

Gel Wash

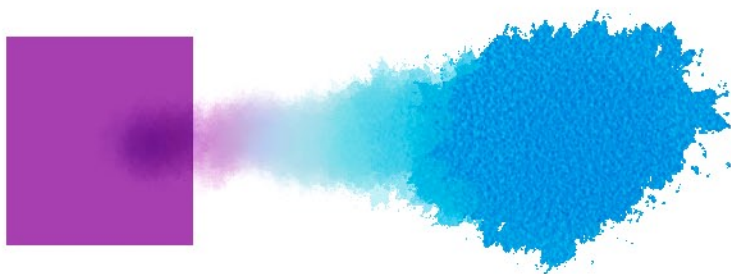
Layer Type: Gel



Gel Wash lays down a conservative wash of the current color. The current Paper Grain influences the applied color. Lighter pressure lays down less color. Successive strokes build up additional density.

Gel Blender

Layer Type: Gel



Gel Blender picks up and blends underlying color at lighter pressure, transitioning to applying the current color at heavier pressure. The current Paper Grain appears within the stroke at heavier pressure. Overlapping strokes quickly build up towards black.

Gel Opaque

Layer Type: GelCover



Gel Opaque applies a thin expressive line that picks up underlying color it is stroked over. *Gel Opaque* works well on layers set to the *Default* and *GelCover Compositing Methods*.

Gel Mixer

Layer Type: GelCover



Gel Mixer blends with underlying color, producing a complex mixture texture. Pressure controls the size of the stroke. *Gel Mixer* works best on a layer set to the *GelCover Compositing Method*.

Wet Rough

Layer Type: Gel



Wet Rough applies a narrow, rough-edged stroke with the current color. As pressure is increased, the stroke gets wider, as well as exhibiting more of the current Paper Grain. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

Wet Blender

Layer Type: Gel



Wet Blender picks up and blends underlying color (on the current layer) at lighter pressure, transitioning to applying the current color at heavier pressure. The current Paper Grain appears within the stroke at heavier pressure. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

Wet Bristle

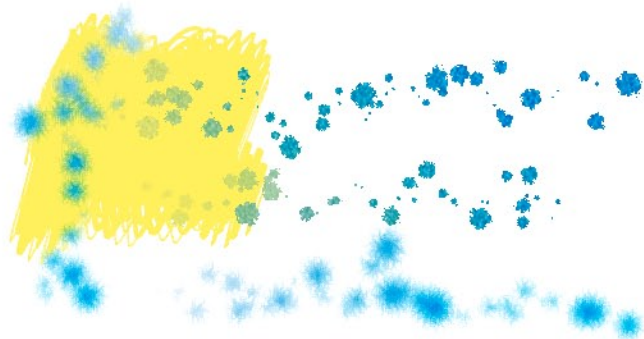
Layer Type: Gel



Wet Bristle applies a multi-bristle stroke with the current color. Pressure controls the width of the stroke. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

Wet Splatter

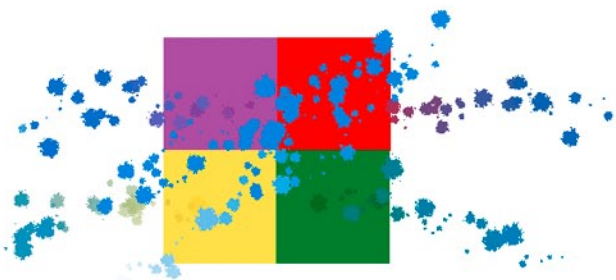
Layer Type: Gel



Wet Splatter applies a random spray of watercolor splatters using the current color. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

Gel Splatter

Layer Type: Gel, GelCover



Gel Splatter applies a random spray of watercolor splatters. *Gel Splatter* picks up underlying color at lighter pressure and transitions to the current color with heavier pressure.

Gel Diffusion

Layer Type: Gel



Gel Diffusion diffuses color on the current layer. *Gel Diffusion* is continuous: as long as pressure is applied, diffusion is continuously applied. The longer diffusion is applied to underlying color, the lighter and more gray the diffused area becomes.

Gel Softener

Layer Type: Gel, GelCover



Gel Softener erases color on a layer. Lighter pressure produces a soft transparent erasure. Heavy pressure produces full erasure. A complex pattern of dried watercolor can be produced by modulating brush pressure.

Gel Eraser

Layer Type: Gel



Gel Eraser produces negative erased spaces to underlying color on a layer. Lighter pressure produces the appearance of lightly diffused erased edges. Heavier pressure produces a hard erased edges.

Wet Softener

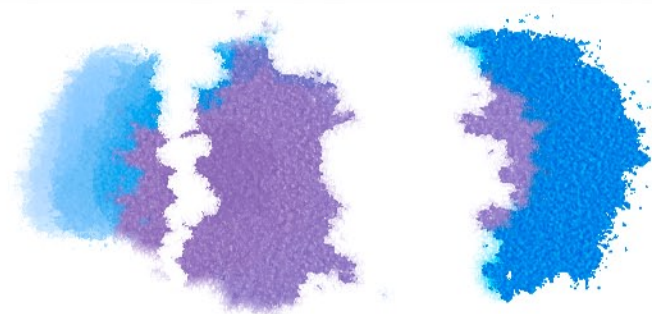
Layer Type: Gel



Wet Softener erases color on a layer. Lighter pressure produces a soft transparent erasure. Heavy pressure produces full erasure. A complex pattern of dried watercolor can be produced by modulating brush pressure. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

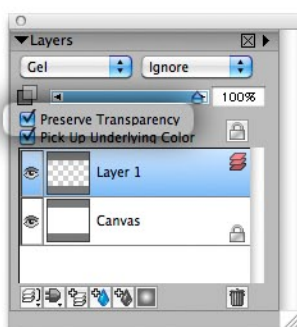
Wet Eraser

Layer Type: Gel



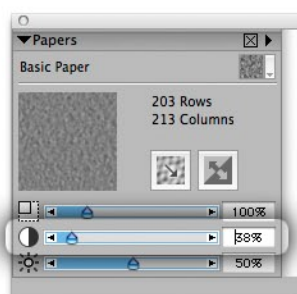
Wet Eraser produces negative erased spaces to underlying color on a layer. Pressure controls the width of the erasure. The *Diffusion slider* (Property Bar) can be used to enable strokes with a diffused edge.

Layer Transparency Masking



Layer Transparency Masking limits the application of brush color and effects to any already applied color to a layer. This technique is useful for local darkening of a layer's watercolor edges. Check the *Preserve Transparency* option in the Layers Palette to enable *Layer Transparency Masking*.

Paper Grain Visibility



The Paper Palette's *Contrast slider* can be used to adjust the character of the the current paper grain in subsequently applied *Gel* and *Wet* strokes. Lower Contrast settings with diminish the appearance of the paper grain in strokes.