

SketchBook Pro for iPad

SketchBook Pro for iPad

Autodesk®

© 2010 Autodesk, Inc. All Rights Reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, Algor, Alias, Alias (swirl design/logo), AliasStudio, AliasWavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backburner, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design Web Format, Discreet, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, Face Robot, FBX, Fempro, Fire, Flame, Flare, Flint, FMDesktop, Freewheel, GDX Driver, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inferno, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, Lustre, MatchMover, Maya, Mechanical Desktop, Moldflow, Moonbox, MotionBuilder, Movimento, MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert, Mudbox, Multi-Master Editing, Navisworks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, Pipeplus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, RealDWG, Real-time Roto, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, Smoke, Softimage, SoftimageXSI (design/logo), Sparks, SteeringWheels, Stitcher, Stone, StudioTools, ToolClip, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual LISP, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Published by:
Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA 94903, USA

Contents

Chapter 1	Introduction	1
	Sketching	1
	Clutch	2
	Toolbar	2
	Canvas	3
	Brush Properties puck	10
	Marking menu	12
	Corner tools	13
	Glossary	13
Chapter 2	Change brushes and colors	21
	Brushes and the Brush Editor	21
	Customize brushes	23
	Choose a color	27
	Color Wheel panel	32
	Swatch panel	37
Chapter 3	Sketching and painting	43
	Create a new sketch	43
	Import a template	45
	Drawshapes	47
	Flood fill and area	48
	Symmetry	51

	Undo and redo	52
Chapter 4	Use layers	55
	Layers and the Layer Editor	55
	Add a layer	58
	Duplicate a layer	59
	Add an image	60
	Merge layers	62
	Delete a layer	64
	Hide and show a layer	65
	Reorder layers	67
	Change layer opacity	69
	Preserve layer transparency	71
	Blend modes	72
	Apply blend modes	74
	Transforming a layer	76
Chapter 5	View and save your sketch	81
	Change your view	81
	External monitor support	86
	Save your sketch	87
	Export your sketch	87
	Email a sketch	93
	Open a saved sketch	95
Chapter 6	Changing Preferences	97
	Offset your cursor	97
	Rotate and imported image	99
	Stop symmetry at the center	101
	Change the corner assignments	103
	Change gesture behavior	105
	Show toolbar	108
	Reset a brush	110
	Reset preferences	111
	Index	115

Introduction




Sketching

Drag your finger to start sketching. A default brush and color are used.



To change the brush or color, see [Change brushes and colors](#) on page 21.

Clutch

Tap  (Clutch button) to access the **toolbar** with all its tools, and **Brush Properties** puck (see [Brush Properties puck](#) on page 10).

Toolbar

Use the tools in the toolbar to save, create, edit, and access preferences, an assortment of editors, and tools.



 Gallery	<ul style="list-style-type: none">■ Save your sketch on page 87■ Export your sketch on page 87■ Open a saved sketch on page 95■ External monitor support on page 86■ Add an image on page 60
 New Sketch	<ul style="list-style-type: none">■ Create a new sketch on page 43
 Preferences	<ul style="list-style-type: none">■ Changing Preferences on page 97■ Offset your cursor on page 97■ Rotate and imported image on page 99■ Stop symmetry at the center on page 101■ Change the corner assignments on page 103■ Change gesture behavior on page 105■ Show toolbar on page 108■ Reset a brush on page 110■ Reset preferences on page 111
 Undo	<ul style="list-style-type: none">■ Marking menu on page 12■ Undo and redo on page 52



Redo

- [Marking menu](#) on page 12
 - [Undo and redo](#) on page 52
-



Brush Editor

- [Marking menu](#) on page 12
 - [Change brushes and colors](#) on page 21
 - [Brushes and the Brush Editor](#) on page 21
 - [Change brush properties](#) on page 24
 - [Color Wheel panel](#) on page 32
 - [Swatch panel](#) on page 37
-



Draw Style

- [Drawshapes](#) on page 47
-



Symmetry Mode

- [Symmetry](#) on page 51
 - [Stop symmetry at the center](#) on page 101
-



Frame Canvas

- [View the full canvas](#) on page 86
-



Layer Transform

- [Transforming a layer](#) on page 76
-



Layer Editor

- [Marking menu](#) on page 12
 - [Use layers](#) on page 55
 - [Layers and the Layer Editor](#) on page 55
-

Canvas

The area where you sketch and paint is the **canvas**. Use the following gestures to access tools:

- 3-finger **tap** to access the **Brush Properties** puck.

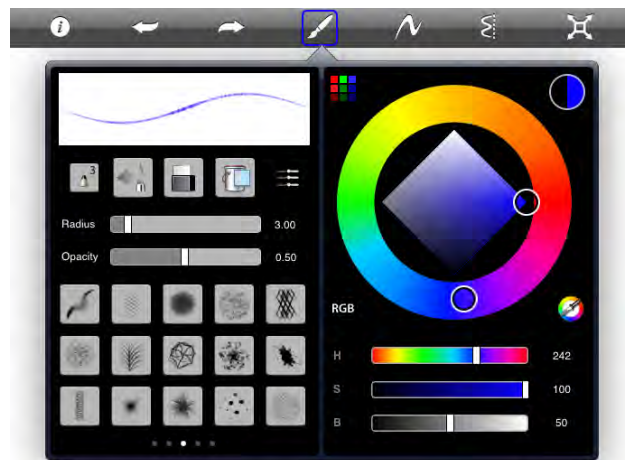
NOTE The preference **3 Finger Tap for Brush Editor** must be disabled.
See [Change gesture behavior](#) on page 105.



**Brush
Properties
puck** on page
10

- 3-finger tap to access the **Brush Editor** .

NOTE The preference **3 Finger Tap for Brush Editor** must be enabled.
See [Change gesture behavior](#) on page 105.



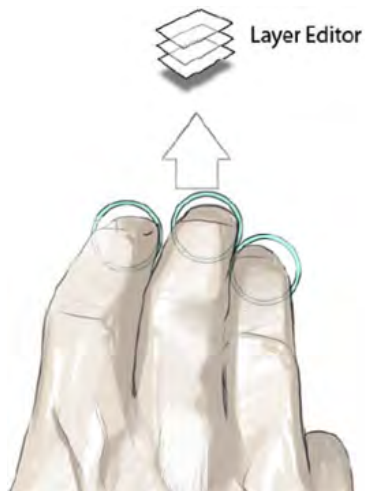
- 3-finger **swipe** in the following directions to access these tools:



Left to **undo** the last action.



Right to **redo** the last action.



Up to access the **Layer Editor**.



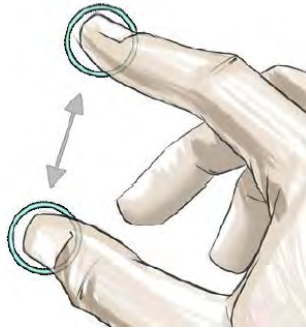
Down to access the **Brush Editor**.

- 2-finger tap the corners of the screen to access an assortment of tools. See [Corner tools](#) on page 13 and [Change the corner assignments](#) on page 103.

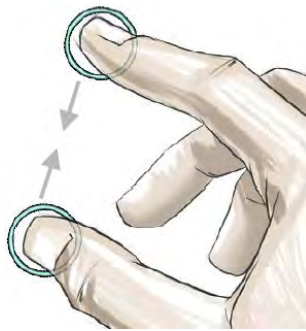


Zoom into and out of the canvas

On the screen, pinch together or expand two fingers to zoom in or out.



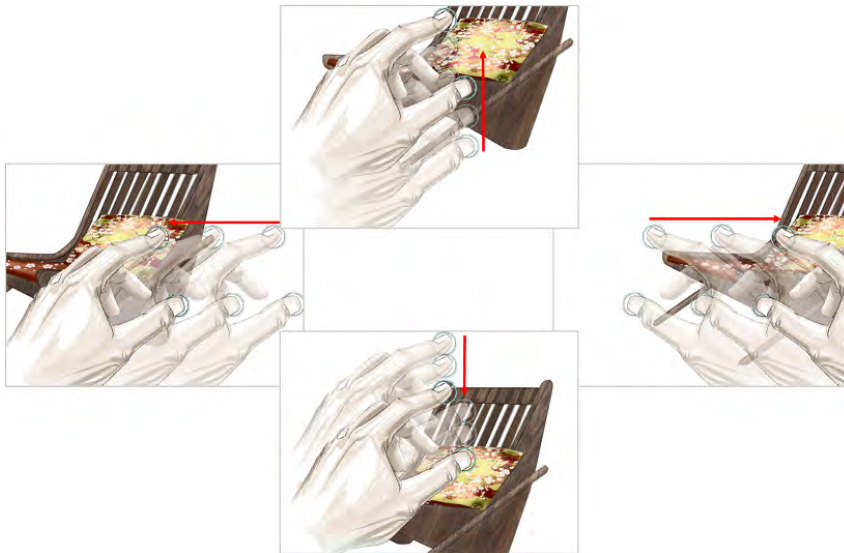
Pinch and expand your fingers to zoom in.



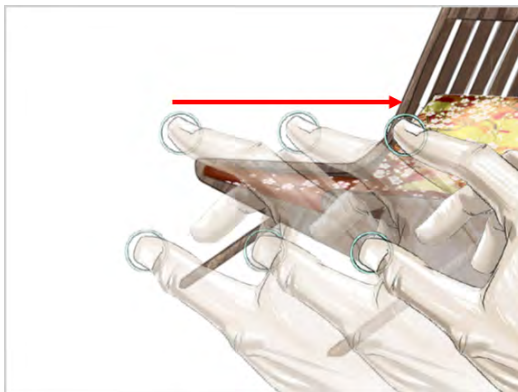
Pinch your fingers together to zoom out.

Reposition the canvas

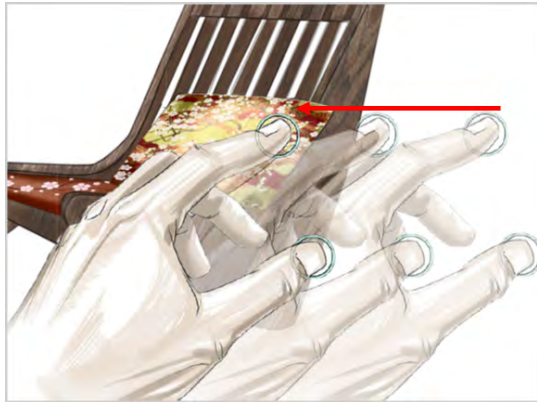
With two fingers, drag in different directions to change your view of the canvas.



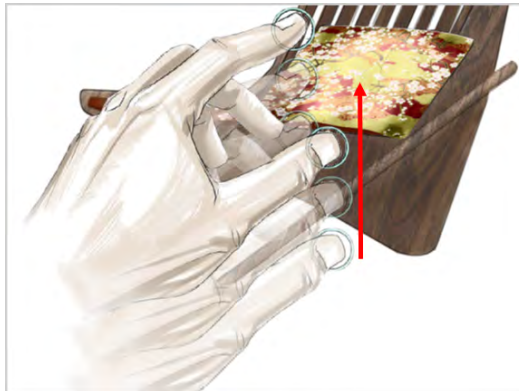
Keep in mind, this does not change the placement of layers on the canvas. For this, see [Transforming a layer](#) on page 76.



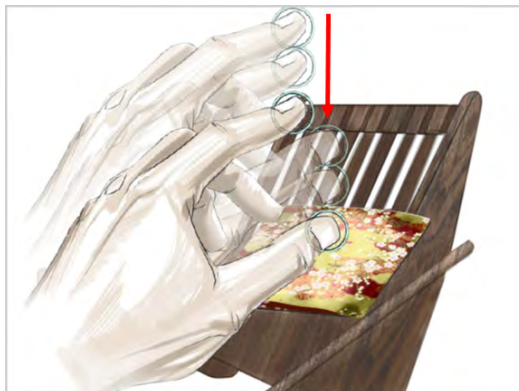
With two fingers, tap-drag to the **right** to pull the canvas and see the **left side** of it.



With two fingers, tap-drag to the **left** to pull the canvas and see the **right side** of it.



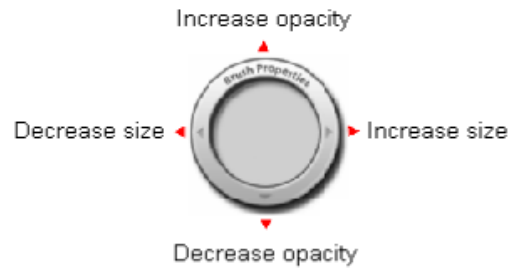
With two fingers, tap-drag **up** to pull the canvas and see the **lower part** of it.



With two fingers, tap-drag **down** to pull the canvas and see the **upper part** of it.

Brush Properties puck

Use the **Brush Properties** puck for changing the size and opacity of a brush.



- To access the puck, see [Access the Brush Properties puck](#) on page 10.
- To resize a brush, see [Resize a brush](#) on page 11.
- To change paint opacity, see [Change paint opacity](#) on page 11.

Access the Brush Properties puck


There are two ways to access the **Brush Properties** puck:




Tap the canvas with three fingers to access the **Brush Properties** puck.

NOTE The puck is not accessible through this method if the preference **3 Finger Tap for Brush Editor** is enabled. To disable it, see [Change gesture behavior](#) on page 105.

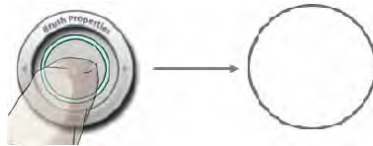


At the bottom of the canvas, tap .

TIP Either tap the canvas with three fingers or tap  to access the toolbar.

Resize a brush

From within the **Brush Properties** puck:



Tap-drag **left** to **increase** the size of a brush.



Tap-drag **right** to **decrease** the size of a brush.

Change paint opacity

From within the **Brush Properties** puck:



Tap-drag **up** to **increase** opacity.

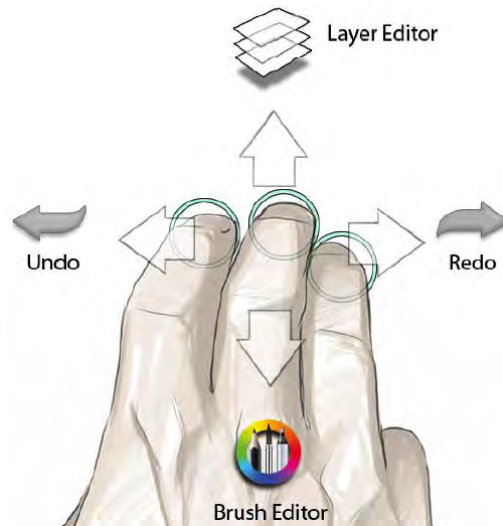


Tap-drag **down** to decrease opacity.

NOTE To change layer opacity, see [Change layer opacity](#) on page 69.

Marking menu


With three fingers, swipe in any of the following directions to access tools in the marking menu:



- Swipe **left** to **undo** the last action.
- Swipe **right** to **redo** an action.
- Swipe **up** to access the **Layer Editor**.


- Swipe **down** to access the **Brush Editor**.

Corner tools

When you tap , the icons for the corner double-tap tools are visible. To access these tools, double-tap the corners of the screen. See [Change the corner assignments](#) on page 103 to assign different tools to these corners.

The default corner quick tool mappings are:



-  Top left
-  Top right
-  Bottom left
-  Bottom right

Glossary

Definitions of terms used in this help.

brush A tool for adding brushstrokes to the canvas. Available brushes include pencil, pen, eraser, paintbrush, airbrush, marker, chisel brush, felt pen, and smear pen.

- [Brushes and the Brush Editor](#) on page 21

Brush Editor A window with two panels, one for choosing brushes and changing their attributes, and the other for selecting, changing, and creating colors.



- [Change brushes and colors](#) on page 21
- [Brushes and the Brush Editor](#) on page 21
- [Choose a color](#) on page 27

brush outline A circular outline that shows the size of a brush. This is only visible when resizing a brush.

- [Resize a brush](#) on page 11


brushstroke A mark made when you drag a finger across the canvas.

- [Sketching](#) on page 1
- [Sketching and painting](#) on page 43

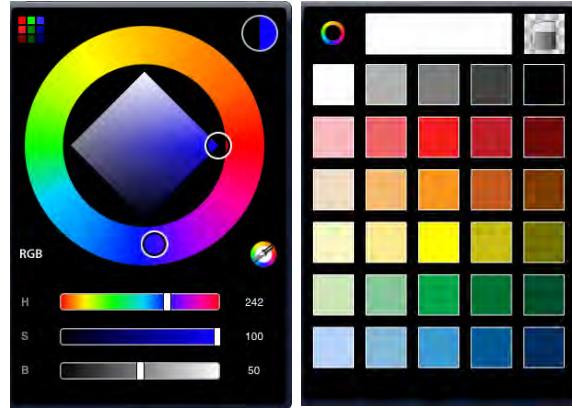
canvas The paintable area where strokes are applied and images are imported.

- [Canvas](#) on page 3
- [Change your view](#) on page 81


- [Add an image](#) on page 60

 **clutch** A UI element for accessing the toolbar and **Brush Properties** puck.

Color Editor Part of the **Brush Editor** with options for selecting, creating, and making changes to colors.



- [Choose a color](#) on page 27
- [Color Wheel panel](#) on page 32
- [Swatch panel](#) on page 37

 **eye-dropper** A tool, also known as the **color picker**, for grabbing a color.

- [Capture a color](#) on page 36

flick The quick action of moving your finger to mimic the turning of a page. This action is used in the **Brush Editor** for accessing different pages of brushes.

- [Select a brush](#) on page 22

layer An entity that contains its own content. When combined or stacked with other layers, it becomes part of a composition. Layers can be visible or hidden, rearranged, transformed, their opacity changed, and blended.

- [Layers and the Layer Editor](#) on page 55
- [Hide and show a layer](#) on page 65

- [Reorder layers](#) on page 67
- [Transforming a layer](#) on page 76
- [Change layer opacity](#) on page 69
- [Duplicate a layer](#) on page 59
- [Change layer opacity](#) on page 69
- [Blend modes](#) on page 72

marking menu A hidden menu accessible when using a three-finger gestures.

- [Marking menu](#) on page 12

opacity The amount of transparency. Paint/brush and layer opacity can be changed.

- [Change brush properties](#) on page 24
- [Change layer opacity](#) on page 69
- [Preserve layer transparency](#) on page 71

panel A flippable piece of an editor that displays options specific to this section.

- [Color Wheel panel](#) on page 32
- [Swatch panel](#) on page 37
- [Change RGB and HSB](#) on page 34

PSD The file format that can contain layers.

- [Export your sketch](#) on page 87

Shape texture brush A brush that uses a shape to create its stroke. An assortment of these can be found in the **Brush Editor**.

- [Brushes and the Brush Editor](#) on page 21

stamp spacing The space between a series of stamps that defines a brushstroke.



Decreasing spacing places stamps closer together, producing a dark smooth brushstroke.



Increasing spacing spreads stamps out, producing a brushstroke that is lighter and not as smooth.

- [Change brush properties](#) on page 24

stroke What is created when you sketch or paint.

- [Sketching](#) on page 1

- [Sketching and painting](#) on page 43

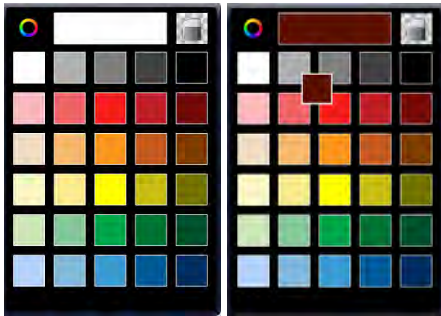
SV (saturation and value) triangle The values that combine to create the diamond in the **Color Wheel**.



Tap-drag within the diamond to adjust the shading and tint of the color.

- [Color Wheel panel](#) on page 32

swatch A color chip found in the **Swatches** panel of the **Brush Editor**.



Swatches can be added to the panel.

- [Swatch panel](#) on page 37

swipe The action of quickly dragging three fingers across the canvas to access a certain tools.

- [Marking menu](#) on page 12

tap The action of lightly rapping the corners of the screen or middle of the canvas with two or three fingers to access a certain tools.

- [Change gesture behavior](#) on page 105
- [Change the corner assignments](#) on page 103

- [Corner tools](#) on page 13
- [Brush Properties](#) [puck](#) on page 10
- [Brushes and the Brush Editor](#) on page 21

transparency (of layer, of brush) The amount of detail you can see underneath a layer or brushstroke.

- [Change layer opacity](#) on page 69
- [Change brush properties](#) on page 24
- [Preserve layer transparency](#) on page 71

Change brushes and colors

2

Brushes and the Brush Editor

Sketching starts with selecting a brush. You can choose from an assortment of default brushes, which make sketching a breeze. Flick through the pages of brushes to select one in the **Brush Editor**.



Select a brush

The **Brush Editor** contains a variety of different brushes, including color stamps and a smear brush. Flick through the pages and select a brush.



Tap  .

NOTE You can access the **Brush Editor** two other ways. See [Change gesture behavior](#) on page 105 and [Marking menu](#) on page 12.



Flick the page to see other brushes.

3



Tap a brush.

NOTE The last-used brush is saved for the next session.

Customize brushes

Looking for something different? Change the settings of a brush to customize it. Within the **Brush Editor**, there are tools for changing the radius, opacity, spacing, and color of a brush. To reset brushes to their default settings, see [Reset preferences](#) on page 111. To reset an individual brush, see [Reset a brush](#) on page 110.

Change brush properties

Use the sliders in the **Brush Editor** to change the properties of a brush.

1



Three-finger swipe down to open the **Brush Editor**.

2




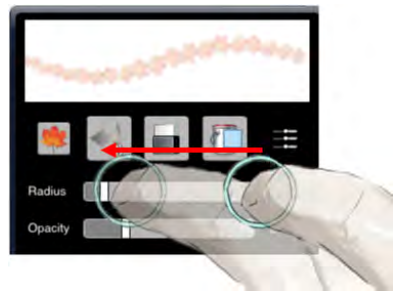
Tap a brush.

3 Do either of the following:



- Tap-drag **Radius** to the **right** to **increase** the size of a stroke.

NOTE If the **Radius** slider isn't visible, tap  to flip the panel.




- Tap-drag **Radius** to the **left** to **decrease** the size of a stroke.



- Tap-drag **Opacity** to the **right** to **increase** the transparency of the stroke.




- Tap-drag **Opacity** to the **left** to **decrease** the transparency of the stroke.

NOTE If the **Opacity** slider isn't visible, tap  to flip the panel.



- Tap-drag **Spacing** to the **right** to **increase** the spacing of the stroke stamp.

NOTE If the **Spacing** slider isn't visible, tap  to flip the panel.





- Tap-drag **Spacing** to the left to **decrease** the spacing of the stroke stamp.



- Tap any of the following to change the brush tip:




Choose a color

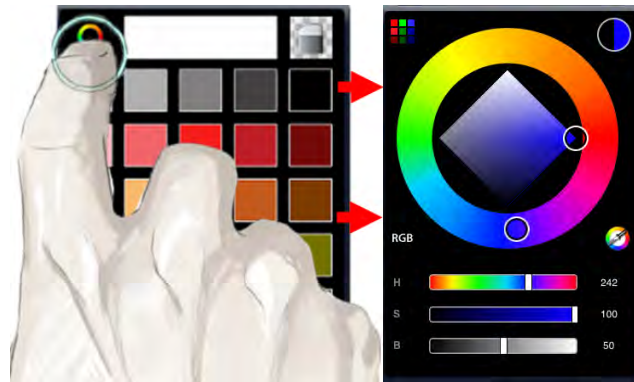
After selecting a brush, select a color using  (**Color Wheel**) and  (**Swatches**).


Change color panels

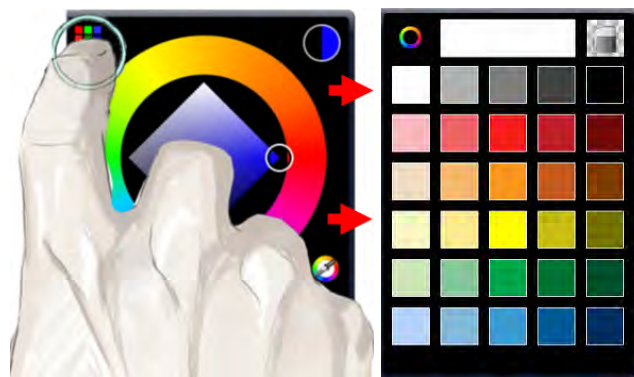
Tap the button in the top left corner to flip between panels. Use the **Color Wheel** to create colors or set RGB or HSB values to achieve the color you want.

Use **Swatches** to access preset and stored custom colors, as you work. Colors created in the **Color Wheel** panel can be stored as swatches for future use. See [Create a swatch](#) on page 40 to the other panel.

- Tap  to flip to the **Color Wheel** panel.



- Tap  to flip to the **Swatch** panel.




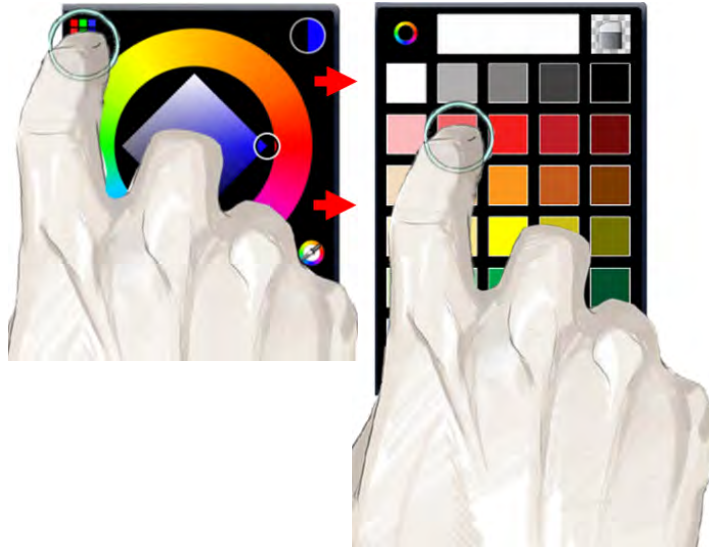
Select a color

From the **Brush Editor**, use the panels of the Color Editor to create or choose a color.



2 Do any of the following:

- Tap , then tap a swatch.



- Tap-drag within the diamond to change the saturation and luminance.




- Tap-drag within the ring to change the hue.



- Tap-drag the sliders to change the RGB or HSB values.

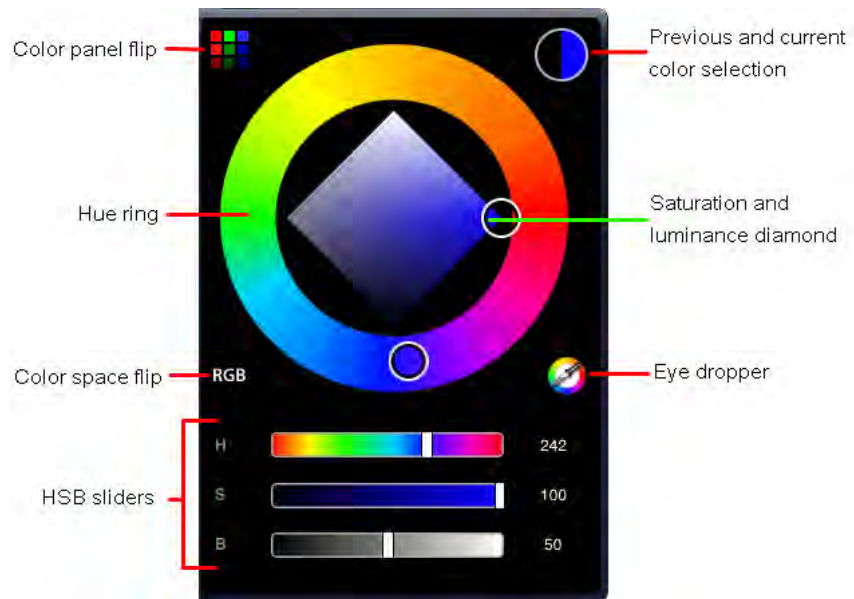


- Tap-drag  to capture a color from a different source.



Color Wheel panel

With the **Color Wheel** panel, change the hue, saturation, and luminance, set RGB or HSB, or use the **eye-dropper** to grab a color from a different source.



Select a color

Use the **Color Wheel** to select a color.



- Tap-drag within the ring to change the hue.



- Tag-drag within the diamond to change the saturation and luminance.

Change RGB and HSB

You can create a color by setting RGB and HSB values.

- 1 Do one of the following:



- Tap **HSB** to flip to the HSB panel.




- Tap **RGB** to flip to the RGB panel.

2




Tap-drag the sliders to set a value.

Capture a color

Use  to grab a color.

1



In the Color Wheel panel, tap .

2

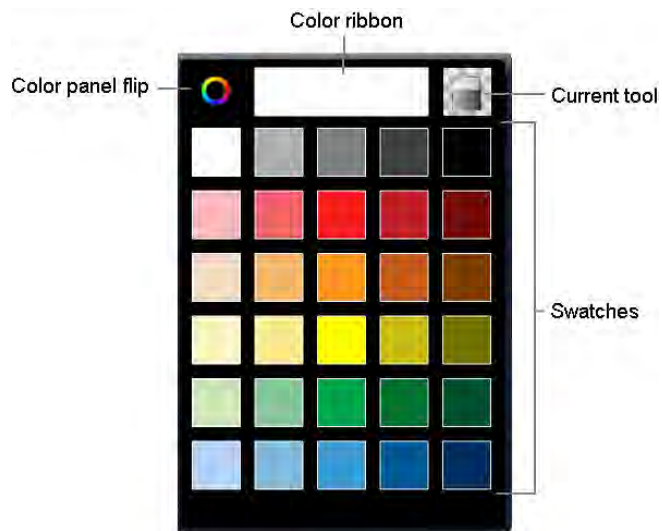


Tap a color to capture it.

Swatch panel

The **Swatch** panel houses a selection of pre-defined color chips. As you create swatches of your own, they replace others and appear in this panel.

IMPORTANT You must close out of the **Brush Editor** to save your swatches. Do this by either selecting another tool from the toolbar, sketching, saving, or letting the editor close on its own.



When working on projects where the client has provided a pallet, capture and store swatches of these colors for future use. See [Capture a color](#) on page 36 and [Create a swatch](#) on page 40 for more information.

After a project is completed, to remove swatches, there are two methods:


- [Reset preferences](#) on page 111.
- Replace the swatches. [Capture a color](#) on page 36 and [Create a swatch](#) on page 40.

Select a swatch

After you have accessed the **Brush Editor**, use the **Swatches** panel to select a color swatch. To access the **Brush Editor**, see [Select a brush](#) on page 22 or [Change gesture behavior](#) on page 105 for more information.

1



If in the **Color Wheel** panel, tap  to flip to the **Swatches** panel.



2



Tap a swatch, then start painting.

Create a swatch

After creating a color, save it by creating a swatch.

1 Do any of the following:

- [Select a color](#) on page 33
- [Change RGB and HSB](#) on page 34
- [Capture a color](#) on page 36

2



Tap  .

3



Tap-drag the **color ribbon** onto or between swatches to add the color to the list.

Replace a swatch

As swatches are created, others are replaced. To create a swatch, see [Create a swatch](#) on page 40.



Tap the **color ribbon** and drag to create a swatch and replace an existing one anywhere within the **Swatches** panel.

Sketching and painting

3

Create a new sketch

After finishing a sketch, start a new one.

1



[Export your sketch](#) on page 87.

2



Tap .

3

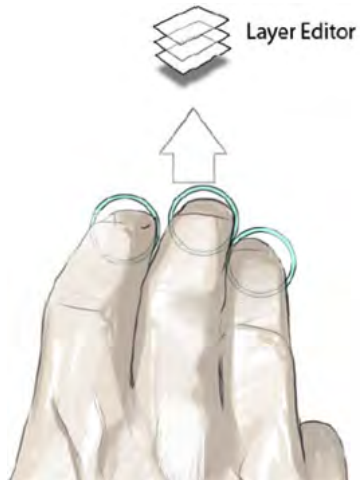


Tap  and draw.

Import a template

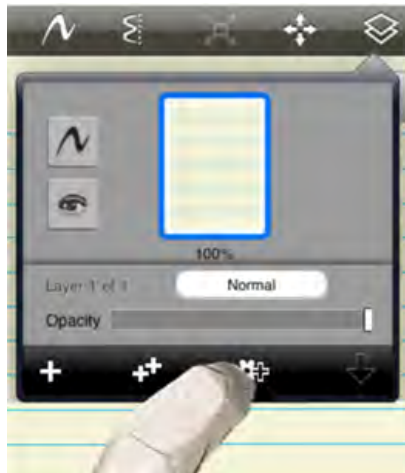
SketchBook offers a library of templates, such as grids, paper backgrounds, and so much more. Select a template to import it onto a layer and continue sketching.

1



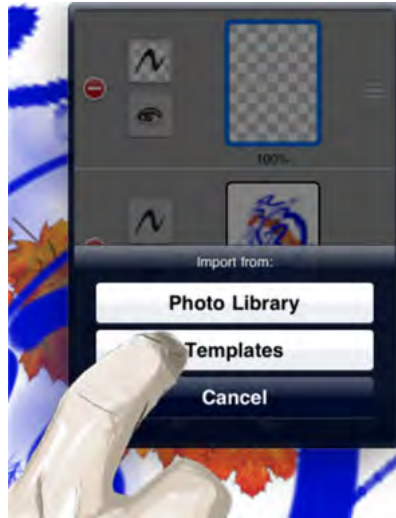
Three-finger swipe up..

2



Tap .

3



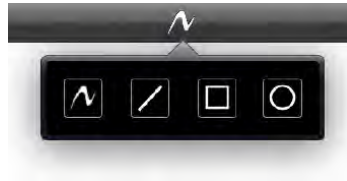
Tap **Templates** to open the **Templates** library.

4



Tap a template to load it into the **Layer Editor** and onto the canvas.

Drawshapes





Use the **Draw Style** tools to aid with drawing lines, rectangles, and ellipses, as well as return to freeform stroke mode.



Tap .


2 Tap one of the following:

-  to return to freeform stroke mode.
-  to draw a straight line.

■ □ to draw a rectangle.

■ ○ to draw an ellipse.

3 Draw.

NOTE To exit a **Draw Style** tool, tap a different **Draw Style** tool, such as .

Flood fill and area



Flood Fill fills the active layer with color, speeding up the painting process, working like a mask.

1



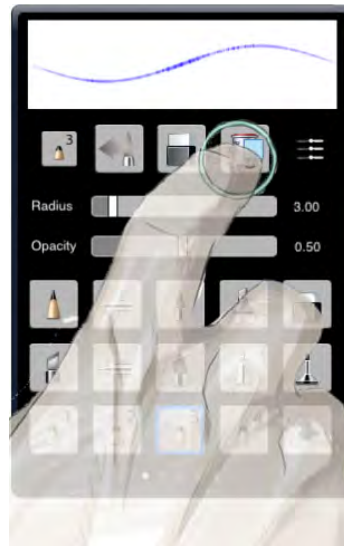
Tap .


2



Select a color.

3



Tap .

4

Tap an area to fill it.



Symmetry



The **Symmetry** tool enables you to turn symmetry on and off as you sketch. Anything drawn on one side of the axis is mirrored.

The axis of symmetry always appears at the center of the canvas.

1

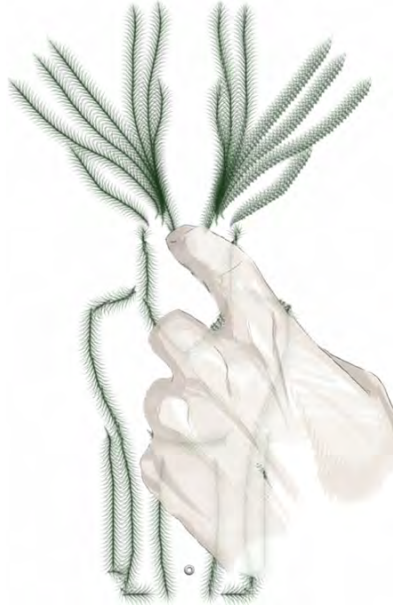


Tap  .



2

Draw.

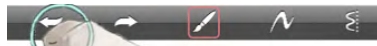


Undo and redo

Undo brushstrokes

SketchBook is more forgiving than paper or canvas. When you place a stroke and decide it's not what you had in mind, you can undo it.

To undo an action, do one of following:



- To undo the previous action, tap



- Three-finger swipe left.

- Double-tap the bottom left corner of the screen.

Redo brushstrokes

If you undo a stroke and decide you want it back, unlike traditional sketching, you can get it back.

To back out of undos (redo), do one of the following:



■ Tap  .



■ In the center of the canvas, three finger swipe to the right.

■ Double-tap the bottom right corner of the screen.

Use layers

4

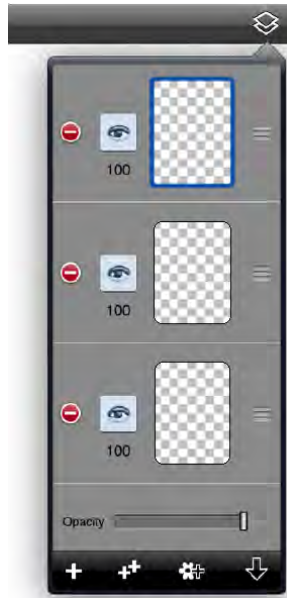
Layers and the Layer Editor

Access the **Layer Editor** and its layers from the toolbar.



Use layers to build a sketch with individual elements. Simplify changes and explore variations with them.

What are layers?



Layers provide a way to mark up or make changes to an image without modifying the rest of the composition. Use multiple layers for building complex sketches or testing variations of a design. Layers are created, duplicated, merged, turned on and off, reordered, blended, and deleted using the **Layer Editor**.

As content is added to a layer, the **Layer Editor** preview updates, displaying the content and making it easier to identify a layer.

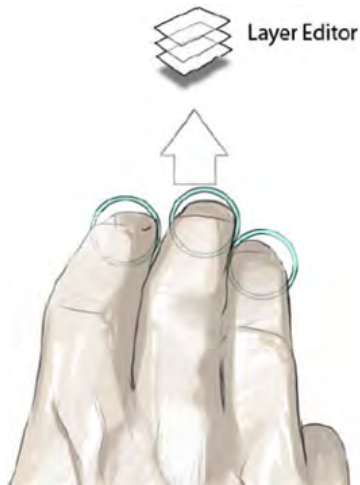


Empty layer



Layer with content

How do I use layers?



- 1 Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

NOTE Upon startup, the **Layer Editor** will have one layer listed.

Use **+** to add up to 5 more layers.

- 2 Do any of the following:
 - [Preserve layer transparency](#) on page 71
 - [Blend modes](#) on page 72
 - [Add a layer](#) on page 58
 - [Duplicate a layer](#) on page 59
 - [Add an image](#) on page 60
 - [Delete a layer](#) on page 64
 - [Hide and show a layer](#) on page 65
 - [Reorder layers](#) on page 67
 - [Change layer opacity](#) on page 69
 - [Merge layers](#) on page 62

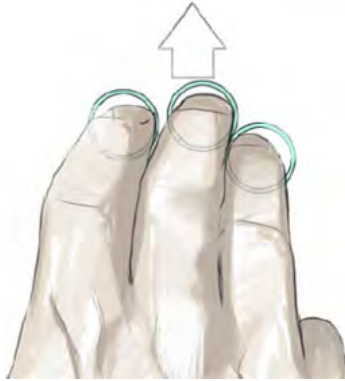
Add a layer

Create a new empty layer.

1



Three-finger tap to open the **Layer Editor**. The current layer is highlighted.



2



Tap **+**.

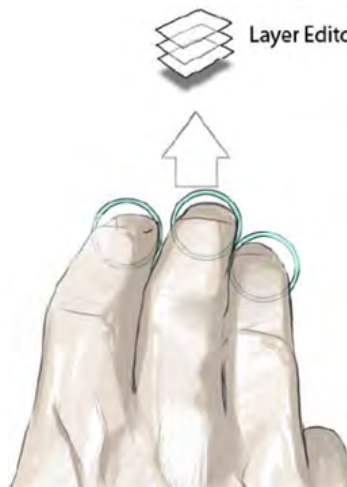
In the canvas, the new layer appears over the other layers. To reposition it, see [Reorder layers](#) on page 67.



Duplicate a layer

Create a copy of the active layer.

1



Layer Editor

Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

2



Tap the layer you want to duplicate.

3



Tap **+**.
A duplicated layer is created and becomes the active layer.

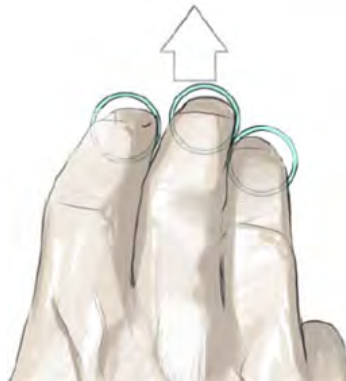
Add an image

Use **+** to add an image from the **Photo Library** to a layer to make modifications to the content and add it to the overall composition.

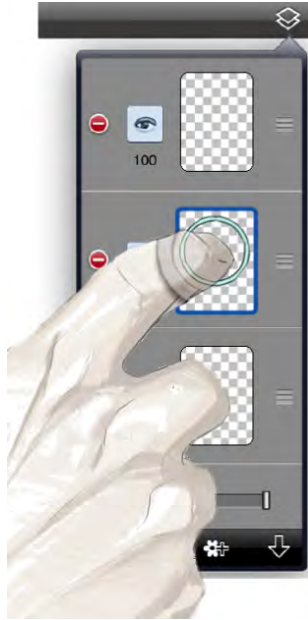
1



Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

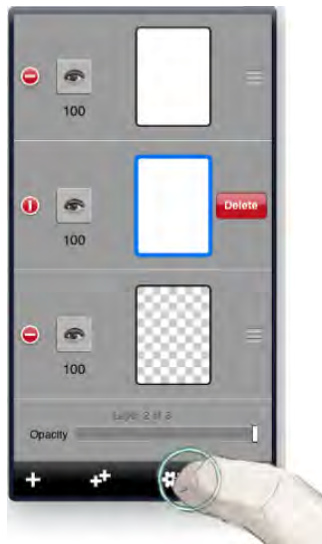



2



In the **Layer Editor**, tap a layer to make it active.

3



Tap .


4



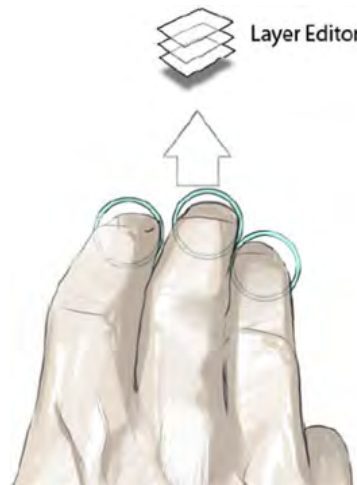
Tap

Photo Library

Merge layers

Once the content of a layer is finalized, use  **Merge** to combine layers. This frees up layers for creating other content.

1



Layer Editor

Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

2



The layer to be merged must be above the one it will be merged with. If it isn't, reposition it. See [Reorder layers](#) on page 67.

3



Tap .

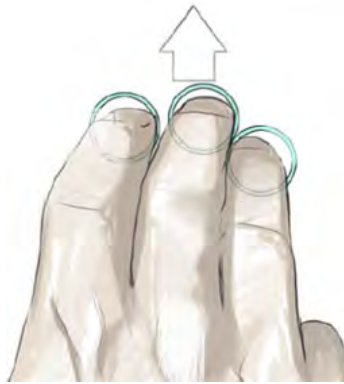
Delete a layer

Remove layers to make room for new ones.

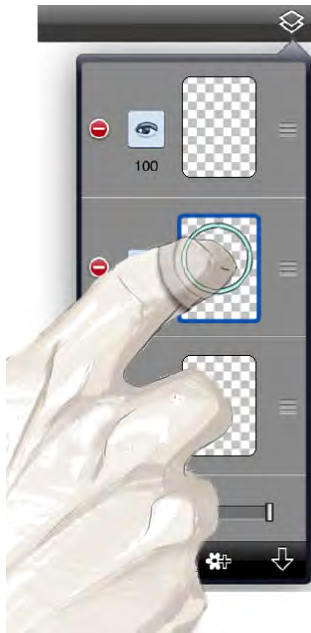
1



Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.






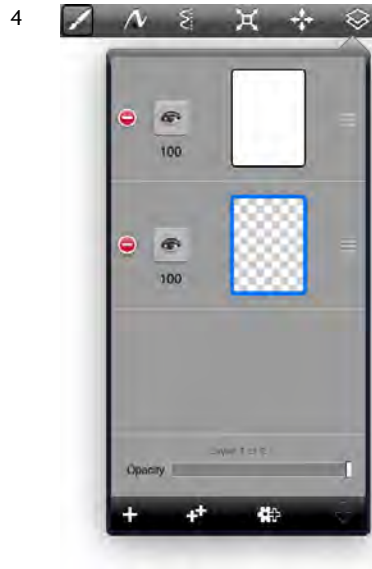
2




Tap a layer to make it active.



Tap . It changes to  and .



Tap . The layer is removed.

Hide and show a layer

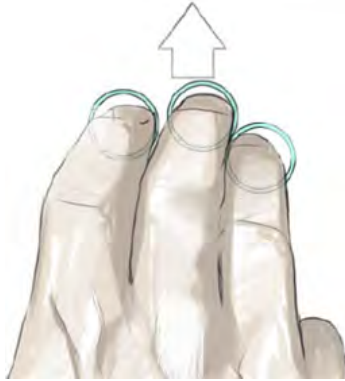
Create different variations of an idea by changing a color, add a logo, place something else in the scene, or remove an element. Hiding and showing layers

allows you this flexibility, making it possible to see only what you want to see.

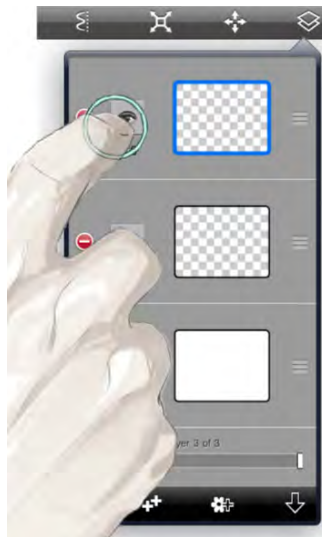
1



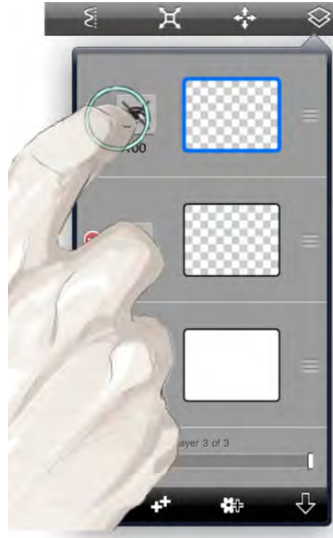
Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.



2 Do any of the following:



■ Tap  to hide a layer.



- Tap  to show a layer.

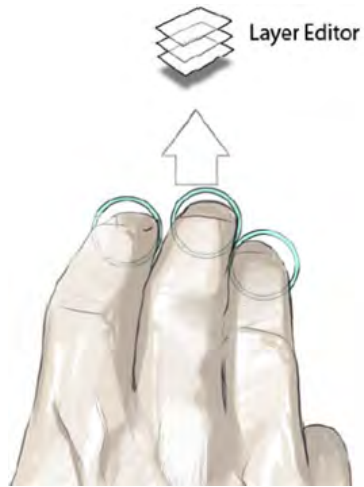
Reorder layers

Change the layer order by dragging layers above or below one another within the **Layer Editor**.

- To make a layer appear in front of another, move it above another.

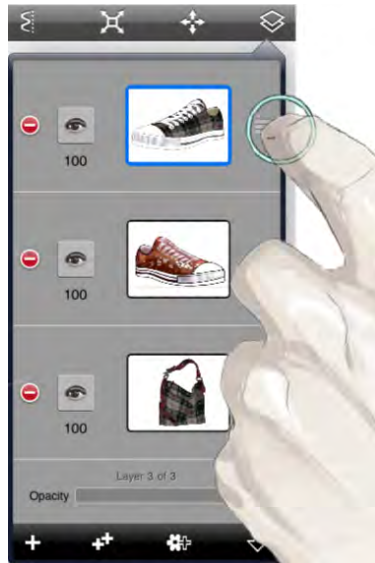
- To make a layer appear behind another, move it below another.


1



Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

2



Tap  next to the layer you want to move.

3

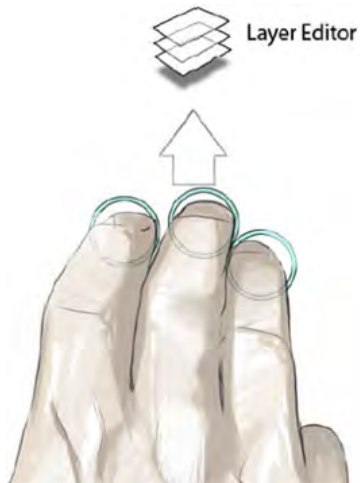


Drag the layer into position.

Change layer opacity

Change the transparency of a layer to create a striking or subtle effect.

1



Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

2



Tap the layer you want to affect.

3



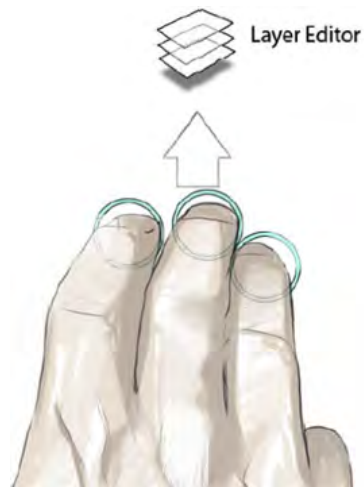
Drag the **Opacity** slider:

- left to increase transparency
- right to decrease transparency

Preserve layer transparency

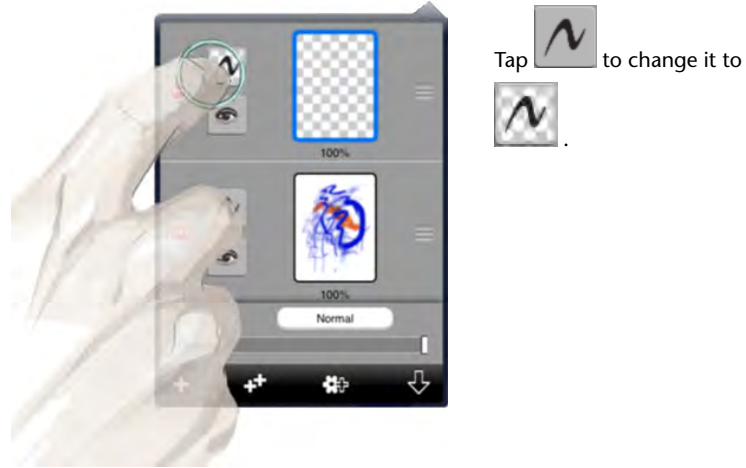
Use **Preserve Layer Transparency** to make edits to only the visible contents of a layer. Any transparent pixels on a layer remain transparent when this option is enabled, instead of becoming white and opaque. This makes it easier to composite various layers together, combining backgrounds and foreground images with blending occurring between pixels with various levels of transparency. When applied to a layer containing paint, only the painted portions of the layer are filled.

1



Three-finger swipe up to open the **Layer Editor**. The current layer is highlighted.

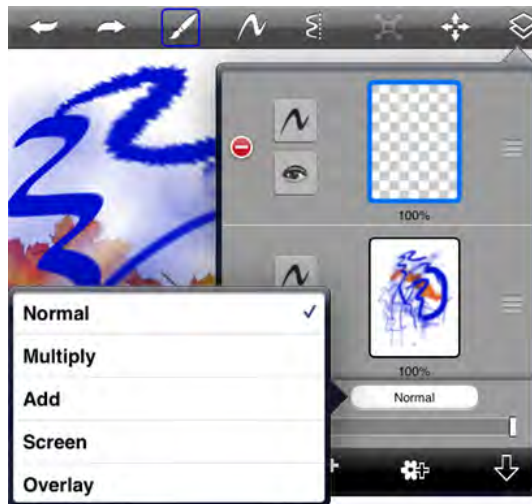
2



Blend modes

Use the blend modes to determine how layers are composited together and create complex multi-layered textures. Choose from **Multiply**, **Screen**, **Add**, or **Overlay**. Apply them and experiment without the fear of permanently altering your composition.

When multiple layers are combined using blend modes, the results can vary. Try changing the layer order and experimenting with the settings to achieve the result you want.



Multiply layers

Use **Multiply** to produce an overall darkening effect to the layer appearance.

When using **Multiply**, the value for each pixel in the layer is darkened by a value equal to or greater than the value of pixels on other layers occupying the same location in the layer stack. It produces a similar effect to combining one or more photographic transparencies together and looking through them.

Screen layers

Use **Screen** to produce an overall lightening effect to the composite.

When using **Screen**, each pixel in the layer is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. It produces an effect opposite to that of **Multiply**.

Add layers

Use **Add** to lighten the overall composition, similar to Screen, but in a more extreme manner.

When using **Add**, each pixel is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. This is applied as a linear calculation.

Overlay layers

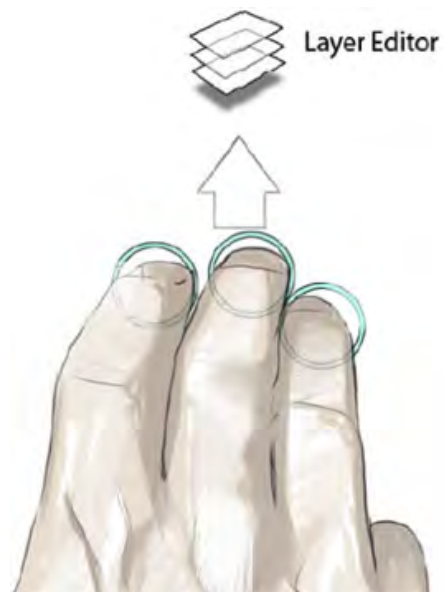
Use **Overlay** to intensify the color and contrast of the composition.

When using **Overlay** and applied to a dark (1 - 49 percent overall brightness) layer, it multiplies (darkens). When applied to a lighter (51-99 percent overall brightness) layer, it screens (brightens). The base color on the layer is not replaced, but mixed with the blend color to reflect the lightness or darkness of the original color.

Apply blend modes

To add a blend mode, do the following:

1



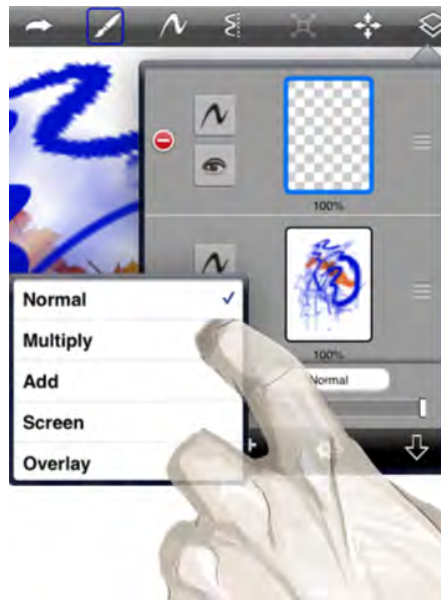
Three-finger swipe up.

2



Tap the **Blend Mode** button.


3



Tap a blend mode.

4 Draw.

Transforming a layer

Rotate, scale, and move a layer using  **Layer Transform**. Resize a layer, pivot it, or reposition it without affecting the content on other layers. Don't confuse this with transforming a canvas, which changes the view, without affecting the placement or size of the layers. For information on transforming the canvas, see [Change your view](#) on page 81.

Move, rotate, or scale a layer


Use two-fingers to drag along the canvas and transform your layer.

NOTE When transforming a layer, keep in mind that any content that is resized and expands beyond the size of the canvas (not your view) will be cropped off. Undoing this action will restore the content; otherwise, it is lost.

1




Do either of the following:

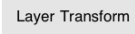

- Tap .
- Three-finger tap the canvas.



2

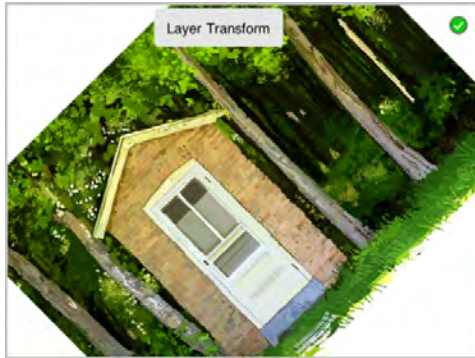


Tap . The canvas changes, displaying the following:

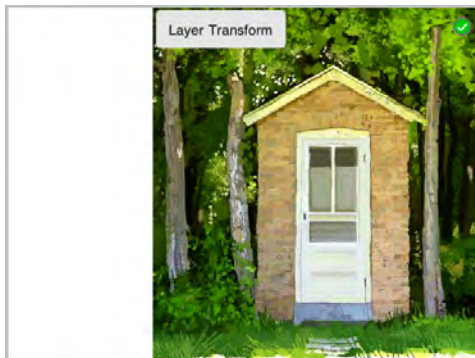
-  to indicate you are in this mode.
-  to take you out of **Layer Transform** mode.



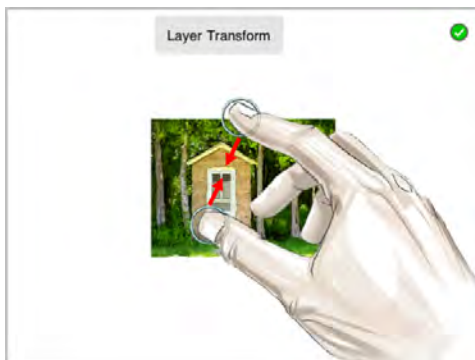
Courtesy: (c) Susan Murtaugh



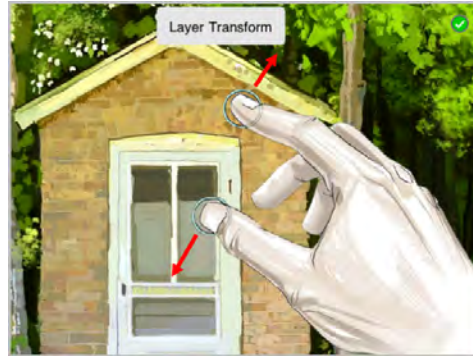
To rotate, with two fingers, twist to the left or right.



To move, with two fingers, drag in any direction.



To scale, with two finger, pinch the canvas for a smaller layer and expand your fingers for a larger layer.



View and save your sketch

5

Change your view

Zoom in on or out from an area of your sketch, or move around the canvas and change your view.

Zoom in and move around a sketch

Zoom in to see detail and have finer control when sketch and painting.



With two fingers, drag and expand on the canvas to zoom in.

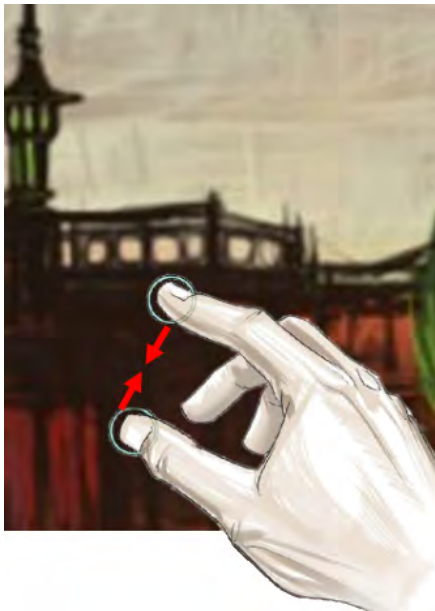
NOTE To zoom in further, repeat this action as many times as necessary.



With two fingers, drag the canvas to change its placement.

Zoom out of a sketch

Use zooming out for when you want to have a better view of the overall composition.




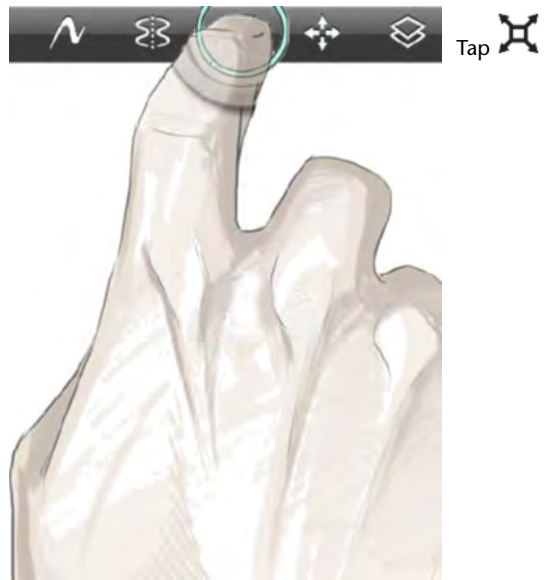
With two fingers, pinch the canvas.

NOTE To zoom out further, repeat this action as many times as necessary.



View the full canvas

Use  **Frame Canvas** to instantly change the view and display the full canvas.



External monitor support

Use SketchBook Pro for iPad for presentations. Make them interactive, adding ideas and notes on the fly. In meetings, capture ideas. In the classroom, provide step-by-step instruction.

Connect either the Apple Component AV Cable or Apple Dock Connector to VGA Adapter to your iPad, then the other end to a compatible display, such as a TV or computer monitor with either VGA or component inputs. Your canvas or gallery will be displayed on the external display device. As you sketch, your audience only see your modifications, not SketchBook's interface.

When using images in the **Gallery**, go between landscape and portrait image rotation. To display gallery images, highlight the image in the gallery panel. They appear full-sized on the external display. Page through images for a full-sized preview or slideshow.

Save your sketch

We recommend you save your work often for peak performance and to have copies your work.

1



Tap **Gallery**.

2



Tap **Save**.

Export your sketch

Sketches can be exported to iTunes. Choose from one of two formats: .PSD OR .PNG.

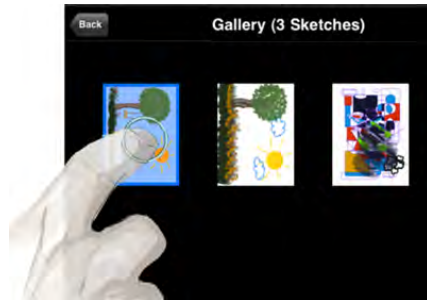
NOTE Exported files cannot be brought back into SketchBook Pro for iPad. To continue work on these files, save them to the **Gallery**.

Export your sketch as an Adobe® Photoshop® file

When you select the .PSD file format, all layers are saved. The next time the file is opened, you will find the layer structure intact.

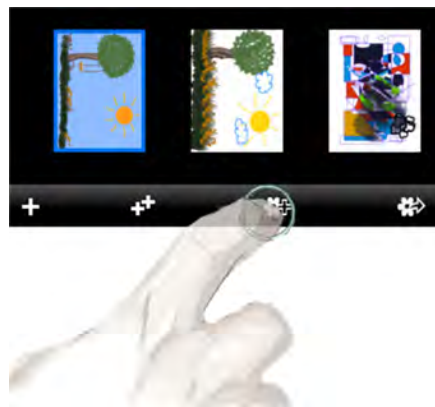


3



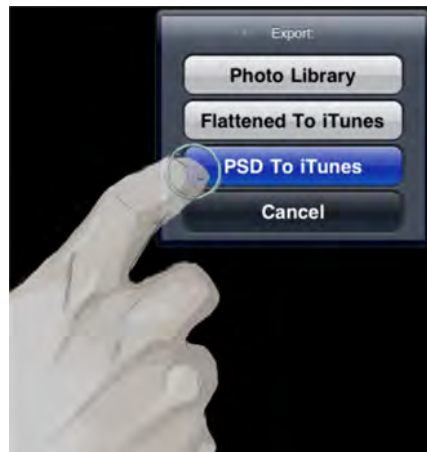
Tap the thumbnail view of the sketch.

4



Tap .

5



Tap .

6



Tap  .

Export your sketch as an image file

When you select the .PNG file format, all layers are merged to create a final image file.

1

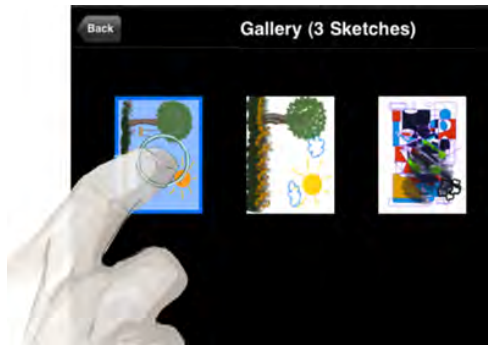


Tap  .

2

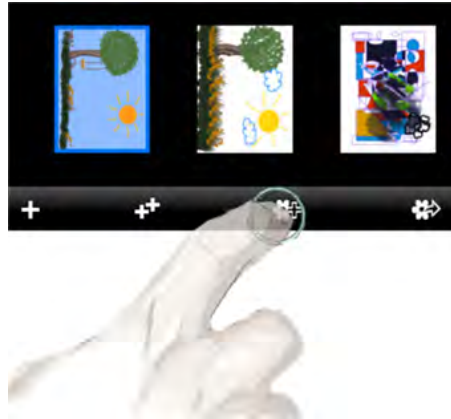



3



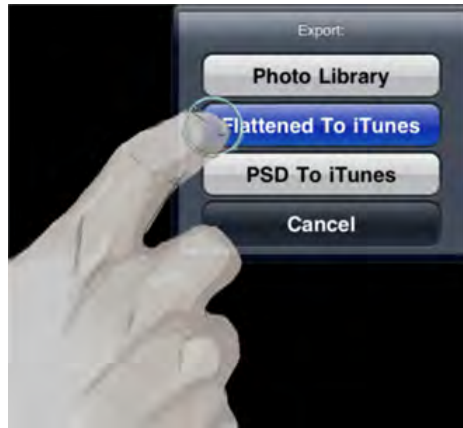
Tap the thumbnail view of the sketch.

4



Tap  .

5



Tap  .

6



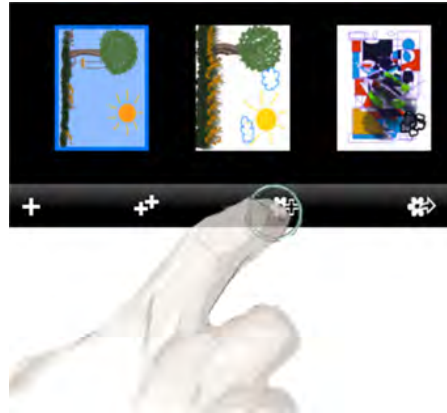
Tap  .


Email a sketch

Send a copy of a sketch to anyone. Choose whether to preserve the layers and send it as a PSD or flatten it and send it as a PNG.



3



Tap  .

4



Tap one of the following:
■ **Email PSD** - to email the image and preserve all your layers.



- **Email Flattened** - to email the image as one layer.

An email browser will appear. This may take a moment.

Open a saved sketch

Whenever you save a sketch to the **Gallery**, you can reload it to continue work on it. The exception to this would be if you have exported a sketch to iTunes (see [Export your sketch as an Adobe® Photoshop® file](#) on page 88). That file cannot be reopened into SketchBook; however, as long as you save this file to the **Gallery**, you can retrieve it that way.

When a sketch is reopened, the content appears in the **Layer Editor** and the canvas updates. See [Add an image](#) on page 60 for instructions.

Changing Preferences

6

Use the preferences to change the cursor offset, import images, change symmetry properties, or modify the 3-tap gesture behavior. Also, watch the animated user tour or reset your preferences.


Offset your cursor

Set the cursor to appear a short distance away from your finger when sketching to easily see where a stroke will appear.

1



Do either of the following to access the toolbar:

- Tap .
- Three-finger tap the canvas.



2



Tap  .

3



Tap  .

4



Next to **Use Offset Painting**, tap **OFF** to turn it on.

5



Tap  .


Rotate and imported image

For left-handed artists, turn on **Import Landscape (Left)** to rotate a landscaped image, making it easier to access clutch keys.

1



Do either of the following to access the toolbar:

- Tap  .
- Three-finger tap the canvas.



2



Tap  .

3



Tap  .

4



Next to **Import Landscape (Left)**, tap **OFF** to turn it on.

5



Tap  .


Stop symmetry at the center

For your strokes to stop at the center point when using symmetry, change the preference **Symmetry: Stop Center**.

1



Do either of the following to access the toolbar:

- Tap  .
- Three-finger tap the canvas.



2



Tap  .

3



Tap  .

4



Next to **Symmetry: Stop Center**, tap **OFF** to turn it on.

5



Tap  .


Change the corner assignments

Quickly access frequently used tools by assigning them to the four corners of the canvas.

1



Do either of the following to access the toolbar:

- Tap  .
- Three-finger tap the canvas.



2



Tap **i** .

3



Tap **Prefs** .

4





In **Double Tap Corner Shortcuts**, tap a corner.

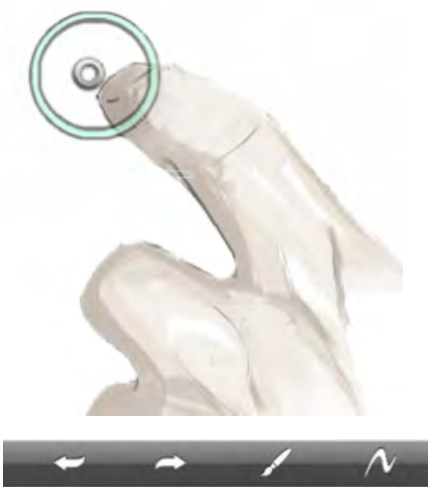


Change gesture behavior


Use the **3 Finger Tap for Brush Editor** preference to quickly, in one step, access the **Brush Editor** by tapping the canvas with three fingers. When this preference

is turned off, to access the **Brush Editor**, you must use the three finger swipe down or tap , then .

1




Do either of the following to access the toolbar:

- Tap .
- Three-finger tap the canvas.

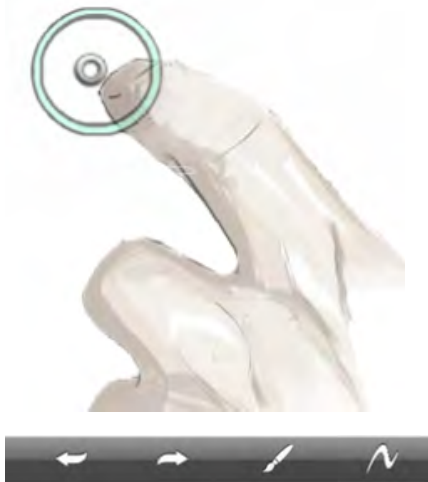





Show toolbar

Use the **Toolbar Always Visible** preference to keep the toolbar visible, even when sketching. When turned off, the toolbar is only visible once you tap .

1



Do either of the following to access the toolbar:

- Tap .
- Three-finger tap the canvas.





Tap  .



Tap  .



Next to **Toolbar Always Visible**, tap **OFF** to turn it on.



Tap  .

Reset a brush

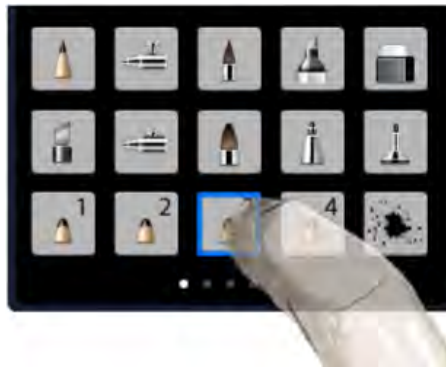
In the preferences, use the **Reset Brush Settings** options to reset all the brushes to the factor defaults. However, if you don't want to restore all the brushes, you can reset individual ones.

1



Three-finger tap and swipe down to access the **Brush Editor**.

2



Tap-hold the brush to reset. A dialog appears.

3



Tap **Reset**, then draw.


Reset preferences

Use the **Factor Defaults** options to restore the preferences back to their default settings.

1



Do either of the following to access the toolbar:

- Tap .
- Three-finger tap the canvas.



2



Tap  .



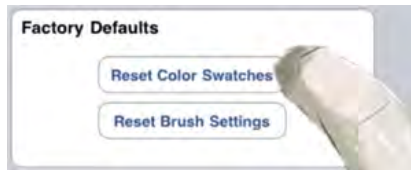
3



Tap  .



4



Next to **Factory Defaults**, tap any of the following:

- **Reset Color Swatches** to change back to the original collection.
- **Reset Brush Settings** to change back to the original brushes.

5



Tap  .

Index

3 finger Tap for Brush Editor 105

A

access, Brush Properties puck 2–3, 10
access, marking menu 3
access, toolbar 2
access, tools 2
acetate layers (see layers) 56
add, image 60

B

brush 1
Brush Editor 2, 21
Brush Editor, 3 finger Tap for Brush Editor 105
Brush Editor, brush tips 27
Brush Editor, change properties 24
Brush Editor, marking menu 12
Brush Editor, select a brush 22
Brush Properties puck 10–11
Brush Properties puck, access 2–3, 10
Brush Properties puck, opacity 11
Brush Properties puck, resize brush 11
brush tip 27
brush, opacity 10–11
brush, radius 10
brush, resize 11
brush, spacing 26
brushes 21
 definition 14
 undo 52
brushes, change properties 24
brushes, reset factory default 110
brushes, select 22
brushstroke
 definition 14
 undo 52

C

canvas 3
 definition 14
canvas, marking menu 12
canvas, move 8
canvas, reposition 7
canvas, zoom 7
canvas, zoom in 7
canvas, zoom out 7
capture, color 36
center, stop symmetry 101
change, 3 finger tap 105
change, brush properties 24
change, brush size 11
change, brush tip 27
change, color panel 27
change, corner assignments 103
change, opacity 26
change, paint opacity 11
change, radius 25
change, spacing 26
change, Symmetry
 Stop Center 101
choose, brushes 22
choose, color 27, 29
choose, swatch 39
Clutch 2
color panel, change 27
color wheel
 definition 15
Color Wheel 27
Color Wheel panel 32
Color Wheel, capture color 36
Color Wheel, select color 29
color, capture 36
color, choose 27
color, make a swatch 40
color, replace a swatch 41
color, select 29

- color, select a swatch 39
- color, set 33
- copy, layer 59
- corner assignments, change 103
- create, sketch 43
- create, swatch 40
- cursor, offset 97

D

- definitions 14
- delete, layer 64
- display, toolbar always 108
- donut, access tools 2
- donut, Brush Properties puck 10
- doodling 1
- Double Tap Corner Shortcuts 103
- Draw Style 2, 47
- drawing 1
- drawing, new 43
- drawing, save 87
- duplicate layer 60
- duplicate, layer 59

E

- ellipses 47
- enlarge, brush 11
- export 90
- export, sketch 87, 90
- eye-dropper 29, 36
- eyedropper
 - definition 15

F

- factory defaults 111
- fill 48
- finger 1
- Flattened To iTunes 90
- Flood Fill 48
- Frame Canvas 2
- freeform stroke mode 47

G

- Gallery 2
- Gallery, Flattened To iTunes 90
- Gallery, PSD To iTunes 87
- Gallery, Save 87
- gesture, layer transform 76
- gesture, two finger 7
- gestures, change 105
- glossary of terms 14

H

- Hard 27
- hide, layer 65
- hotkeys 13
- HSB 31–32

I

- image, add 60
- image, export 87, 90
- image, import 60
- image, new 43
- image, pan around 8
- Import Landscape (Left) 99
- import, image 60
- import, templates 45

K

- keyboard shortcuts 13

L

- landscape, import left 99
- Layer Editor 2
- Layer Editor, add image 60
- Layer Editor, add layer 58
- Layer Editor, delete layer 64
- Layer Editor, duplicate layer 59
- Layer Editor, layer opacity 69
- Layer Editor, marking menu 12
- Layer Editor, merge layers 62
- Layer Editor, rearrange layers 67

- Layer Editor, show/hide layer 65
- Layer Editor, Templates 45
- Layer Editor, use 57
- Layer Transform 2
- layer, delete 64
- layer, duplicate 59
- layer, merge 62
- layer, opacity 69
- layer, rearrange 67
- layer, show/hide 65
- layer, transform 76
- layer, use 57
- layers 56
 - add 58
 - duplicate 60
- lines 47

M

- make, swatch 40
- marking menu 3, 12
 - definition 16
- marking menu, access 3
- menu, marking 12
- merge, layer 62
- mirror 51
- move, canvas 7–8
- move, layer 76
- move, layers 67

N

- New Layer 58
- new project 43
- New Sketch 2

O

- offset, cursor 97
- opacity 11
 - definition 16
- Opacity 26
- opacity, brush 10
- Opacity, layer 69
- opacity, paint 11

- open, templates 45

P

- paint, capture color 36
- paint, fill 48
- paint, make color swatch 40
- paint, opacity 11
- paint, replace color swatch 41
- paint, select color swatch 39
- paint, set color 33
- painting 1
- painting, new 43
- painting, offset cursor 97
- painting, pan around 8
- painting, save 87
- pan, canvas 7–8
- panel, Color Wheel 32
- PNG 90
- Preferences 2
- preferences, 3 finger Tap for Brush Editor 105
- preferences, Import Landscape (Left) 99
- preferences, reset 111
- preferences, Symmetry Stop Center 101
- preferences, Toolbar Always Visible 108
- preferences, Use Offset Painting 97
- properties, change brush 24
- properties, change brush tip 27
- PSD To iTunes 87
- PSD, export 87
- puck, access 10
- puck, brush opacity 11
- puck, Brush Properties 10
- puck, brush size 11
- puck, opacity 11
- puck, resize brush 11

Q

- quick tools, set 103

R

- Radius 25
- radius, brush 10–11
- rearrange, layers 67
- rectangles 47
- redo 52–53
- Redo 2
- Redo, marking menu 12
- reduce, brush size 11
- remove, layer 64
- reorder, layers 67
- replace, swatch 41
- reposition, canvas 7–8
- reposition, layers 67
- reset, brushes 110
- reset, preferences 111
- resize 11
- resize, brush 11
- restore, defaults 111
- RGB 31–32
- rotate, layer 76

S

- save, sketch 87
- scale, brush 11
- scale, layer 76
- select
 - layers 56
- select, brushes 22
- select, color 29, 33
- select, swatch 39
- set, brush size 11
- set, brush tip 27
- set, color 29, 33
- set, corner quick tools 103
- set, opacity 11, 26
- set, radius 25
- set, spacing 26
- set, Symmetry
 - Stop Center 101
- show, layer 65
- size, change brush 11
- sketch, new 43
- sketch, pan around 8

- sketch, save 87
- sketching 1, 47
- sliders, opacity 26
- sliders, radius 25
- sliders, spacing 26
- Soft 27
- Solid 27
- Spacing 26
- stamp spacing, definition 17
- stamp, spacing 26
- stroke
 - definition 16–17
- Swatches 27
- Swatches, create 40
- Swatches, replate 41
- Swatches, select 39
- Swatches, select color 29
- symmetry 51
- Symmetry
 - Stop Center 101
- Symmetry Mode 2

T

- Templates 45
- three-finger gesture 3
- three-finger gesture, redo 53
- tip, change 27
- toolbar 2
- Toolbar Always Visible 108
- toolbar, access 2
- toolbar, always display 108
- toolbar, symmetry 51
- tools
 - layers 56
- tools, access 2
- transform, canvas 7
- transform, layers 76
- transparency 11
- transparency, brush 11
- transparency, layer 69
- two-finger gesture 7
- two-finger gesture 7
- two-finger gesture, layer transform 76

U

- undo
 - brushstrokes 52
- Undo 2
- Undo, marking menu 12
- Use Offset Painting 97
- use, templates 45
- using, layers 57

V

- variations, explore 56
- visibility, layer off/on 65
- visible, toolbar 108

Z

- zoom in 7
- zoom out 7
- zoom, canvas 7

