

Autodesk® SketchBook®



SketchBook®
Mobile



Autodesk®

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What's New

We've added the following features and made the following improvements to Autodesk SketchBook® Mobile 2.7.5:

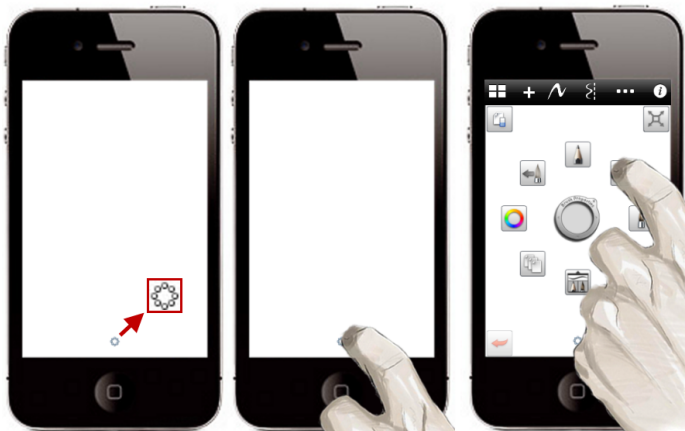
- Duo Sketch – connect to someone, draw together on one canvas, and exchange messages
- Copic markers – obtain the appearance of a natural marker. The more lines you make, the stronger the color becomes.
- Improved performance


User Guide

Welcome to the **SketchBook® Mobile**! Enjoy the same **SketchBook®** desktop experience on your iPhone with a professional-grade stroke engine, and produce stunning quality results.

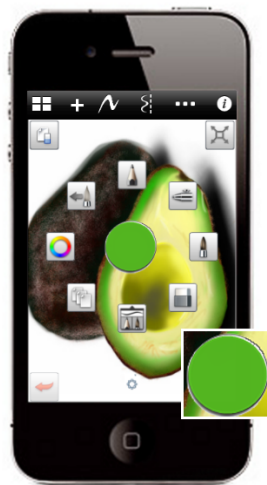
What is a marking menu?



A marking menu is a hidden menu containing tools. To access it:



Tap , then tap a brush or tool.


WHAT IS THE MARKING MENU PUCK



Tap  to access this puck  and resize a brush or change its opacity. A display appears with the brush size and opacity. The puck provides cursor feedback to see the size of the brush.

Tap-drag  to *increase* brush size. 

Tap-drag  to *decrease* brush size. 

Tap-drag  for a *more opaque* stroke. 

Tap-drag  for a *more transparent* one. 

What is a gesture?

A gesture is a shortcut motion that uses one or more fingers to access a tool, change image orientation, zoom in, and more. Here is a list of standard gestures used in **SketchBook Mobile**:



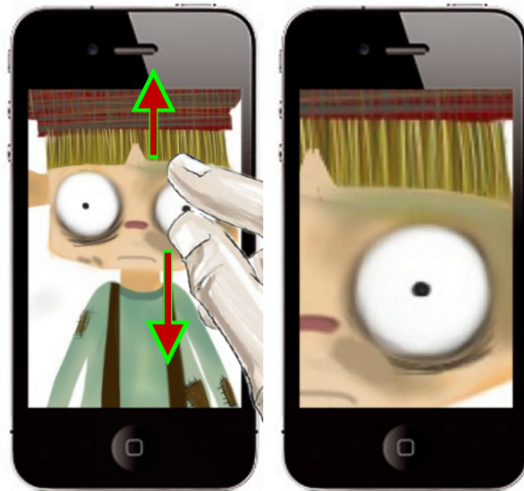
Clear layer - Double-tap the top left corner.


Fit to view - Double-tap the top right corner.

Undo - Double-tap the bottom left corner.

Redo - Double-tap the bottom right corner.

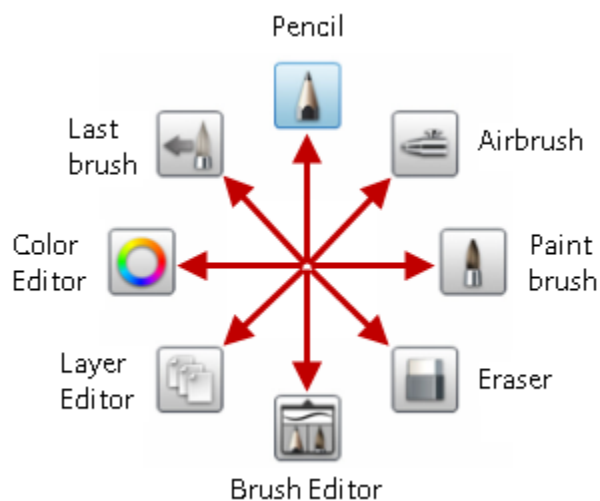
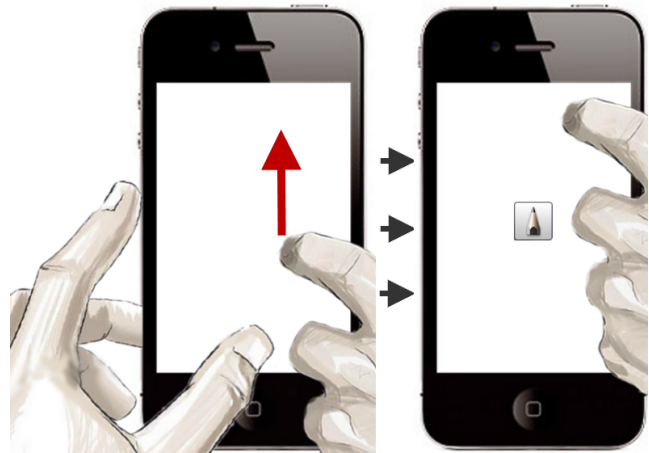
Zoom - Pinch the screen to scale down the size of the canvas. Then, expand the pinch to scale up the size of the canvas.




Color Picker - Tap-hold to get . Drag your finger so the bull's-eye is over the color you want.

WHAT ARE MENU GESTURES?

The tools in the marking menu can be accessed without opening it. To do this, you use *menu gestures*, which provide a quick method for selecting a series of tools without opening the marking menu. To turn these off, see [Disabling gestures](#).



Tap-hold  with your thumb and use another finger to drag in the direction of a tool in the marking menu.

Note This requires you to remember the position of the tools.

Specs

The type of device you have dictates the canvas size, number of undo and redo operations, and number of layers. You get dynamic feedback on the number of layers available.



Using the Color Editor

Tap  to access the **Color Editor**. It contains a **color wheel** for creating custom colors. Enter RGB or HSB values or mix a color of your



Tap-drag to change saturation.

Tap-drag to change hue.

Tap-drag to change **RGB** values.



To move the sliders precisely, do either of the following:

- **Slider names and numeric values** - Tap a slider name to reduce it by a set value. Tap its numeric value to increase it by the same set value.
- **Tap-hold and drag above or below** - Tap-hold a slider, then drag your finger above to increase its value or below to decrease it. The further away from the slider, the more precise your control.



Shows the last and current color.

Tap-drag to change saturation.

Tap-drag to change hue.

Tap-drag to change **RGB** values. Tap **RGB** to switch to **HSB**.



Tap **Swatches** to flip to the **color swatches**. Choose from an assortment of default color chips or create your own and quickly access these colors.

CREATE A SWATCH

Create a color using the **color wheel** or capture one with the **Color Picker**. Then, flip to the **color swatches** and tap-drag the color band anywhere within the swatches to create a new swatch. **Keep in mind**, this overwrites the previous swatch in that location.

Tap **Wheel** to flip back to the **color wheel**.



CAPTURE A COLOR

Tap-hold to get the **Color Picker** . Move over a color. Lift your finger to capture it.

Courtesy:  Luis Peso

RANDOM COLOR CONTROLS

Quickly lay down varying colored strokes using the same brush. Set a hue, saturation, and/or brightness range for the active color.



- 1 Drag the **H** slider to set the hue range of the stroke.
- 2 Drag the **S** slider to set the saturation range of the stroke.
- 3 Drag the **B** slider to set the brightness range of the stroke.
- 4 Tap to switch between HSB and RGB.
- 5 Tap to turn randomize color on/off.





With Random Color Controls



Without Random Color Controls

COPIC COLOR LIBRARY




The **Copic Color Library** contains a variety of colors. To access it, tap , then .


- To access different color palettes, tap-drag the slider.
- To select the complementary color, tap a color chip to load its complementary color. Tap the **Complementary** color to select it.


Note Not every color will have an assigned complementary color. For those without, a selection of colors similar to its complementary or nothing will appear.

Using the Brush Editor



Tap  to access the **Brush Editor**. It contains a **brush palette** with a combination of preset brushes. Tap a brush to select it. Double-tap a brush to return to your sketch.

Tip Use  to swap between brushes without opening the **Brush Editor**.

Tap  to flip to the **brush properties**. Change brush size, opacity, spacing, rotation, squish, and tip type. Any changes made are stored with the brush.

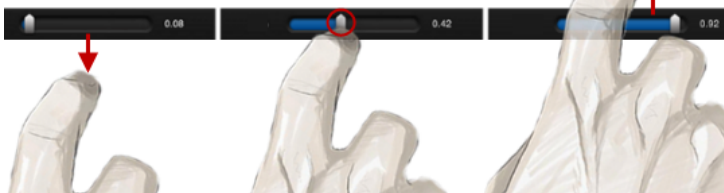


Set the tip type used.




Tap-drag a slider to change values.

Note To precisely move sliders, tap-hold a slider, then drag up to increase its value or down to decrease it. The further you move away from the slider, the more precise your control.



Play with **Spacing** to dramatically change a stroke by spreading out or condensing the brush stamps.

Tap  to flip back to the **brush palette**.



Courtesy of Starr Allen Shaw

What is simulated pressure sensitivity?



It is a property that makes lines thinner and more transparent at the beginning and end of a stroke.



For example, the stroke of a default pencil fades at the tip. The speed of your stroke affects how long the faded portion is.


In the **Brush Editor**, the **Min** and **Max** values for **Size** and **Opacity** drive this.

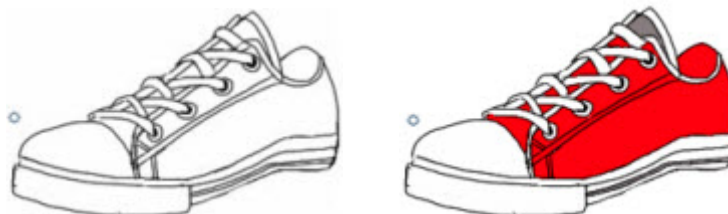
If **Min** is 2 pixels and **Max** is 8, the synthetic pressure applies this range to the ends of strokes, based on the speed/intensity of your strokes, creating what we call "simulated pressure sensitivity".



How does Fill work?



The **Fill**  tool is found in the **Brush Editor** and floods a closed area with paint. Tap in the area you want to fill.



Fill floods the entire layer with paint if the layer is empty. Therefore, though you may see regions created on other layers, if you are on an empty layer, paint will completely flood the empty layer and ignore any pixels on other layers.

Toolbar



- 1 [Gallery](#)
- 2 [New](#)
- 3 [Line & Shape tools](#)
- 4 [Symmetry](#)

- 5 [Text](#)
- 6 [Layer Transform](#)
- 7 [Preferences](#)

1 GALLERY



All devices display these **Gallery** options.

	Creates a new sketch.
	Makes a duplicate of the sketch. NOTE For iOS5 users, the duplicate is saved in the same location as the original sketch.
	Imports an image. Tap a sketch and then to locate an image to import.
	Exports an image to: <ul style="list-style-type: none">• iTunes (as a .psd)• Flickr• Facebook• Dropbox (as a .psd or flattened image)• Email (as a .psd or flattened image)• Twitter (you must have a Twitter account, Twitter enabled in your settings, and be running iOS5)• A Wi-Fi printer to print a copy of the image (tap Printer to select different printer).• Photo Library <p>When exporting, you can merge all layers into a flat .jpg file or preserve all layers and export as a .psd file. Some of the export options require an internet connection.</p> <p>Note You must have an email account set up on your iPod to access Email. To access Flickr®, Facebook, and Dropbox, you must have an account.</p> <p>Tap a sketch, then to select an export destination, and Send.</p>
	Deletes a sketch. Tap a sketch and then .

Only iOS5 devices that an iCloud account display these additional features:



Saves a sketch to iCloud.



Uploads a sketch to your device so it can be edited.


ICLOUD GALLERY THUMBNAIL ICONS

All iCloud thumbnails are downloaded to the **Gallery** the first time you visit it. **Gallery** thumbnails may display the following iCloud icons:



(Temporary state) iCloud is trying to push a canvas thumbnail to your iPhone.



The canvas is ONLY on iCloud and is ready for downloading. Tap to download to your iPhone. The icon pulses while downloading.  appears when it's finished.



The canvas is saved to iCloud. It has been downloaded to your iPhone and is editable.

OPENING A SKETCH

Double-tap the thumbnail of a sketch to load it onto your canvas.

Note If you have many sketches, flip through the additional pages to locate them.



2 NEW





Create a new sketch. To create a sketch, tap **+**. Choose a canvas size from the list. The maximum number of layers is displayed next to it.

For a custom canvas, tap arrow of the last entry. Enter a length and width. The file size and maximum number of layers is displayed. Tap **✓**. Tap the last entry again to create the canvas.



3 LINE AND SHAPE TOOLS

Tap  to cycle through the following line and shape tools: , , , and .

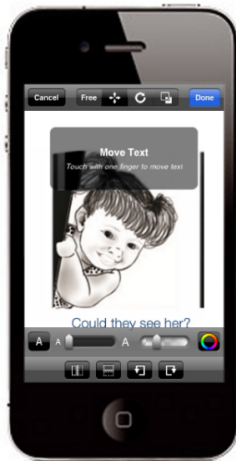
To return to freestyle sketching, cycle back to .

4 SYMMETRY

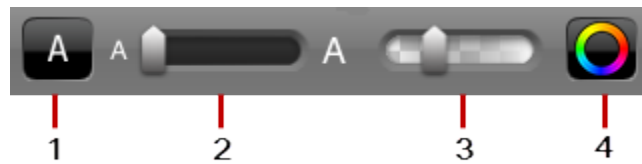


Create symmetrical content. Tap  to turn symmetry off.

5 TEXT



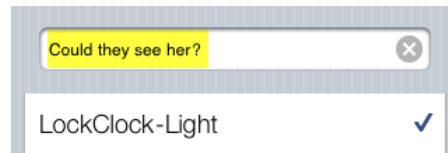
Add text to your sketches.



Use the tools in the other toolbars to position the text.
Tap **Done** when finished.



- 1 Enter your text, select a font, and tap **Back**.



- 2 Set the text size.

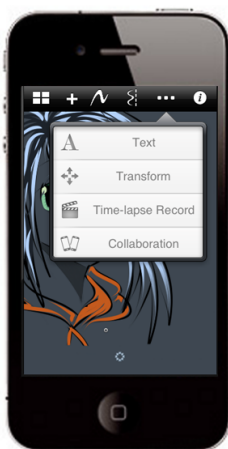


- 3 Set the text transparency



- 4 Set the text color.

6 LAYER TRANSFORM



Move, rotate, and scale a layer.

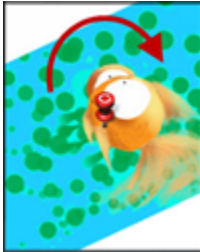
Note Layer transforms are dependent upon the number of pixels on a canvas. As pixels are added, performance slows.





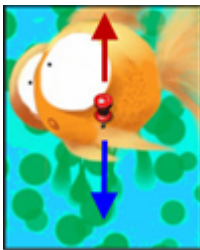
1 Cancel

Tap to ignore any changes and return to the canvas.



2 Free Transform

Use two fingers to rotate, scale, and move the layer.



3 Move

With a finger, tap-drag in any direction to **move** the layer.

4 Rotate

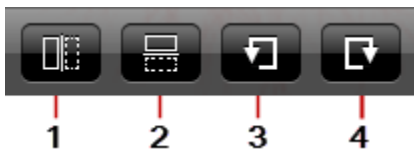
With a finger, pivot to **rotate** the layer left or right.

5 Scale

With a finger, tap-drag up, down, left, or right to **scale** the layer.

6 Done

Exit **Layer Transform** mode.



1 Flip the layer vertically.



2 Flip the layer horizontally.



3 Rotate the layer counterclockwise.



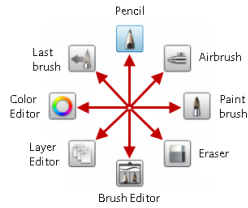
4 Rotate the layer clockwise.

7 PREFERENCES



OFFSETTING THE CURSOR

Use Offset Painting sets the cursor to appear a short distance away from your finger to easily see where a stroke will appear.



DISABLING GESTURES

Use **Menu Gestures** to turn off menu gesturing and select tools only through accessing the marking menu.

ROTATING AN IMPORTED IMAGE

Left-handed artist, use **Import Landscape (Left)** to rotate a landscaped image 180 degrees, making it easier to access clutch keys.

RESETTING DEFAULTS

Use **Reset Color Swatches** to restore swatches to their factory default settings.



Use **Reset Brush Settings** to restore brushes back to their factory default settings.

CHANGING YOUR SAVE LOCATION


Use **Save New Canvas to iCloud** to set the default save location to iCloud. *To save to your device*, toggle it off.

SketchBook® Mobile communities



Tap , then  to visit <http://www.sketchbooknews.com/> and provide feedback and access Help docs, event information, reviews, tips & tricks, new technology and featured artist information, and the latest updates for the SketchBook family of products.

Using layers

Tap  to access the **Layer Editor**. Use layers to combine images, control the editing process, and show/hide image components. The number of layers available depends on the type of device.

WORKING WITH LAYERS



Creates a layer.



Duplicates the selected layer.



Imports an image from the **Photo Library** to the selected layer.



Merges layers together. Select the upper layer of the merge group, then tap .



Allows you to rearrange layers. Tap  and drag the layer into position.



Turns layer visibility on and off.



Turns **Preserve Layer Transparency** on and off.



Deletes a layer. Tap , then tap .

WORKING WITH LAYERS



0.6

Changes layer transparency. Tap a layer, then tap-drag the **Opacity** slider. Each layer displays its opacity percentage.

You can also do the following:

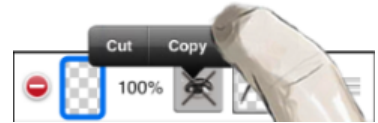
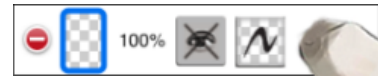
- To change layers, tap the layer you want.
- To clear a layer, double-tap the top left corner of the screen.
- To return to your sketch, double-tap a layer.

CUT, COPY, PASTE WITH LAYERS



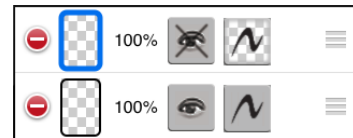
In the **Layer Editor**, tap-hold a layer, then tap **Cut** or **Copy**. Tap another layer or create a layer for the content. Tap-hold the layer, then tap **Cut**, **Copy**, or **Paste**.

You can paste the content elsewhere, outside the app. If the content contains an alpha channel, it is respected.



PASTE OUTSIDE CONTENT

Copy or cut content from elsewhere, then tap-hold a layer and tap **Paste**.



Saving

Tap **Gallery** and **Save** to store a sketch in the **Gallery** and preserves its layers.

SAVING VARIATIONS

Save iterations of a sketch. Use **Save A Copy** to create variations and branch off.

NOTE *For iOS5 users*, this variation is saved in the same location as the original sketch. *For example*, if the original sketch is from iCloud, the copy (variation) will be saved to iCloud.



SAVING TO iCloud AND iPhone




Upon startup, set where new canvases will be saved.

- Tap **Device** to save to your iPhone. We recommend this setting for sensitive documents.
- Tap **iCloud** to save to your iCloud account.

Note To change these setting after startup in **Preferences**.

Duo Sketch

(For iPhone 4S and iPhone/iPod 5 users only) With Bluetooth, connect with another person and share a canvas and send messages through SketchBook. When connected, you'll work on the same layer (384 x 682 px) and can add strokes at the same time.

1. Tap , then , and select  **Duo Sketch**.
2. To use Duo Sketch, tap **OK** to turn Bluetooth on and search for another device.
3. Tap the device you want.

WHAT YOU CAN DO



When disconnected, use this to replace the other person's canvas with the work you did while disconnected.






Save a copy of the file locally to your device.



Chat with the other person. Type a message. It briefly appears at the top of the other person's screen.

 Connected.

 Disconnected. You can reconnect and continue working together. If someone continued sketching during this period, they should use  to update both screens.

 Exit. Stops the sharing and closes the session.

Best Practices

For optimal performance and/or to free up memory, follow these tips.

- For faster layer transforms, reduce the number of pixels on the canvas.
- For older devices, exit SketchBook® Mobile about every 30 min.
- For 3GS and 3rd Gen iPod Touch, exit SketchBook® Mobile about every hour.
- Limit the number of apps running in the background.
- Set **Push** to **OFF**.
(**Settings > Mail, Contacts, Calendars > Fetch New Data > Push**)
- For iPhone users, change your settings to **Wi-Fi** to avoid the potential of losing your sketch.
- For longer battery life, go to **Settings > General** and set **Location Services OFF**. This turns off the location of your phone, which your camera and other apps use.
Important Turn this back on when finished to locate your phone if lost or stolen.
- Use **Save A Copy** to have iterative copies of a sketch.