

# Paint.NET Help

## Table of contents

---

About .....	3
System Requirements .....	3
Getting Started .....	4
Main Window .....	4
Working with Images .....	5
Create New Image .....	5
Open Existing Image .....	7
Save Image .....	9
Crop Image .....	10
Resize Image .....	12
Flip Image .....	15
Rotate Image .....	16
Working with Text .....	18
Insert Text .....	18
Format Text .....	20
Working with Layers .....	21
Add New Layer .....	21
Delete Layer .....	23
Duplicate Layer .....	24
Working with Lines and Curves .....	26
Draw Line .....	27
Draw Curve .....	28
Working with Shapes .....	29
Draw Basic Shape .....	30
Draw Polygon and Star .....	32
Working with Colors .....	34
Add Color .....	35

## About

---

Paint.NET is a free image and photo editing application for Windows-based PCs. Originally created by Rick Brewster as a Washington State University student project, paint.NET was intended as a free replacement for the Microsoft Paint software.

Developed on the .NET Framework, the software consists of an innovative user interface. It provides support for layers and offers a wide variety of useful and powerful tools. It uses plugins to provide support for image adjustments and effects and support additional file types. You may browse a list of and download plugins [here](#).

The current version is 4.2.15 and was released on January 24, 2021. It contains improvement of some quality-to-life issues and fixes some important crashes due to mishandling of some non-fatal DirectX errors.



### See Also:

[System Requirement](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [Free PDF documentation generator](#)

---

## System Requirements

---

To be able to install and use paint.NET, your computer must meet the following minimum requirements:

- Windows 10 (version 1607 "Anniversary Update" or newer)  
or Windows 8.1  
or Windows 7 SP1 with [Platform Update](#)
- 1 GHz processor (*dual-core recommended*)
- 1GB of RAM
- 1024 x 768 screen resolution
- 200MB hard drive space



Paint.NET Help v1.0

## Getting Started

This section further provides information about the components of paint.NET.



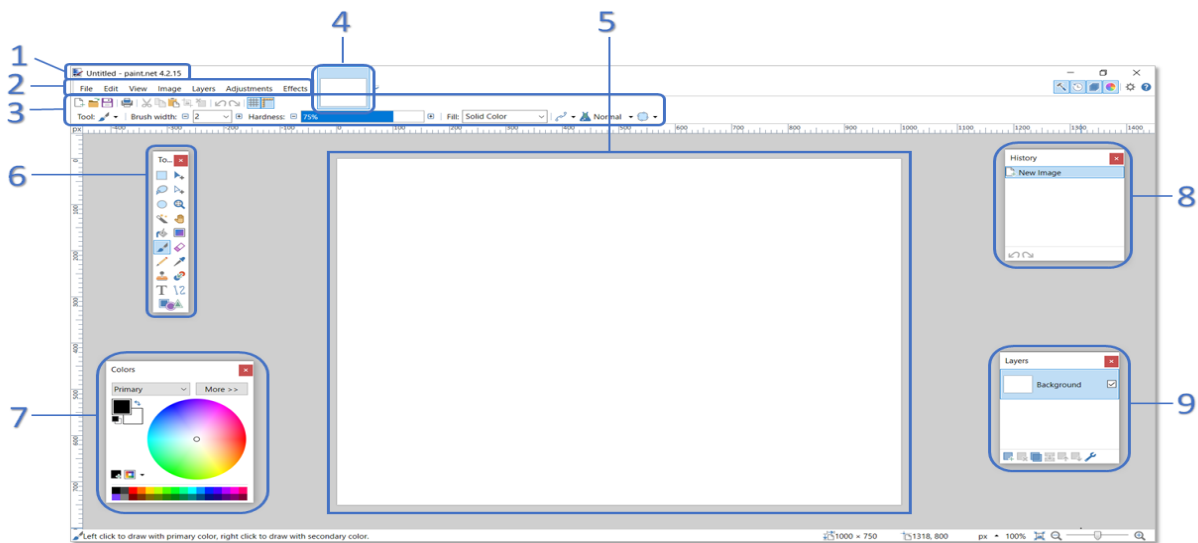
### Related Topics:

[Main Window](#)

Paint.NET Help v1.0

## Main Window

The main window of paint.NET serves as the user interface for users to use the app. Its components are labeled 1 -- 9 in the diagram below.



1. **Title Bar:** This displays the current image open and the paint.NET version.
2. **Menu Bar:** This consists of the seven menus on the left and 6 utility icons on the right.
3. **Tool Bar:** This area displays the icons of some of the basic tools and controls of paint.NET.
4. **Image List:** A thumbnail of each of the images is presented in the image list.
5. **Canvas:** This is the area where the image is displayed and edited.

6. **Tools Window:** This window contains tools used for different tasks such as selecting images; drawing lines, curves, and shapes; writing text; and erasing.
7. **Colors Window:** This window is used for selecting and managing colors.
8. **History Window:** This window displays a list of every editing action performed on an image.
9. **Layers Window:** This displays a list of image layers. It provides a shortcut way of managing layers.



Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [Free Web Help generator](#)

---

## Working with Images

---

This section provides information that will help you to work with images on paint.NET.

### Related Topics:

- [Create New Image](#)
- [Open Existing Image](#)
- [Save Image](#)
- [Crop Image](#)
- [Resize Image](#)
- [Flip Image](#)
- [Rotate Image](#)



Paint.NET Help v1.0

---

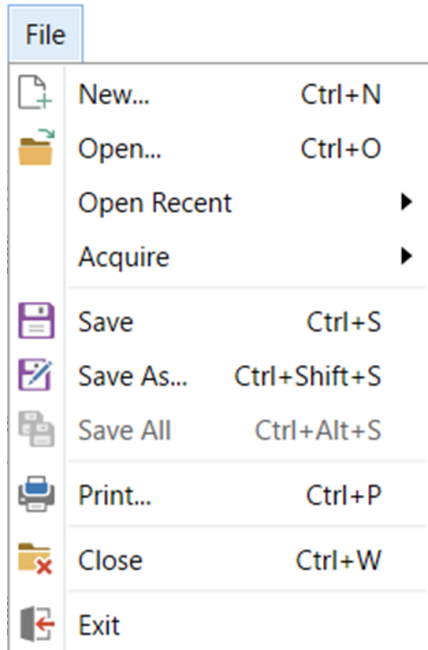
Created with the Personal Edition of HelpNDoc: [What is a Help Authoring tool?](#)

---

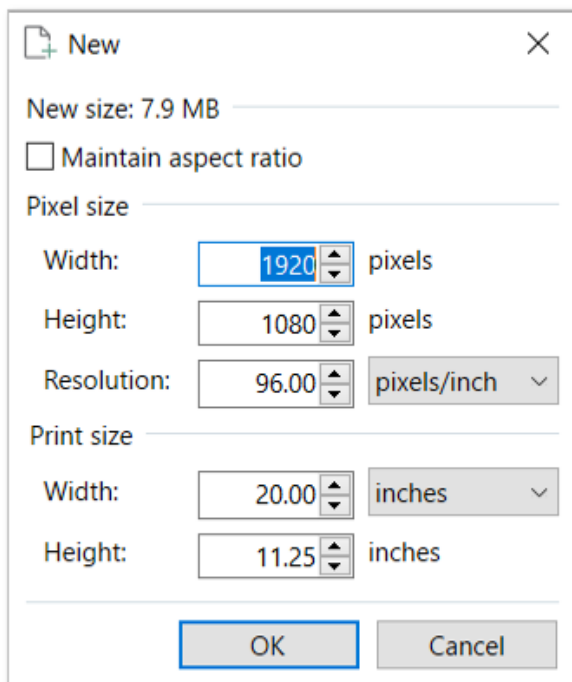
## Create New Image

To start work on paint.NET, you may need create to create a new image.

1. Click **File** from the [Menu Bar](#) and select **New...** (or press **Ctrl + N** on the keyboard).



2. On the **New** window, enter the preferred pixel width and height. Paint.NET automatically adjusts the corresponding print width and height. Alternatively, you can enter the print width and height of the image (in this case, paint.NET will adjust the corresponding pixel width and height automatically). A third option involves specifying a resolution value. Note that **Maintain aspect ratio** is not selected by default. If you select the box and indicate a width or height value (for the pixel or print size), paint.NET automatically adjust the other width and height values to ensure that the ratio of the width and height does not change.



3. Click **OK**.

**See Also:**[Open Existing Image](#)

Paint.NET Help v1.0

---

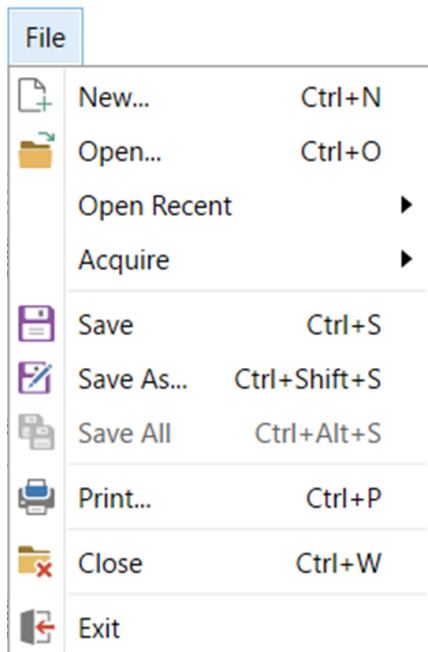
Created with the Personal Edition of HelpNDoc: [Free EBook and documentation generator](#)

---

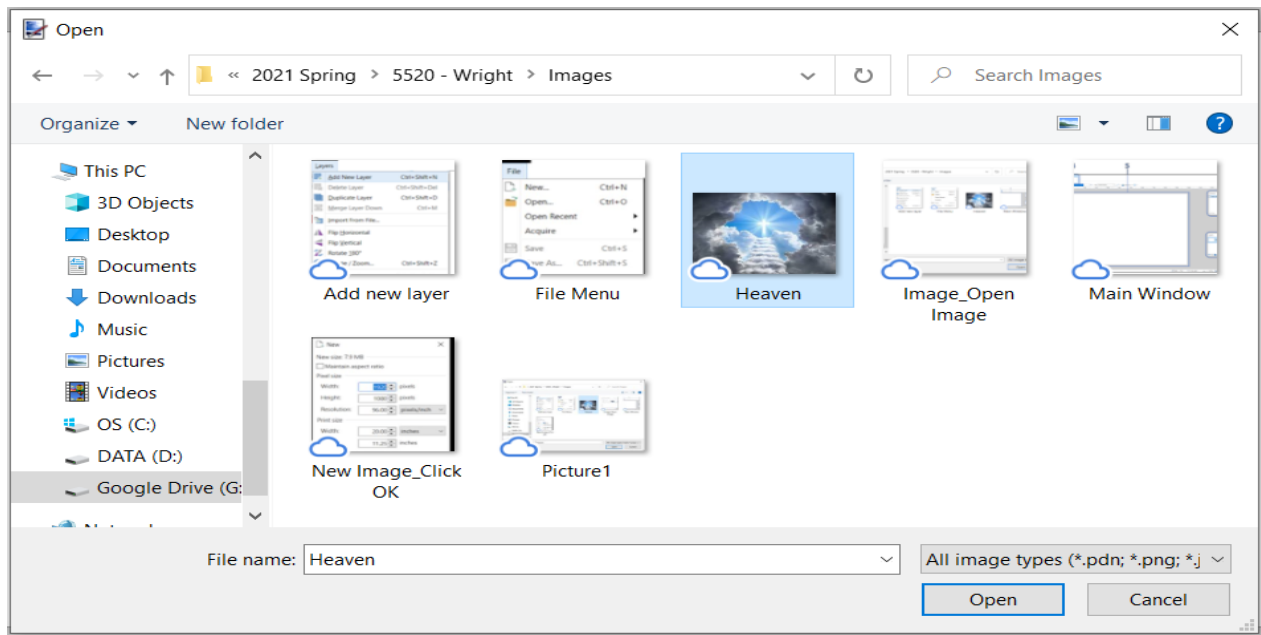
## Open Existing Image

Sometimes, you need to edit or continue work on an existing image. To open an existing file, do the following:

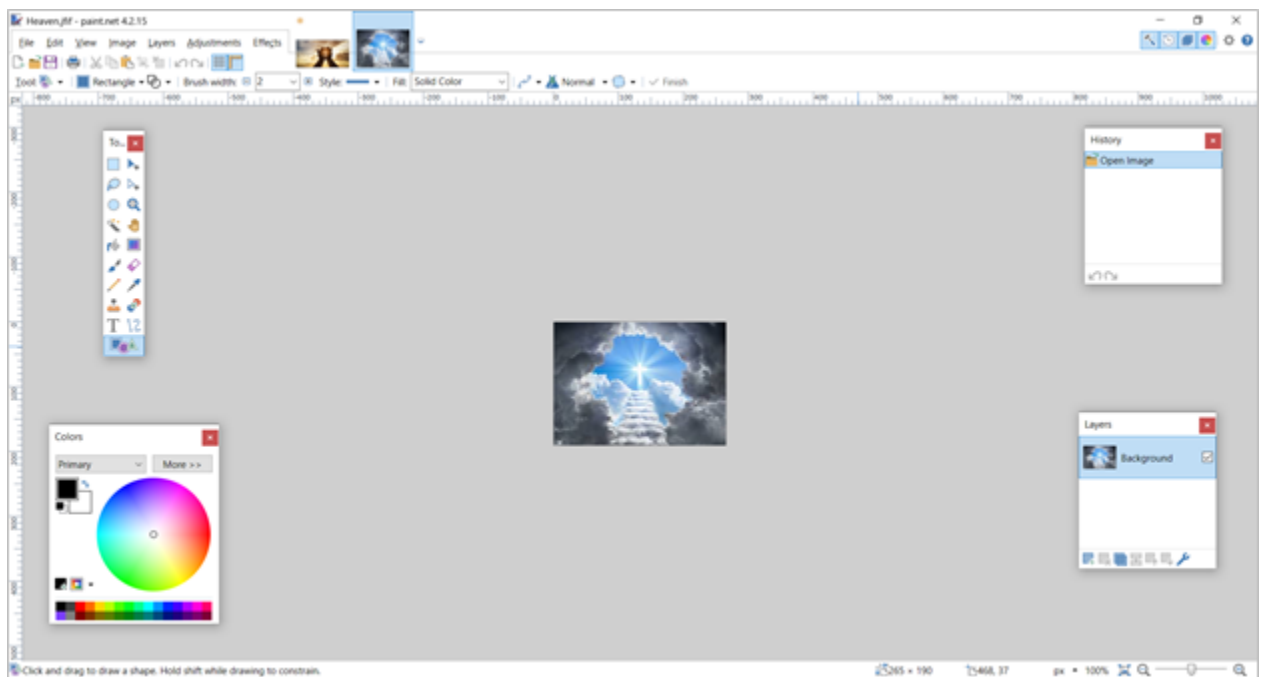
1. Click **File** from the [Menu Bar](#) and select **Open...** (or press **Ctrl + O** on the keyboard).



2. Locate the file where the image is stored.
3. Select your image file.



4. Click **Open**.



**See Also:**

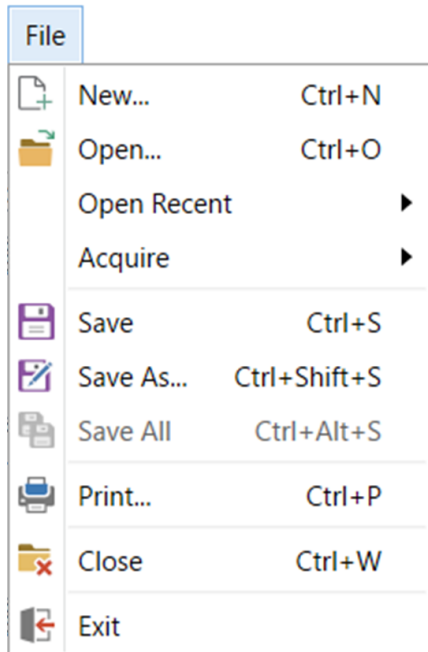
- [Create New Image](#)
- [Save Image](#)



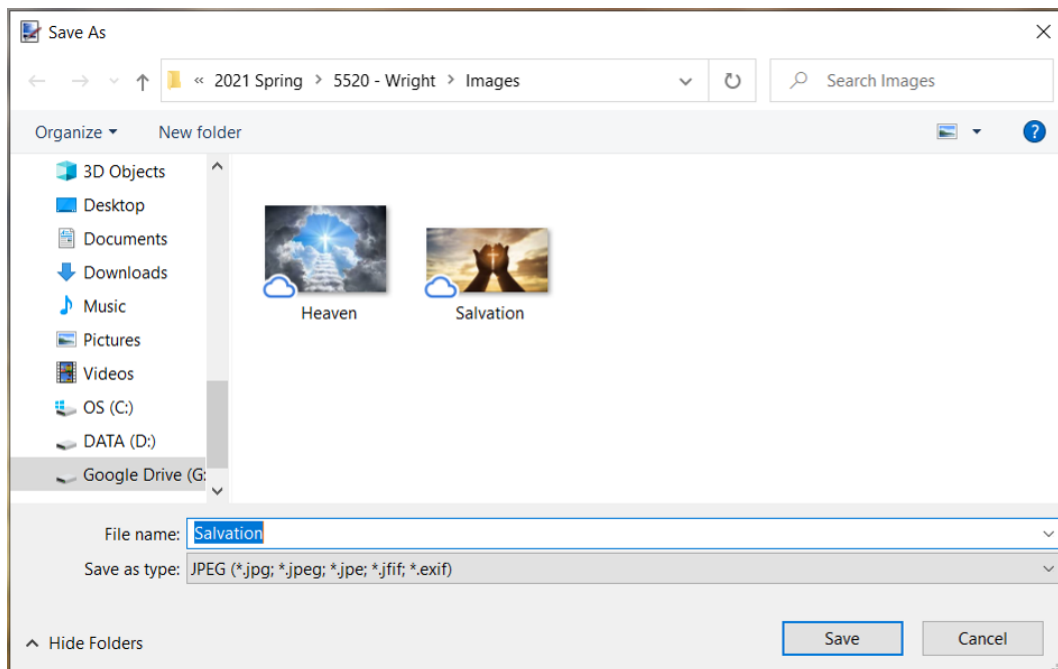
## Save Image

Paint.NET allows you to save a new image so that you can edit it or use it for other purposes at a later time.

1. Click **File** from the [Menu Bar](#) and select **Save As...** (or press **Ctrl + Shift + S** on the keyboard).



2. Locate the file where you want to save the image.



3. Enter the name you want to save the image with in the **File name** field.

4. Select the type under **Save as type** you want to save the image as.
5. Click **Save**.

In some cases, the image has already been saved. After further editing, you need to save the image. To do this,

6. Click **File** from the [Menu Bar](#) and select **Save** (or press **Ctrl + S** on the keyboard). This may be done as many times as you can.



### See Also:

- [Create New Image](#)
- [Open Existing Image](#)

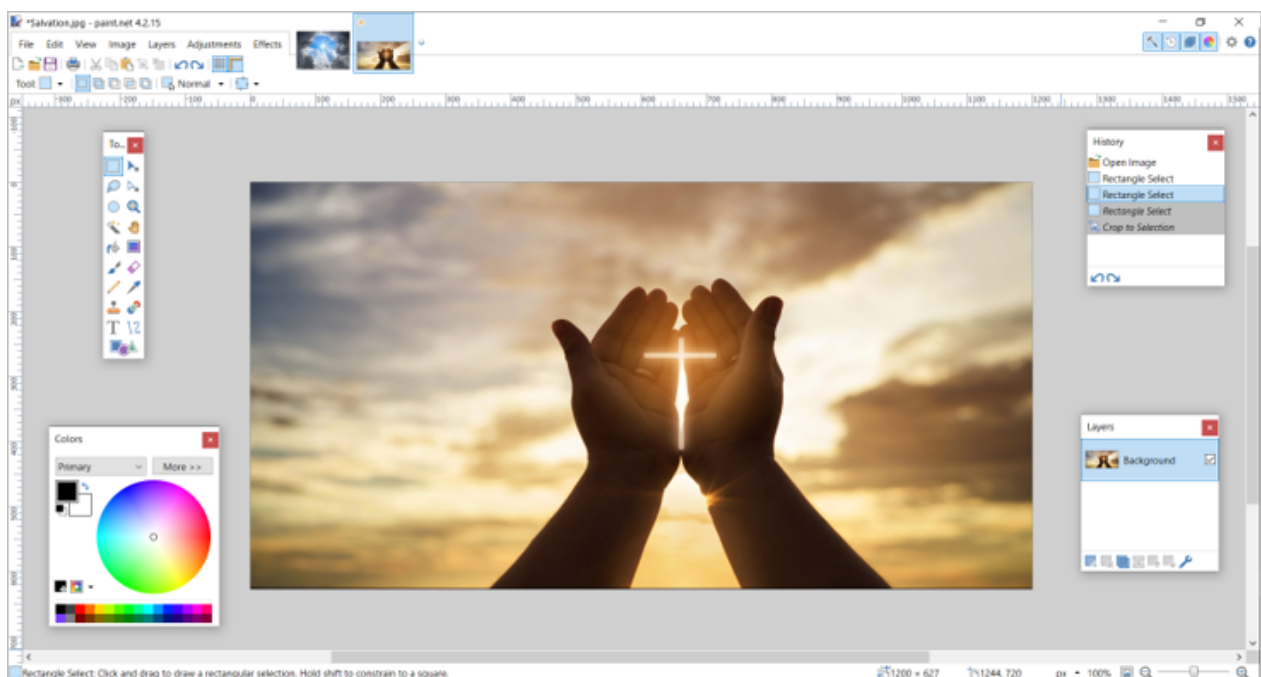
Paint.NET Help v1.0

Created with the Personal Edition of HelpNDoc: [Write eBooks for the Kindle](#)

## Crop Image

Image cropping is the act of removing unwanted outer portions of an image or photo to preserve the important part. This is different from [resizing an image](#) where the size of the entire image is changed.

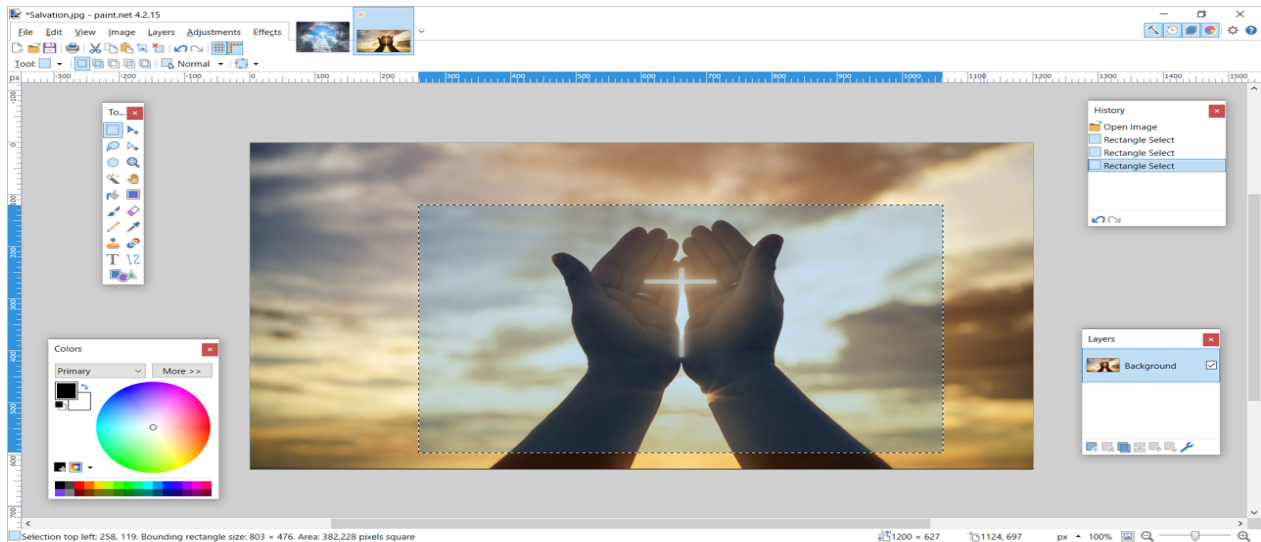
1. [Open an image in paint.NET.](#)



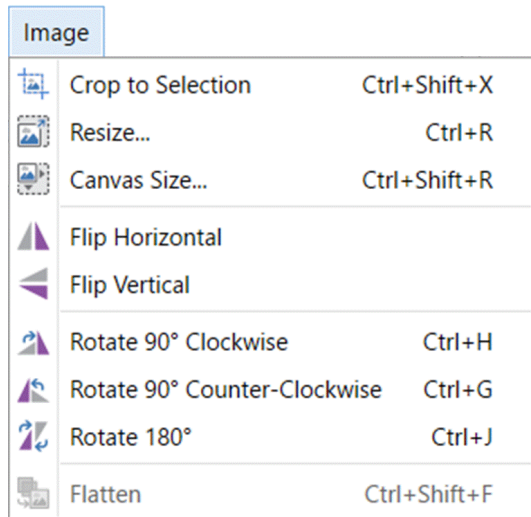
2. Click the **Rectangle Select** tool on the [Tools Windows](#).



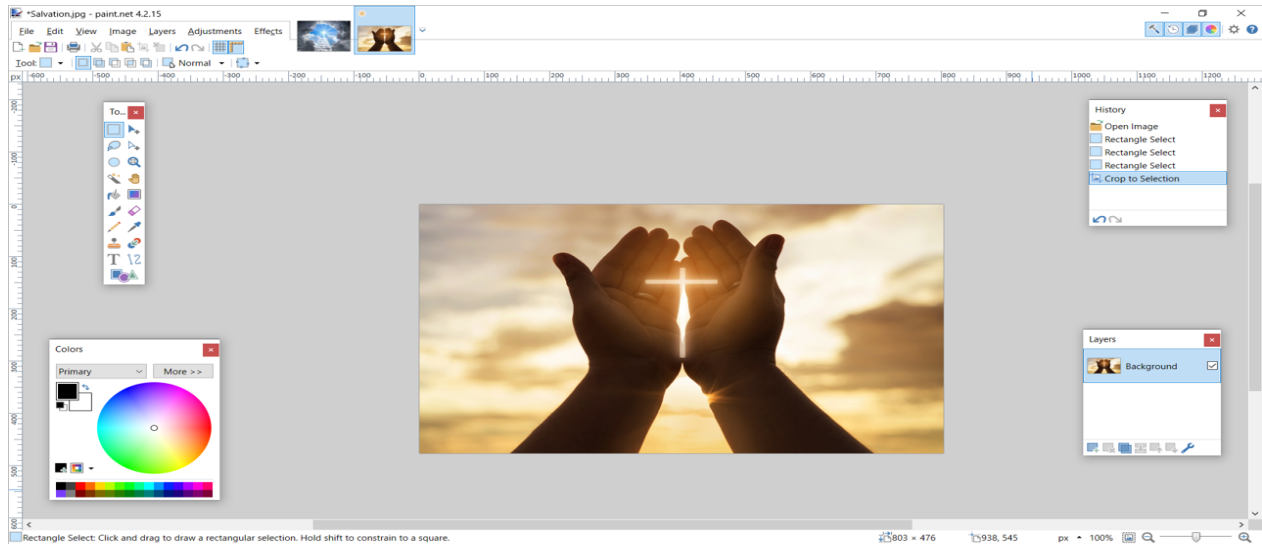
3. Position your cursor on the part of the image where you want to start from, press down the left mouse button, and drag to create the area you want to preserve.



4. Click **Image** on the menu bar and select **Crop to Selection** (or press **Ctrl + Shift + X** on your keyboard).



The selected area is cropped (as shown below).



5. [Save](#) the cropped image.



**See Also:**  
[Resize Image](#)

## Resize Image

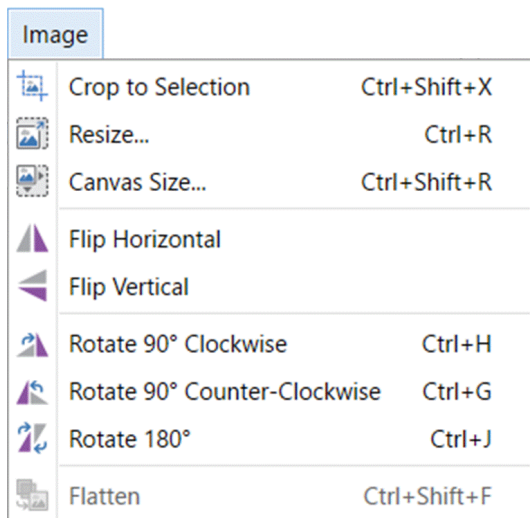
Resizing an image means increasing or reducing an image's size to a desired specification. Unlike [cropping an image](#), where the size of the image is reduced by

removing the outer part of the image, in image resizing, the entire parts of the image is preserved after resizing.

1. [Open an image in paint.NET.](#)

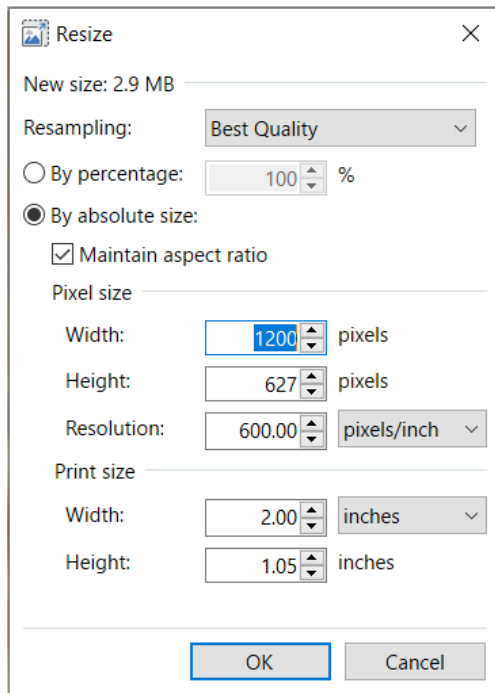


2. Click **Image** on the [Menu Bar](#) and select **Resize...** (or press **Ctrl + R** on your keyboard).



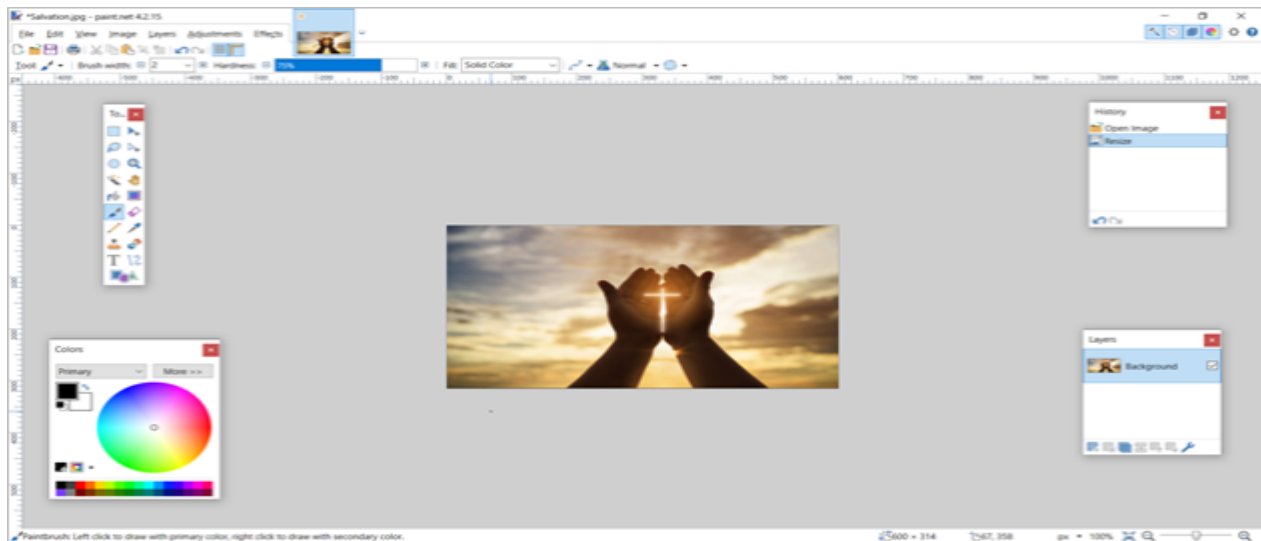
3. On the **Resize** window, you can either resize by percentage or absolute size. To resize by percentage, enter a percentage value. This value determines the new size relative to the current size. On the other hand, to resize by absolute size, enter the preferred pixel width and height. Paint.NET automatically adjusts the corresponding print width and height. Alternatively, you can enter the print width and height of the image (in this case, paint.NET will adjust the corresponding pixel width and height automatically). A third option involves specifying a resolution value. Note that **Maintain aspect ratio** is not selected by default. If you select the box and indicate a width or height value (for the pixel or print size), paint.NET automatically adjust the

other width and height values to ensure that the ratio of the width and height does not change.



4. Click **OK**.

(The image below has been reduced by percentage to 50% of its original size).



5. [Save](#) the resized image.



**See Also:**

## Crop Image

Paint.NET Help v1.0

Created with the Personal Edition of HelpNDoc: [News and information about help authoring tools and software](#)

## Flip Image

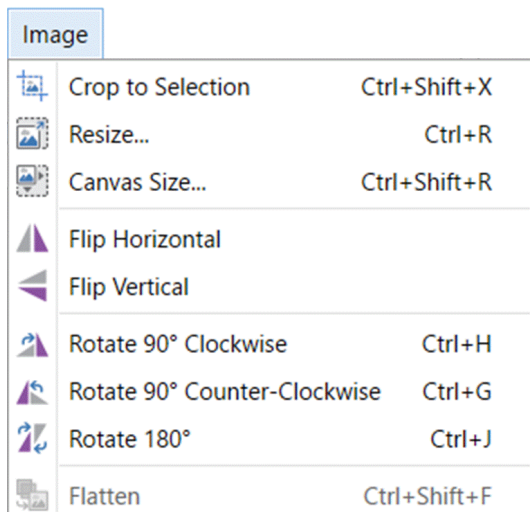
Paint.NET allows you to flip an image horizontally or vertically.

To flip an image vertically,

1. [Open an image in paint.NET.](#)

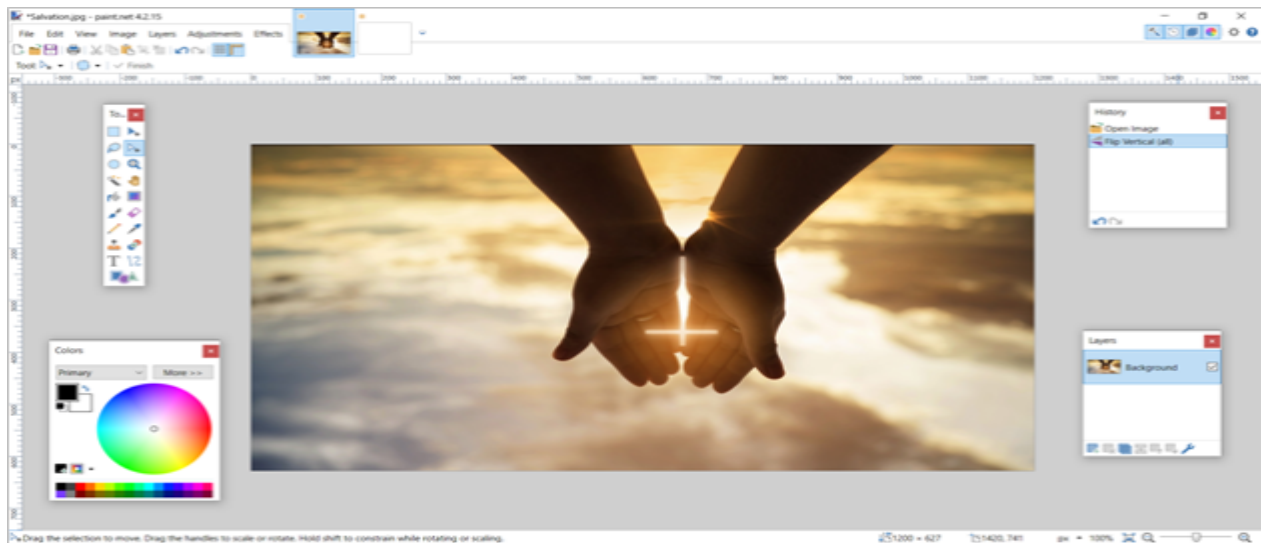


2. Click **Image** on the [Menu Bar](#) and select **Flip Vertical**. (Select **Flip Horizontal** if you want to flip horizontally.)





(The image below has been flipped vertically).



3. [Save](#) the flipped image.



### See Also:

- [Crop Image](#)
- [Resize Image](#)
- [Rotate Image](#)

Paint.NET Help v1.0

Created with the Personal Edition of HelpNDoc: [Easily create Help documents](#)

## Rotate Image

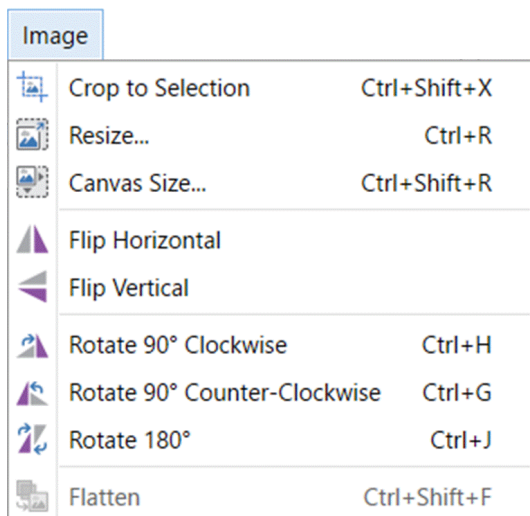
Paint.NET allows you to rotate an image. It provides options of rotating 90° clockwise and counter-clockwise and rotating 180°. When an image is rotated 90° clockwise, the left part becomes the top of the image. When rotated 90° counter-clockwise, the right part of the image becomes the top of the image. In the case of 180° rotation, the image is [flipped vertically](#), that is, the bottom part becomes the top of the image.

1. [Open an image in paint.NET](#).

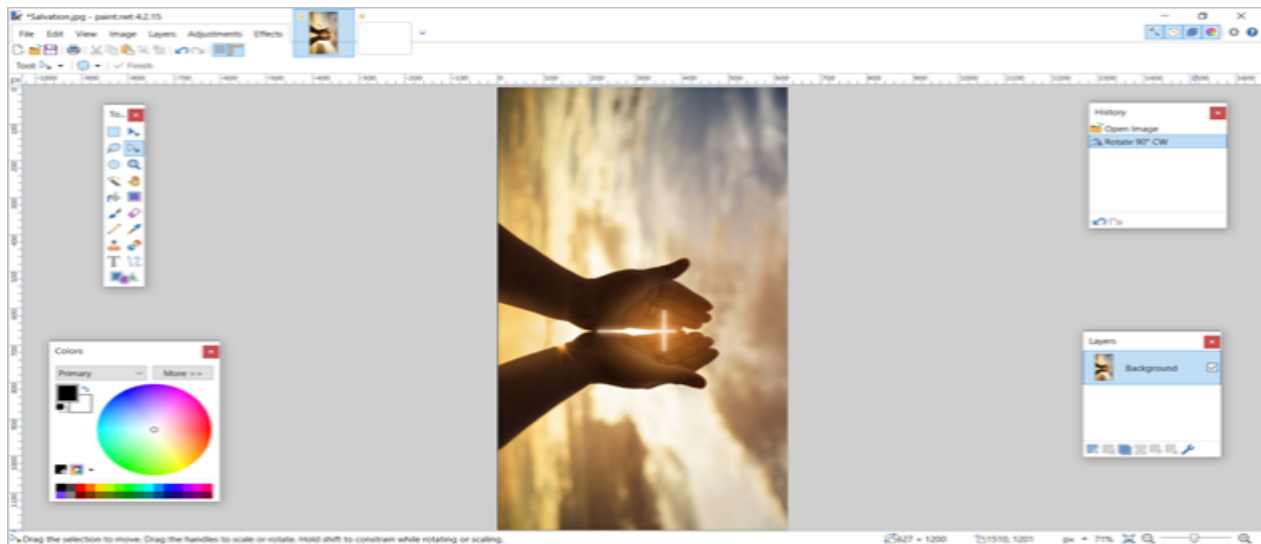




- Click **Image** on the [Menu Bar](#) and select either **Rotate 90° Clockwise** (or press **Ctrl + H** on your keyboard), **Rotate 90° Counter-Clockwise** (or press **Ctrl + G** on your keyboard) or **Rotate 180°** (or press **Ctrl + J** on your keyboard), depending on your preference.



(The image below has been rotated 90° clockwise).



3. [Save](#) the rotated image.



**See Also:**

- [Crop Image](#)
- [Resize Image](#)
- [Flip Image](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [What is a Help Authoring tool?](#)

## Working with Text

---

This section contains information on creating and managing text on paint.NET.



**Related Topics:**

- [Insert Text](#)
- [Format Text](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [Free EPub and documentation generator](#)

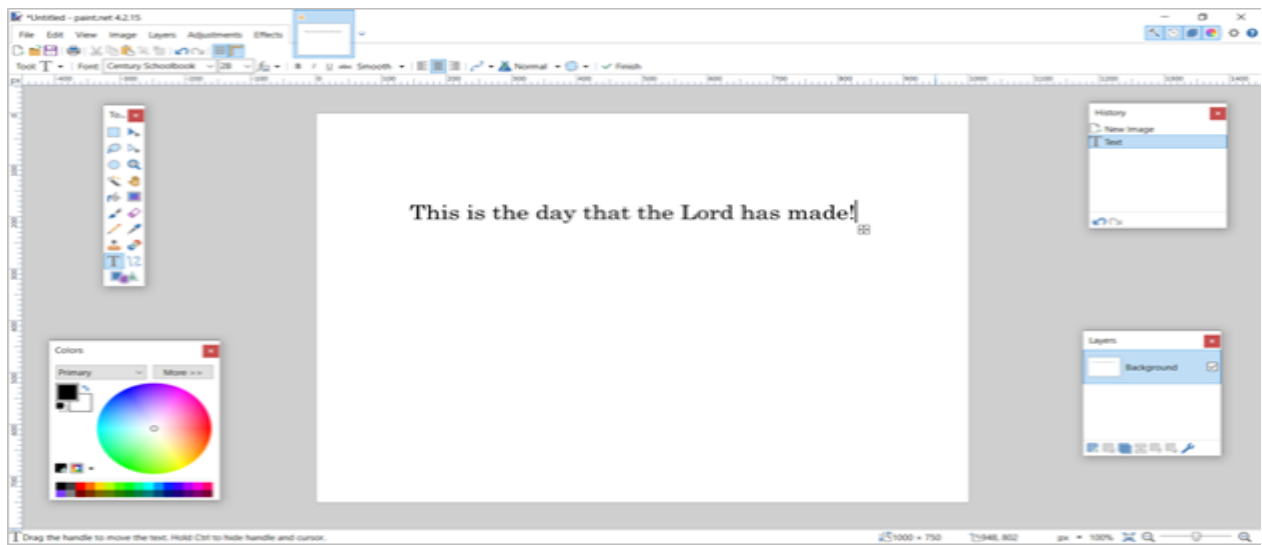
## Insert Text

Apart from tools and controls to create and manage images, paint.NET also provides tools to include text.

1. Click the **Text** tool on the [Tools Windows](#).



2. Place your cursor on the part of the canvas where you want the text to start from.
3. Type the text.

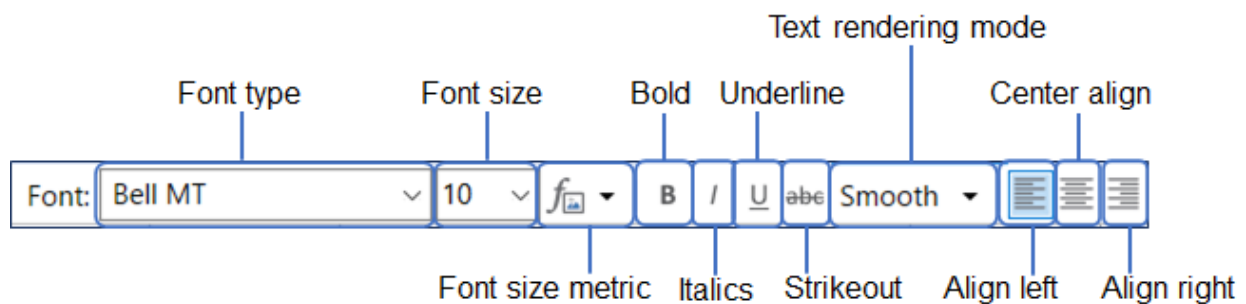


   
Previous Next

**See Also:**  
[Format Text](#)

## Format Text

Most times, text need to be formatted to meet some required specifications. Paint.NET provides some tools and controls in the [Tool Bar](#) for text formatting. These include the following:



**Font type:** To change the font type of the text.

**Font size:** To change the font size of the text.

**Font size metric:** To configure whether to convert from font size to pixels by using points (industry standard, based on image resolution/DPI), or by using a fixed 96 DPI metric (classic behavior).

**Bold:** To bold the text.

**Italics:** To italicize the text.

**Underline:** To underline the text.

**Strikeout:** To strikeout the text.

**Text rendering mode:** There are three text rendering modes: Smooth, Sharp (Modern) & Sharp (Classic) corresponding to DirectWrite rendering modes of Outline, ClearType Natural Symmetric, and GDI Classic, respectively.

**Align left:** To align the text to the left.

**Center align:** To align the text centrally.

**Align right:** To align the text to the right.

**Note:** Multiple text formatting controls can be used simultaneously.



**See Also:**  
[Insert Text](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [What is a Help Authoring tool?](#)

---

## Working with Layers

---

Paint.NET uses layers to form a composite image. Layers can be viewed as a stack of slides where each slide contains a part of the overall image. This section provides information on working with layers on paint.NET.



### Related Topics:

- [Add New Layer](#)
- [Delete Layer](#)
- [Duplicate Layer](#)

Paint.NET Help v1.0

---

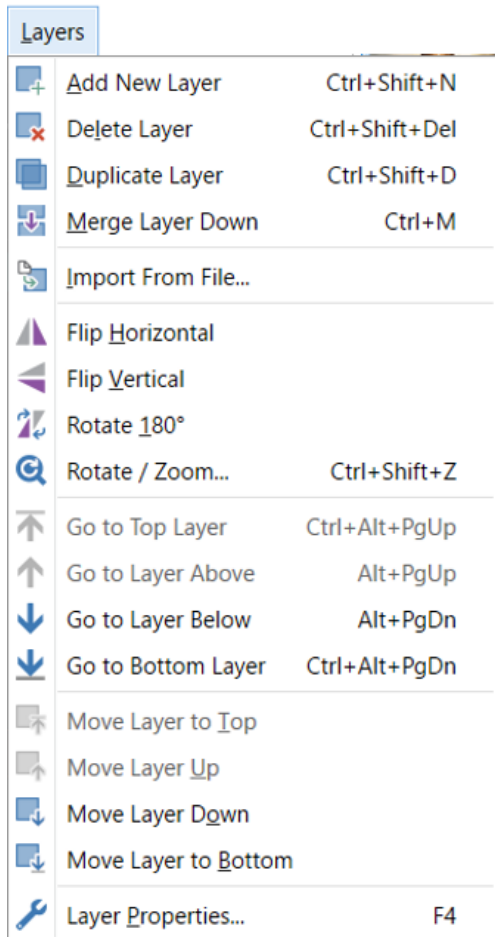
Created with the Personal Edition of HelpNDoc: [Create help files for the Qt Help Framework](#)


---

## Add New Layer

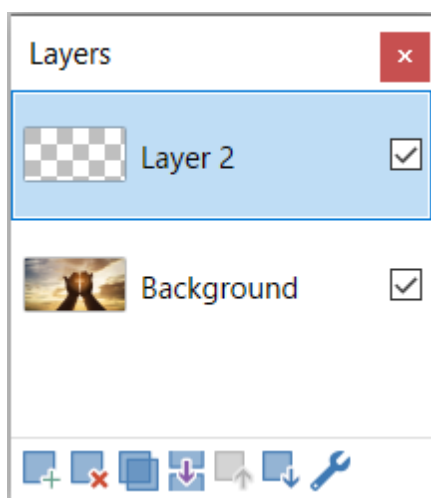
To add a new component to an overall image on paint.NET, a new layer must be created. The component can be text, image, line, curve, shape, or other component.

1. Click **Layer** from the [Menu Bar](#) and select **Add New Layer** (or press **Ctrl + Shift + N** on the keyboard).



Alternatively, you can click  at the bottom of the [Layers Window](#) to create a new layer.

**Note:** When a new layer is created, it appears as the topmost layer in the [Layers Window](#).



 Previous       Next

**See Also:**

- [Delete Layer](#)
- [Duplicate Layer](#)

Paint.NET Help v1.0

---

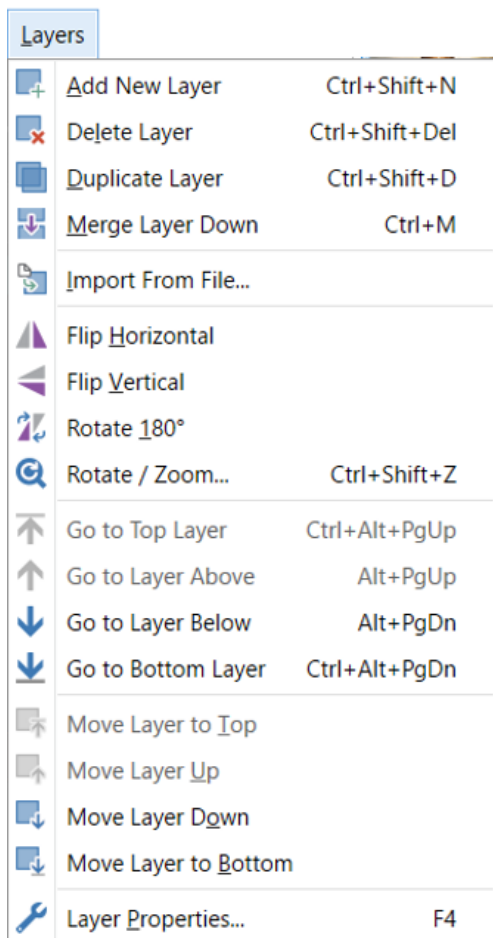
Created with the Personal Edition of HelpNDoc: [Free help authoring environment](#)


---

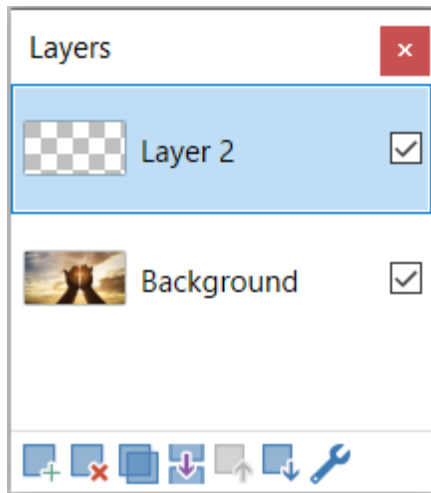
## Delete Layer

To delete a component of a composite image on paint.NET, the layer containing the component must be deleted. The component can be text, image, line, curve, shape, or other component.

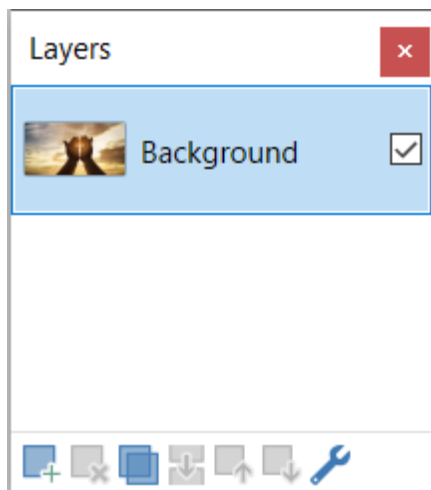
1. Click **Layer** from the [Menu Bar](#) and select **Delete Layer** (or press **Ctrl + Shift + Del** on the keyboard).



Alternatively, you can click on the layer to be deleted in the [Layers Window](#) and click  at the bottom of the window to delete it.



**Note:** Once a layer is deleted, it is removed from the [Layers Window](#).



   
Previous      Next

**See Also:**

- [Add New Layer](#)
- [Duplicate Layer](#)

Paint.NET Help v1.0

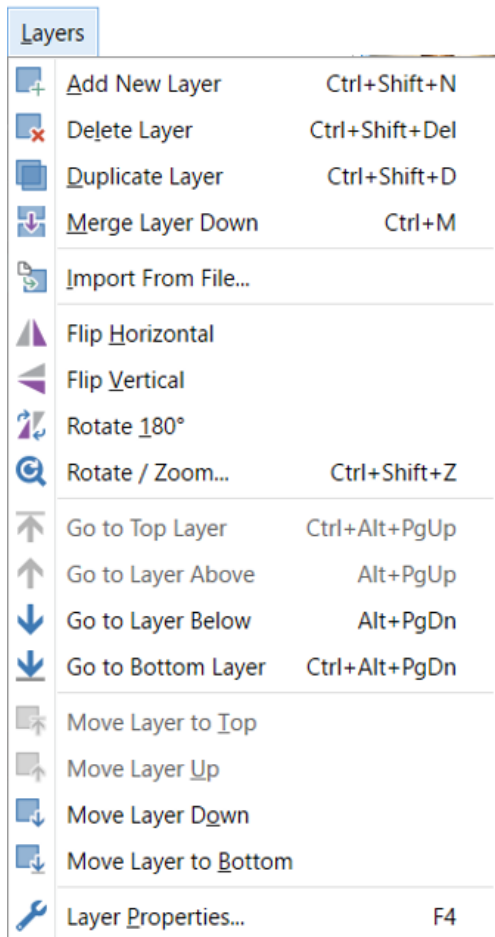
## Duplicate Layer


There might be a need to replicate a component of a composite image. Rather than

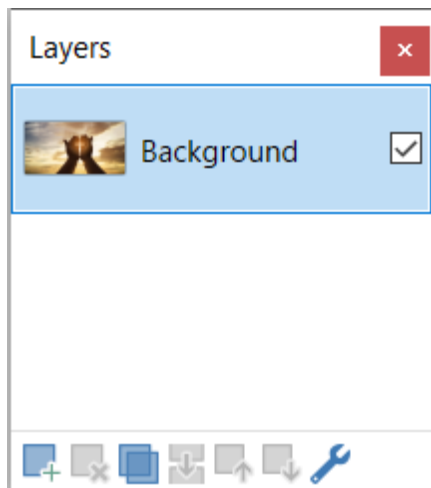


creating a new layer to hold a new copy of the same image component, you could duplicate the specific component layer. The component can be text, image, line, curve, shape, or other component.

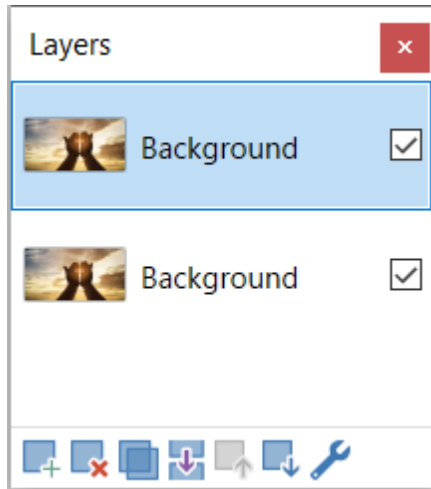
1. Click **Layer** from the [Menu Bar](#) and select **Duplicate Layer** (or press **Ctrl + Shift + D** on the keyboard).



Alternatively, you can click on the layer to be duplicated in the [Layers Window](#) and click  at the bottom of the window to duplicate it.



**Note:** When a layer is duplicated, the new layer is given the same title as the duplicated layer.



#### See Also:

- [Add New Layer](#)
- [Delete Layer](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [Full-featured Kindle eBooks generator](#)

---

## Working with Lines and Curves

---

Paint.NET allows you to work with different components such as text, images, lines, curves, and shapes. This section contains information on drawing and managing lines and curves.



#### Related Topics:

- [Draw Line](#)
- [Draw Curve](#)

Paint.NET Help v1.0

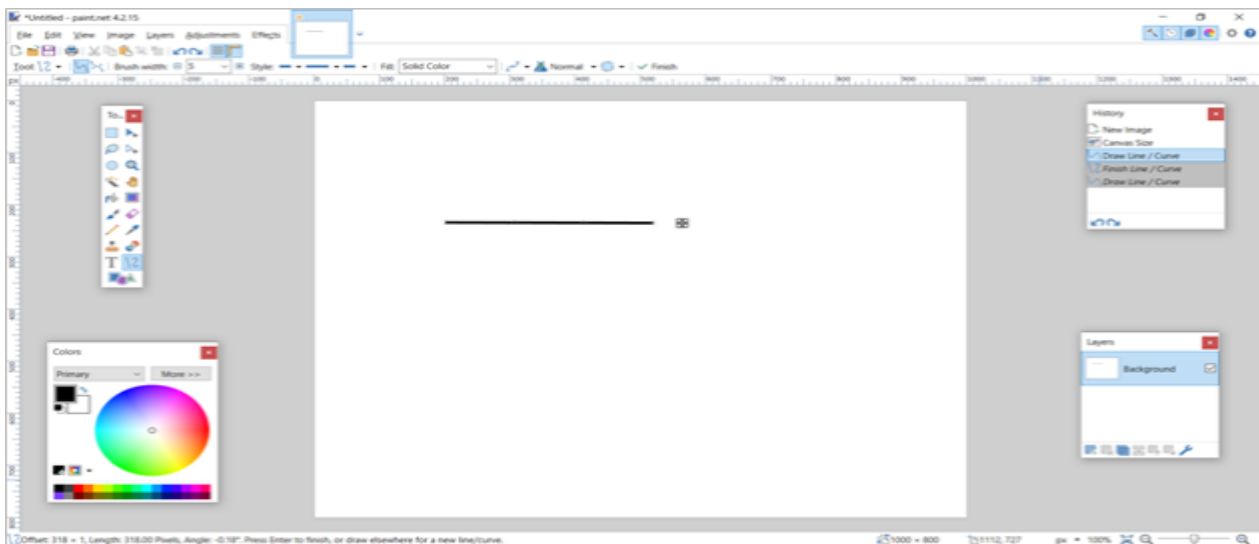
## Draw Line

Lines are straight objects that serve different purposes. You can think of them as continuous dots from one point to another.

1. Click the **Line / Curve** tool on the [Tools Windows](#).



2. Place your cursor on the part of the canvas where you want the line to start from, press down the left mouse button, and drag to the point where you want to stop.



**Note:** Paint.NET provides some controls in the [Tool Bar](#) to format the line. These include controls to change the line width, style, and fill.



**See Also:**[Draw Curve](#)[Draw Basic Shape](#)[Draw Polygon and Star](#)

Paint.NET Help v1.0

---

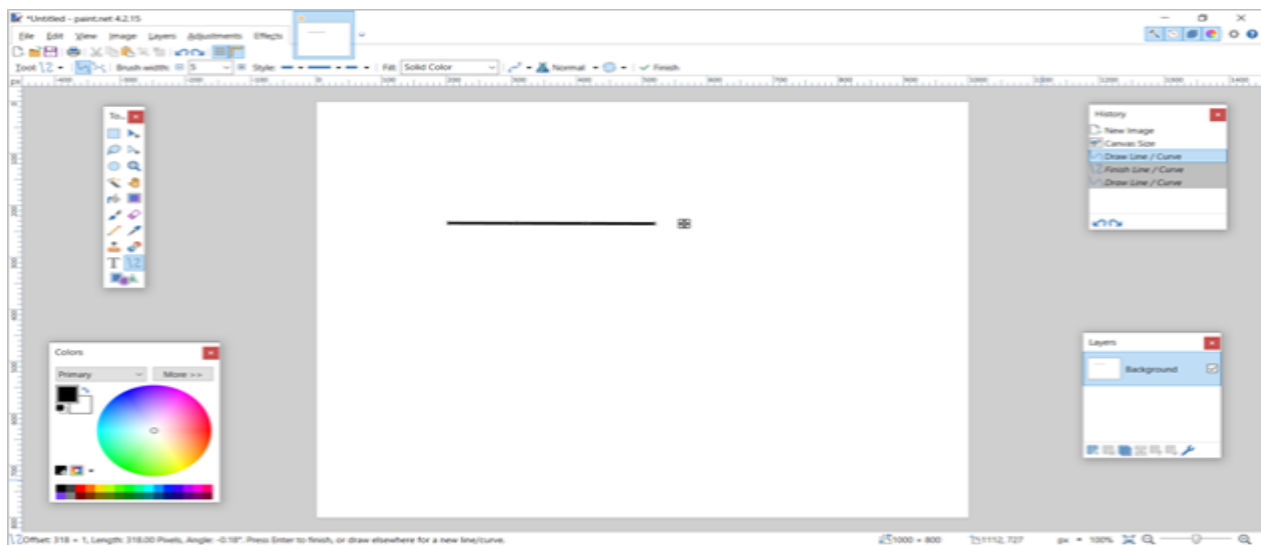
Created with the Personal Edition of HelpNDoc: [Free EPub producer](#)

---

## Draw Curve

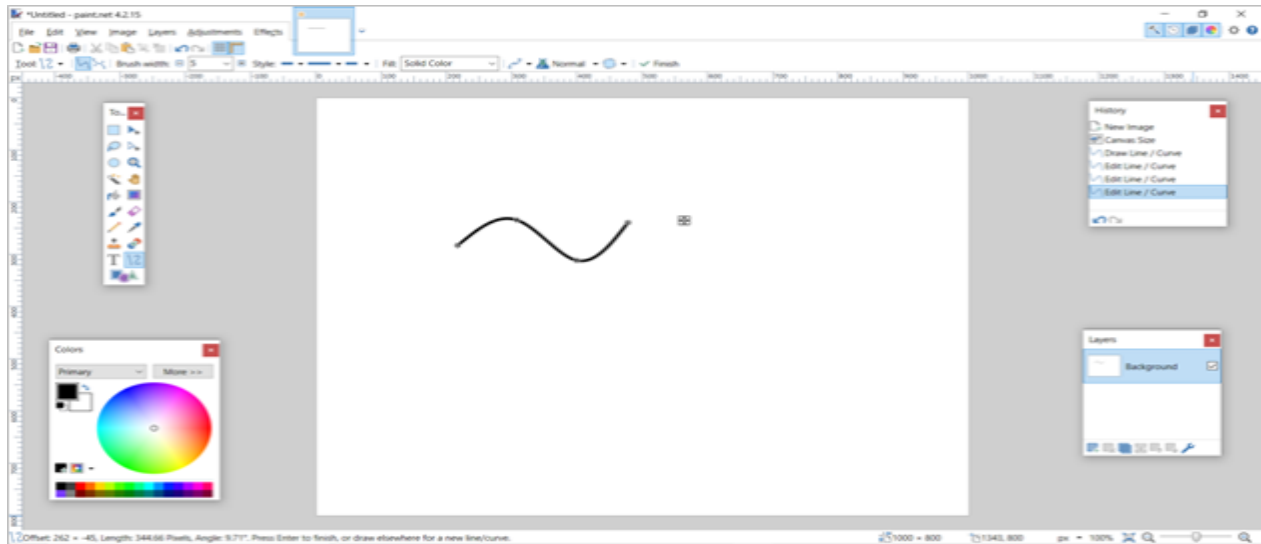
Curves, like lines, are objects. However, unlike lines, they are not straight.

1. [Draw a line.](#)





You will notice some pulsing circles at the edges of and along the line.

2. Move any of the pulsing circles to form your desired curve.



**Note:** Paint.NET provides some controls in the [Tool Bar](#) to format the curve. These include controls to change the curve width, style, and fill.



Furthermore, you can select between  and  on the [Tool Bar](#) to change between Cubic Spline and Bezier curves, respectively.



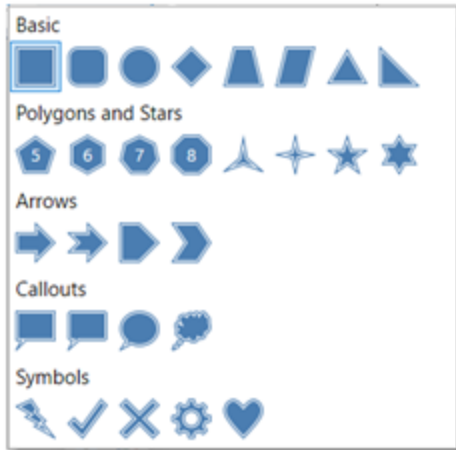
### See Also:

- [Draw Line](#)
- [Draw Basic Shape](#)
- [Draw Polygon and Star](#)

## Working with Shapes

---

Paint.NET provides a variety of basic and other shapes, including polygons and stars, arrows, callouts, and symbols. This section provides information on working with shapes.



### Related Topics:

- [Draw Basic Shape](#)
- [Draw Polygon and Star](#)

Paint.NET Help v1.0

---

Created with the Personal Edition of HelpNDoc: [Free Qt Help documentation generator](#)

---

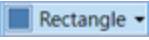
## Draw Basic Shape

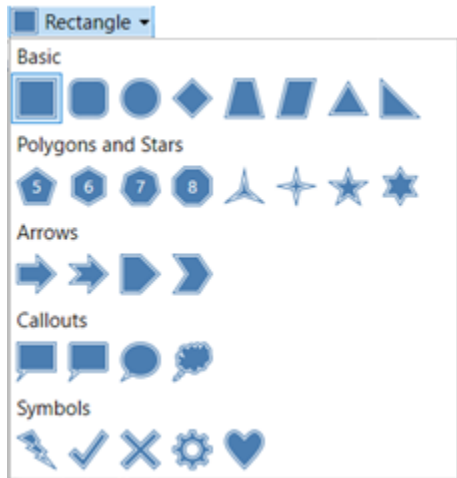
Basic shapes such as rectangle, rounded rectangle, ellipse, diamond, trapezoid, parallelogram, triangle, and right triangle can easily be drawn using paint.NET.



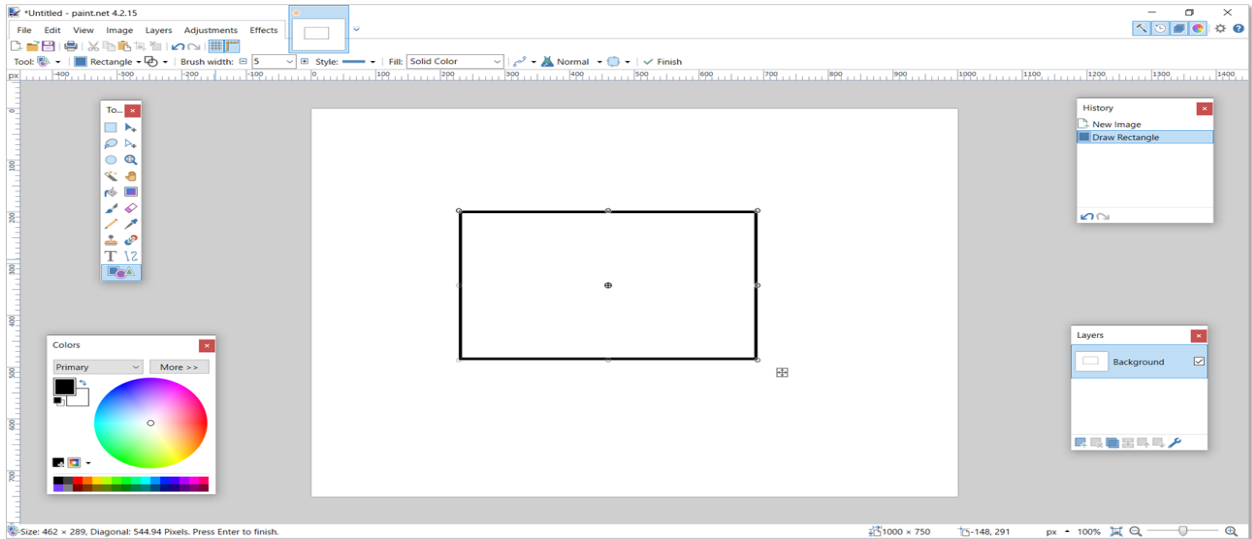
1. Click the **Shape** tool on the [Tools Windows](#).



2. Click the  drop down menu on the [Tool Bar](#).
3. Select the specific basic shape you want to draw.



4. Place your cursor on the part of the canvas where you want the shape to start from, press down the left mouse button, and drag to the point where you want to stop.



**Note:** Paint.NET provides some controls in the [Tool Bar](#) to format the shape. These include controls to draw shape outline (like the one above), filled shape, and filled shape with outline, and change the width, style, and fill of the shape line.



**See Also:**  
[Draw Line](#)  
[Draw Curve](#)  
[Draw Polygon and Star](#)

## Draw Polygon and Star

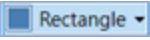
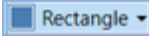
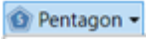
Polygons and stars such as pentagon, hexagon, heptagon, octagon, three-point star, four-point star, five-point star, and six-point star can easily be drawn using paint.NET.



1. Click the **Shape** tool on the [Tools Windows](#).

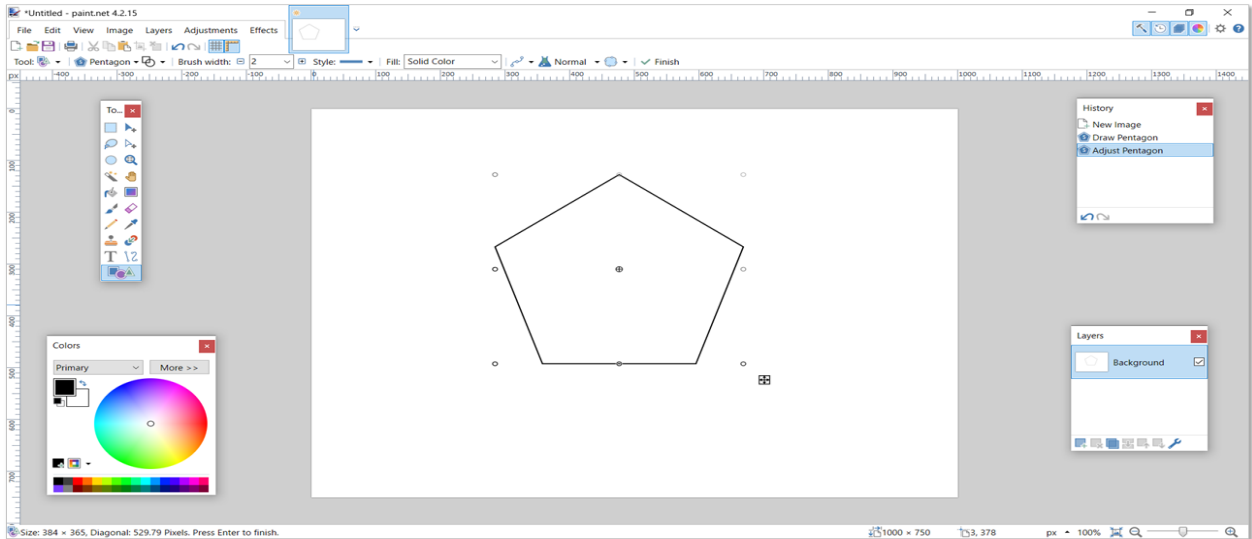




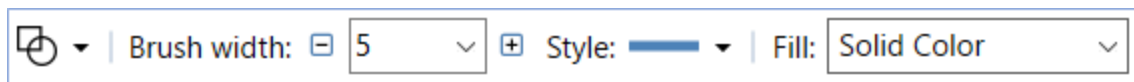
2. Click the  drop down menu on the [Tool Bar](#).
3. Select the specific polygon or star you want to draw. Once you do this,  changes to .



4. Place your cursor on the part of the canvas where you want the shape to start from, press down the left mouse button, and drag to the point where you want to stop.



**Note:** Paint.NET provides some controls in the [Tool Bar](#) to format the shape. These include controls to draw shape outline (like the one above), filled shape, and filled shape with outline, and change the width, style, and fill of the shape line.




  
 Previous      Next

**See Also:**  
[Draw Line](#)  
[Draw Curve](#)  
[Draw Basic Shape](#)

## Working with Colors

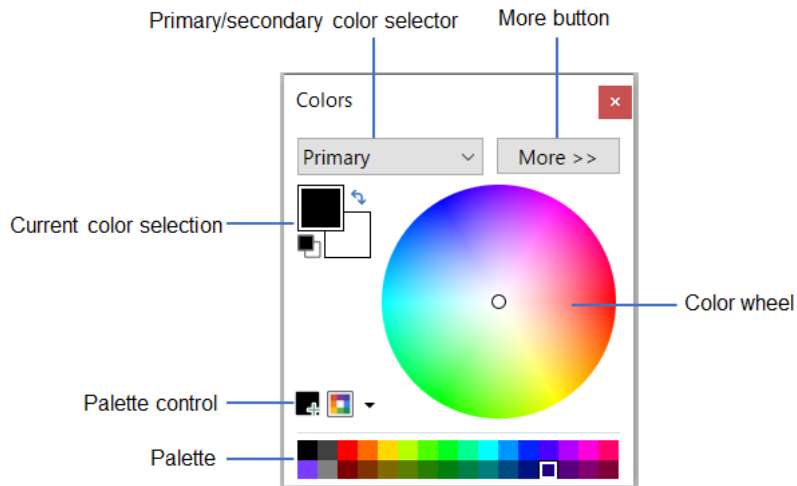
Paint.NET contains several controls for adjusting colors and opacity. This section provides information on working with colors.


  
 Previous      Next

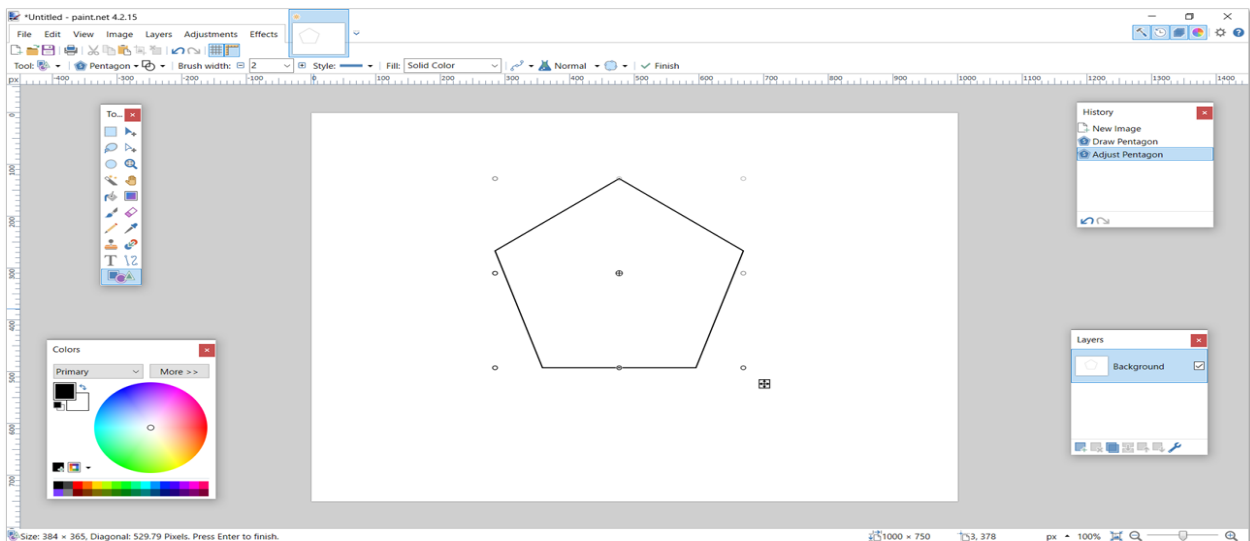
**Related Topics:**  
[Add color](#)

## Add Color

Colors can be used to provide effects on text, shapes, and other images using paint.NET. Colors can be selected or manipulated in paint.NET using the [Colors Window](#) (shown below).



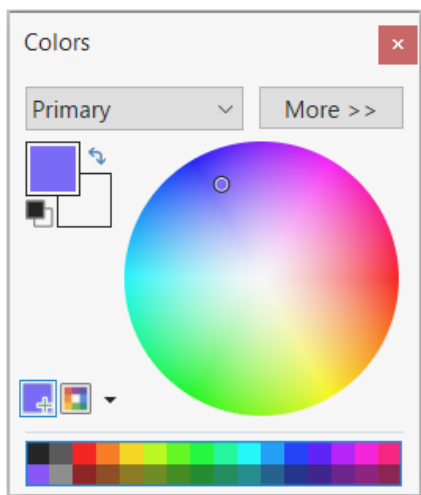
To change the color of the pentagon below, do the following:



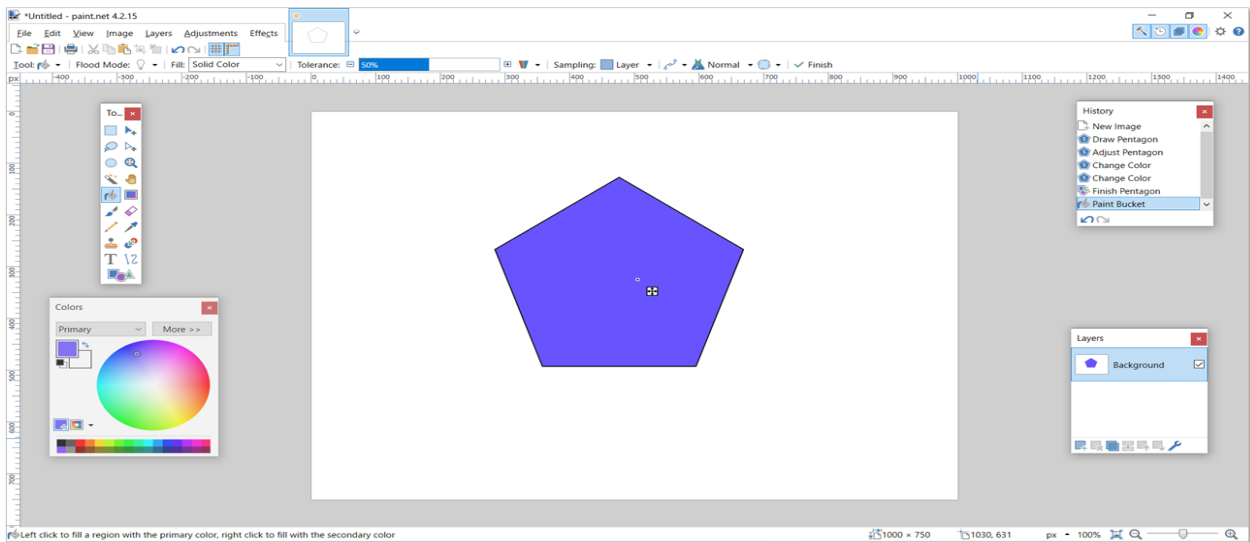
1. Click the **Paint Bucket** tool on the [Tools Windows](#).



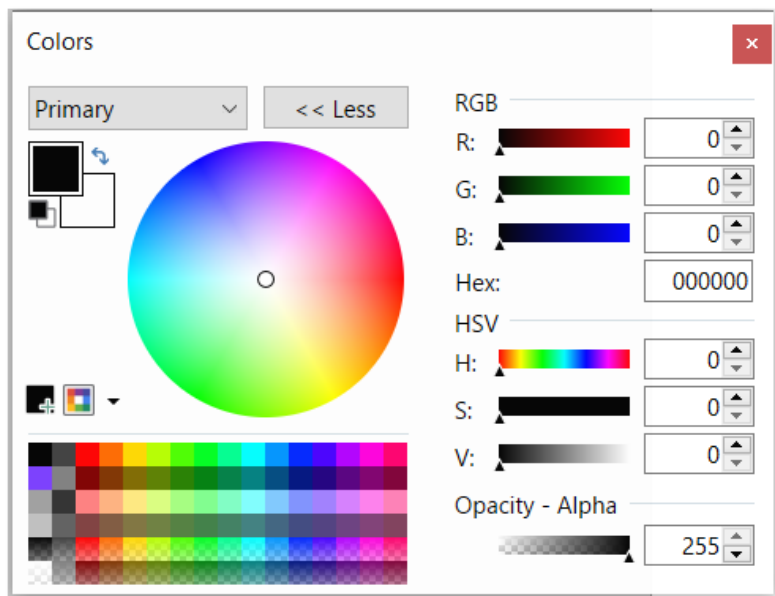
2. Click on the specific portion of the color wheel containing your desired color. Alternatively, you can drag the small circle in the center of the wheel to the desired color position. The current color selection changes to the selected color.



3. Click the image on canvas.



**Note:** When the More >> button in the [Colors Window](#) is clicked, the palette is expanded to show its 96 colors. The RGB (Red, Green & Blue), HSV (Hue, Saturation & Value) and Opacity sliders are also shown. They are used to change the attributes of the color in the active color slot.



 Previous