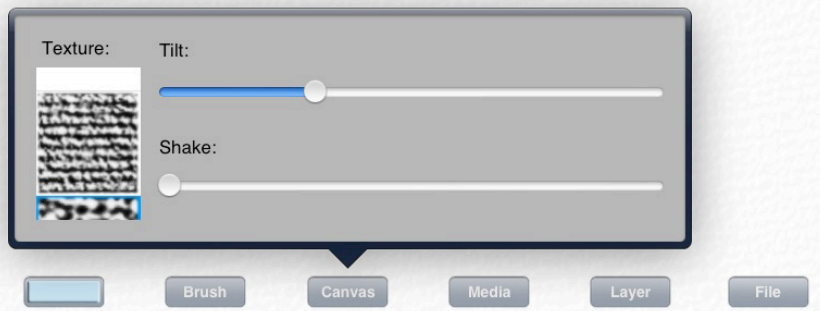Auryn Ink
A Quick Start Guide

Getting ready

Select canvas: First, select the canvas you are going to paint on. Tap the canvas button at the bottom of the screen to open the pop-up menu (we will talk about the bars later, in the "tilt your iPad" section).

The canvas impacts on how the brush interacts with the surface. The type of canvas leads to different gaps and breaks in fast strokes, and interesting edges at stroke boundaries. Each canvas texture is modeled in 3D, which impacts how the paint flows between the tiny bumps on the surface.

In the menu, the first texture features small bumps squeezed tightly against each other. On the second texture, the bumps are bigger leaving more space between them for the paint to flow in.

Select brush: Now that you have selected your canvas, you need to choose

your brush. Open the brush menu at the bottom of the screen.

You can see that there are several tip shapes available. Scroll through to select the tip you prefer. Then, select the bristles. The bristles determine the shape your stroke will take as your brush progressively runs out of color and water. Try them out, and choose the one you prefer!
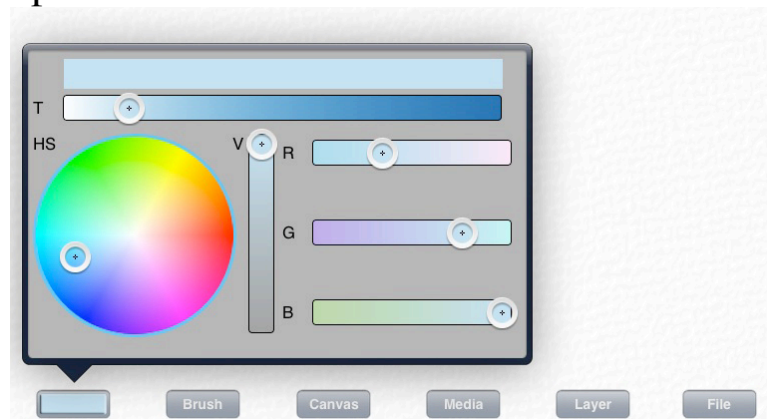Use the size bar to adjust the size of your brush.
The brush size increases when you move the cursor right, and decreases when you move it left.

The fade parameter determines the speed at which your brush runs out of pigment. With a high fade, the brush will quickly exhaust its load of color, and only deposit water on the canvas. As a result, the stroke will progressively become clearer as you paint.
The pressure of the brush on the canvas is inferred from the speed of the stroke. Fast strokes feature a narrowing end, while slow strokes lead to a widening of the stroke.

Select color: You now have a canvas, and a brush. You need to choose a color before you start painting. Tap the color tab at the bottom left of the screen to open the color wheel.

Just as in real watercolor, the lightness of a stroke's color is not the result of adding white to the pigment, but rather from depositing the pigment more thinly on the canvas so that the white canvas can be seen through it.

Pick a color on the color wheel. The bar at the top of the menu displays your current color, compared to the color you have been painting with. The bar underneath determines the saturation of your color.
The vertical bar indicates the brightness of the color; move the cursor to the bottom if you want to use black.
The three horizontal bars on the right allow you to adjust your color in a more subtle way, using the hues around your color on the color wheel. Use these bars to make small changes hard to achieve using directly the color wheel. Notice that all bars are a function of each other. If you move the cursor of a bar, the cursors of all bars will move accordingly.
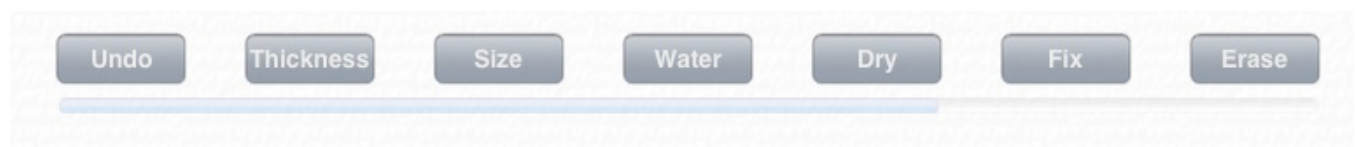
You are now almost ready! Before you start however, here are a few useful features you need to know about.

At the top left of the screen, there is an undo button. Use this button to undo strokes you don't like. However, this feature can only undo your last two strokes, so plan your strokes carefully.
If you don't like your painting, you can start over anytime using the erase button at the top right of the screen.

You can zoom and dezoom by pinching your fingers together, and apart. This gesture also allows you to shift your canvas around the screen.

Notice the bar under the top buttons, which progressively empties every time you make a stroke.

| Undo | Thickness | Size | Water | Dry | Fix | Erase |

This bar represents the evaporation of the water your stroke deposited on the canvas. Once it is empty, your stroke is dry.

You're ready! Start painting!

Now that you have your canvas, your brush and your color, you are ready to go!

How to merge colors
Auryn Ink is a watercolor simulation, which allows you to achieve all the interesting visual effects unique to this painting style.

Quantity of water on your brush
The water tab at the top of the screen controls the quantity of water loaded into your brush (moving the cursor right increases the quantity of water, and moving it left decreases it). As in real watercolor, the quantity of water in the brush has a great impact on the way the paint flows on the canvas. If your brush is loaded with a big quantity of water, the stroke will deposit water on the canvas. If you paint over this wet area, the colors will merge, creating nuanced, blurry edges around the stroke. However if your brush carries a small quantity of water, it will only deposit color on the canvas; thus, the area you painted will remain dry. Try to paint combining different amounts of water in your brush, and see all sorts of interesting effects take place!

Thickness of the pigment
The thickness tab next to the undo button sets the quantity of color on your brush. With a small quantity of pigment, the layer of color deposited by your brush will be very thin, and you will be able to see the white canvas through it. If your brush is wet and this setting set to minimum, you will only deposit water on the canvas. Try painting on wet areas to merge and blend colors.

Tilt or shake your iPad to let the water run
As in real water color, the colors merge as the water flows on the canvas. If you open the canvas menu at the bottom of the screen, you can see the tilt option. This setting controls the extent to which the water flows downward if you tilt you iPad (hold it in vertical position). If you try tilting your iPad with this option set on maximum, you will immediately see the water flow downward, blending and merging the colors in wet areas.

The shake slider is located under the tilt option. The further to the right is this slider set, the more pigment will splatter onto the canvas if the iPad is shaken. The active pigment and water settings define the paint in the splattered drops.

How not to merge colors
You can stop the water from flowing on your canvas anytime. Use the dry button at the top of the screen to completely dry your canvas. All the wet areas will be immediately dried, and water and colors will not flow when you paint over them. This option dries the entire canvas. However, if you wish to keep water and pigments from flowing in only one area, use the fix button at the top of the screen. This button will immediately dry your last stroke, so when you paint over it, the edges will remain neat.

Plan your strokes carefully; this is a watercolor simulation, so unlike oil paint, you cannot paint over strokes you don't like.

Manage your layers
The layer popup provides all the controls for inspecting and manipulating the layers in the Auryn Ink system. Top to bottom, the rows correspond to the upper 'active' *wet* and *dry* layers, followed by the inactive lower *fix* layers. The latter of which are represented as a single flattened aggregate *fix* layer. The last row corresponds to the entire array of layers.

The columns correspond to controls for manipulating or inspecting the layers represented by the respective rows.

Note that the show/hide controls only hide or reveal the layer from view. They do not remove the layer from the simulation, which proceeds to function identically regardless of these switches.

Also note that these settings only control whether any of the pigment layers are shown. The canvas is always visible, including any water which may be darkening its appearance. Hiding all pigments is a useful way to see where the canvas is wet or moist.

The wet on/off button reveals or hides the *wet* layer. It is useful for learning how pigment can be picked up from the *dry* layer by watery strokes.

The dry on/off button reveals or hides the *dry* layer. It is useful for seeing what pigment is still subject to the water simulation and brush interaction effects.

The fix on/off button reveals or hides the *fix* layer. It is useful to see what pigment has been permanently dried to the canvas surface.

The all on/off button is a shortcut for immediately hiding or revealing all layers.

Show off your work
Now that you have created an amazing piece of art, you need to show it off to your friends and family! Tap the file button at the bottom right of the screen.

To save your painting to your iPad album, simply tap "save to album". Your painting will be immediately saved with all your pictures.

To send it to a friend, tap "send by e-mail", then write the email address of the person you want to send it to in the "to" field.