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DIGITAL DRAWING TOOLS

A fairly new direction in the visual arts has been the creation of paintings from beginning to end using a computer or other automated technical means or tools. Now it is more convenient to create paintings with digital tools than with pencils and paint on canvas. Programs have all features you need; and you can draw not only on a PC but also on a tablet or smartphone.

Digital painting is a new kind of art in which traditional painting techniques such as watercolor, oil, impasto, etc. are imitated using a computer, a graphic tablet, a stylus, and software. It is usually called computer graphics, however, is general in nature, which indicates all computer graphics technologies, including photo editing, technical and artistic 3D graphics, and technical drawing [2].

In the late XX - early XXI centuries, digital painting is on the rise and occupies a strong position in the design of books, posters, prevails in the industry of computer games and modern cinema and is also popular in amateur art. The first thing humanity has faced since the widespread adoption of digital drawing is the use of digital technology in photography. It initiated the development of mixed techniques of photo impressionism and photo collage. Further, these technologies have become part of the traditional fine arts. Methods of digital modification were used both for cosmetic correction of the finished original and for global improvement of traditional work in the field of composition, color, size, layout, etc. [6].

The digital artist has at his disposal several tools. Some of these include: a virtual palette consisting of millions of colors, almost any size canvas or media and the ability to take back mistakes, as well as erasers, pencils, spray cans, brushes,

combs and a variety of 2D and 3D effect tools. A graphics tablet allows the artist to work with precise hand movements simulating a real pen and drawing surface.

Even the traditional surface has changed for digital painting. Instead of a canvas or sketchbook, artists would use a mouse or tablet to display strokes that would appear with the touch of a pen to the tablet's surface, or a click of pen. Tablets can be pressure sensitive, allowing the artist to vary the intensity of the chosen media on the screen. There are tablets with over two thousand different levels of pressure sensitivity [5].

There are many digital drawing programs such as Corel Painter, Artrage, MyPaint, Open Canvas and other less specialized ones that are well suited for this task. Adobe Photoshop, Corel Paint Shop Pro, GIMP or Krita that give artists a close-up of a classic artist: a canvas, lots of drawing tools, color palettes, and lots of colors and materials [1, 3].

For example, Corel Painter is a drawing program that mimics artists' true tools, including a paint brush, pencils, felt pens, etc. It allows you to create real works of art. The library of tools helps the artist to give freedom of imagination. For illustrators, there is an opportunity to customize the toolbars, the color blending feature and the effects for individual needs. You can also resize the image, pre-adjust the settings of the new image. Corel Painter supports virtually all graphics formats. But the most common graphic editor is Adobe Photoshop. It has earned its popularity thanks to a large selection of effects, tools, filters and more. With Adobe Photoshop, the user is able to work individually with each layer, use masks, can add their own variants of fonts, patterns, tassels and has ample opportunity to prepare blanks for animation, as well as three-dimensional graphics [1, 4].

Despite its versatility, digital drawing tools have their drawbacks. They have a limited range of screen that does not allow the creation of certain colors available in nature, and do not allow the use of reflective or fluorescent materials.

To sum up, depending on the software package, truly great opportunities are available to a digital artist – layers, modes, filters, transformations and transformations. Generation of effects and noise of a given type, various predefined structures of brushes and lines, textures and modifications, formats and representations. This is just a small list of features that are constantly evolving.

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