COLOR MODER: how much COLOR is being laid down

100 = 100 % color

0 = 0% color >>>> This turns into a BLENDER brush

CLONE MODE: this determines the accuracy of your source file.

100 = 100% accuracy

0 = 0% accuracy

Grain:

For bristly brushes (ones that have FEATURE) this determines how much the brush SMOOSHES (yes, smooshes) into the paper texture.

100 = 100 % coverage on the paper, like you're smooshing the pigment into the grain of the paper

1 = 1% meaning you're lightly skimming the surface

LOWER grain = more paper texture showing through, especially on CHALK variants

For artist brushes (ones that use digital shapes like potato stamps), this determines the PULL of your brush.

100 = a very digital look, too heavy

5-15% = highly organic look for palette knives

Bleed:

How smoothly your brush blends with the underlying pixels.

100 = 100% smooth (great on skin!)

0 = no smoothing (great for impressionistic, chunky looks)

Jitter:

Your brush on too much stimulant. Highest setting is 4. It literally scatters your brush. Excellent to try 1 or 1.3 on Impressionist brush

Feature:

The spacing between your bristles measured in pixels (max 20).

20 = 20 pixels between every brush hair = very scratchy looking

0 = will more than likely crash your computer because the brush is completely solid with NO space between hairs of the brush.

I like to start out at 4 and work my way around. If your brush is moving too slowly, try making your feature larger. Don't go any lower than .1