

Press kit · October 2026

AltoPaint

Curiously small paintings

AltoPaint turns a phone into a tin of paint. The lid holds a tiny canvas, the base holds twelve real pigments and a mixing tray, and the paint behaves like paint: colors mix the way pigments do, the brush runs dry, wet strokes drag into each other, paint dries, and thick strokes catch the light.

It launches on the App Store on **October 23, 2026**, the same day as iPhone Duo. Open the Duo partway and it looks just like a paint tin: the canvas held up in the lid, the paints lying flat below.

Release date	October 23, 2026
Platforms	iPhone Duo, iPhone, iPad
Requires	iOS 27 or iPadOS 27
Price	$4.99 for launch week, then $5.99. No subscriptions, in-app purchases or ads.
Developer	High Line Labs LLC, New York City
App Store	apps.apple.com/app/id6825181273
Website	altopaint.app
Press	press@highlinelabs.co

Paint that behaves like paint

Every pixel of the canvas stores how much of each of twelve real pigments it holds, and its color comes from how real paint absorbs and scatters light. Each screenshot below is a simple demonstration of one feature, painted live in the app.



Pigments that mix
Two pigments, then what they make together on the tray.



The brush runs dry
One dip each, until the stroke breaks into dry-brush streaks.



Wet-into-wet
Strokes drag wet paint along. Lemon across blue turns green.



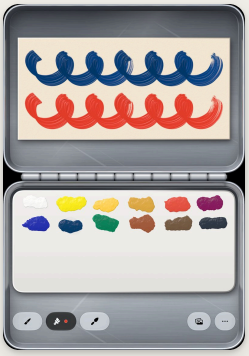
Paint dries
White across wet blue picks up streaks; across dry blue, it stays clean.



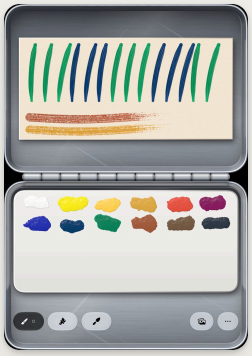
Thick paint
Bristle grooves and ridges catch the light.



Palette knife
Smears wet paint, or lays flat, solid planes.



Flat brush
Its chisel swells and thins like a calligraphy pen.



Apple Pencil
Pressure, tilt and azimuth shape every stroke.



Oil
Glossy and thick, on a warm toned canvas.



Gouache
Matte and flat, on white paper.

Twelve real pigments

Titanium white, lemon yellow, cadmium yellow, yellow ochre, cadmium red, quinacridone magenta, ultramarine blue, phthalo blue, viridian, burnt sienna, raw umber and Payne's grey. Yellow and blue make green, ultramarine and magenta make violet, and white makes clean tints.

A brush that carries paint

A dip fills the brush, and every stroke spends it. A full brush covers; an emptying one blends and drags. A brush through wet paint picks some of it up and lays it down in streaks further along, the way a real one does.

No undo, on purpose

Like real paint, AltoPaint has no undo. Paint over it, scrape it back with the knife, or let it dry and work on top. Nothing is ever ruined; it just becomes part of the painting.

Made for iPhone Duo

The tin opens across the middle of the screen, right where the Duo folds, so a half-open Duo holds the canvas up like the lid of a tin, with the paints and tray lying flat below. It works just as well on any iPhone or iPad.

Three tools

A round brush for everyday painting, a flat brush with a chisel edge, and a palette knife. There's no size control: pinch in on the canvas for finer marks.

About the maker

AltoPaint is made by **Eric Kunz**, an engineer at Instagram and the founder of High Line Labs LLC, a small app studio in New York City. His other apps include Horolog, a watch collection tracker, and Hinge Harp, a pocket instrument for iPhone Duo. He's drawn to the place where digital design meets traditional craft.

erickunz.com

Fact sheet

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Requires	iOS 27 or iPadOS 27
Price	$4.99 launch week, then $5.99
Languages	English and 10 more: Chinese (Simplified and Traditional), French, German, Italian, Japanese, Korean, Portuguese (Brazil), Russian, Spanish
Input	Touch and Apple Pencil
App Store	apps.apple.com/app/id6825181273



iPhone Duo *iPhone* *iPad*

Assets and contact

Full-resolution screenshots, the app icon, screen recordings and the press release:
altopaint.app/press
Interviews, review copies and questions: **press@highlinelabs.co**