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# Digital Art Tools and Software You Can Use Today

**KS3** Ages 11-14 ⌚ 3 min read

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## What is Digital Art?

**Digital art** is artwork created using a computer, tablet, or other electronic device instead of paper and pencils. Artists use special **software** (computer programs) and tools to draw, paint, design, and create amazing images. The best part? You can undo mistakes instantly and experiment without wasting materials!

Think of it like having a magical sketchbook that never runs out of eraser, lets you change colours in a split second, and saves your work automatically.

## Drawing and Painting Software

Some popular programs for creating digital drawings and paintings include **Procreate**, which works on iPads and is loved by professional artists. **Adobe Photoshop** is an industry-standard tool used by designers and photographers worldwide. For beginners, **Krita** and **GIMP** are free options that offer powerful painting tools. **Clip Studio Paint** is excellent for comics and manga-style artwork.

These programs let you use digital brushes that mimic real paint, charcoal, and pencils. You can adjust the brush size, opacity, and colour with precision that's difficult on paper.

## Vector and Graphic Design Tools

**Vector graphics** software creates artwork using shapes and lines that can be resized without losing quality. **Adobe Illustrator** and **CorelDRAW** are professional choices, while **Inkscape** is a brilliant free alternative. These tools are perfect for logos, posters, and graphic design.

Think of vector graphics like building with LEGO bricks—you can arrange perfect shapes and resize them without them getting pixelated or blurry.

## 3D Art Software

If you want to create three-dimensional artwork, **Blender** is a free, powerful 3D modelling tool used by animation studios. **Autodesk Maya** and **Cinema 4D** are professional options. These programs let you sculpt, model, and animate digital objects.

## Getting Started

You don't need expensive equipment to begin. Many free programs like **Krita**, **GIMP**, and **Blender** are just as capable as paid software. A tablet with a stylus is helpful but not essential—you can start with just a mouse and a computer.

The most important thing is to experiment, have fun, and keep practising your skills!