

Corel® Painter® 2015's new features defy attempts to mimic traditional, hand-drawn art



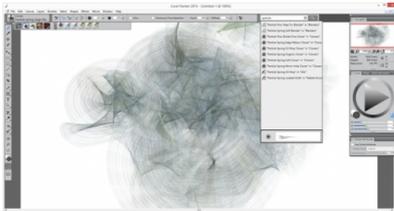
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The updates and new features on **Corel® Painter® 2015** show a dedication of the software's producers to ensure that it maintains its position as one of **the most advanced software for the creation of digital art on the market.**

Some of the most important new features include **'Particle Brushes'**, which is said to use **'physics'** to enhance the appearance of brush strokes, and **'Jitter Smoothing'**, which aids the creation of smoother lines without jagged edges.

For artists working in animation and digital art, these features will not fail to please, but perhaps the most intriguing aspect of the new software is that we are seeing digital art and its tools move away from the tendency to replicate traditional art. The improvements to the software are not intended to give the impression that the work produced was made by hand, using a pencil or paintbrush. Rather, the new features, particularly **'Particle Brushes'**, help artists create pieces that spell out boldly that **they have been made with the newest and most advanced technology in computer art.**



As Erez Zukerman suggests on the PC World Blog, **'If you're a purist and you love your paintings to look as if they were drawn by hand, you may struggle to find uses for some of the new Particle Brushes.'**

The development of tools that ignore and contest the idea that pieces must emulate hand-drawn art is a step in the right direction for digital art, if it hopes to achieve lasting credibility as an artistic area or movement.

(Photos: PC World Blog screenshots of Corel® Painter® 2015).

<https://www.youtube.com/watch?v=mTMriSVsQLw>

More information:

<http://www.pcworld.com/article/2464183/corel-painter-2015-review-digital-art-studio-betters-its-best-features.html>

<http://www.marketwired.com/press-release/new-corelr-painterr-2015-reaches-new-levels-of-innovation-with-particle-brushes-1937475.htm>