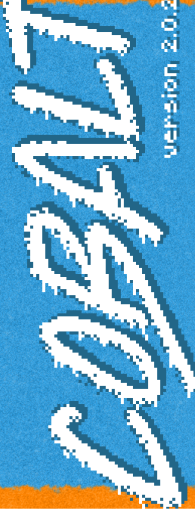


POCKET EDITION

USER GUIDE



OVERVIEW

Cobalt is a painting program for creating textural and expressive pixel art.

Cobalt has been designed around a tight set of features that work closely together, providing a fast painting workflow that encourages speed and spontaneity, with a streamlined user interface to keep you focused on what matters.

Images are saved in a Cobalt-specific file format, and can be exported as GIF files so that they can be viewed and edited with other programs.

Each image can contain up to eight user-selected colours, with a maximum image size of around 400x320 pixels (determined by area).

Thank you for supporting my work!

For more information about Cobalt, visit <https://derelict.engineering/cobalt>

If you have any questions or comments, or just want to get in touch, email me at support@derelict.engineering

Now go have fun and make some awesome art!

THE CANVAS SCREEN

The tool palette on the left has space for seven different tools. Hover it to see a summary of the current tool settings, and click on the active tool to open the tool settings screen.

The sketch layer

The eye button in the bottom-right will show the sketch layer and reveal three more buttons, allowing you to draft out your image as you work.



The pencil button toggles drawing to the sketch layer, the shaded square button hides the canvas layer, and the slider button changes the colour used by the sketch layer.

KEYBOARD SHORTCUTS

- : Undo / redo
- : Zoom in / out
- : Switch to tool
- : Change brush shape
- : Save changes
- : Toggle sketch layer
- : Open tool settings
- : Drag the canvas

ZOOM, UNDO, SAVE



Navigating the canvas

The zoom buttons will make the canvas display larger on the screen, and the pan button will make the canvas draggable.

Reverting mistakes

The undo and redo buttons will revert or reapply the most recent changes to the canvas. Hundreds of changes can be tracked at the default image size.

Saving your work

The save button shows the save state:



All changes have been saved



There are unsaved changes



The file failed to save

EDIT SCREENS

The initial selection of colours, shapes, and patterns available in the tool settings screen can all be customised, and are stored in the image file on save.

Editing colours

Changing a colour in the **EDIT PALETTE** screen will change the colour of all pixels of that colour on the canvas. The **IMAGE** toggle can be used to show a preview of the canvas in the background.



TOOL SETTINGS

- MODE** changes how the brush is applied to the canvas
- COLOUR** changes the colour of a brush stroke
- SHAPE** changes the thickness and style of a brush stroke
- PATTERN** changes the opacity and texture of a brush stroke
- SPACING** creates a gap between each brush mark
- SCATTER** staggers the placement of each brush mark

Fine brush strokes

This toggle will make thin freehand lines appear finer and more even by removing sharp corners as you draw.