



C A R D F R A M E S F O R P R O T O T Y P E S

MINIMAL

MONTH 03 | INSTRUCTION MANUAL

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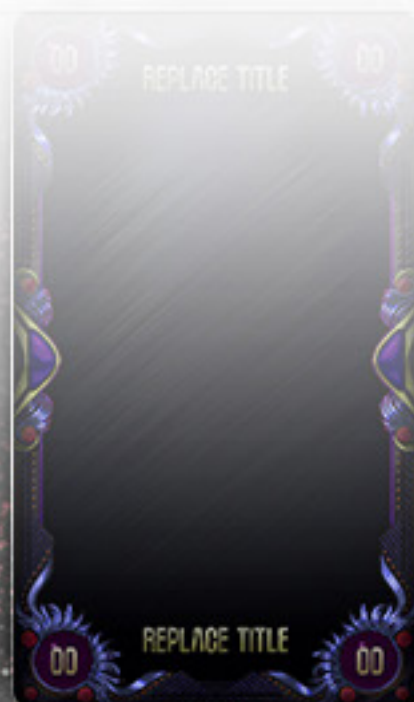
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MANIFESTATION CCS

PATREON



CARD

09

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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

- Use to edit text.

Direction | Text > Direction

- Use to edit text.

Icon01 Vis | Icons/Text > Icon Placeholder 01

- True = Icon Visible | False = Icon Hidden

Icon01 | Icons/Text > Icon Placeholder 01

- Path to icon graphic.

Icon02 Vis | Icons/Text > Icon Placeholder 02

- True = Icon Visible | False = Icon Hidden

Icon02 | Icons/Text > Icon Placeholder 02

- Path to icon graphic.

Icon03 Vis | Icons/Text > Icon Placeholder 03

- True = Icon Visible | False = Icon Hidden

Icon03 | Icons/Text > Icon Placeholder 03

- Path to icon graphic.

Icon04 Vis | Icons/Text > Icon Placeholder 04

- True = Icon Visible | False = Icon Hidden

Icon04 | Icons/Text > Icon Placeholder 04

- Path to icon graphic.

Text01 Vis | Icons/Text > Text Placeholder 01

- True = Text Visible | False = Text Hidden

Text01 | Icons/Text > Text Placeholder 01

- Use to edit text.

Text02 Vis | Icons/Text > Text Placeholder 02

- True = Text Visible | False = Text Hidden

Text02 | Icons/Text > Text Placeholder 02

- Use to edit text.

Text03 Vis | Icons/Text > Text Placeholder 03

- True = Text Visible | False = Text Hidden

Text03 | Icons/Text > Text Placeholder 03

- Use to edit text.

Text04 Vis | Icons/Text > Text Placeholder 04

- True = Text Visible | False = Text Hidden

Text04 | Icons/Text > Text Placeholder 04

- Use to edit text.

ULGem01 | Upper Area > Gems Left > Gem 01

- True = Gem Visible | False = Gem Hidden

ULGem02 | Upper Area > Gems Left > Gem 02

- True = Gem Visible | False = Gem Hidden

SPREADSHEETS & CARD CONTENT

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

ULGem03 | Upper Area > Gems Left > Gem 03

- True = Gem Visible | False = Gem Hidden

ULGem04 | Upper Area > Gems Left > Gem 04

- True = Gem Visible | False = Gem Hidden

URGem01 | Upper Area > Gems Right > Gem 01

- True = Gem Visible | False = Gem Hidden

URGem02 | Upper Area > Gems Right > Gem 02

- True = Gem Visible | False = Gem Hidden

URGem03 | Upper Area > Gems Right > Gem 03

- True = Gem Visible | False = Gem Hidden

URGem04 | Upper Area > Gems Right > Gem 04

- True = Gem Visible | False = Gem Hidden

NJewel | Lower Area > Compass > Jewels of Direction > North

- True = Jewel Visible | False = Jewel Hidden

WJewel | Lower Area > Compass > Jewels of Direction > West

- True = Jewel Visible | False = Jewel Hidden

SJewel | Lower Area > Compass > Jewels of Direction > South

- True = Jewel Visible | False = Jewel Hidden

EJewel | Lower Area > Compass > Jewels of Direction > East

- True = Jewel Visible | False = Jewel Hidden

LLGem01 | Lower Area > Gems Left > Gem 01

- True = Gem Visible | False = Gem Hidden

LLGem02 | Lower Area > Gems Left > Gem 02

- True = Gem Visible | False = Gem Hidden

LLGem03 | Lower Area > Gems Left > Gem 03

- True = Gem Visible | False = Gem Hidden

LLGem04 | Lower Area > Gems Left > Gem 04

- True = Gem Visible | False = Gem Hidden

LRGem01 | Upper Area > Gems Right > Gem 01

- True = Gem Visible | False = Gem Hidden

LRGem02 | Upper Area > Gems Right > Gem 02

- True = Gem Visible | False = Gem Hidden

LRGem03 | Upper Area > Gems Right > Gem 03

- True = Gem Visible | False = Gem Hidden

LRGem04 | Upper Area > Gems Right > Gem 04

- True = Gem Visible | False = Gem Hidden

Artwork Placeholder | Artwork > Artwork Placeholder

- Path to artwork graphic.

T E X T E L E M E N T S

CARD FRONT

- The Title and Direction text layers are located in the Text layer group. All text positioned in icon areas are named 'Text ## Placeholder' and located in the Icons/Text layer group.
- All text layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet

CARD REAR

- Creating a new text layer and typing in your desired text within the "Logo/Symbol (1 Color/Transparency)" layer group will result in the provided layer style/effect being applied to your text.

TEXT ELEMENTS

FONTS

- Possum Saltare NF Regular: <http://www.1001fonts.com/possum-saltare-nf-font.html>

ICON ELEMENTS

CARD FRONT

- The Icons/Text layer group holds "Icon Placeholder ##" layers. These layers have been defined as Photoshop Variables and as such can be edited 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): Lower Icons (86x86 pixels), Upper Icons (64x64 pixels)
Use the provided "Lower Icons.psd" and "Upper Icons.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." 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 at 825 x1125 (WxH) pixels. Use the provided "Artwork.psd" file to size your artwork to the right proportions if needed.

GIMP VERSION



TEXT ELEMENTS

CARD FRONT

- The "Title" and "Direction" text layers are located in the "Text" layer group. All text positioned in icon areas are named 'Text ## Placeholder' and located in the 'Icons/Text' layer group.
- Text in this template was designed to be viewed with a Gradient and Drop Shadow. You will need the GIMP plugin "ScriptFu" to add the Gradient and Drop Shadow effects to text layers.

CARD REAR

- The "Rear Title" text layer is located in the "Logo/Symbol (w/ Transparency)" layer group. Replace the default text with your own.

TEXT ELEMENTS

FONTS

- Possum Saltare NF Regular: <http://www.1001fonts.com/possum-saltare-nf-font.html>

ICON ELEMENTS

CARD FRONT

- The Icons/Text layer group holds "Icon/Text 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): Lower Icons (86x86 pixels), Upper Icons (64x64 pixels)
Use the provided "Lower Icons.xcf" and "Upper Icons.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.

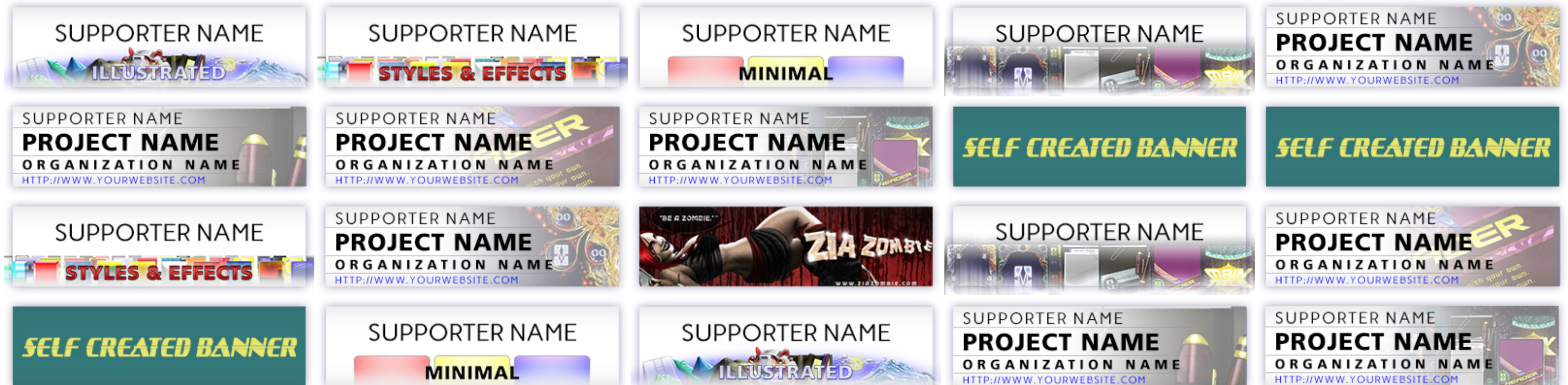
ARTWORK

CARD FRONT

- Artwork created for this template should be sized to 825x1125 (WxH) pixels.

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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MONTH 04 | CARD FRAMES FOR PROTOTYPES



ILLUSTRATED | TAROT



STYLES & EFFECTS | PAST AGE



MINIMAL | MODERN AGE



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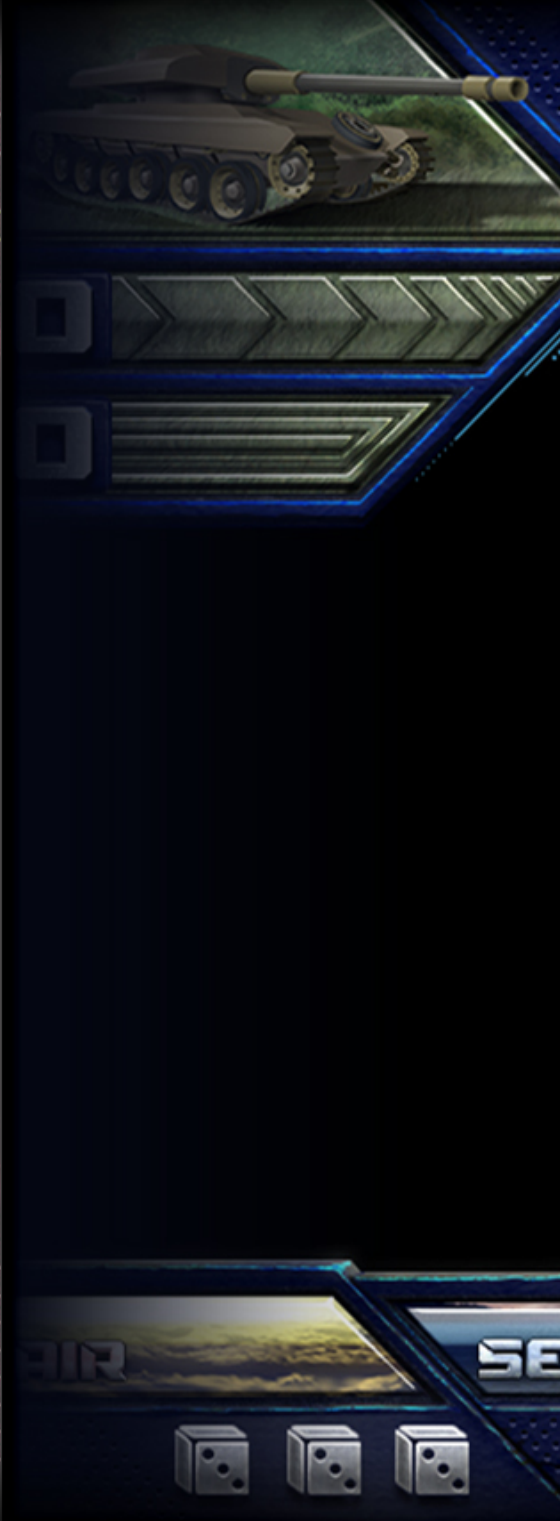
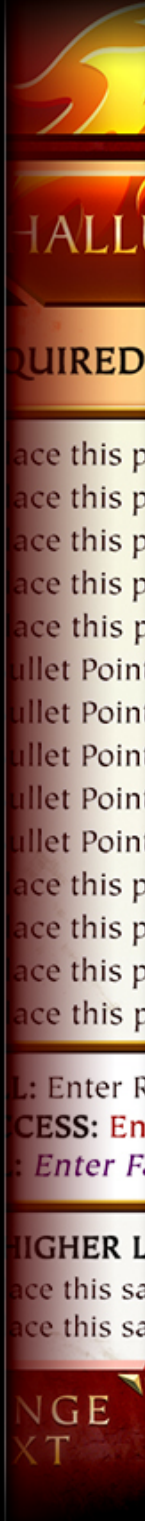


A N I F E S T A T I O N C C S

ILLUSTRATIONS



CARD DESIGNS



ICONS



D E S I G N S E R V I C E S

[HTTP://WWW.MANIFESTATIONCCS.COM/DESIGN-SERVICES/](http://www.manifestationccs.com/design-services/)



MANIFESTATION

CARD CREATION SOURCE



PAST AGE

STYLE SERIES I

60
ICONS

DETAILED
INSTRUCTION
MANUAL



COMPLETE

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



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CARD FRONT
AND REAR

18
EDITABLE
TEMPLATES



ANIFESTATION
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

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

18

EDITABLE
TEMPLATES

CARD FRONT AND REAR



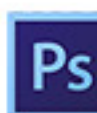
90
ICONS



CARD
FRONT &
REAR

Future FGE
STYLE SERIES I

COMPLETE



CS4
CS5
CS6

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

PHOTOSHOP
CS6
RECOMMENDED

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DETAILED
INSTRUCTION
MANUAL

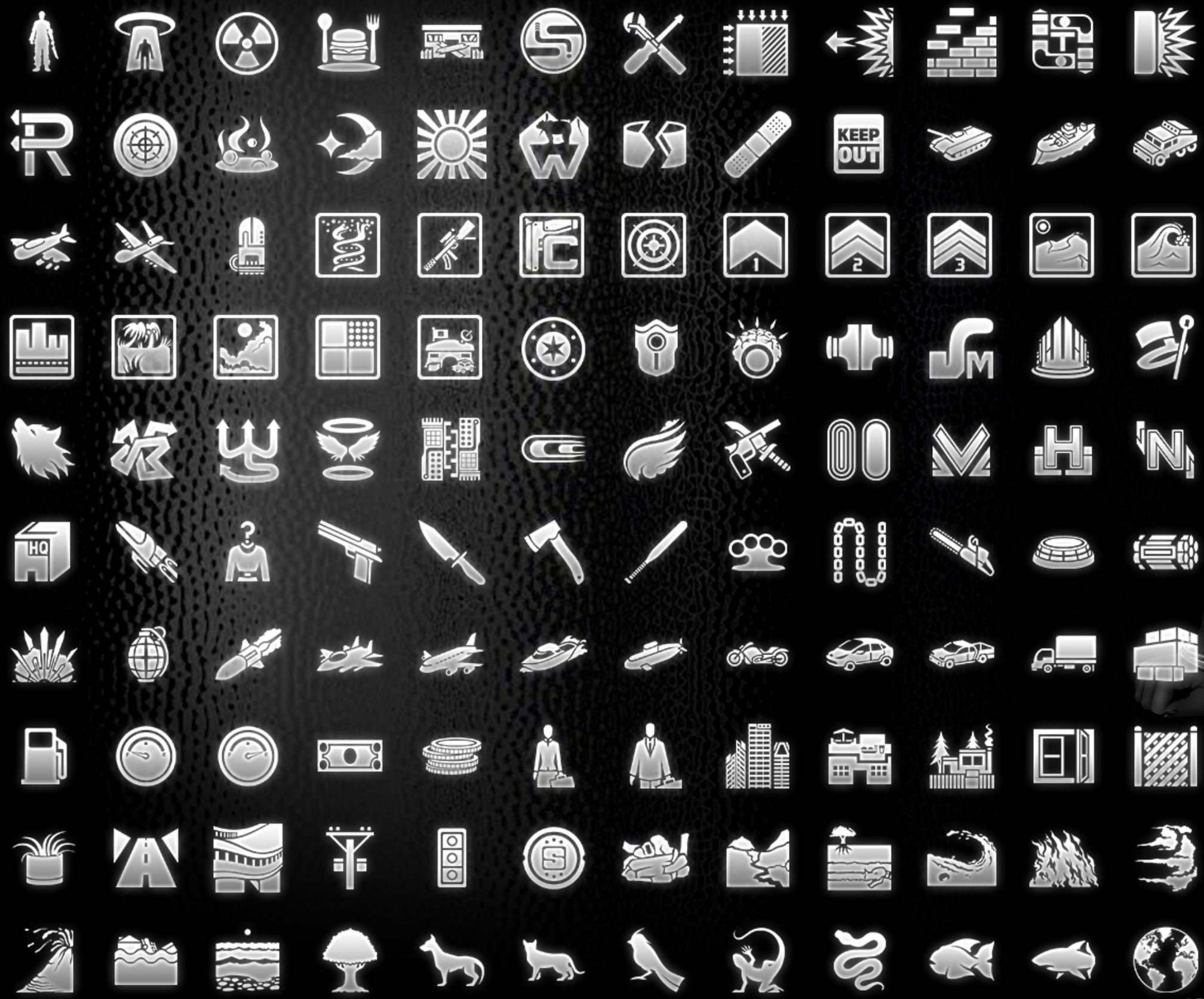
18
EDITABLE
TEMPLATES



PAST AGE
ICON SERIES 1

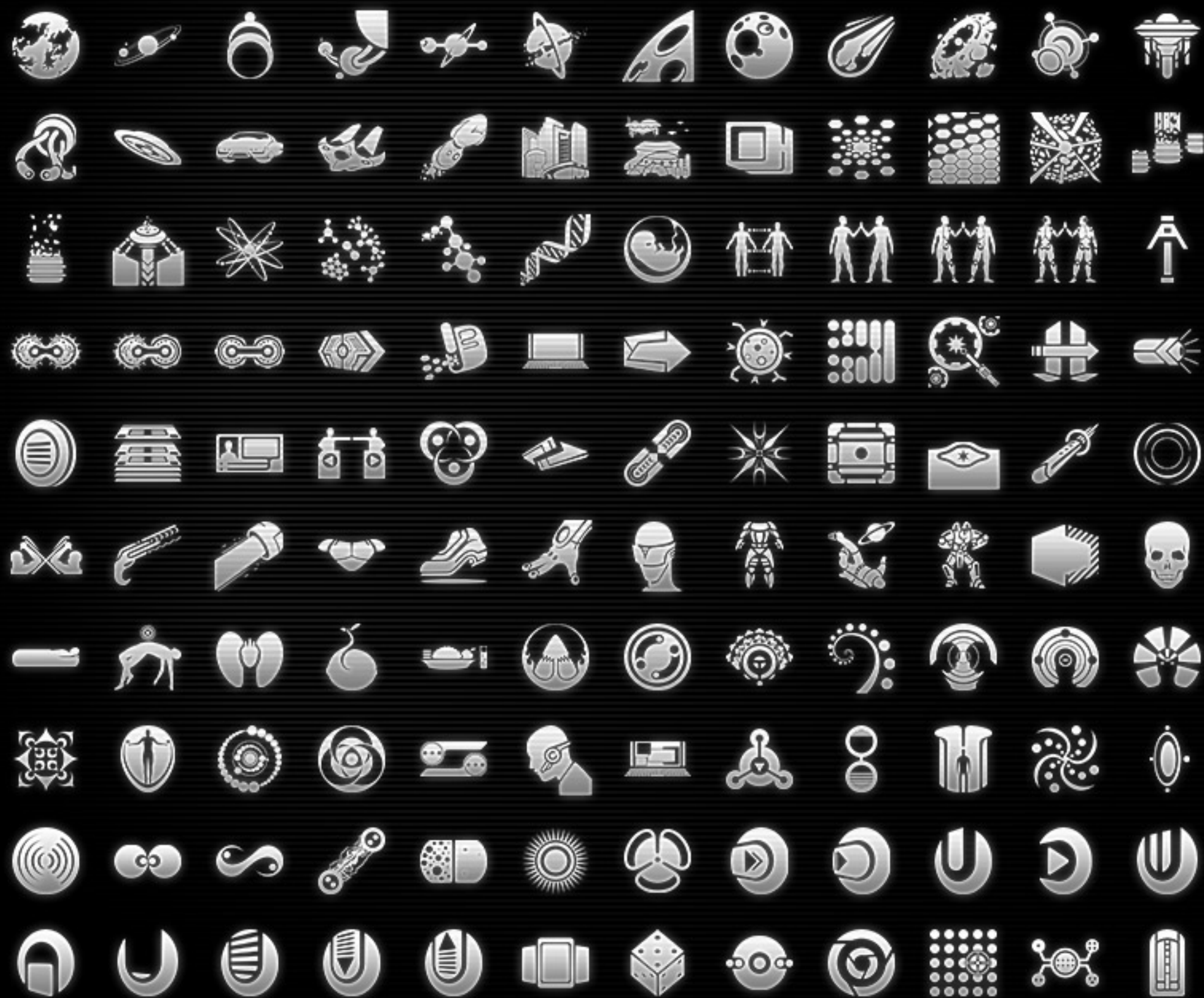
120 FANTASY THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY



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

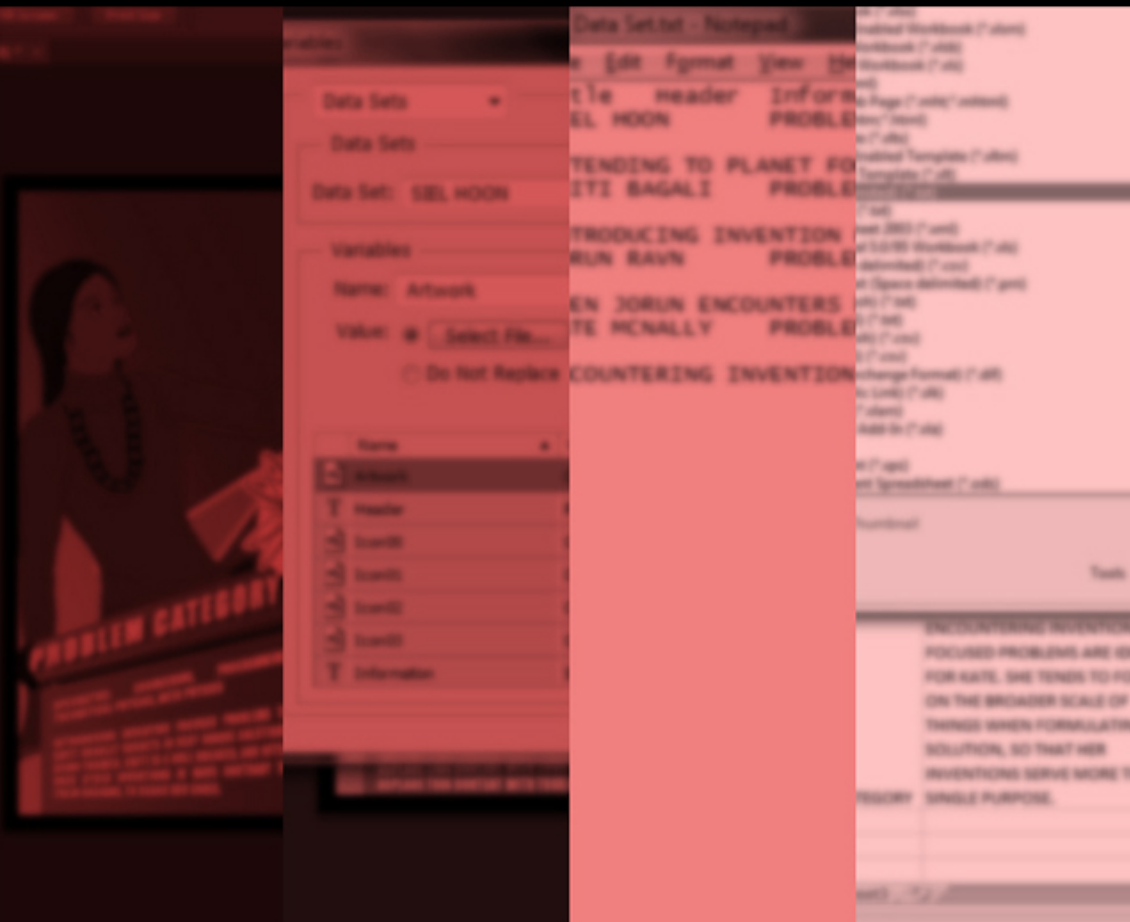
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120 SCI-FI THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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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

L A Y O U T

CREATING LAYOUTS SPECIFIC
TO YOUR GAMEPLAY MECHANICS



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TIPS & TRICKS

T E X T | F O N T S

BRIGHT TEXT OVER
DARK BACKGROUNDS



T

T



ANIFESTATION CCS
TIPS & TRICKS

T E X T | F O N T S

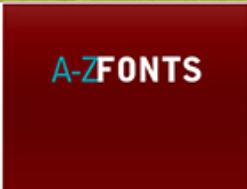
FONT RESOURCES



ANIFESTATION CCS
TIPS & TRICKS

I C O N S

BEST POSITIONS FOR ICONS
& SYMBOLS IN CARD DESIGNS





MANIFEST YOUR CREATION

