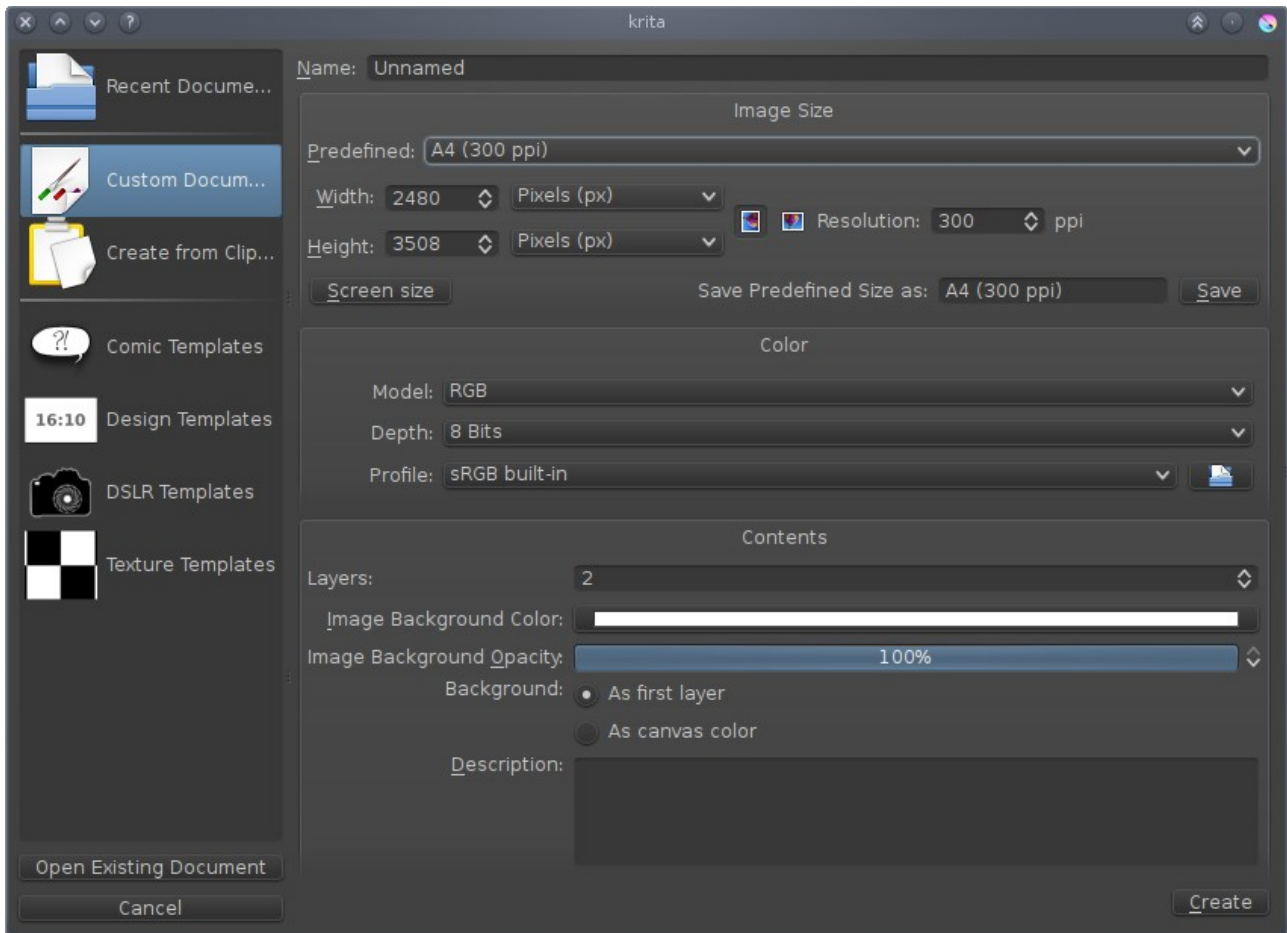


Krita 2.9

01 – Create A New File

When you start Krita, the canvas area is empty, there is no document opened. You need to create a new file (ctrl+N or menu File – New). This will open the file creation window :



On the left you can choose from different parts :

- Recent Documents gives you a list of last documents opened in Krita.
- Custom Document is the main part to create new files, that we will see in details below.
- Create from Clipboard let you create a file from something copied in the desktop clipboard.
- A list of template categories, with different ready to start document templates. We ship some by default, but the main goal of templates is to create your own templates adapted to your workflow.
- A button to open an existing document, that will open a file explorer to select it.

Let's take a closer look at the Custom Document part, as shown on the screenshot.

Name: Give a name to your document.

Image Size: Several options to define the size of your document. Remember what's important is always the number of pixels (the highest, the more details you can add..). The ppi resolution is only related to the size at which those pixels will be printed, and so is important at file creation only if the value for width and height are not in pixels but in real/print size unit. This value can be changed afterward to print to different sizes without affecting the file details.

- Predefined: Select from a list of predefined size settings.
- Width and Height: Select size values and unit.
- Resolution: Pixel-per-inch setting for file printing.
- Screen size button: To auto-select the pixel size of your screen for the file.
- Save: Give a name to your settings and save it to the predefined size list.

Color: Select the color model, bit depth and profile for the file.

-Model: By default RGB is selected. That is the most common color model to work with. You can select CMYK to prepare some files for printing, or grayscale for monochrome needs. The others (XYZ, Lab, YCbCr) can be selected if you really need, but take care as they are less tested and less supported than RGB.

-Depth: By default 8 bits per channel. This is enough for most common needs. If you need higher color resolution, you can select 16 bits, 16 bits float or 32 bits float pre channel. The last two are especially useful for .exr file import/export. Though take care that the higher the bits value, the more memory you'll need.

-Profile: It is very important to select a color profile adapted to your needs. For RGB files at 8bits, some common choices are sRGB (built-in or another well behaved sRGB profile from the list) or Compatible with Adobe RGB profile. For RGB files at 16bits and higher, you might want to select a linear color profile. For CMYK, always use the color profile recommended by your printer.

Contents: Define the content for your file.

- Layers: Number of layers at creation time.
- Background Color and Opacity: Select the color and opacity for your background.
- Background: By default, the Background Color and Opacity are applied to the first layer, so it can be erased. Alternatively, you can select background as canvas color, which means the chosen color and opacity will be applied to a virtual background, not accessible from the layer stack.
- Description: Write some information about the file if you need.