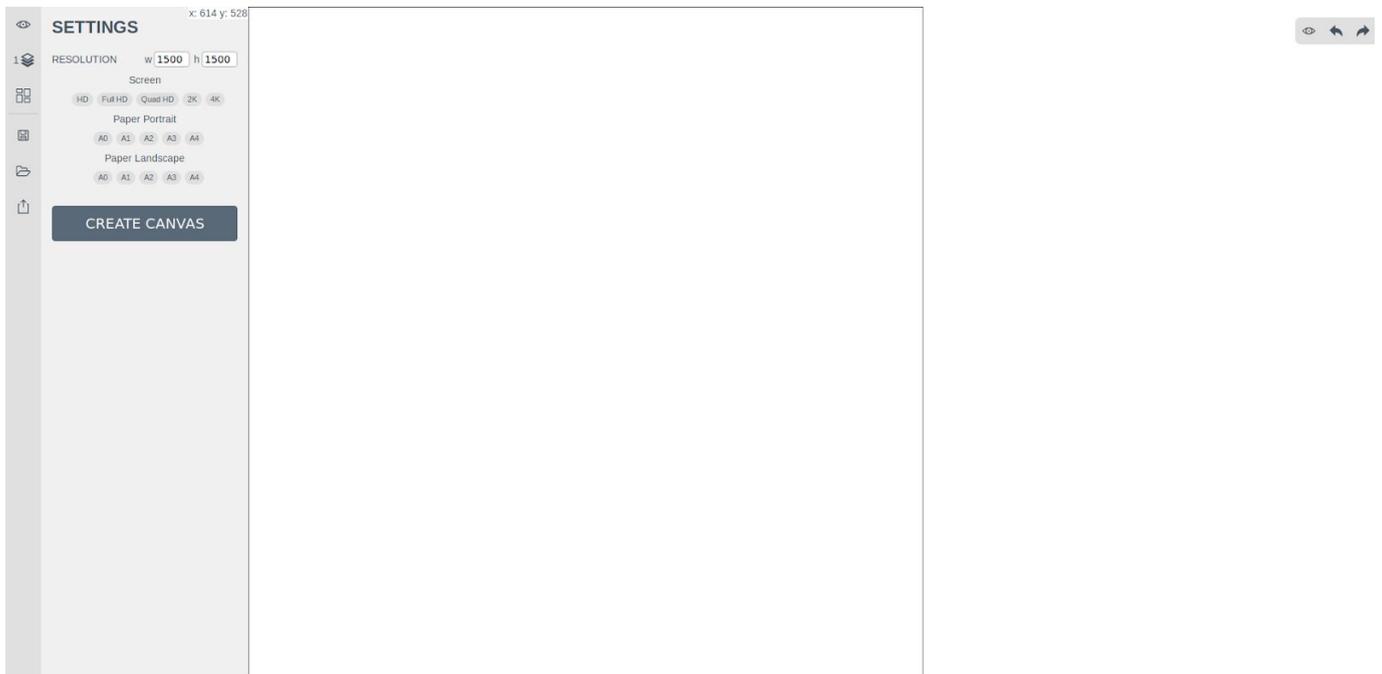


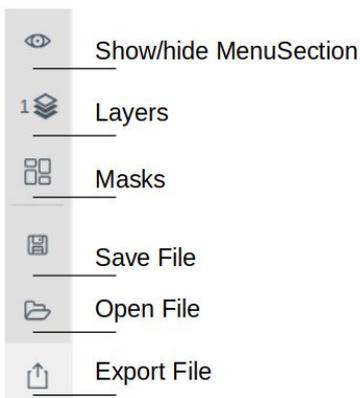


User manual

The first step to create an art work with eJê is to choose a resolution for your canvas on the initial Settings menu section:



Selected a resolution, you will use the icons on the left sidebar to draw new elements:



Show/hide MenuSection

By clicking in the eye icon, the menu section will disappear so you can have a better and fuller view of your work. To open it again, just click on the icon one more time.

Layers

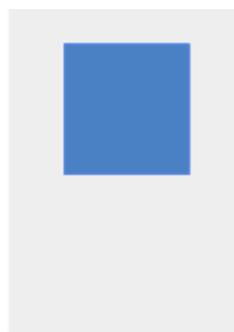
The drawings of eJê are created with two main resources: *Layers* and *Masks*. To better understand each one's concept, observe the image below:



That's an original painting of plastic artist Jê Américo. We could decompose it into layers and masks obtaining the following scheme:



camada 1:
composta apenas
por linhas
vermelhas



camada 2:
composta por
uma máscara
preenchida por
linhas azuis

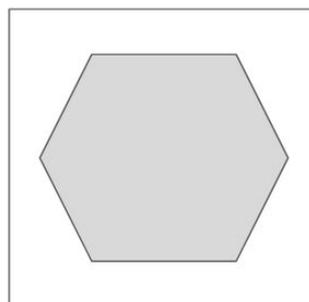


camada 3:
composta por
uma máscara
preenchida por
linhas pretas

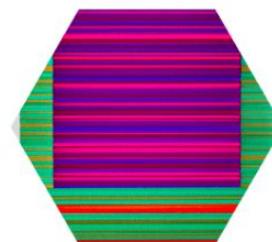
In a nutshell, a mask is an element that allows you to control the transparency of layers' images. The following illustration can give you a better understanding of the concept.



(a)

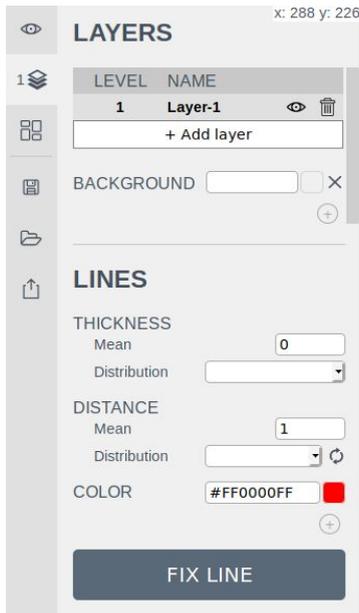


(b)



(c)

The second image (b) consists of a hexagonal mask. Applying it over image (a), the hexagon becomes 100% transparent, whereas the white area hides the rest of (a), producing image (c). The *Layers* feature, therefore, allows the creation of layers that supports lines and masks.



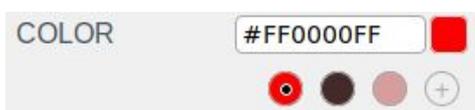
The section aside exhibits the *Layers* menu. There you can add layers, remove them by clicking on the trash icon and hide them on canvas clicking on the eye icon. Furthermore, it's possible to change layers positions by altering their order in the list (just click-and-drag to do so). It is also possible to paint the background with a color.

Observe the existence of the Lines subsection. It is used to fill the whole layer with lines. Therefore, you have to set their thickness, distance and color. The Distribution fields are select inputs where you can choose a probabilistic distribution from: Uniform, Homogenous, Normal, Exponential and Poisson. By selecting one of them in DISTANCE forms, the whole canvas is filled with lines spaced according to the specified model. With all that set, just click FIX LINE.

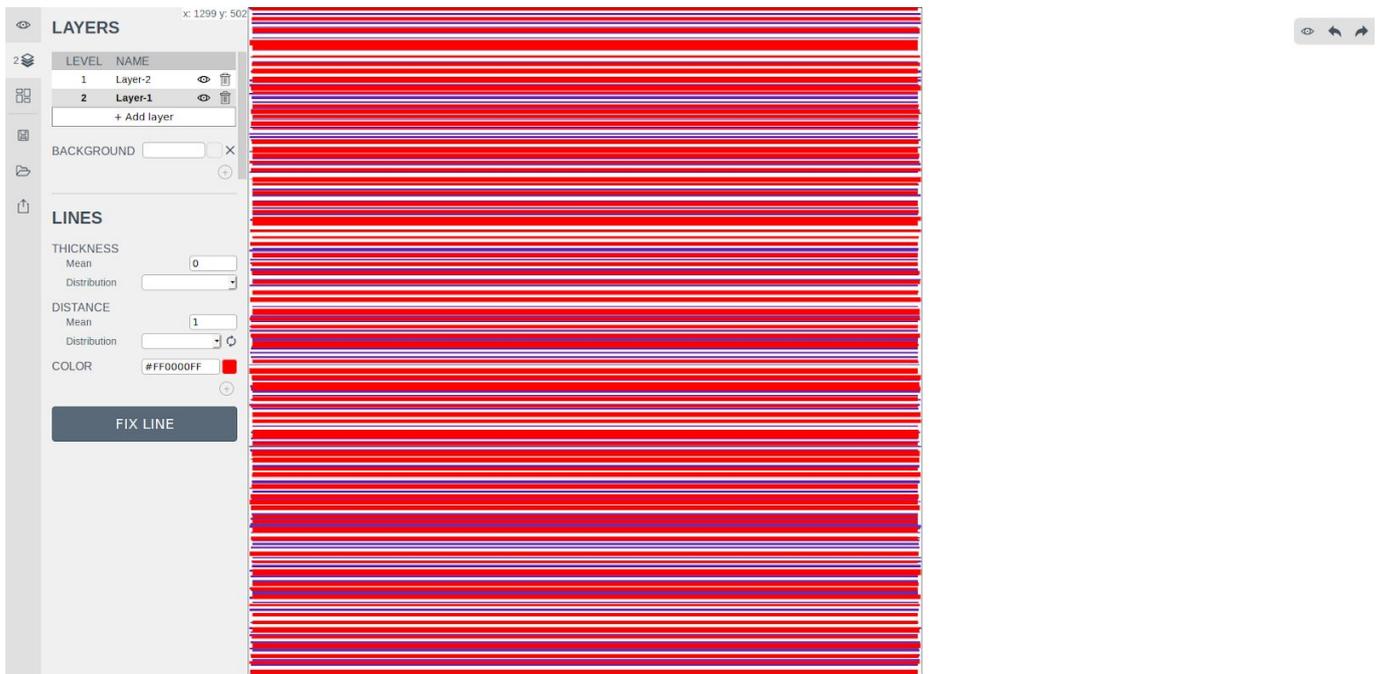
The image below presents a drawing composed with two layers, where the first is filled with red lines with thickness and distance obtained from a Normal distribution and the second one, with purple lines from a Normal and Poisson distribution, respectively.



obs: it's possible to create a color palette by saving them with the "+" button below the *Color* component



With different layers for each lines' set, you can change their appearance order, in other words, bring the red lines to front, for instance. You just have to alter their order in the *Layers* list.

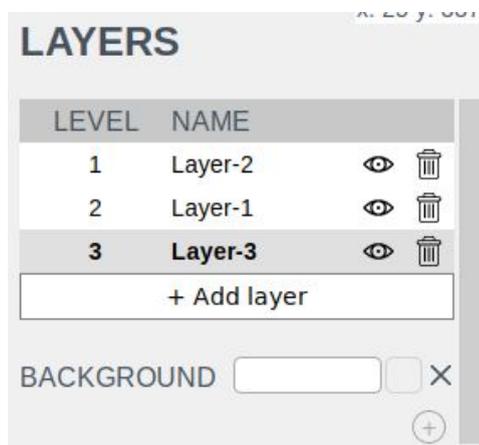


Observe that Layer-2 occupies the first level now and Layer-1, the second.

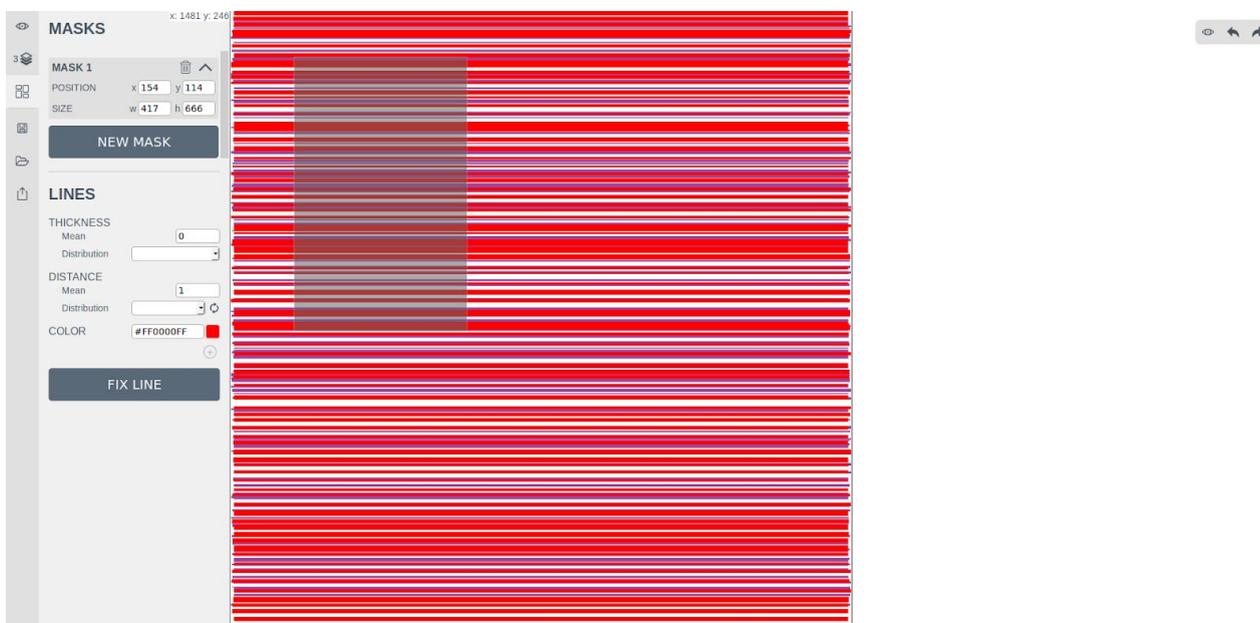
Masks

Masks are associated with layers, hence, each layer will have its own set of masks, in this case, always rectangles. You can add, remove and edit them. Following our example, if we'd want to create masks in a third layer, we'd have to:

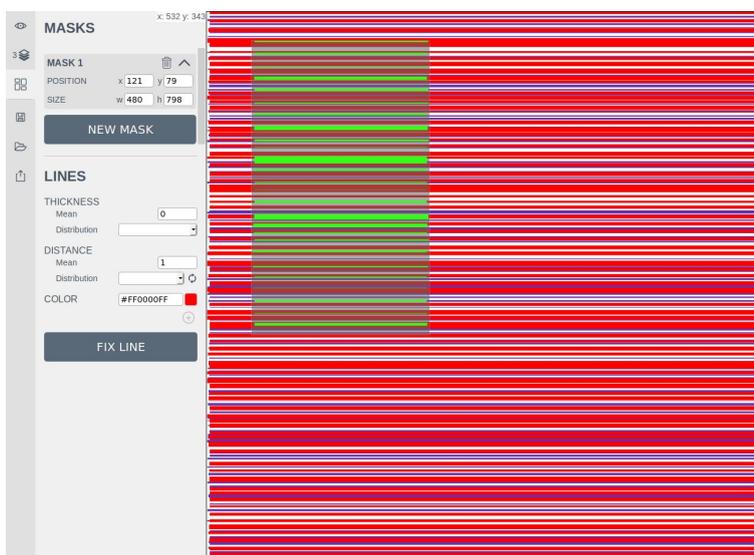
1. At **Layers** menu section, add a new layer (Layer-3) e select it.



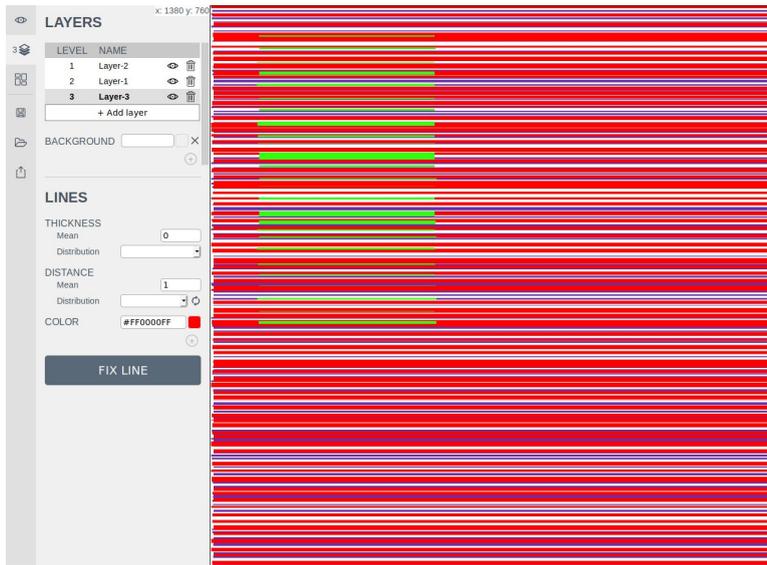
2. Click in **Masks** icon. There are two ways of creating a mask: click on New Mask and set the POSITION and SIZE parameters, or simply drawn a rectangle on canvas with your mouse.



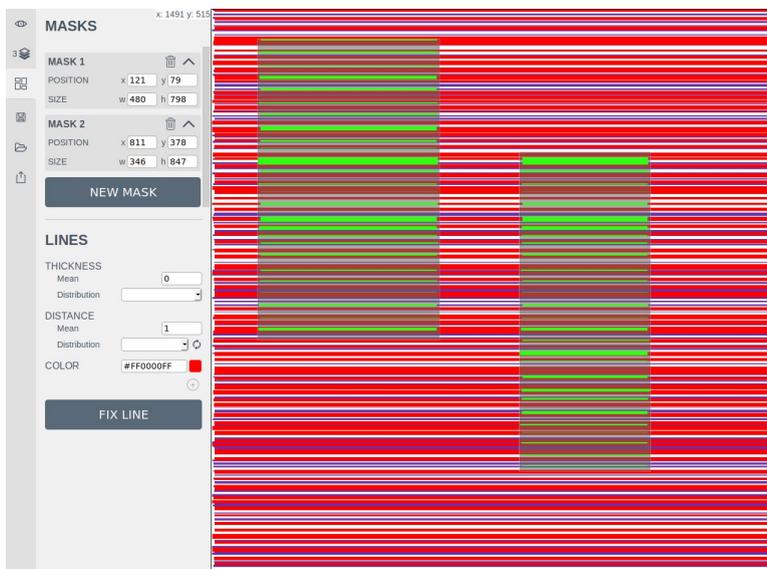
3. To fill the mask, observe that, just as in *Layers*, there is also the Lines forms below the masks. The lines of the mask will be drawn with the inserted values. We could, for example, drawn a set of green lines.



4. To view the mask without the semi-transparent background, just go back to the *Layers* section.



5. Add a new mask. You will see that now all the other masks will have the same lines configuration.



Undo e Redo ↩️ ↪️

If you look in the upper right corner of the screen, you will see this component:



obs: it is also possible to hide this component by clicking on the eye icon.

It has the functions *undo* and *redo*, which are **relative to a layer**. This means that if there are, for example, the two layers Layer-1 and Layer-2 and we are in Layer-1, when clicking on *undo* or *redo*, only the lines of Layer-1 will be affected, while the lines of Layer-2 will remain unchanged.

You should also take into account what is being drawn: the masks or the background lines. In case you are in the *Layers* section, *undo* and *redo* will only be applied to the background lines. If you are in the *Masks* section, *undo* and *redo* will only work on the masks lines.

Save File

To save a file (.json) related to the current work in the Canvas, just click on the *Save File* icon. The saved file in your machine will contain information necessary to recreate your drawing, allowing you to continue working on it.

Open File

To open a file (.json) from your machine and continue drawing a previous work, just click on the *Open File* icon.

Export File

There are two ways to export the image in a .png file:

EXPORT

Export the current image in the canvas to a PNG file.

CURRENT IMAGE

Change the lines distribution of the image in the canvas and export it to a PNG file.

*This will modify the current image.

NEW VARIATION

Reset the lines distribution of the image in the canvas to its original distribution.

*This will modify the current image.

RESET

The first, *Current Image*, renders the current drawing in Canvas, while the second, *New Variation*, creates and exports a random variation of it. This function was added as a help resource so that the artist can create frames to be used in animations. Thus allowing the user to create drawings with minor changes, which give movement to the work of art when displayed sequentially. The last button, *Reset*, brings the original image back in case it was modified by *New Variation*.