



FotoSketcher Studio

Turn Your Photos into Art
Complete User Guide

Version 4.0
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1. Introduction

FotoSketcher Studio is a free application that transforms your digital photographs into works of art. It offers a wide range of artistic effects — from delicate pencil sketches to vibrant oil paintings, stippled ink drawings to dreamy photo enhancements — all controlled through intuitive sliders that let you fine-tune the result to your liking.

FotoSketcher Studio is available for Windows (64-bit) and macOS (both Apple Silicon and Intel Macs). Version 4.0 marks the first fully native macOS release, bringing the complete feature set to both platforms.

1.1 Supported Image Formats

FotoSketcher Studio can open JPEG (.jpg, .jpeg), PNG (.png), and BMP (.bmp) images. When saving your work, you can export to JPEG, PNG, or WebP format, giving you flexibility for sharing online or archiving at high quality.

1.2 How FotoSketcher Studio Works

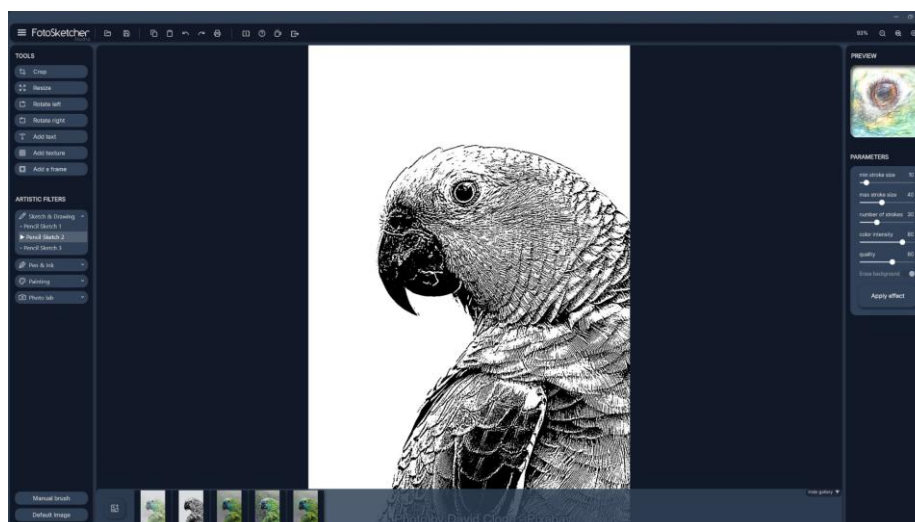
The general workflow is straightforward: load a photograph, choose an artistic effect from the side panel, adjust the parameters using the sliders until the preview looks right, then apply the effect to the full-resolution image. You can layer multiple effects, undo and redo freely, and compare your result against the original at any time using the split view.

Every effect in FotoSketcher Studio is non-destructive in the sense that the original source image is always preserved alongside the working image. The history system lets you step back and forth through your editing session.

2. Getting Started

2.1 The Main Interface

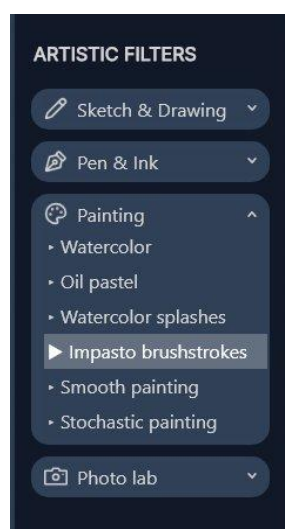
FotoSketcher Studio's interface is organised around a central canvas where your image is displayed, with panels on the left and right providing tools and effect controls. At the top sits a toolbar with icons for common actions. Along the bottom, a collapsible history gallery shows thumbnail previews of your editing steps.



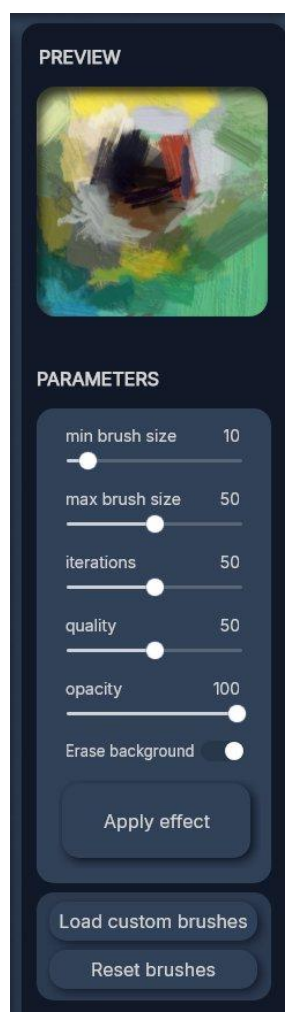
The main interface, showing a Pencil Sketch effect applied with the Sketch & Drawing category expanded.

The **left panel** is divided into two sections. The **Tools** section provides buttons for Crop, Resize, Rotate, Add text, Add texture, and Add a frame. Below it, the **Artistic Filters** section contains four expandable categories — Sketch & Drawing, Pen & Ink, Painting, and Photo Lab — each of which can be expanded to reveal the individual effects. At the bottom of the left panel, the **Manual Brush** and **Default Image** buttons provide quick access to these features.

The **right panel** shows a live **Preview** thumbnail at the top. Below it, the **Parameters** section displays five sliders whose labels and ranges change depending on the selected effect. The **Erase background** toggle and **Apply effect** button sit beneath the sliders. For painting effects, **Load custom brushes** and **Reset brushes** buttons also appear.



The Artistic Filters categories with the Painting section expanded.



The Parameters panel showing sliders, preview, and the Apply effect button.

2.2 Loading an Image

There are several ways to open an image in FotoSketcher Studio:

Open button: Click the Open icon in the toolbar (or click the “Load” label) to bring up a file browser. Navigate to your image and select it.

Drag and drop: Simply drag an image file from your file manager and drop it onto the FotoSketcher Studio canvas. Supported formats will load immediately.

Paste from clipboard: If you have copied an image to the clipboard (for instance, a screenshot), FotoSketcher Studio can paste it directly as a new image.

Tip: When you load an image, FotoSketcher Studio centres it on the canvas and adjusts the zoom level so the entire image is visible.

2.3 Saving Your Work

To save the current image, use **Ctrl+S** or click the Save icon in the toolbar. FotoSketcher Studio will open a save dialogue where you can choose the file name, location, and format. JPEG is the default, but you can also save as PNG (for lossless quality and transparency support) or WebP (for efficient file sizes).

Tip: If you plan to apply further effects later, consider saving as PNG to avoid quality loss from repeated JPEG compression.

2.4 Saving and Loading Effect Parameters

FotoSketcher Studio lets you save all your current effect parameter settings to a .fsk file using the Save Parameters option. This stores the slider values for every effect, so you can reload them later with Load Parameters to reproduce your favourite configurations instantly.

3. Navigating Your Image

3.1 Zooming

You can zoom in and out of your image using the mouse wheel. Scrolling up zooms in; scrolling down zooms out. The zoom is centred on the current mouse position, so you can zoom into a specific area by hovering over it.

You can also use **Ctrl+Plus** (or Ctrl+=) to zoom in and **Ctrl+Minus** to zoom out from the keyboard. The current zoom level is displayed in the top-right corner of the interface. The zoom range extends from 10% to 1000%, with a convenient snap to exactly 100% when you are close to that level.

3.2 Panning

When zoomed in so that the image extends beyond the visible canvas area, you can pan by clicking and dragging with the left mouse button on the canvas.

3.3 Full-Screen View

Double-click anywhere on the canvas to open a full-screen view of the current image. This fills the entire display, giving you an uncluttered look at your work. Press Escape or close the full-screen window to return to the main interface.

3.4 Preview of the Original

At any time, you can hold down the right mouse button on the canvas to temporarily display the original source image. Releasing the button returns to the current working image. This is a quick way to compare your edits against the unmodified photograph.

4. Applying Effects

FotoSketcher Studio organises its artistic effects into four categories, each accessible by expanding the corresponding section in the left panel. When you select an effect, the sliders in the right panel update to show the parameters relevant to that effect, and a live preview is generated automatically.

The preview is calculated on a small region of the image and displayed in the Preview thumbnail at the top of the right panel. Once you are satisfied with the settings, click the **Apply effect** button to process the full-resolution image.

Processing time depends on the image size, the chosen effect, and its parameter values. A progress bar shows the advancement of the operation. Press **Escape** at any time to cancel.

***Tip:** Higher values for parameters such as “iterations” or “quality” generally produce finer results but take longer to compute. Start with lower values to experiment quickly, then increase them for the final render.*

***Note:** The Erase background toggle controls whether the background is cleared to white before the effect is applied, or whether the effect is drawn over the existing image content. This is particularly relevant for stroke-based painting effects.*

4.1 Sketch & Drawing

The Sketch & Drawing category contains three effects that simulate hand-drawn pencil work, each using a different algorithmic approach to produce distinct styles.

4.1.1 Pencil Sketch 1

This effect creates a classic pencil sketch by detecting edges in the photograph and rendering them as dark strokes on a light background. It produces clean, well-defined outlines with a traditional sketched appearance.

Edge threshold: Controls the sensitivity of edge detection. Lower values detect more edges (finer detail), while higher values only pick up the strongest edges, producing a simpler, bolder sketch.

Edge darkness: Sets how dark the pencil strokes appear. Higher values produce deeper, more pronounced lines.

Brightness: Adjusts the overall brightness of the sketch. Increase this if the result looks too dark, or decrease it for a moodier feel.

Contrast: Fine-tunes the contrast between the pencil strokes and the paper background.

Colour intensity: When set above zero, the sketch is colourised using the original photograph's colours. At zero, the result is a pure graphite-grey sketch.

***Tip:** For a traditional graphite look, keep colour intensity at zero and set edge threshold around 20. For coloured pencil, try colour intensity between 50 and 80.*

4.1.2 Pencil Sketch 2

This effect builds up a pencil sketch through repeated random strokes, giving the result a more organic, hand-drawn quality with visible directional hatching.

Min stroke size: The minimum length of individual pencil strokes.

Max stroke size: The maximum length of strokes. The difference between min and max creates natural variation.

Number of strokes: Controls the density of the sketch. Higher values lay down more strokes, filling in more detail but taking longer.

Colour intensity: Controls the amount of colour from the original photograph blended into the sketch.

Quality: Affects the refinement of stroke placement. Higher quality values position strokes more carefully to follow the image's features.

Tip: This effect works especially well with portraits. Try a moderate number of strokes (around 30) with max stroke size at 40 for an expressive, loose sketch.

4.1.3 Pencil Sketch 3

A dynamic pencil approach that builds up the sketch through iterative passes, producing smooth, flowing strokes that follow the contours of the image. This tends to give a softer, more blended result.

Iterations: The number of rendering passes. More iterations produce a denser, more detailed sketch.

Stroke length: Controls how long each pencil stroke extends along the image contours.

Blending: Determines how much the pencil strokes blend together. Higher values create a smoother appearance.

Contrast: Adjusts tonal contrast in the sketch.

Colour intensity: Adds colour from the original image when set above zero.

Tip: For a soft, dreamy pencil look, increase blending to around 50 and keep iterations moderate. For sharper strokes, reduce blending and increase stroke length.

4.2 Pen & Ink

This category offers effects that simulate ink-based and pen-based drawing techniques, from high-contrast black-and-white conversions to fine stippled illustrations.

4.2.1 Black & White (Dramatic B&W)

This effect converts the photograph into a striking black-and-white ink rendering with strong contrast and visible detail, using luminosity analysis and local contrast for rich tonal depth.

Level of details: Controls how much fine detail is preserved. Higher values retain more texture; lower values simplify into broader tonal areas.

Lighten / Darken: Shifts the overall tonal balance. Values below 50 darken; values above 50 brighten.

Simplification: Applies smoothing to reduce noise and small details before conversion.

Tip: For dramatic portrait work, try a high level of detail with a slight darkening. For architectural subjects, a bit of simplification can help clean up the result.

4.2.2 Stippling

Stippling reproduces the image using thousands of small dots, mimicking the traditional ink-on-paper stipple technique. Dark areas are rendered with densely packed dots, while light areas have fewer or no dots.

Darkening: Controls the overall density of dots. Higher values pack more dots into mid-tone and light areas.

Tip: Stippling works best with images that have clear tonal variation. Portraits with strong side-lighting or architectural subjects with pronounced shadows give particularly good results.

4.2.3 Felt-tip Pen

This effect simulates drawings made with felt-tip markers, producing bold, expressive strokes with visible direction and colour.

Stroke density: Controls how many marker strokes are placed.

Stroke opacity: Sets the transparency of individual strokes.

Stroke length: The length of each marker stroke.

Stroke width: The thickness of individual marker strokes.

Edge intensity: Controls the strength of dark edges overlaid on the marker work.

Tip: For a bold, graphic poster look, use high edge intensity with moderate stroke density. For a softer marker-sketch feel, reduce edge intensity and increase stroke opacity.

4.3 Painting

The Painting category is the largest and most varied group of effects, offering styles from loose watercolour washes to thick impasto brushwork. Many of these effects use brush textures that are painted onto the canvas programmatically, producing results that genuinely resemble hand-made paintings.

4.3.1 Watercolour

This effect recreates the organic, flowing quality of watercolour painting using radiating strokes that blend and overlap, producing soft edges and the characteristic pooling of colour.

Iterations: The number of rendering passes. More iterations build up richer colour and smoother blending. A value around 30 is a good starting point.

Brush complexity: Controls the intricacy of the watercolour strokes.

Brush size: Sets the size of the watercolour strokes. Larger brushes produce a looser, more impressionistic look.

Opacity: The opacity of each stroke layer. Lower opacity creates a more transparent, luminous effect.

Edge intensity: Adds dark edges from the source image. A subtle amount (10–30) can help define shapes.

Tip: For a classic watercolour look, use moderate brush size (around 40), full opacity, and a light edge intensity (20). Landscapes and flowers are particularly well suited to this effect.

4.3.2 Oil Pastel

Oil Pastel uses pastel-textured brush stamps placed using a “best of N” algorithm: the software tries multiple random positions and orientations for each stroke and keeps the one that best matches the source image.

Min brush size: The smallest brush size used. Smaller brushes handle detailed areas.

Max brush size: The largest brush size. The algorithm starts with large strokes, then refines with smaller ones.

Iterations: The number of painting passes.

Quality: Controls how many candidates are tested for each stroke position.

Opacity: The opacity of individual brush strokes.

Tip: For a loose, impressionistic look, use a wide range between min and max brush size with moderate iterations. For a more refined result, narrow the range and increase quality.

4.3.3 Watercolour Splashes

This effect places textured watercolour brush stamps with directional awareness, following the contours and flow of the image.

Min brush size: The minimum size of watercolour splashes.

Max brush size: The maximum size.

Iterations: The number of painting passes.

Quality: Controls stroke placement precision.

Opacity: The transparency of the watercolour strokes.

Tip: This effect excels with landscape photographs, particularly those with strong directional elements like rivers, roads, or cloud formations.

4.3.4 Impasto Brushstrokes

Impasto simulates thick, textured brushwork typical of oil painting. Strokes are placed systematically across the image, creating a richly textured surface.

Min brush size: The minimum size of impasto strokes.

Max brush size: The maximum size.

Iterations: The number of painting passes.

Quality: Controls placement accuracy.

Opacity: Stroke opacity.

Tip: For a convincing impasto effect, use relatively small max brush sizes (around 50) with high iterations and full opacity. Still life subjects and close-up nature photographs work wonderfully.

4.3.5 Smooth Painting

Smooth Painting uses template matching to place brush strokes with precision, producing a clean, polished painting with well-defined forms.

Max brush size: The size of brush strokes used.

Iterations: The number of refinement passes.

Tip: Smooth Painting is particularly effective for portraits, where it preserves facial features while giving the image a polished, painted quality. Start with a max brush size of around 35.

4.3.6 Stochastic Painting

Stochastic Painting takes a random, exploratory approach to stroke placement, building up the painting through thousands of overlapping marks.

Min brush size: The smallest brush size used.

Max brush size: The largest brush size.

Iterations: The number of painting passes.

Precision: Controls how closely the algorithm matches the source image. Lower precision allows for more abstract results.

Opacity: The opacity of brush strokes.

Tip: For abstract interpretations, try low precision with large max brush size. For a more controlled painting, increase precision and reduce the brush size range.

4.4 Photo Lab

Photo Lab offers enhancements and adjustments that work with the photograph's existing content rather than transforming it into an entirely different medium.

4.4.1 Dream Glow (Orton Effect)

The Dream Glow effect applies an Orton-style glow, blending a blurred version of the photograph with the original to create a soft, luminous, dreamlike quality.

Glow radius: Controls the amount of blur applied to the glow layer.

Exposure: Brightens the glow layer, simulating overexposure.

Strength of effect: Controls the blend between the original and the glow layer.

Vibrance: Boosts colour saturation in the final result.

Darken / Lighten: Shifts the overall tonal balance.

Tip: Dream Glow is ideal for landscape photography, macro flower shots, and portraits. Try a glow radius of 40 with moderate exposure and strength for a classic Orton effect.

4.4.2 Adjustments

The Adjustments effect provides essential image correction tools in a single interface.

Luminosity: Adjusts overall brightness. Centred at 52.

Contrast: Modifies tonal contrast. Centred at 52.

Vibrance: Boosts colour saturation intelligently. Centred at 55.

Structure: Enhances local detail and micro-contrast. A value around 15 is a good starting point.

Blur / Sharpen: Centred at 52. Left applies blur; right applies sharpening.

Tip: Apply Adjustments as a final step after your artistic effect to fine-tune the overall look.

5. Manual Brush Tool

The Manual Brush is one of FotoSketcher Studio's most powerful features. Rather than applying an effect uniformly across the entire image, it lets you paint the effect selectively onto specific areas using your mouse.

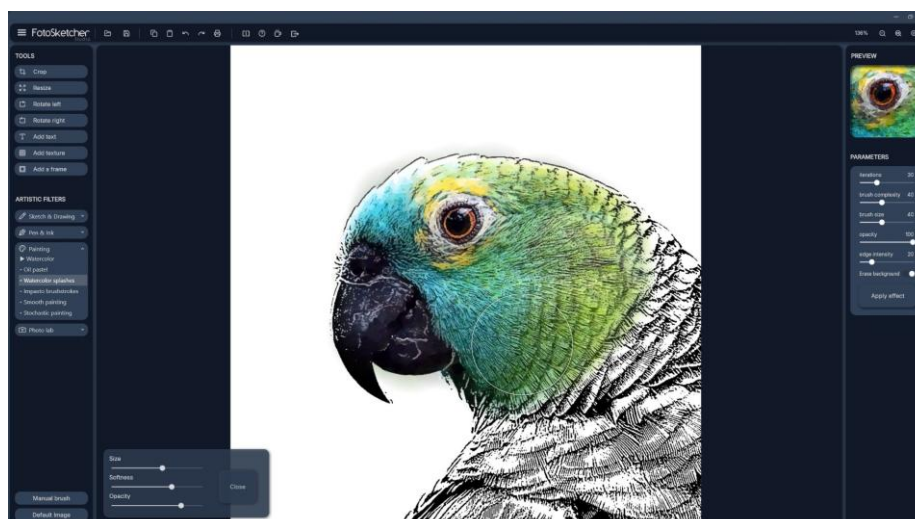
5.1 Entering Manual Brush Mode

To use the Manual Brush, first select the effect you wish to paint with from the effect list and adjust its parameters. Then click the **Manual brush** button at the bottom of the left panel. A floating control panel will appear near the bottom of the canvas.

***Note:** An image must be loaded and an effect must be selected before the Manual Brush button becomes active.*

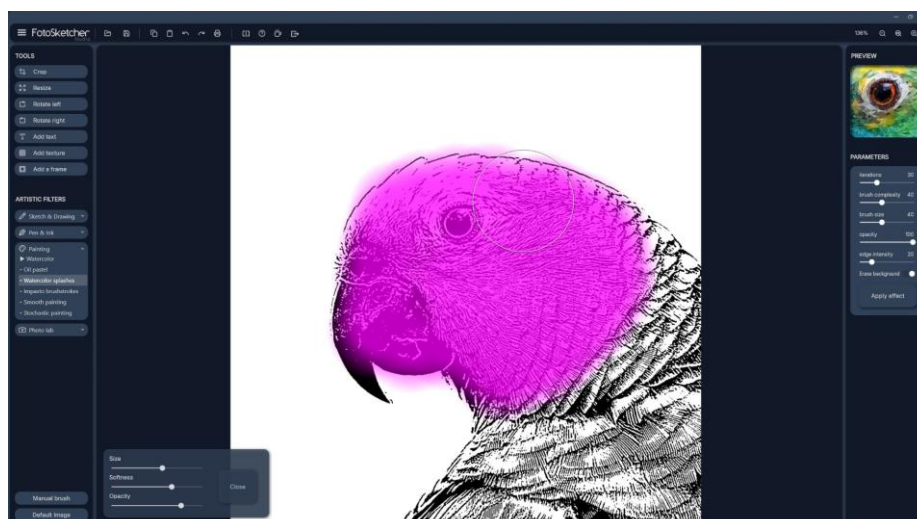
5.2 Painting with the Brush

Once in Manual Brush mode, your cursor changes to a circular brush indicator. Click and drag on the canvas to paint. Wherever you stroke the brush, FotoSketcher Studio applies the selected effect to that area of the image, blending it with the underlying photograph.



Manual Brush mode: the circular cursor and floating Size / Softness / Opacity controls are visible.

Each stroke is processed when you release the mouse button. The selected effect is computed for the brushed region and composited onto the image. A pink/magenta overlay shows the area being painted before the effect is applied.



The pink mask shows the area where the effect will be applied when the mouse button is released.

5.3 Brush Controls

The floating control panel provides three adjustable parameters:

Size: Controls the diameter of the brush.

Softness: Determines the feathering of the brush edge. A softness of zero produces a hard-edged circle; higher values create a gradual fade, resulting in smoother blending.

Opacity: Sets the transparency of the effect applied by each stroke. At full opacity, the effect completely replaces the original within the brushed area.

Tip: The floating control panel can be repositioned by clicking and dragging its title bar.

5.4 Finishing

When you are satisfied with your brushwork, click the **Close** button on the floating panel (or press Escape) to exit Manual Brush mode. The brushed effect is already applied to your image and saved in the history.

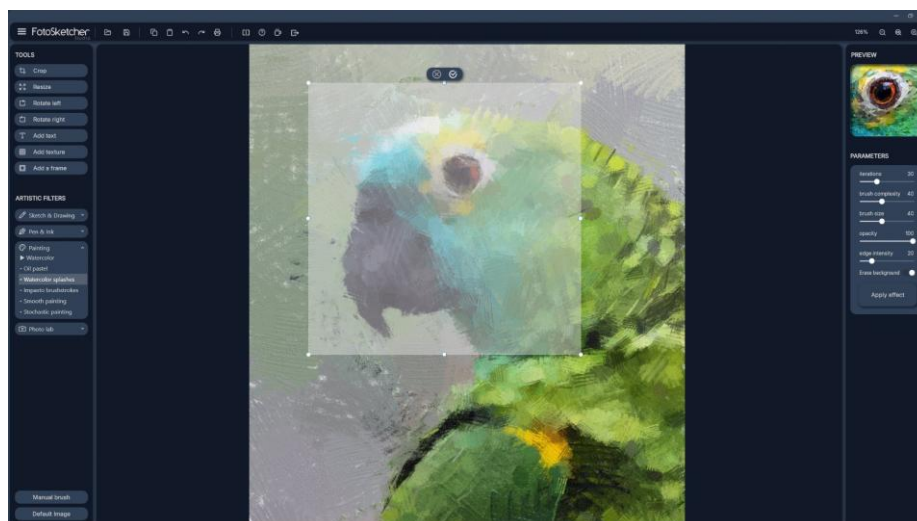
Tip: The Manual Brush works with any of FotoSketcher Studio's effects. Try painting a pencil sketch effect over a colour photograph, or use Dream Glow on just the background of a portrait for a selective soft-focus look.

6. Editing Tools

Beyond artistic effects, FotoSketcher Studio provides a set of practical editing tools accessible from the Tools section in the left panel.

6.1 Crop

Click **Crop** in the left panel to enter crop mode. A selection rectangle appears over the image. Drag the edges or corners to define the area you wish to keep. A small toolbar above the selection shows confirm and cancel buttons.



Crop mode with the selection rectangle and confirm/cancel buttons visible.

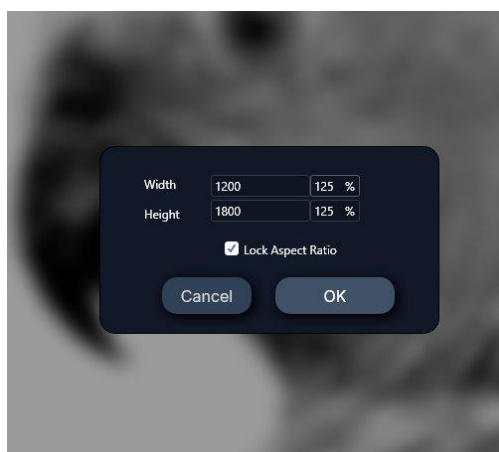
Press **Enter** or click the confirm button to apply the crop. Press **Escape** or click cancel to exit without changes.

6.2 Rotate

FotoSketcher Studio supports 90-degree rotation in either direction. Click **Rotate left** or **Rotate right** in the Tools section, or press **L** (anticlockwise) or **R** (clockwise) on the keyboard.

6.3 Resize

Click **Resize** (or press **Ctrl+R**) to open the resize dialogue. Enter the new dimensions — width and height are linked by the **Lock Aspect Ratio** checkbox so that proportions are maintained. You can also specify sizes as a percentage of the original.



The Resize dialogue with locked aspect ratio.

6.4 Text Tool

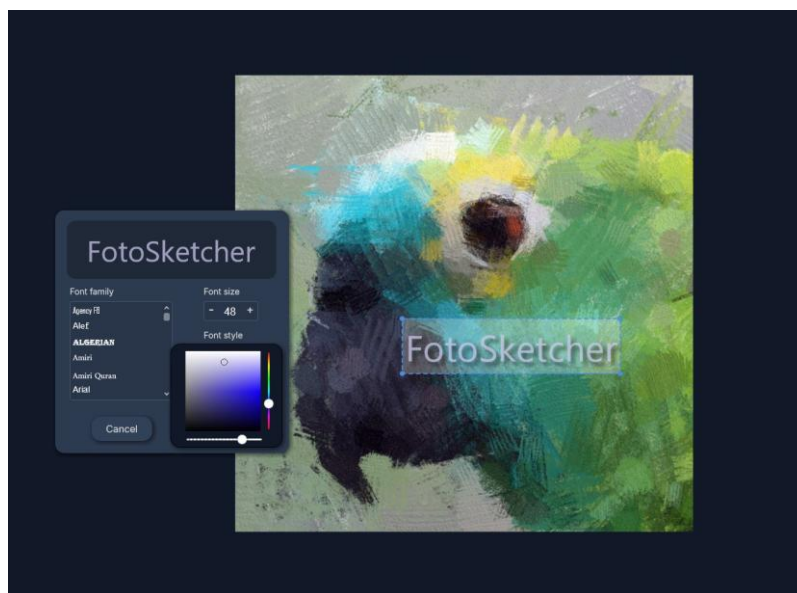
Click **Add text** to activate the text overlay tool. A text entry window appears where you can type your text and configure its appearance:

Font family: Choose from any font installed on your system, with a live preview of each font in the list.

Font size: Set the text size using the plus and minus buttons. You can also resize interactively by dragging the corner handles on the canvas.

Font style: A colour picker lets you choose the text colour and opacity.

Shadow: Enable a drop shadow behind the text for better readability against busy backgrounds.



The Text tool with font selection, colour picker, and a text overlay placed on the canvas with resize handles.

Click on the canvas to place the text. Drag to reposition, or drag the corner handles to resize. Press **Enter** to commit the text permanently, or **Escape** to cancel.

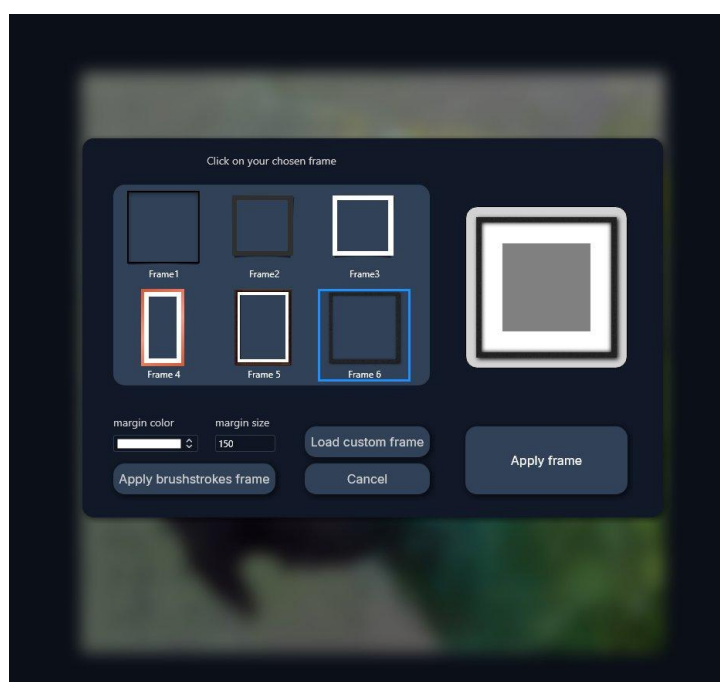
7. Enhancements

FotoSketcher Studio offers several features for enhancing and decorating your images beyond the core artistic effects.

7.1 Frames

Click **Add a frame** in the Tools section to open the frame selector. A gallery shows the available frame designs. Click a frame to preview it on the right, then click **Apply frame** to add it to your image.

You can customise the **margin colour** and **margin size** to adjust the frame's appearance. A **Load custom frame** button lets you import your own frame images.

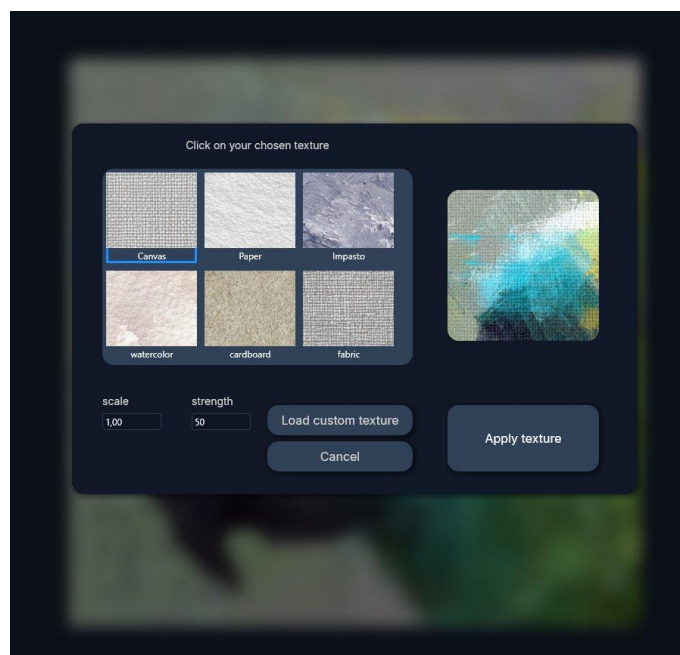


The Frame selector with six built-in frames, margin controls, and the Apply brushstrokes frame option.

The **Apply brushstrokes frame** button at the bottom left creates a distinctive painterly border made of textured brushstrokes that extend from the image edges, as if the painting continues beyond the canvas.

7.2 Textures

Click **Add texture** to open the texture selector. A gallery of built-in textures is displayed — Canvas, Paper, Impasto, Watercolour, Cardboard, and Fabric. Select one, then adjust **Scale** and **Strength** to control the texture's appearance. A **Load custom texture** button lets you use your own texture images.



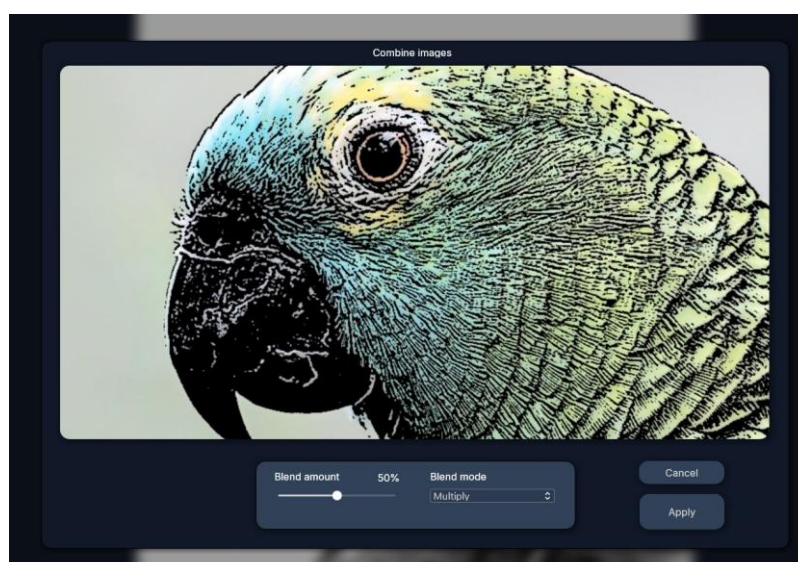
The Texture selector showing six built-in textures with a canvas texture previewed on the right.

Tip: A canvas texture applied over a painting effect can make the result look remarkably like a real painting. Use a subtle strength (around 30–50) for a natural look.

7.3 Combine Images

FotoSketcher Studio can blend two images together. Drag and drop a second image onto an already-loaded canvas, and FotoSketcher Studio will offer to blend rather than replace.

The Combine Images dialogue provides a **Blend amount** slider (controlling the mix between the two images) and a **Blend mode** selector with options such as Multiply, Screen, and others.



The Combine Images dialogue with Blend amount and Blend mode controls.

7.4 Custom Brushes

FotoSketcher Studio's painting effects use brush textures to produce their strokes. While the application includes built-in brush sets (default, pastel, watercolour, and template-matching),

you can load your own custom brushes using the **Load custom brushes** button that appears in the right panel when a painting effect is selected. You can select PNG files or ZIP archives. Click **Reset brushes** to revert to the built-in set.

***Tip:** Custom brushes open up a world of creative possibilities. Experiment with unusual textures — leaf prints, fabric weaves, or textured stamps — to create unique painterly effects.*

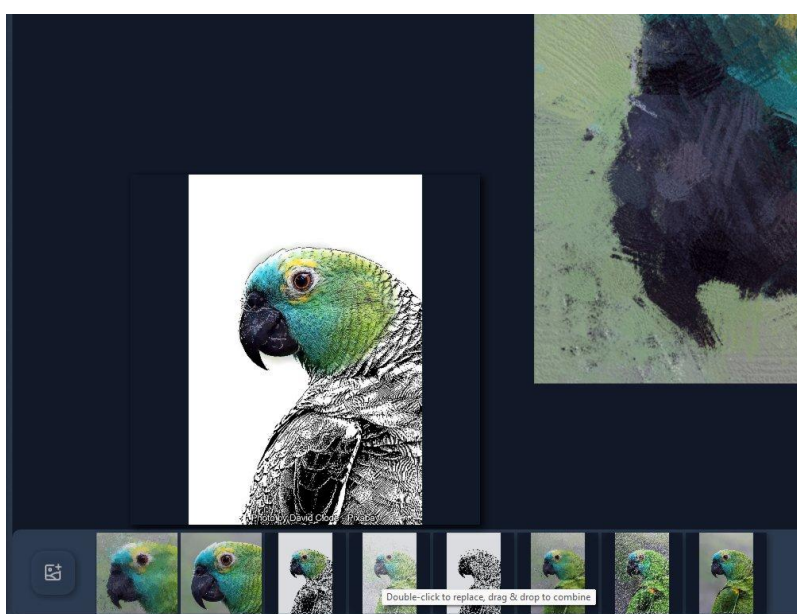
8. History and Comparison

8.1 Undo and Redo

FotoSketcher Studio maintains a full history of your editing session. Press **Ctrl+Z** to undo the last action, or **Ctrl+Shift+Z** to redo. Each undo step reverts to the previous state, including effects, crops, rotations, and text additions.

8.2 Image History Gallery

Along the bottom of the screen, a collapsible gallery strip displays thumbnail previews of each step in your editing session. Click **Show gallery** / **Hide gallery** to toggle it. Hover over a thumbnail to see an enlarged preview. Double-click a thumbnail to load that image as the current working image, or drag and drop it onto the canvas to combine it with the current image.



The history gallery showing thumbnails of each editing step, with an enlarged preview popup.

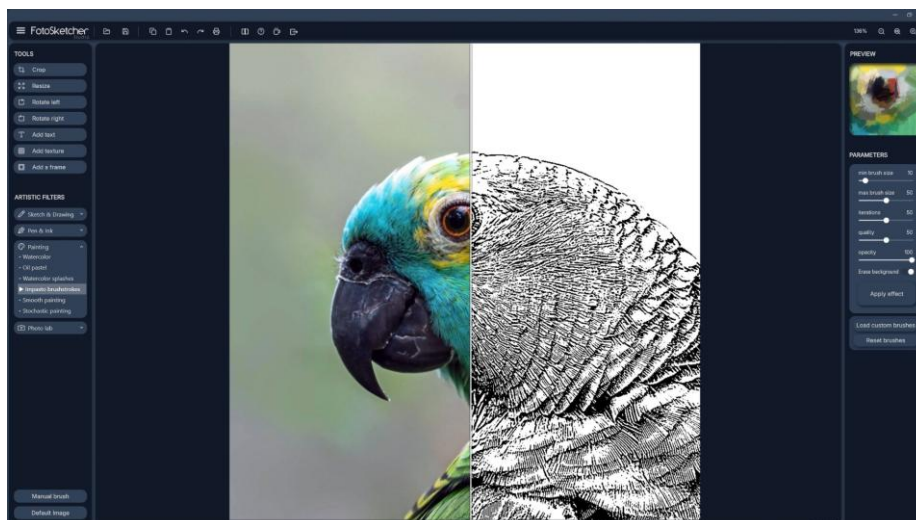
You can also add external images to the gallery using the Add button at the left of the gallery strip.

8.3 Swap Images

Press **F12** to swap the source image and the working image. This is useful when you want to use the current result as the new starting point for further effects, or to compare different editing paths.

8.4 Split View

The Split View provides a side-by-side comparison of the original source image and the current working image. Press **S** to toggle it, or click the Split View icon in the toolbar.



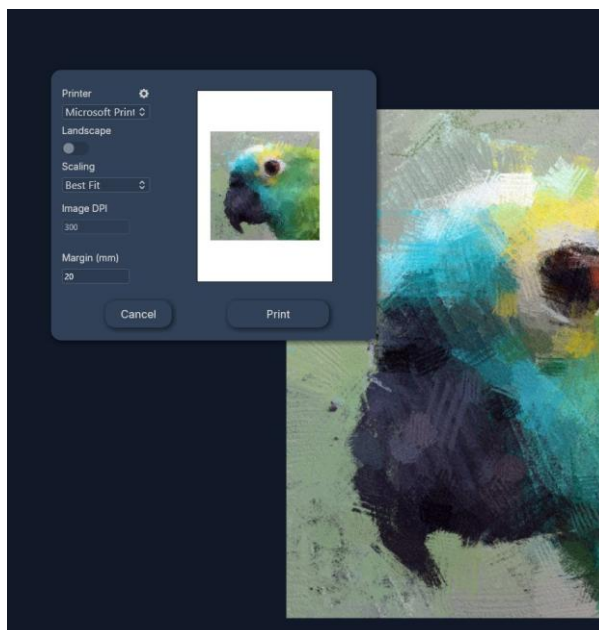
Split View showing the original photograph on the left and the Impasto Brushstrokes effect on the right.

A vertical divider separates the two views. Drag it left and right to reveal more or less of each version.

Tip: *Split view is invaluable for judging the impact of an effect and seeing exactly how much the image has been transformed.*

9. Printing

Press **Ctrl+P** or click the Print icon to open the print dialogue.



The print dialogue with printer selection, scaling options, and a live paper preview.

The print interface provides a live preview of how the image will appear on paper, along with the following options:

Printer: Choose from any printer connected to your system. Click the gear icon for printer setup.

Landscape: Toggle between portrait and landscape orientation.

Scaling: Three options: Best Fit (fills the printable area while maintaining proportions), Stretch to Fill (fills the entire area), and Original Size (prints at native resolution based on the DPI setting).

Image DPI: When using Original Size mode, this setting determines print resolution. 300 DPI is standard for photographic prints.

Margin (mm): Set the page margins in millimetres.

10. Keyboard Shortcuts

The following keyboard shortcuts are available throughout the application:

Shortcut	Action
Ctrl+S	Save the current image
Ctrl+P	Open the print dialogue
Ctrl+Z	Undo the last action
Ctrl+Shift+Z	Redo the last undone action
Ctrl+R	Open the resize dialogue
Ctrl+Q	Quit the application
Ctrl+Plus / Ctrl+=	Zoom in
Ctrl+Minus	Zoom out
F1	Open the help file
F10	Open the menu
F12	Swap the source and working images
R	Rotate image 90° clockwise
L	Rotate image 90° anticlockwise
S	Toggle split view
C	Support the author (buy a coffee)
Escape	Cancel current operation
Enter	Confirm current operation
Mouse wheel	Zoom in / out (centred on cursor)
Left-click drag	Pan the image (when zoomed in)
Right-click hold	Preview the original source image
Double-click canvas	Open full-screen view

11. Tips and Troubleshooting

11.1 Performance Tips

Image size matters. Very large photographs (above 20 megapixels) will take longer to process, particularly with painting effects that place thousands of individual brush strokes. Consider resizing the image before applying effects if processing time is a concern.

Preview before committing. The live preview renders quickly. Use it to experiment with different parameter values before running the full effect.

Cancel at any time. Press **Escape** to cancel a long-running effect. The image will revert to its previous state.

11.2 Getting the Best Results

Start with a good photograph. Photographs with good lighting, clear subjects, and strong composition produce the most compelling artistic results.

Layer effects thoughtfully. Apply Adjustments first to optimise brightness and contrast, then apply a painting effect, and finally add a texture or frame. Each step is recorded in the history.

Use the Manual Brush for selective work. Paint an effect only where it is most effective — soften a portrait background while keeping the face detailed, or add painterly texture to the sky while leaving the foreground sharp.

Experiment with custom brushes. Loading different brush textures can dramatically change the character of the painting effects.

11.3 macOS Notes

FotoSketcher Studio 4.0 runs natively on macOS, supporting both Apple Silicon (M1, M2, M3, M4 and later) and Intel-based Macs. The feature set is identical to the Windows version.

11.4 Common Questions

My image looks different in the preview vs. the final result. The preview is calculated on a small region at reduced resolution. The full Apply operation processes the entire image at full resolution, so there may be subtle differences. This is normal.

An effect is taking a very long time. Some effects, particularly painting effects with high iteration counts, can take a while on large images. Watch the progress bar and press **Escape** to cancel if needed.

I want to go back to the original photograph. Use **Ctrl+Z** repeatedly to undo all changes, or double-click the first thumbnail in the history gallery.

About FotoSketcher Studio

FotoSketcher Studio is developed by David Thoiron and is available as a free download.

For the latest news, updates, and tutorials, visit the FotoSketcher blog at fotosketcher.blogspot.com.

If you enjoy using FotoSketcher Studio and would like to support its continued development, you can buy the author a cup of coffee through the link in the application (press C or use the Coffee menu option).

You can also click on the following button :



Thank you for using FotoSketcher Studio. Enjoy turning your photographs into art!