ART APPS FOR TABLETS AND SMART PHONES

Overview

There are many, many apps for creating art on tablets and smart phones. New ones are developed daily, existing ones get updates frequently, and some don't keep up with every update to operating systems, so this information goes out of date fast! Below are just a few that I have worked with and liked. They also have received good reviews.

APPS FOR CREATING ART

Features in Common

1) Ability to work in layers
2) Import and/or taking photos from the app,
3) Export to email, messages or file.
4) Print from the app if you have an appropriate printer.
5) Work well with fingers, but a stylus can help to be more precise.
6) A palette that lets you select a wide range of colors and values.
7) Tools, erasers, undo, etc.
8) Tutorials within the app, on their websites, or YouTube.

Colors! (iOS and Android)

I think this is free

About as simple as it gets! Great to get the feel for creating on a device without too much complication. You can name the piece and write a description, but it has only 4 tools (3 "brushes" and an eraser. No ability to resize the canvas and no choice of color or texture.

Brushes Redux (iOS only)

Free, with $2.99 layers upgrade

This is a revamped version of the original "Brushes" app that David Hockney used to create his original iPhone and iPad paintings. The original version received an Apple design award in 2010.

This one is comparatively simple, does allow for some different tools, but doesn't directly simulate specific media (pastel, watercolor, oil, etc.). I couldn't find a way to title the painting.

ArtRage (iOS, Windows, Android)

This costs $1.99 for the iPhone and $4.99 for the iPad

Has tools that simulate media, such as watercolor, oil, airbrush Each tool has a range of effects specific to that tool. For example, the roller tool has dry, speckled, thick, smooth, unclean; the airbrush tool has big and subtle, slow flow, etc. Many options for substrate in texture, size, color. More complex color selection than Brushes or Colors! Including a metallic option. Can create and save your own palette. Great learning tools, online blog and other support. "The most advanced simulation of real paint on iOS." Can create a script file of the work.

SketchbookX (Sketchbook Express) (iOS, Android)
Free; paid version has more options but the free one has plenty.
Very similar to Brushes but has more of the tool options of ArtRage. Lots of sketching options.
Has an option to add text. Rated 4.8 out of 5 with 57.9K ratings, so very popular.

Procreate (iPad) and **Procreate Pocket** (iOS, iPhone) $4.99

I recently learned about these and haven't had much chance to learn them. Procreate won an
Apple design award with the comment that you can produce "high quality artwork at a blistering
pace using a robust layering system, stunning filters and thousands of importable brushes." It
"has been used to create everything from fashion design to movie posters."
A manual is available in PDF form online and there are many tutorials. It seems to do just about
anything you would want to do.

APPS THAT ARE SPECIFIC TO ONE MEDIUM

iPastels (iOS only); free, but more options with paid version
Fun, has a different palette scheme that most.

Auryn Ink (iOS and Android) Website auryn.ink: online manual
Specific to watercolors (wet or dry paper, pressure effects, amount of "water" in the brush,
bleeding of colors. A little tricky to learn, but a powerful way to create watercolor effects.

APPS THAT ARE PRIMARILY TOOLS

Albers/ Color (iOS) $13.99
The digital version of Josef Albers book, "The Interaction of Color"

Contains the entire text and exercises that are in the original. Allows you to do the exercises
digitally. Winner of the 2013 Best Interative Product in the tablet/handheld category from
Communication Arts and the 2013 Spark award for best app.

GridPainter and Notanizer (iOS, Android)

These can be purchased separately or together as "Painters Art Pack". Both allow import of
photos.