



MANIFESTATION
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

STYLES & EFFECTS

MONTH 04 | INSTRUCTION MANUAL

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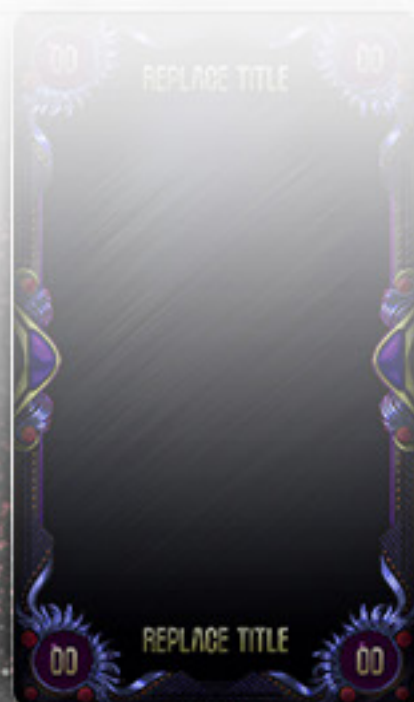
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MANIFESTATION CCS

PATREON



CARD 11 CONTENTS

1) UTILIZATION LICENSE.txt

2) Card 11 - Instruction Manual (Styles & Effects).pdf

Card 11 - Styles & Effects (Past Age) Photoshop

3) Card 11 (Past Age) Front.psd

4) Card 11 (Past Age) Rear.psd

5) Card 11 (Past Age) Styles & Effects.xlsx

6) Card 11 (Past Age) Styles & Effects.txt

Icons

7-8) Icon 01.psd, Icon 02-04.psd

9-10) Icon00.png, Icon01.png

Artwork

11) Artwork.psd

12) artwork00.png

Card 11 - Styles & Effects (Past Age) Gimp

13) Card 11 (Past Age) Front.xcf

14) Card 11 (Past Age) Rear.xcf

Gradients

15) Card-11_Gradient-01.ggr

Icons

16-17) Icon 01.xcf, Icon 02-04.xcf

18-19) icon00.png, icon01.png

Artwork

20) Artwork.xcf

21) artwork00.png

TABLE OF CONTENTS

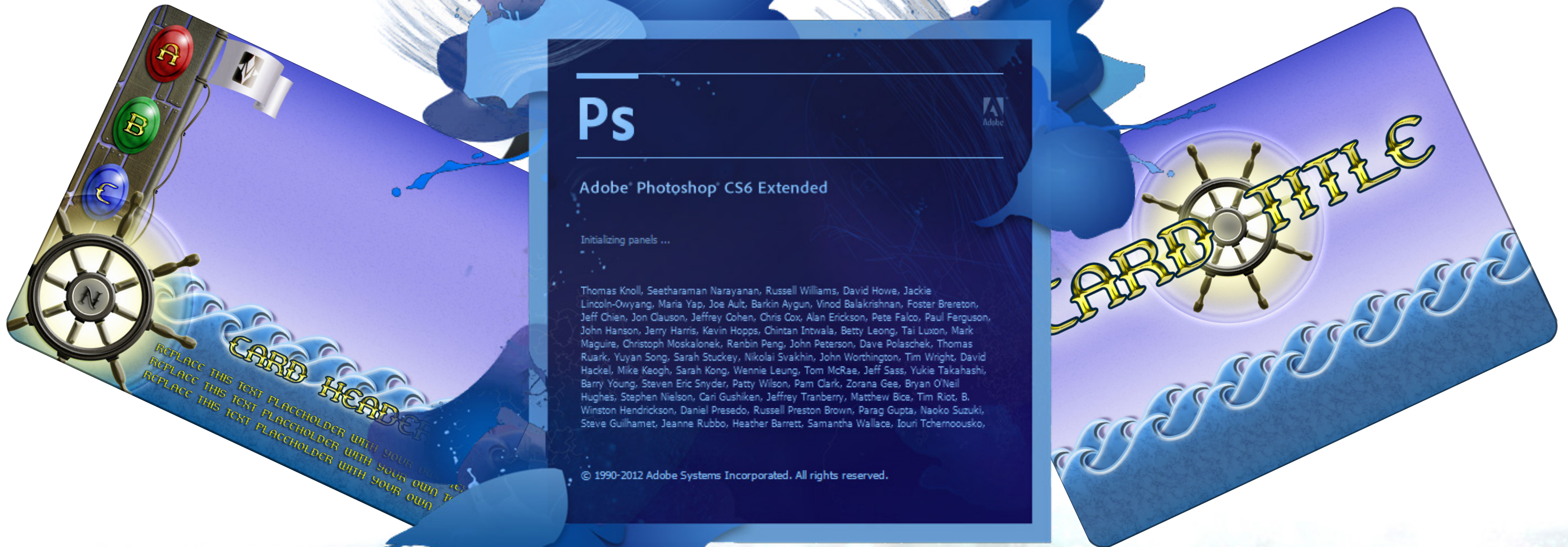
PHOTOSHOP VERSION

SPREADSHEETS & CARD CONTENT.....	02
TEXTELEMENTS.....	04
ICON ELEMENTS.....	06
ARTWORK.....	07

GIMP VERSION

IMPORTING GIMP GRADIENTS.....	09
LAYERFX PLUGIN.....	10
TEXTELEMENTS.....	11
ICON ELEMENTS.....	12
ARTWORK.....	14
TEXT & ICON STYLING.....	15
SUPPORTERS.....	22

PHOTOSHOP VERSION



SPREADSHEETS & CARD CONTENT

The Photoshop version of this card template leverages the power of Photoshop's Data Sets and Variables. This means that certain elements of the card template can be changed by inputting your desired information into the provided spreadsheet, saving the spreadsheet as a Tab Delimited .txt file, and then importing that Tab Delimited .txt file into Photoshop. Multiple versions of the card can be created by inputting data into the provided spreadsheet. **Using the spreadsheet is the fastest and most organized way to build a deck of cards with this template.**

For detailed information on how to create a deck of cards in which each card consists of different information and artwork, visit the link below to download our .pdf tutorial on Photoshop Data Sets and Variables. You'll want to open Tutorial 01 – Intuitive.pdf and read through Focus 03: Create Data Sets (pages 7-9) and Focus 04: Import Data Sets (pages 10-14).

TUTORIAL DOWNLOAD PAGE: <https://manifestationccs.com/tutorials/01-photoshop-variables-data-sets/>

If you have any questions about this card template feature, feel free to contact us through our [CONTACT](#) page.

 To see this card's Data Sets and Variables in action: 1) Go to **Image > Apply Data Set**, 2) Select the example Data Set in the popup window (tick/check "Preview"). 

SPREADSHEETS & CARD CONTENT

SPREADSHEET COLUMN TO PHOTOSHOP LAYER CORRELATION (SPREADSHEET COLUMN | PHOTOSHOP LAYER)

Title | Text > Title/Header

- [Use to edit text.](#)

Direction | Text > Direction

- [Use to edit text.](#)

Paragraph | Text > Paragraph

- [Use to edit text.](#)

Icon01 | Icons/Text > Icons/Text 01 (Flag) > Icon 01 (Placeholder)

- [Path to icon graphic.](#)

Icon01Vis | Icons/Text > Icons/Text 01 (Flag) > Icon 01 (Placeholder)

- [True = Icon Visible | False = Icon Hidden](#)

Icon02 | Icons/Text > Icons/Text 02 (Gem A) > Icon 02 (Placeholder)

- [Path to icon graphic.](#)

Icon02Vis | Icons/Text > Icons/Text 02 (Gem A) > Icon 02 (Placeholder)

- [True = Icon Visible | False = Icon Hidden](#)

Icon03 | Icons/Text > Icons/Text 03 (Gem B) > Icon 03 (Placeholder)

- [Path to icon graphic.](#)

Icon03Vis | Icons/Text > Icons/Text 03 (Gem B) > Icon 03 (Placeholder)

- [True = Icon Visible | False = Icon Hidden](#)

Icon04 | Icons/Text > Icons/Text 04 (Gem C) > Icon 04 (Placeholder)

- [Path to icon graphic.](#)

Icon04Vis | Icons/Text > Icons/Text 04 (Gem C) > Icon 04 (Placeholder)

- [True = Icon Visible | False = Icon Hidden](#)

Text01 | Icons/Text > Icons/Text 01 (Flag) > Text 01

- [Use to edit text.](#)

Text01Vis | Icons/Text > Icons/Text 01 (Flag) > Text 01

- [True = Text Visible | False = Text Hidden](#)

Text02 | Icons/Text > Icons/Text 02 (Gem A) > Text 02

- [Use to edit text.](#)

Text02Vis | Icons/Text > Icons/Text 02 (Gem A) > Text 02

- [True = Text Visible | False = Text Hidden](#)

Text03 | Icons/Text > Icons/Text 03 (Gem B) > Text 03

- [Use to edit text.](#)

Text03Vis | Icons/Text > Icons/Text 03 (Gem B) > Text 03

- [True = Text Visible | False = Text Hidden](#)

Text04 | Icons/Text > Icons/Text 04 (Gem C) > Text 04

- [Use to edit text.](#)

Text04Vis | Icons/Text > Icons/Text 04 (Gem C) > Text 04

- [True = Text Visible | False = Text Hidden](#)

Artwork | Artwork > Artwork Placeholder

- [Path to card artwork.](#)

TEXT ELEMENTS

CARD FRONT

- The "Text" layer group contains "Title/Header," "Direction," and "Paragraph" text layers. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- The "Icons/Text" layer group contains "Icons/Text ##..." sub-groups; each of which holds a "Text ##" Photoshop text layer. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- All text layers have Photoshop layer styles applied to them, designed to add to the aesthetic of the card template's visual theme.

CARD REAR

- The "Logo/Symbol (w/ Transparency)" layer group contains a "Rear Title" Photoshop text layer. Type in your preferred text and position the text to your liking. Layer Styles and effects have been applied to the "Logo/Symbol (w/ Transparency)" layer group, and will be applied to any text within the group.

TEXT ELEMENTS

FONTS

- Gesture Thin BRK Normal: <https://www.1001fonts.com/gesture-font.html>

ICON ELEMENTS

CARD FRONT

- The "Icons/Text" layer group contains "Icons/Text ##..." sub-groups; each of which holds an "Icon ## (Placeholder)" layer used for precise alignment and positioning of icons. These layers consist of two 1 pixel dots positioned at the upper left and lower right corners of an invisible square. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- All "Icon ## (Placeholder)" layers have Photoshop layer styles applied to them, designed to add to the aesthetic of the card template's visual theme. These layers are designed to work with flat, single color icons containing transparency information.
- Icon Dimensions (WxH): Icon 01 (65 x65 pixels), Icon 02-04 (47x47 pixels). **Use the provided "Icon 01.psd" and "Icon 02-04.psd" files to create icon .png files sized to the right dimensions for the template.**

CARD REAR

- Place single color logos/symbols containing transparency information in the "Logo/Symbol (w/ Transparency)" layer group to have the card's custom layer style applied to your logo/symbol and/or text.



ARTWORK

CARD FRONT

- Inside of the Artwork layer group is the "Artwork Placeholder" layer. The Artwork Placeholder layer consists of two 1 pixel dots positioned at the upper left and lower right corners of an invisible rectangle. This layer has been defined as a Photoshop Variable and as such can be edited by using the provided spreadsheet.
- Artwork created for this template should be sized to 1125x640 (WxH) pixels.
- Use the included "Artwork.psd" file to prepare artwork with the right dimensions for this card template.
- This template was designed to work well with illustrations that contain transparency (.png files), as well as illustrations that cover the entire artwork area/space (.jpg files). Illustrations that have transparency information will take advantage of the template's background.

GIMP VERSION



IMPORTING GIMP GRADIENTS

CREATE GRADIENT FOLDER / PATH / DIRECTORY

- 1) In Gimp, go to the "Edit" tab and click "Preferences".
- 2) Expand the "Folders" option by clicking the "+" symbol to the left of the "Folders" icon.
- 3) Click/Select the "Gradients" option.
- 4) Click the "New File/Directory" icon (far left icon that looks like blank paper/file)
- 5) Click the folder icon to the right of the path entry/text field to browse your computer for the folder that will host your Gimp gradient file(s) .ggr. Click "OK".
- 6) The path you selected to the folder that will host the Gimp gradient files is now added to the list of paths/directories. Tick/check your folder's path and click the "OK" button located at the bottom right of the window.

MOVING GRADIENT FILE(S)

- 1) Navigate to the "[Gradients](#)" folder of the Manifestation CCS Card Frames for Prototypes Gimp card template.
- 2) Copy or Cut the "[Card-##_Gradient-##_ggr](#)" file and paste it into your Gimp gradient folder.

TESTING GRADIENT FILE(S)

- 1) In the "Tool Options" panel click in the "Gradient" text field and type in the name of the gradient file you want to use. If you do not see the gradient file listed in the drop-down selection after typing its name in the text field, the gradient file is not located in a path/directory Gimp recognizes. Follow the instructions in the "CREATE GRADIENT FOLDER / PATH / DIRECTORY" section above to set up a Gradient Folder to house Gimp gradient files.

LAYERFX PLUGIN

DOWNLOAD

- Windows (Right-click and save): [layerfx.scm](#)
- Ubuntu GNU/Linux | MAC OS (Right-click and save): [layerfx.2.8.py](#)

INSTALL

- Windows 10 (GIMP 2.8):
 - After downloading the layerfx.scm file from the link above, copy/cut it, and paste it into the following path/directory:
 - [C:\Program Files\GIMP 2\share\gimp\2.0\scripts](#)
- Ubuntu GNU/Linux:
 - After downloading the layerfx.2.8.py file from the link above, copy/cut it, and paste it into the following path/directoy:
 - [/directory/usr/lib/gimp/2.0/plug-ins/](#)
- MAC OS (GIMP 2.8):
 - After downloading the layerfx.2.8.py file from the link above, copy/cut it, and paste it into one of the following paths/directories:
 - (System-wide Script-Fu scripts): [/Applications/GIMP.app/Contents/Resources/share/gimp/2.0/scripts/](#)
 - (Executable & Python plugins): [/Applications/GIMP.app/Contents/Resources/lib/gimp/2.0/plug-ins/](#)

For more detailed instructions visit the following link: https://en.wikibooks.org/wiki/GIMP/Installing_Plugins

TEXT ELEMENTS

CARD FRONT

- The "Text" layer group contains "Title/Header," "Direction," and "Paragraph" text layers.
- The "Icons/Text" layer group contains "Icons/Text ##..." sub-groups; each of which holds a "Text ##" text layer.

CARD REAR

- The layer group "Logo/Symbol (w/ Transparency)" contains the "Rear Title" Gimp text layer.

FONTS

- Gesture Thin BRK Normal: <https://www.1001fonts.com/gesture-font.html>

The Text in this template was designed to be viewed with effects generated by the Layer Effects Script-Fu plugin. You will need the GIMP plugin: "LayerFX" to add layer effects to text layers. Download and install the Layer FX plugin using the instructions on the [LayerFX Plugin page](#). All layer effect styling parameters can be found in the [Text & Icon Styling section](#).

ICON ELEMENTS

CARD FRONT

- The "Icons/Text" layer group contains "Icons/Text ##..." sub-groups; each of which holds "Icon ##(Placeholder)" layers, designed to give users an example of how correctly positioned and sized icons should appear within the template.
- The "Icons/Text ##..." sub-groups also contain "Icon Area ##" layers created to assist in icon positioning. Position your icons within the boundaries of these layers for the best visual results.
- Icon Dimensions (WxH): Icon 01 (65 x65 pixels), Icon 02-04 (47x47 pixels). Use the provided "Icon 01.xcf" and "Icon 02-04.xcf" files to create icon .png files sized to the right dimensions for the template.

CARD REAR

- Place all logos/symbols with transparency in the "Logo/Symbol(w/Transparency)" layer for effective layer organization within the template.

ICON ELEMENTS

Icons (and Logos/Symbols) with transparency information (.png files) added to this template should be viewed with effects generated by the Layer Effects Script-Fu plugin. You will need the GIMP plugin: "LayerFX" to add layer effects to icon (and logo/symbol) layers. Download and install the Layer FX plugin using the instructions on the [LayerFX Plugin page](#). All layer effect styling parameters can be found in the [Text & Icon Styling section](#).



ARTWORK

CARD FRONT

- To add artwork to this template open your artwork as a layer (Ctrl+Alt+O) over the "Artwork-Placeholder" layer, and replace it.
- Artwork for this template should be sized to 1125x640 (WxH) pixels. Use the included "Artwork.xcf" file to prepare artwork with the right dimensions for this card template.
- This template was designed to work well with illustrations that contain transparency (.png files), as well as illustrations that cover the entire artwork area/space (.jpg files). Illustrations that have transparency information will take advantage of the template's background.

TEXT & ICON STYLING

CARD FRONT

Title/Header:

- Text |
 - Font: Gesture Thin BRK
 - Size: 16pt
 - Color: fff000
 - Alignment: Center
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 30
 - Direction: Up
 - Size: 5
 - Soften: 0
 - Angle: 90.0
 - Altitude: 30.0
 - Gloss Contour: Cone - Inverted
 - Highlight Color: fffffff
 - Highlight Mode: Grain Merge
 - Highlight Opacity: 50.0
 - Shadow Color: 000000
 - Shadow Mode: Multiply
 - Shadow Opacity: 75.0
- Surface Contour: Linear
- Invert: No
- Merge with layer: No
- Gradient Overlay |
 1. Duplicate Title/Header layer.
 2. Select Gradient tool.
 3. Type "Card 11_Gradient 01" in Gradient search field and select it.
 4. Click and drag mouse over the duplicated Title/Header layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
 5. Right-click original Title/Header layer and click/select "Alpha to Selection"
 6. Select Gradient Layer and press "Ctrl+I" to invert the selection.
 7. Press "Delete" button to clear selected area. Press Shift+Ctrl+A to deselect.
 8. Change gradient layer's blending mode to "Grain extract."
- Stroke |
 - Color: 002640
 - Opacity: 100.0
 - Blending Mode: Normal
 - Size: 3
 - Position: 100.0
 - Merge with layer: No

TEXT & ICON STYLING

- Outer Glow |
 - Color: feffca
 - Opacity: 25.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Screen
 - Spread: 7.0
 - Size: 18.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

Direction:

- Text |
 - Font: Gesture Thin BRK
 - Size: 15pt
 - Color: 000000
 - Alignment: Center
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 4
 - Direction: Down
 - Size: 4

- Soften: 0
- Angle: 60.0
- Altitude: 31.0
- Gloss Contour: Cone - Inverted
- Highlight Color: fffffff
- Highlight Mode: Screen
- Highlight Opacity: 60.0
- Shadow Color: 000000
- Shadow Mode: Multiply
- Shadow Opacity: 30.0
- Surface Contour: Linear
- Invert: No
- Merge with layer: No

Paragraph:

- Text |
 - Font: Gesture Think BRK
 - Size: 6pt
 - Color: fcff01
 - Alignment: Justify - Last Left

TEXT & ICON STYLING

- Bevel & Emboss |

- Style: Inner Bevel
- Depth: 4
- Direction: Up
- Size: 1.0
- Soften: 0.0
- Angle: 60.0
- Altitude: 30.0
- Gloss Contour: Linear
- Highlight Color: fffffff
- Highlight Mode: Screen
- Highlight Opacity: 60
- Shadow Color: 000000
- Shadow Mode: Multiply
- Shadow Opacity: 30.0
- Surface Contour: Linear
- Invert: No
- Merge with layer: No

- Stroke |

- Color: 002640
- Opacity: 50.0
- Blending Mode: Normal
- Size: 1.0

- Position: 100.0
- Merge with layer: No

- Drop Shadow |

- Color: 100d29
- Opacity: 50.0
- Contour: Half Round
- Noise: 0.0
- Blending Mode: Multiply
- Spread: 0.0
- Size: 3.0
- Offset Angle: 60.0
- Offset Distance: 4.0
- Layer knocks out Drop Shadow: Yes
- Merge with layer: No

Icon 01, Text 01:

- Text |

- Font: Gesture Thin BRK
- Size: 15pt
- Color: 000000
- Alignment: Center

TEXT & ICON STYLING

- Blending Mode |
 - Blend Mode: Normal (Icon 01), Overlay (Text 01)
 - Opacity: 100%
 - Fill Opacity: 0% (Icon 01), 50% (Text 01)
- Inner Shadow |
 - Color: e3e2a4
 - Opacity: 20.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Source: Edge
 - Choke: 0.0
 - Size: 7.0
 - Offset Angle: -130.0
 - Offset Distance: 3.0
 - Merge with layer: No
- Color Overlay |
 - Color: 1c1a12
 - Opacity: 100.0
 - Blending Mode: Hue
 - Merge with layer: No
- Gradient Overlay |
 1. Duplicate the target Icon/Text layer.
 2. Select Gradient tool.

3. Type "Card 11_Gradient 02" in Gradient search field and select it.
4. Click and drag mouse over the duplicated Icon/Text layer, (starting at the left and ending at the right) releasing the mouse at the right of the layer.
5. Right-click original Icon/Text layer and click/select "Alpha to Selection"
6. Select Gradient Layer and press "Ctrl+I" to invert the selection.
7. Press "Delete" button to clear selected area. Press Shift+Ctrl+A to deselect.
8. Change gradient layer's blending mode to "Overlay."
9. Change gradient layer's Opacity to 100

Icon 02-04, Text 02-04:

- Text |
 - Font: Gesture Thin BRK
 - Size: 16pt
 - Color: fff000
 - Alignment: Center
- Gradient Overlay |
 1. Duplicate Title/Header layer.
 2. Select Gradient tool.
 3. Type "Card 11_Gradient 01" in Gradient search field and select it.
 4. Click and drag mouse over the duplicated Title/Header layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
 5. Right-click original Title/Header layer and click/select "Alpha to Selection"
 6. Select Gradient Layer and press "Ctrl+I" to invert the selection.
 7. Press "Delete" button to clear selected area. Press Shift+Ctrl+A to deselect.
 8. Change gradient layer's blending mode to "Grain extract."

TEXT & ICON STYLING

- Outer Glow |
 - Color: feffca
 - Opacity: 33.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Soft Light
 - Spread: 7.0
 - Size: 18.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No
- Stroke |
 - Color: 000000
 - Opacity: 41.0
 - Blending Mode: Hard Light
 - Size: 1 (Icon 02-04), 3 (Text 02-04)
 - Position: 100.0
 - Merge with layer: No
- Color Overlay | (Icon 02-04)
 - Color: fff000
 - Opacity: 70.0
 - Blending Mode: Normal
 - Merge with layer: No
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 30
 - Direction: Up
- Size: 20 (Icon 02-04), 5 (Text 02-04)
- Soften: 5 (Icon 02-04), 0 (Text 02-04)
- Angle: 90.0
- Altitude: 30.0
- Gloss Contour: Cone - Inverted
- Highlight Color: fffffff
- Highlight Mode: Grain Merge
- Opacity: 50.0
- Shadow Color: 000000
- Shadow Mode: Multiply
- Shadow Opacity: 41.0 (Icon 02-04) 75.0 (Text 02-04)
- Surface Contour: Linear
- Invert: No
- Merge with layer: No
- Inner Shadow | (Icon 02-04)
 - Color: 3d3702
 - Opacity: 70.0
 - Contour: Half Round
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Source: Edge
 - Choke: 0.0
 - Size: 2.0
 - Offset Angle: -90
 - Offset Distance: 2.0
 - Merge with layer: No

TEXT & ICON STYLING

CARD REAR

Logo/Symbol (1 Color/Transparency):

- Color Overlay |
 - Color: fff000
 - Opacity: 80.0
 - Blending Mode: Normal
 - Merge with layer: No
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 45
 - Direction: Up
 - Size: 7 (Logos/Symbols), 35 (Text)
 - Soften: 0
 - Angle: 90.0
 - Altitude: 30.0
 - Gloss Contour: Cone - Inverted
 - Highlight Color: fffffff
 - Highlight Mode: Grain Merge
 - Highlight Opacity: 60.0
 - Shadow Color: 000000
 - Shadow Mode: Multiply
 - Shadow Opacity: 41.0
 - Surface Contour: Linear

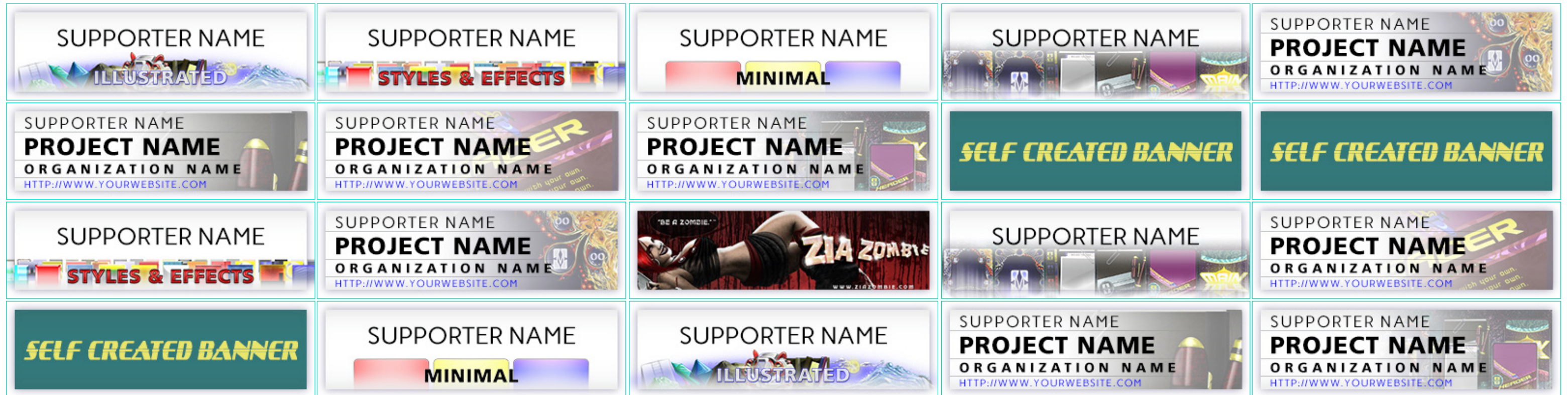
- Invert: No
- Merge with layer: No
- Inner Shadow | (Logos/Symbols)
 - Color: 3d3702
 - Opacity: 70.0
 - Contour: Half Round
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Source: Edge
 - Choke: 0.0
 - Size: 5.0
 - Offset Angle: -90
 - Offset Distance: 3.0
 - Merge with layer: No
- Gradient Overlay |
 1. Duplicate Title/Header layer.
 2. Select Gradient tool.
 3. Type "Card 11_Gradient 01" in Gradient search field and select it.
 4. Click and drag mouse over the duplicated Title/Header layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
 5. Right-click original Title/Header layer and click/select "Alpha to Selection"
 6. Select Gradient Layer and press "Ctrl+I" to invert the selection.
 7. Press "Delete" button to clear selected area. Press Shift+Ctrl+A to deselect.
 8. Change gradient layer's blending mode to "Grain extract."

TEXT & ICON STYLING

- Stroke |
 - Color: 002640
 - Opacity: 100.0
 - Blending Mode: Normal
 - Size: 5
 - Position: 100.0
 - Merge with layer: No
- Outer Glow |
 - Color: feffca
 - Opacity: 25.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Screen
 - Spread: 0.0
 - Size: 70.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

S U P P O R T E R S

GET YOUR NAME OR PROJECT, ORGANIZATION, AND/OR WEBSITE INCLUDED IN NEXT MONTH'S SUPPORTERS' PAGE BY CONTRIBUTING TO OUR MONTHLY CARD FRAMES FOR PROTOTYPES INITIATIVE.





HAVE AN IDEA FOR A CARD FRAME? CLICK HERE TO SEND US YOUR SUGGESTION.



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MANIFESTATION

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PRINT BUSINESSES | PLAY-TESTING SPOTS | CARD GAME TEMPLATES

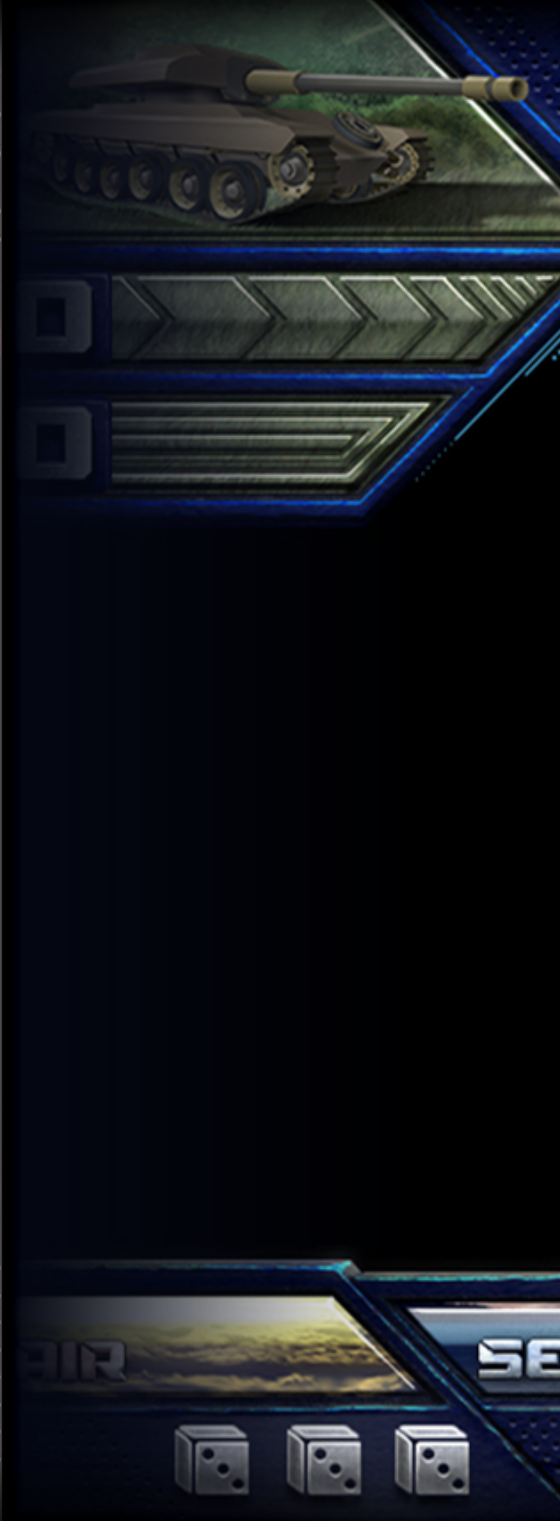
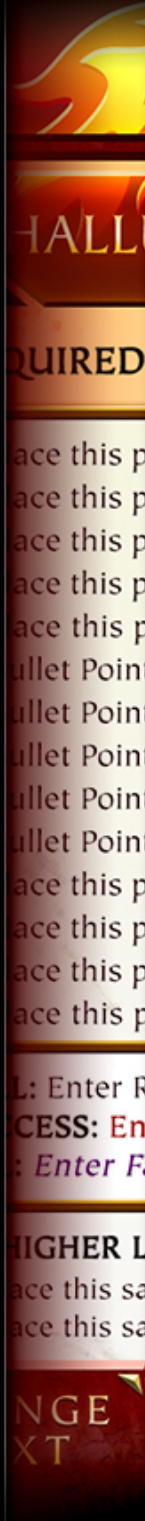


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CS6

C O M P L E T E

.PSD | .ASL | .ATN | .PNG | .PDF

PHOTOSHOP
CS 6
RECOMMENDED

[HTTP://WWW.MANIFESTATIONCCS.COM](http://www.manifestationccs.com)

18

EDITABLE
TEMPLATES

CARD FRONT AND REAR



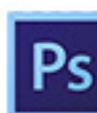
90
ICONS



CARD
FRONT &
REAR

Future FGE
STYLE SERIES I

COMPLETE



CS4
CS5
CS6

.PSD | .ASL | .ATN | .PNG | .PDF

PHOTOSHOP
CS6
RECOMMENDED

WWW.MANIFESTATIONCCS.COM

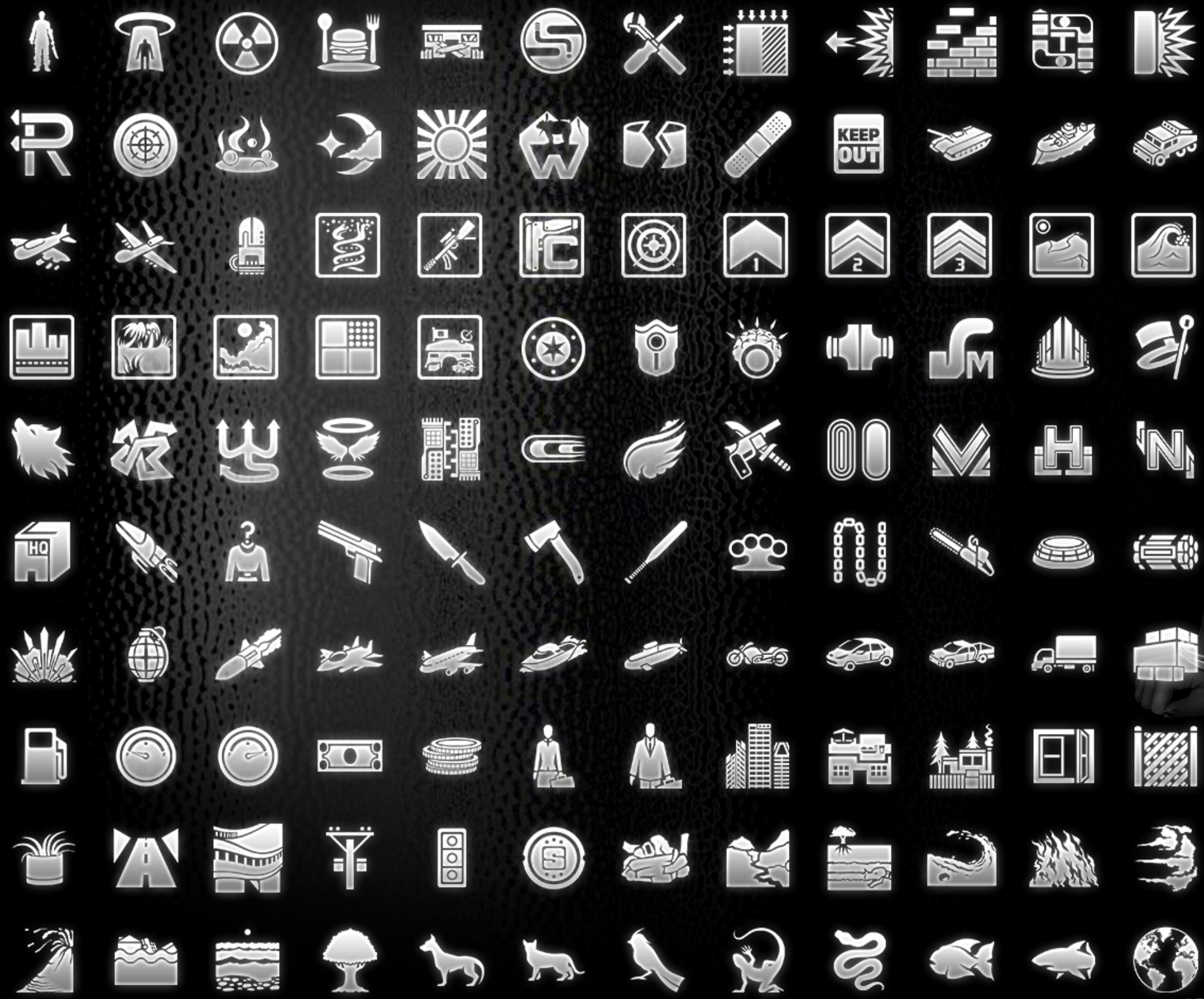
DETAILED
INSTRUCTION
MANUAL

18
EDITABLE
TEMPLATES



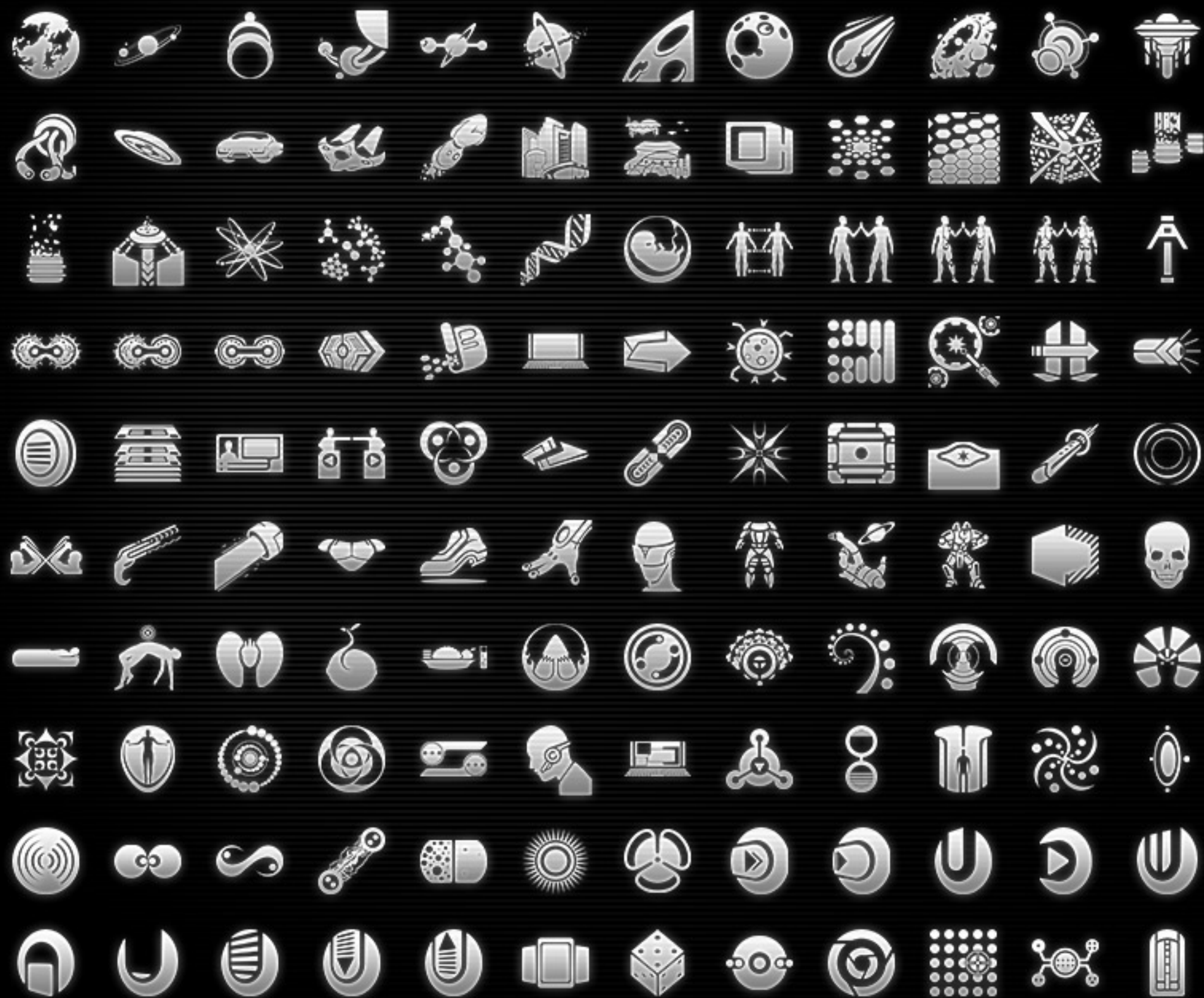
PAST AGE
ICON SERIES 1
120 FANTASY THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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183 CURRENT-ERA THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

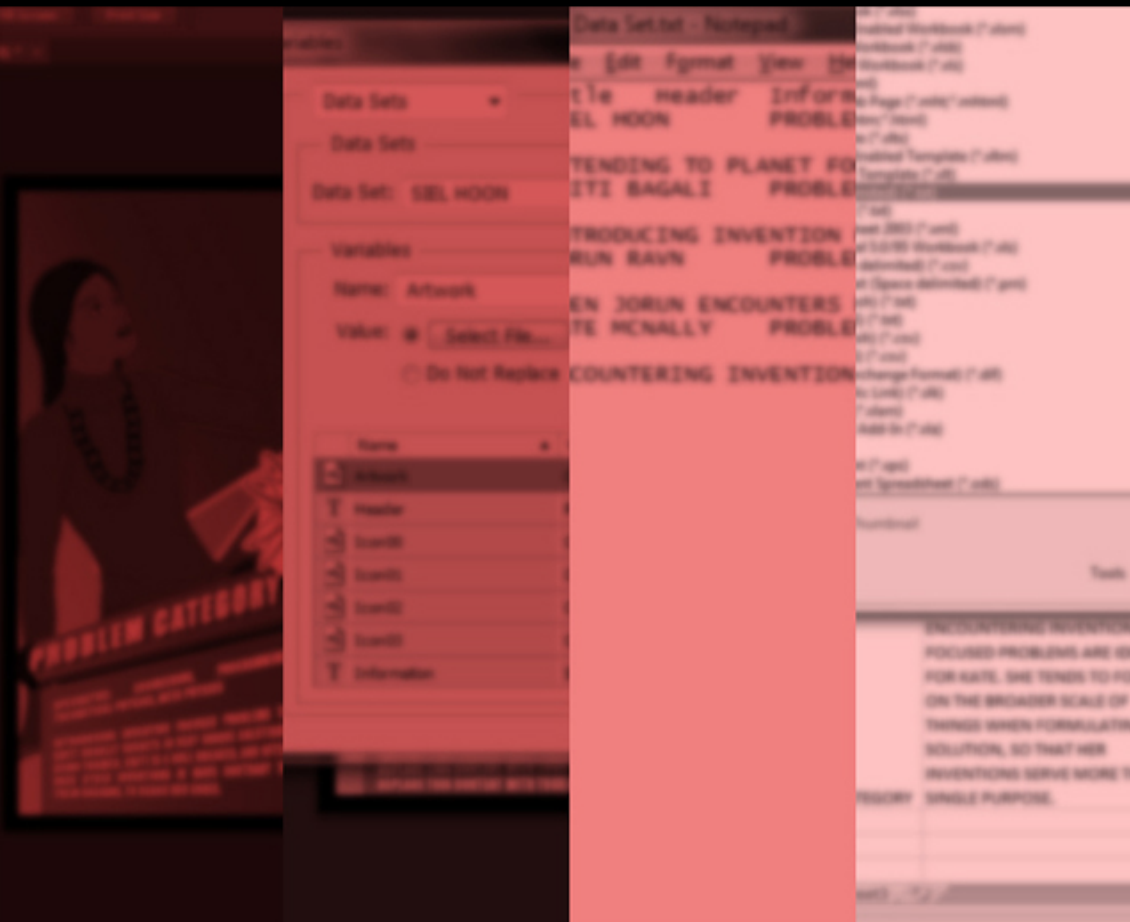
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120 SCI-FI THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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LEARN HOW TO CREATE CARD GAME TEMPLATES



TUTORIAL 01: PHOTOSHOP
MANAGING CARD ELEMENTS
USING VARIABLES & DATA SETS



TUTORIAL 02: PHOTOSHOP
DESIGNING CARD ELEMENTS
USING VECTOR SHAPE LAYERS



TUTORIAL 03: PHOTOSHOP
CREATING LAYER STYLES
FOR CARD ELEMENTS & ICONS



ANIFESTATION CCS
TIPS & TRICKS

LAYOUT

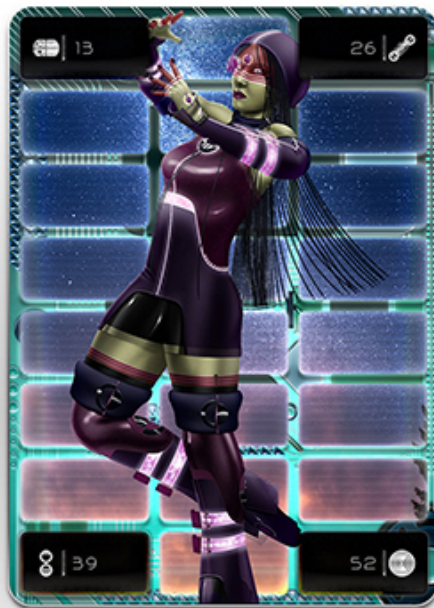
CREATING LAYOUTS SPECIFIC
TO YOUR GAMEPLAY MECHANICS



ANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

BRIGHT TEXT OVER
DARK BACKGROUNDS



T

T



ANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

FONT RESOURCES



ANIFESTATION CCS
TIPS & TRICKS

ICONS

BEST POSITIONS FOR ICONS
& SYMBOLS IN CARD DESIGNS

A-Z FONTS

Font.com

Eagle Fonts

Font Bros

Fontpalace

fonts.com

FontS2U

Font Shop

FontSpace

Font Squirrel
100% FREE FOR COMMERCIAL USE

graphicriver

FonttType Library

MyFonts

µfonts

urbanfonts





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