



MANIFESTATION  
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES



# STYLES & EFFECTS

MONTH 03 | INSTRUCTION MANUAL

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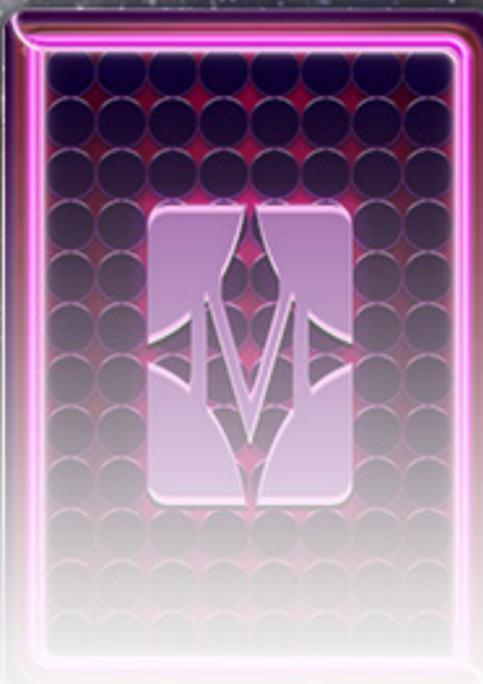
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# CARD 08 CONTENTS

1) UTILIZATION LICENSE.txt

2) Card 08 - Instruction Manual.pdf

## Card 08 - Styles & Effects (Tarot) Photoshop

3) Card 08 (Tarot) Front.psd

4) Card 08 (Tarot) Rear.psd

5) Card 08 (Tarot) Styles & Effects.xlsx

6) Card 08 (Tarot) Styles & Effects.txt

### Artwork

7) Artwork.psd

8) Artwork 00.jpg

### Icons

9) Icons.psd

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## Card 08 - Styles & Effects (Tarot) Gimp

11) Card 08 (Tarot) Front.xcf

12) Card 08 (Tarot) Rear.xcf

### Artwork

13) Artwork.xcf

14) Artwork 00.jpg

### Icons

15) Icons.xcf

16) Icon 00.png

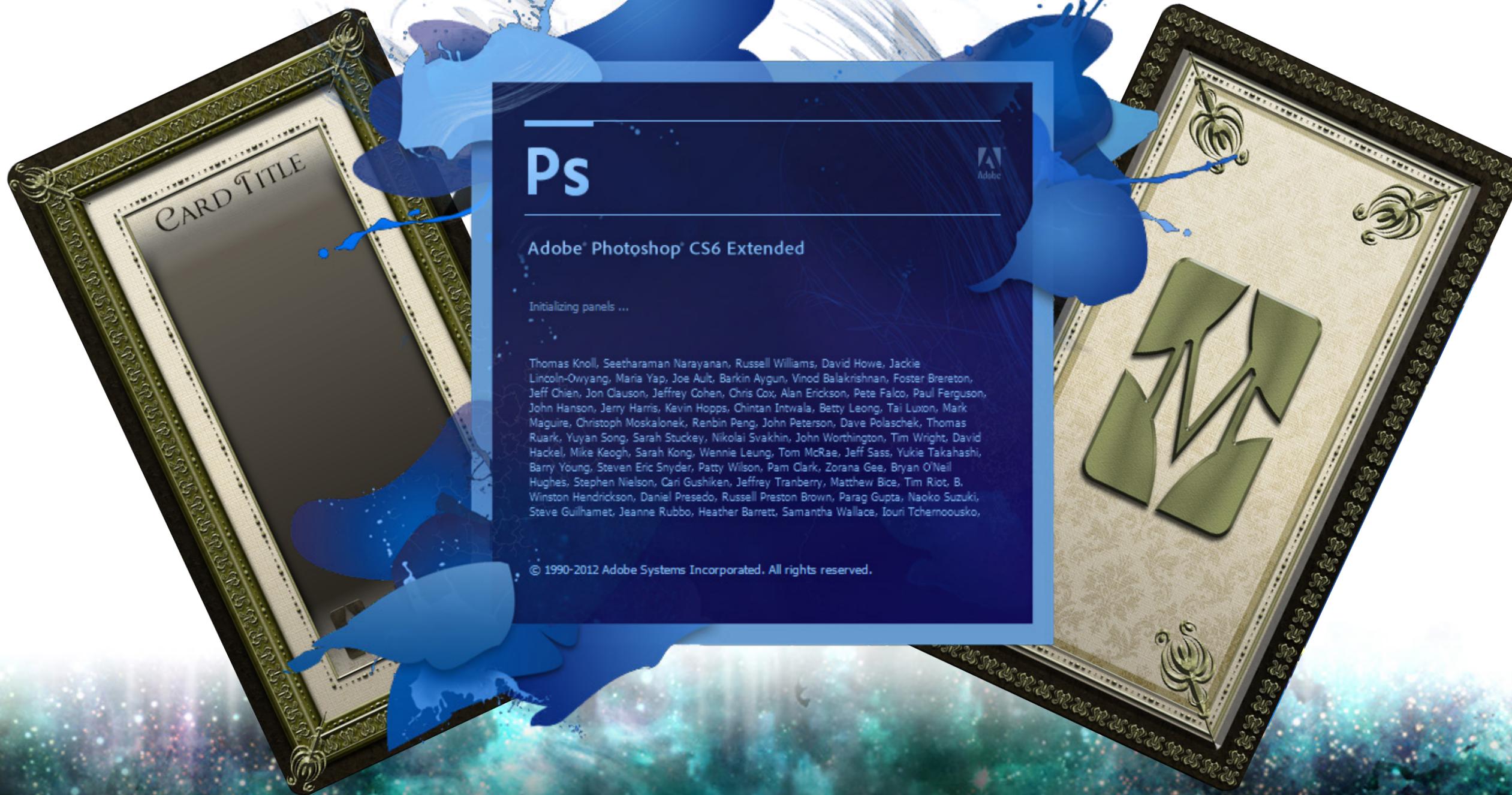
# T A B L E O F C O N T E N T S

## PHOTOSHOP VERSION

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# PHOTOSHOP VERSION



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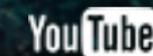


Adobe® Photoshop® CS6 Extended

Initializing panels ...

Thomas Knoll, Seetharaman Narayanan, Russell Williams, David Howe, Jackie Lincoln-Owryang, Maria Yap, Joe Ault, Barkin Aygun, Vinod Balakrishnan, Foster Brereton, Jeff Chien, Jon Clauson, Jeffrey Cohen, Chris Cox, Alan Erickson, Pete Falco, Paul Ferguson, John Hanson, Jerry Harris, Kevin Hopps, Chintan Intwala, Betty Leong, Tai Luxon, Mark Maguire, Christoph Moskalonek, Ranbin Peng, John Peterson, Dave Polaschek, Thomas Ruark, Yuyan Song, Sarah Stuckey, Nikolai Svakhin, John Worthington, Tim Wright, David Hackel, Mike Keogh, Sarah Kong, Wennie Leung, Tom McRae, Jeff Sass, Yukie Takahashi, Barry Young, Steven Eric Snyder, Patty Wilson, Pam Clark, Zorana Gee, Bryan O'Neil Hughes, Stephen Nielson, Cari Gushiken, Jeffrey Tranberry, Matthew Bice, Tim Riet, B. Winston Hendrickson, Daniel Presedo, Russell Preston Brown, Parag Gupta, Naoko Suzuki, Steve Guilhamet, Jeanne Rubbo, Heather Barrett, Samantha Wallace, Iouri Tchermouusko,

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# 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

- Use to edit text.

Icon01Vis | Icons/Text > Icon 01 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Icon01 | Icons/Text > Icon 01 (Placeholder)

- Path to icon graphic.

Icon02Vis | Icons/Text > Icon 02 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Icon02 | Icons/Text > Icon 02 (Placeholder)

- Path to icon graphic.

Icon03Vis | Icons/Text > Icon 03 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Icon03 | Icons/Text > Icon 03 (Placeholder)

- Path to icon graphic.

Text01Vis | Icons/Text > Text 01 (Placeholder)

- True = Text Visible | False = Text Hidden

Text01 | Icons/Text > Text 01 (Placeholder)

- Use to edit text.

Text02Vis | Icons/Text > Text 02 (Placeholder)

- True = Text Visible | False = Text Hidden

Text02 | Icons/Text > Text 02 (Placeholder)

- Use to edit text.

Text03Vis | Icons/Text > Text 03 (Placeholder)

- True = Text Visible | False = Text Hidden

Text03 | Icons/Text > Text 03 (Placeholder)

- Use to edit text.

Artwork | Artwork > Artwork (Placeholder)

- Path to card artwork.

# TEXT ELEMENTS

## CARD FRONT

- The layer group "Text" contains the "Title" text layer. This layer has been defined as a Photoshop Variable and as such can be edited by using the provided spreadsheet.
- The "Icons/Text" layer group contains "Text 01 (Placeholder)," Text 02 (Placeholder), and "Text 03 (Placeholder)" Photoshop text layers. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- All text layers in this template include Photoshop layer styles and effects, designed to add to the aesthetic of the card template's visual theme.

# TEXT ELEMENTS

## CARD REAR

- In the "Logo/Symbol (w/ Transparency)" layer group is the "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.

## FONTS

- ChocolateBox Regular: <http://www.dafont.com/chocolate-box.font>

# ICON ELEMENTS

## CARD FRONT

- The "Icons/Text" layer group contains "Icon 01 (Placeholder)," "Icon 02 (Placeholder)," and "Icon 03 (Placeholder)" layers. Each of these layers consists of two 1 pixel dots used for precise alignment and positioning of icons included when using Photoshop's Data Sets & Variables feature. 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.
- Icon dimensions for this template are 147x148 (WxH) pixels. **Use the provided "Icons.psd" file to create icon .png files sized to the right proportions for the template.**

# ICON ELEMENTS

## 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 the layer, used for precise alignment and positioning of artwork when using Photoshop's Data Sets & Variables feature. The Artwork Placeholder 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 442x1040 (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



# TEXT ELEMENTS

## CARD FRONT

- The layer group "Text" contains the "Title" text layer. Use the Text Tool to edit this layer.
- The "Icons/Text" layer group contains "Text 01 (Placeholder)," "Text 02 (Placeholder)," and "Text 03 (Placeholder)" Gimp text layers. These layers can also be edited by using the Text Tool.
- The Text in thistemplate was designed to be viewed with an Drop Shadow, Gradient, and Inner Bevel applied to them. You will need the GIMP plugin "ScriptFu" to add the Drop Shadow, Gradient, and Inner Bevel effects to text layers.

Drop Shadow: Go to the "ScriptFu" menu option and select Layer Effects > Drop Shadow. A ScriptFu Drop Shadow options window opens. Make sure the options are set to the following:

- o Color: #000000
- o Opacity: 36%
- o Contour: Linear

# TEXT ELEMENTS

## CARD FRONT CONTINUED

- o Noise: 0
- o Blending Mode: Normal
- o Spread: 0
- o Size: 4
- o Offset Angle: 90
- o Offset Distance: 4

Gradient: First press "Ctrl + G" or "Apple + G" to open the Gradients Dialog. Second, click on the "Create a new gradient" icon (second icon from the left on the bottom of the Gradients Dialog) and create a gradient with the following specifications:

Left Endpoint: Color = #363127 | Position: 0

Midpoint: Move Midpoint to Position 27, Right-click and Split Segment. Right-click Midpoint and set Left & Right Endpoint colors to #1b1914

Right Endpoint: Color = #5d574a | Position: 100

Save Gradient by clicking the "Save" icon at the lower left of the Gradient Editor Dialog.

# TEXT ELEMENTS

## CARD FRONT CONTINUED

Gradient Overlay: Go to the "ScriptFu" menu option and select Layer Effects > Gradient Overlay. A ScriptFu Gradient Overlay options window opens. Click on the Gradient color spectrum and select the gradient you previously saved. Close the window. The color spectrum is now updated to the foreground and background colors you created earlier. Make sure the options are set to the following:

- o Gradient Type: Linear
- o Repeat: None
- o Opacity: 100
- o Blending Mode: Normal
- o Center X: 0
- o Center Y: 0
- o Gradient Angle: 90
- o Size: 4
- o Gradient Width: 10

# TEXT ELEMENTS

## CARD FRONT CONTINUED

Inner Bevel: Go to the "ScriptFu" menu option and select Layer Effects > Bevel & Emboss. A ScriptFu Bevel & Emboss options window opens. Make sure the options are set to the following before clicking "OK":

- o Inner Bevel
- o Depth: 65
- o Direction: Up
- o Size: 1
- o Soften: 0
- o Angle: 90
- o Altitude: 30
- o Gloss Contour: Linear
- o Highlight Color: #ffffff | Highlight Mode: Screen | Highlight Opacity: 60%
- o Shadow Color: #000000 | Shadow Mode: Normal | 50%
- o Surface Contour: Linear

To keep things organized; move all Script-Fu created layers into the layer group containing the Text layer(s) they were created for.

# TEXT ELEMENTS

## CARD REAR

- The layer group "Logo/Symbol (w/ Transparency)" contains the "Rear Title" Gimp text layer. Apply the same layer Script-Fu layer styles to any Text or Logos/Symbol layers with transparency that were applied to the text layers on the Card Front with one minor adjustment to the Inner Bevel settings:

- o Size: 10

## FONTS

- ChocolateBox Regular: <http://www.dafont.com/chocolate-box.font>

# ICON ELEMENTS

## CARD FRONT

- The "Icons/Text" layer group contains "Icon 01 (Placeholder)," "Icon 02 (Placeholder)," and "Icon 03 (Placeholder)" layers designed to give users an example of how correctly positioned and sized icons should appear within the template.
- Icon dimensions for this template are 147x148 (WxH) pixels. **Use the provided "Icons.xcf" file to create icon .png files sized to the right proportions for the template.**
- The "Icons/Text" layer group also contains "Icon Area 01," "Icon Area 02," and "Icon Area 03" layers created to assist in icon positioning. Position your icons within the boundaries of these layers for the best visual results.



# ICON ELEMENTS

## CARD REAR

- Place all logos with transparency in the "Logo/Symbol (w/ Transparency) layer for effective layer organization within the template. To add appropriate styling to logos on the rear of the template, apply the same Script-Fu layer styles detailed on pages 10-13 with one minor adjustment to the Inner Bevel settings:

- o Size: 10



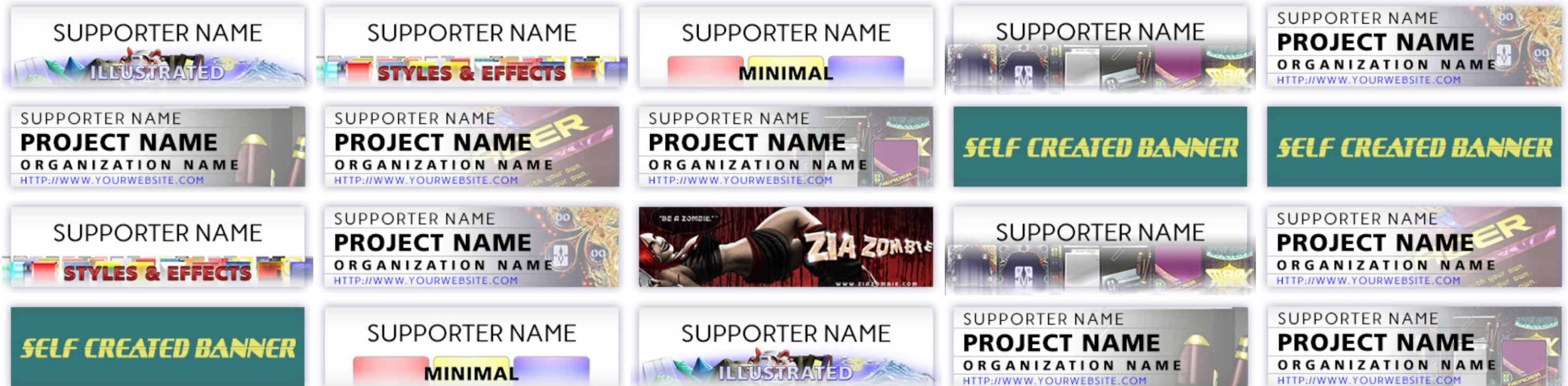
# ARTWORK

## CARD FRONT

- Artwork created for this template should be sized to 442x1040 (WxH) pixels.
- The "Artwork" layer group contains the "Artwork (Placeholder)" and "Artwork Area" layers. To add artwork to the template, open your artwork as a layer (Ctrl+Alt+O) over the "Artwork Area" layer. Right-click on the "Artwork Area" layer and select "Alpha to Selection." Right-click on your artwork's layer and select "Add Layer Mask." Make sure the "Selection" option is ticked/checked and then click the "Add" button. Your artwork is now properly masked into the card template design.
- 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.

# 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.



MANIFESTATION  
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

10 DAY MICRO CROWD-FUNDING CAMPAIGNS

**3 NEW GIMP & PHOTOSHOP TEMPLATES PER MONTH**

# MONTH 04 | CARD FRAMES FOR PROTOTYPES



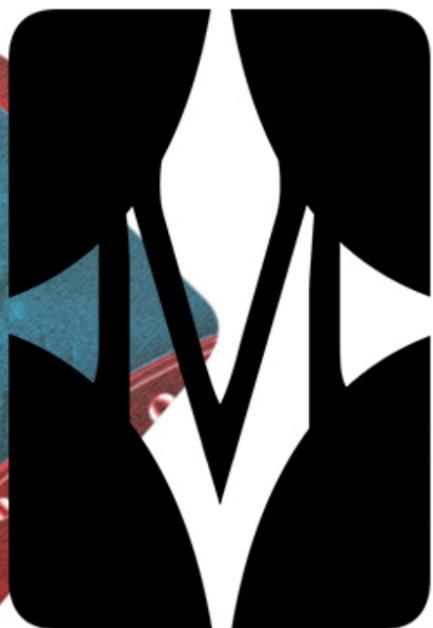
ILLUSTRATED | TAROT



STYLES & EFFECTS | PAST AGE



MINIMAL | MODERN AGE



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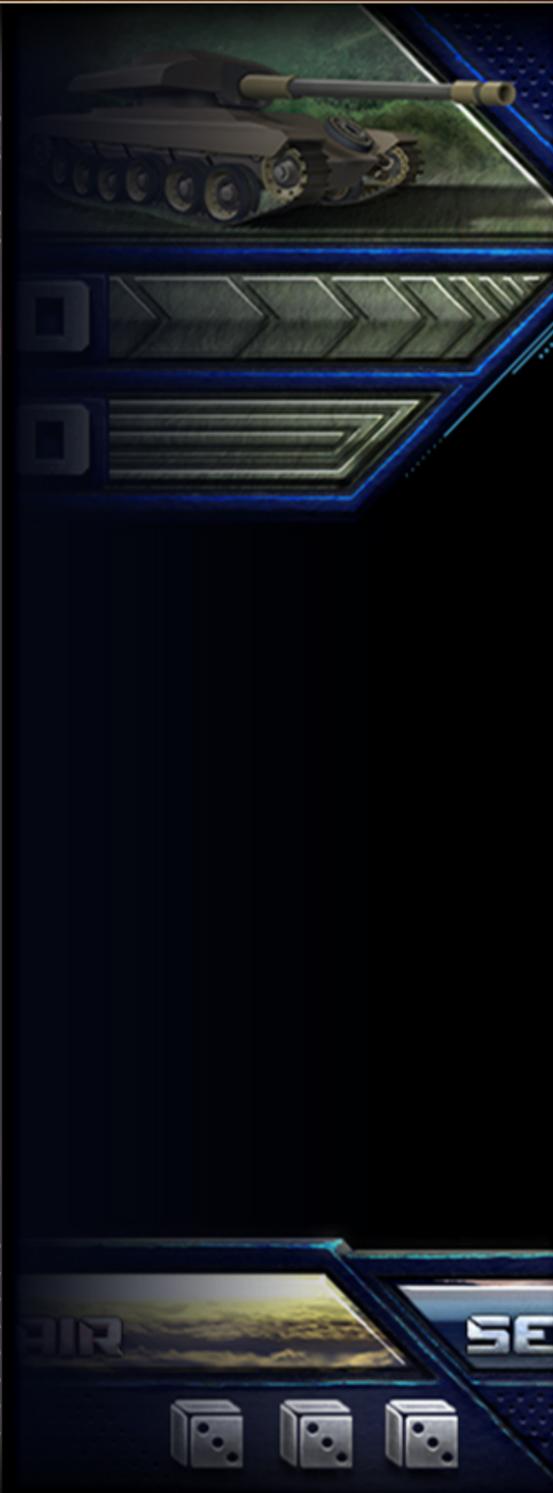
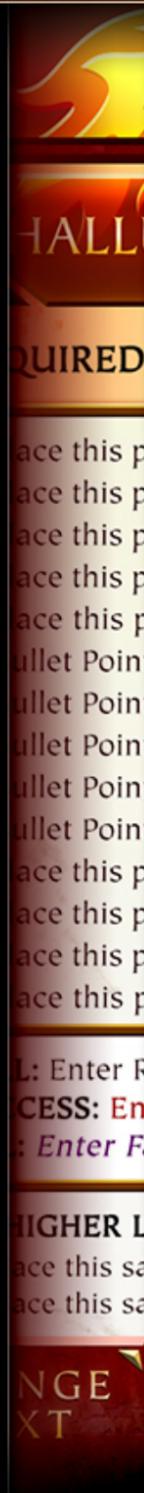


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CARD DESIGNS



ICONS



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# MANIFESTATION

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CARD FRAMES FOR PROTOTYPES

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STYLE SERIES I

COMPLETE



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CS5  
CS6

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

PHOTOSHOP  
CS6  
RECOMMENDED

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60  
ICONS

DETAILED  
INSTRUCTION  
MANUAL

CARD FRONT  
AND REAR

18  
EDITABLE  
TEMPLATES



# MANIFESTATION

CARD CREATION SOURCE



160  
ICONS

DETAILED INSTRUCTION MANUALS



CS4  
CS5  
CS6

C O M P L E T E

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

PHOTOSHOP  
CS6  
RECOMMENDED

18

EDITABLE  
TEMPLATES

CARD FRONT AND REAR

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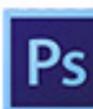


# MANIFESTATION

CARD CREATION SOURCE



## COMPLETE



CS4  
CS5  
CS6

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

PHOTOSHOP  
**CS6**  
RECOMMENDED

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90  
ICONS

CARD  
FRONT &  
REAR

DETAILED  
INSTRUCTION  
MANUAL

18  
EDITABLE  
TEMPLATES

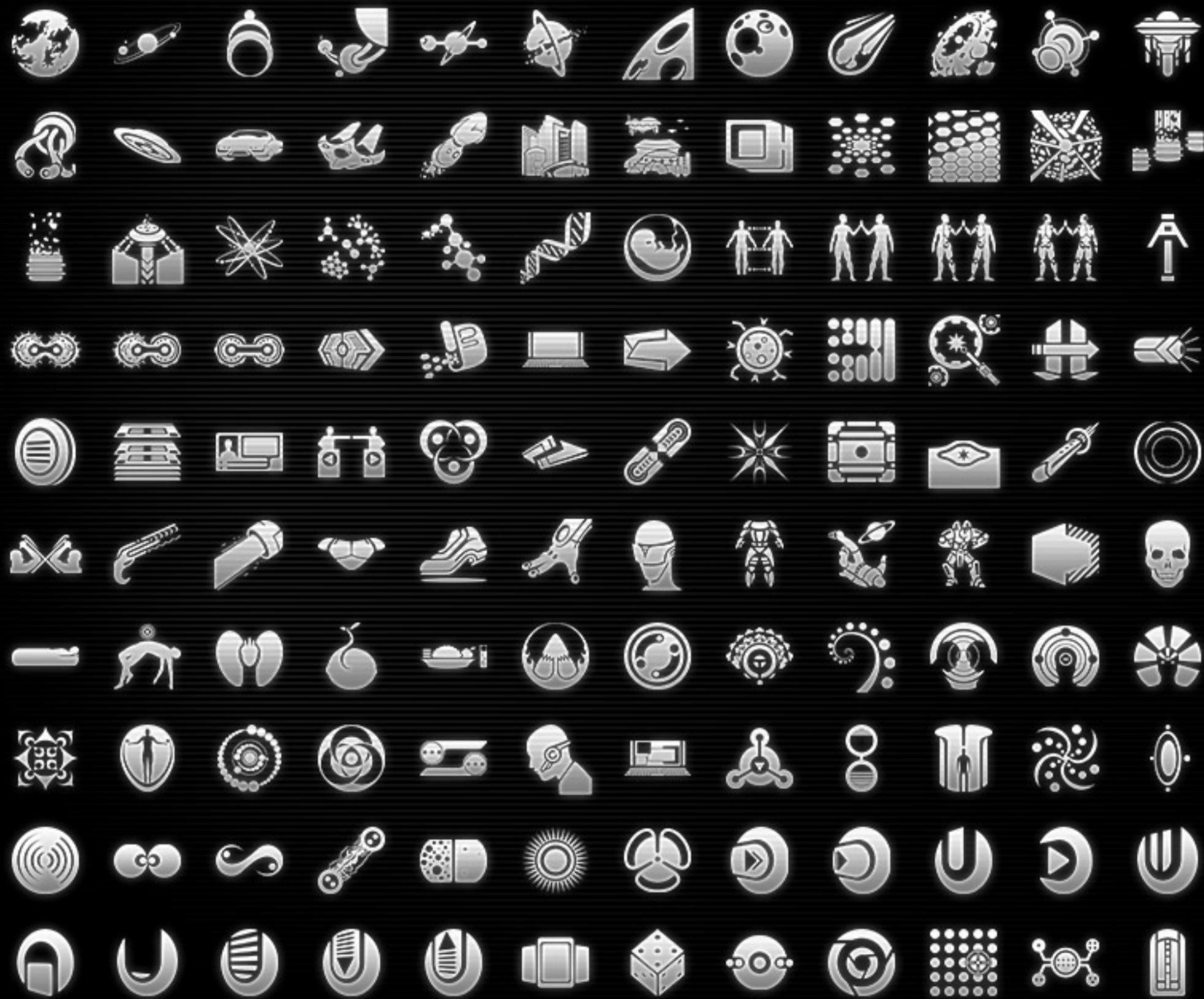


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ICON SERIES 1

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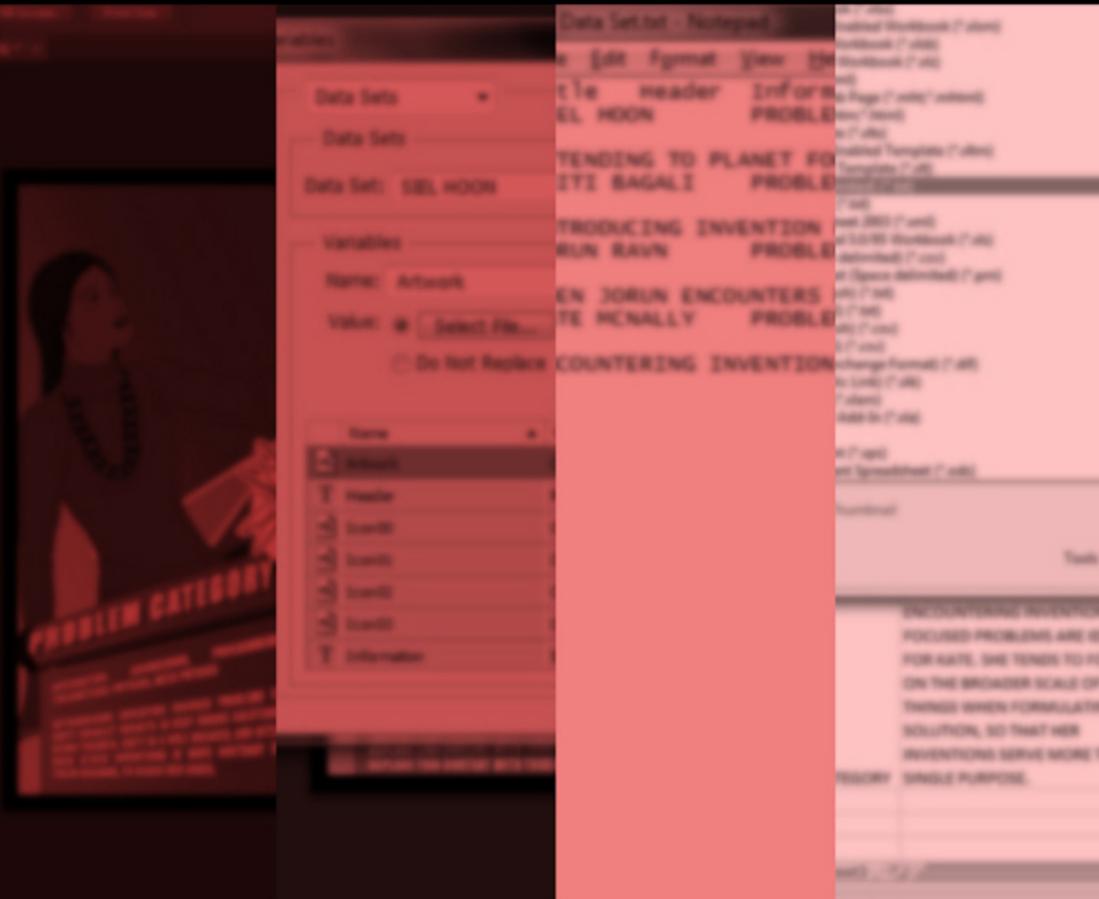


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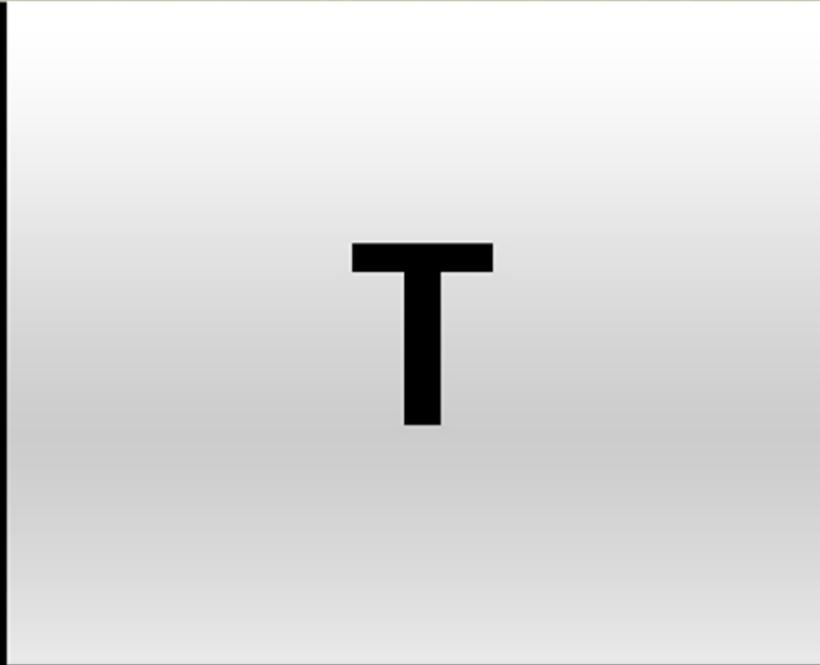
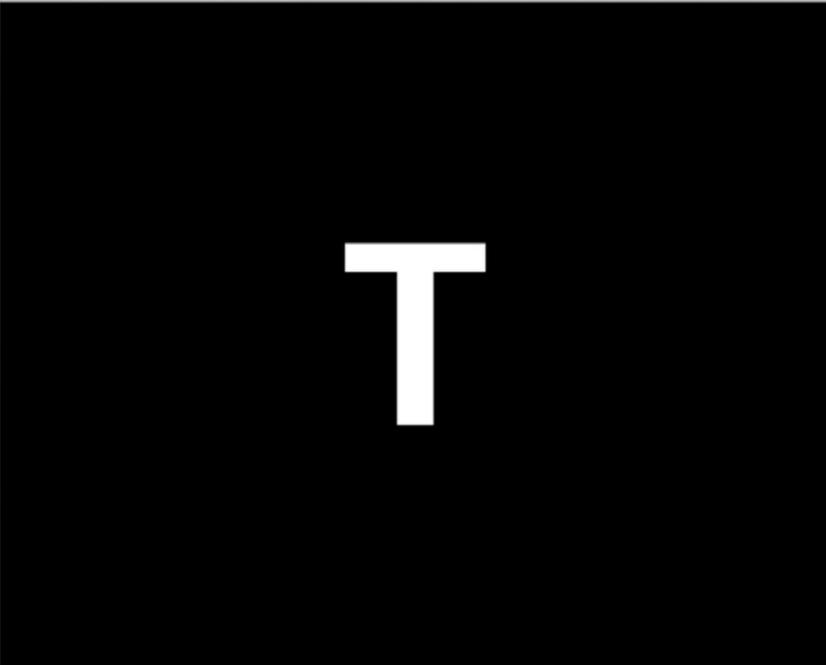
# LEARN HOW TO CREATE CARD GAME TEMPLATES



**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





MANIFEST YOUR CREATION

