



MANIFESTATION  
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

ILLUSTRATED

MONTH 05 | INSTRUCTION MANUAL

# UTILIZATION LICENSE

By acquiring and/or downloading this digital template you agree to and accept the following licensing conditions:

1. You are granted an ongoing, non-exclusive, Earth-wide and universal license to utilize this digital template.
2. You agree not to sell, the digital template; in its entirety and/or as separate parts/ files. This applies Earth-wide and universally.
3. This digital template is for your private use only. This license maintains that the downloader/acquirer be held legally accountable for any and all violations of this license.
4. You agree to restrict the utilization of this digital template to the creation of any number of prototypes (physical prints and/or digital files) designed for play-testing and/or presentation purposes.
5. You agree not to sell any prototypes (physical prints and/or digital files) with or without layer information, or editable design elements derived from this digital template.
6. You agree not to utilize this digital template to create any final end products/ creations (physical prints and/or digital files with or without layer information, or

editable design elements) for personal use, business use and/or client use.

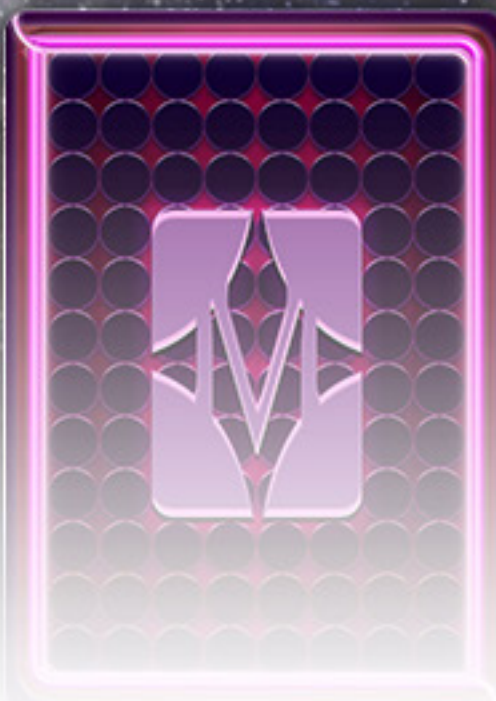
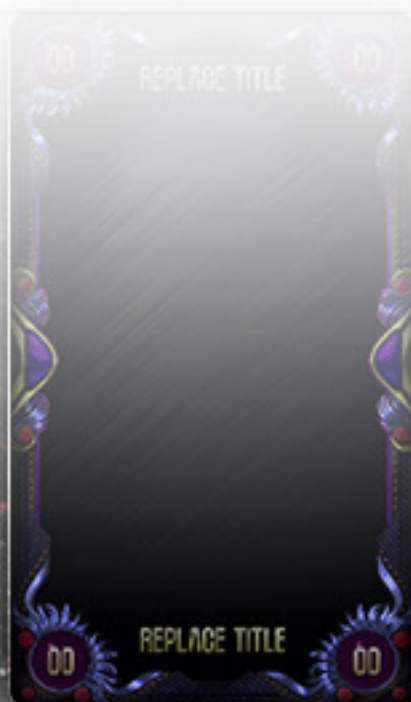
7. You are free to edit, change, modify and/or manipulate this digital template for your private use.
8. Any derivative works created through any utilization of this digital template (in physical or digital formats) containing layer information and/or editable design elements may not be sold, distributed, or made publicly available.
9. You are not permitted to sell, distribute, or make publicly available any works, goods, templates, bundles, file combinations, stock, tools or source files that include this digital template (as a whole or in part) as a physical print and/or as digital files containing layer information and/or editable design elements.
10. Selling, distributing, or making publicly available any single, or multiple editable design element(s) (altered or unaltered) originated from this digital template is strictly prohibited.
11. This license can be terminated if any of its terms/conditions are breached.

The author/creator of this digital template(Unknown Depths)maintains all ownership and rights to this digital template and provides this digital template to downloaders/ users upon agreement and acceptance of the conditions of this license.



CLICK THIS PAGE TO ASSIST CARD PROJECT DESIGNERS BY SUPPORTING  
**MANIFESTATION CCS' MONTHLY CARD FRAMES FOR PROTOTYPES ON PATREON**

[HTTPS://WWW.PATREON.COM/MANIFESTATIONCCS](https://www.patreon.com/manifestationccs)



MANIFESTATION CCS

PATREON



# CARD 13 CONTENTS

- 1) UTILIZATION LICENSE.txt
- 2) Card 13 - Instruction Manual (Illustrated).pdf

## Card 13 - Illustrated (Past Age) Photoshop

- 3) Card 13 (Past Age) Front.psd
- 4) Card 13 (Past Age) Rear.psd
- 5) Card 13 (Past Age) Illustrated.xlsx
- 6) Card 13 (Past Age) Illustrated.txt

### Icons

- 7-9) Icon (Main).psd, Icon I-II.psd, Icon III-IV.psd
- 10-12) Icon000.png, Icon00.png, Icon0.png

### Artwork

- 13) Artwork.psd
- 14) artwork00.jpg

## Card 13 - Illustrated (Past Age) Gimp

- 15) Card 13 (Past Age) Front.xcf
- 16) Card 13 (Past Age) Rear.xcf

### Gradients

- 17-20) Card-13\_Gradient-01.ggr, Card-13\_Gradient-02.ggr, Card-13\_Gradient-03.ggr, Card-13\_Gradient-04.ggr

### Icons

- 21-23) Icon (Main).xcf, Icon I-II.xcf, Icon III-IV.xcf
- 24-26) icon000.png, icon00.png, icon0.png

### Artwork

- 27) Artwork.xcf
- 28) artwork00.jpg

# TABLE OF CONTENTS

## PHOTOSHOP VERSION

SPREADSHEETS & CARD CONTENT.....	02
TEXT ELEMENTS.....	05
ICON ELEMENTS.....	07
ARTWORK.....	09

## GIMP VERSION

IMPORTING GIMP GRADIENTS.....	11
LAYERFX PLUGIN.....	12
TEXTELEMENTS.....	13
ICON ELEMENTS.....	14
ARTWORK.....	16
TEXT & ICON STYLING.....	17
SUPPORTERS.....	27

# 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)

Footer | Text > Footer

- Use to edit text.

FortuneTellerI | Needle (Fortune Teller I), Fortune Teller I

- True = BG Illustration Visible | False = BG Illustration Hidden

FortuneTellerII | Hand (Fortune Teller II), Fortune Teller II

- True = BG Illustration Visible | False = BG Illustration Hidden

FortuneTellerIII | Hand (Fortune Teller III), Fortune Teller III

- True = BG Illustration Visible | False = BG Illustration Hidden

IconBright | Crystal Ball > Icons > Icon (Bright)

- Path to icon graphic.

IconBrightVis | Crystal Ball > Icons > Icon (Bright)

- True = Icon Visible | False = Icon Hidden

IconDark | Crystal Ball > Icons > Icon (Dark)

- Path to icon graphic.

IconDarkVis | Crystal Ball > Icons > Icon (Dark)

- True = Icon Visible | False = Icon Hidden

IconI | Icons/Text > Icon I (Placeholder)

- Path to icon graphic.

IconIVis | Icons/Text > Icon I (Placeholder)

- True = Icon Visible | False = Icon Hidden

IconII | Icons/Text > Icon II (Placeholder)

- Path to icon graphic.

IconIIVis | Icons/Text > Icon II (Placeholder)

- True = Icon Visible | False = Icon Hidden

IconIII | Icons/Text > Icon III (Placeholder)

- Path to icon graphic.

IconIIIVis | Icons/Text > Icon III (Placeholder)

- True = Icon Visible | False = Icon Hidden

IconIV | Icons/Text > Icon IV (Placeholder)

- Path to icon graphic.

IconIVVis | Icons/Text > Icon IV (Placeholder)

- True = Icon Visible | False = Icon Hidden

TextI | Icons/Text > Text I

- Use to edit text.

TextIVis | Icons/Text > Text I

- True = Text Visible | False = Text Hidden

TextII | Icons/Text > Text II

- Use to edit text.

TextIIVis | Icons/Text > Text II

- True = Text Visible | False = Text Hidden



# SPREADSHEETS & CARD CONTENT

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

TextIII | Icons/Text > Text III

- Use to edit text.

TextIIIVis | Icons/Text > Text III

- True = Text Visible | False = Text Hidden

TextIV | Icons/Text > Text IV

- Use to edit text.

TextIVVis | Icons/Text > Text IV

- True = Text Visible | False = Text Hidden

PointI | Main Info Area > Bead Points > Point I

- True = Point Visible | False = Point Hidden

PointII | Main Info Area > Bead Points > Point II

- True = Point Visible | False = Point Hidden

PointIII | Main Info Area > Bead Points > Point III

- True = Point Visible | False = Point Hidden

PointIV | Main Info Area > Bead Points > Point IV

- True = Point Visible | False = Point Hidden

PointV | Main Info Area > Bead Points > Point V

- True = Point Visible | False = Point Hidden

PointVI | Main Info Area > Bead Points > Point VI

- True = Point Visible | False = Point Hidden

PointVII | Main Info Area > Bead Points > Point VII

- True = Point Visible | False = Point Hidden

Artwork | Crystal Ball > Artwork > Artwork Placeholder

- Path to card artwork.

ArtworkVis | Crystal Ball > Artwork > Artwork Placeholder

- True = Card Artwork Visible | False = Card Artwork Hidden

# TEXT ELEMENTS

## CARD FRONT

- The "Text" layer group contains the "Footer" 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 I - IV" text placeholders located at icon areas. These layers have also been defined as Photoshop Variables and can be edited through 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 no Photoshop text layer. Add a 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

- First Order Regular: <http://www.fontsgeek.com/fonts/First-Order-Regular>
- Felix Titling: <http://www.fontsgeek.com/fonts/Felix-Titling-Regular>

# ICON ELEMENTS

## CARD FRONT

- The "Icons/Text" layer group contains "Icon ## (Placeholder)" layers. The "Crystal Ball" layer group contains an "Icons" sub-group holding "Icon (Bright)" and "Icon (Dark)" layers used for precise alignment and positioning of icons. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- All "Icon ## (Placeholder)" and "Icon (Bright)" and "Icon (Dark)" 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.
- The "Icon (Bright)" layer was designed to be seen with the "Crystal Ball (Inner Glow)" layer hidden. The "Icon (Dark)" layer was designed to be seen with the "Crystal Ball (Inner Glow)" layer visible.
- Icon Dimensions (WxH): Icon (Bright & Dark) (363 x363 pixels), Icon I-II (96x96 pixels), Icon III-IV (66x66 pixels). Use the provided "Icon (Main).psd" "Icon I-II.psd," and "Icon III-IV.psd" files to create icon .png files sized to the right dimensions 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.

# A R T W O R K

## CARD FRONT

- Inside of the "Crystal Ball" layer group is the "Artwork" sub-group, which houses the "Artwork Placeholder" layer. The Artwork Placeholder layer consists of two 1pixel 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 636x636 (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.

# G I M P V E R S I O N



# 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](https://en.wikibooks.org/wiki/GIMP/Installing_Plugins)

# TEXT ELEMENTS

## CARD FRONT

- The "Text" layer group contains the "Footer" text layer.
- The "Icons/Text" layer group contains "Text I - IV" text placeholders located at icon areas.

## CARD REAR

- The card's rear template does not include default text layers, but was designed to work well with user added text.

## FONTS

- First Order Regular: <http://www.fontsgeek.com/fonts/First-Order-Regular>
- Felix Titling: <http://www.fontsgeek.com/fonts/Felix-Titling-Regular>

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

- Both the "Icons/Text" layer group and the "Icons" sub-group found within the "Crystal Ball" layer group include "Icon ## - Area" layers created to assist in icon positioning. Position your icons within the boundaries of these layers for the best visual results.
- The "Icon (Bright)" layer was designed to be seen with the "Crystal Ball (Inner Glow)" layer hidden. The "Icon (Dark)" layer was designed to be seen with the "Crystal Ball (Inner Glow)" layer visible.
- Icon Dimensions (WxH): Icon (Bright & Dark) (363 x363 pixels), Icon I-II (96x96 pixels), Icon III-IV (66x66 pixels). Use the provided "Icon (Main).xcf" "Icon I-II.xcf," and "Icon III-IV.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 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.
- Artwork for this template should be sized to 636x636 (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

### **Footer:**

- Text |
  - Font: First Order Regular
  - Size: 9pt
  - Color: fffffff
  - Alignment: Right
- Rotate |
  - Angle: 13.5 Degrees
- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 47
  - Direction: Up
  - Size: 30
  - Soften: 0
  - Angle: 68.0
  - Altitude: 32
  - Gloss Contour: Ring
  - Highlight Color: fffffff
  - Highlight Mode: Normal
  - Highlight Opacity: 0.0
  - Shadow Color: 020202
- Shadow Mode: Normal
- Shadow Opacity: 25.0
- Surface Contour: Linear
- Invert: no
- Merge with layer: no
- Inner Glow |
  - Color/HTML notation: fffffff
  - Opacity: 75.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Normal
  - Source: Edge
  - Choke: 0.0
  - Size: 21.0
  - Merge with layer: no
- Gradient Overlay |
  1. Create new layer over targeted text or icon layer.
  2. Select Gradient tool
  3. Type "Card 13\_Gradient 01" in Gradient search field and select it.
  4. Click and drag mouse over targeted text or icon layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
  5. Right-click targeted text or icon 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.

# TEXT & ICON STYLING

- Outer Glow |
  - Color/HTML notation: fffffff
  - Opacity: 37.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Normal
  - Spread: 0.0
  - Size: 9.0
  - Layer knocks out Outer Glow: no
  - Merge with layer: no
- Drop Shadow |
  - Color/HTML notation: 020202
  - Opacity: 50.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Normal
  - Spread: 5.0
  - Size: 5.0
  - Offset Angle: 48.0
  - Offset Distance: 4.0
  - Layer knocks out Drop Shadow: Yes
  - Merge with layer: no

## **Icon I-II, Text I-II:**

- Text |

- Font: Felix Titling Regular
- Size: 22pt
- Color: fffffff
- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 10
  - Direction: Up
  - Size: 1
  - Soften: 0
  - Angle: 90.0
  - Altitude: 35.0
  - Gloss Contour: Linear
  - Highlight Color: fffffff
  - Highlight Mode: Normal
  - Highlight Opacity: 80.0
  - Shadow Color: 020202
  - Shadow Mode: Normal
  - Shadow Opacity: 40.0
  - Surface Contour: Linear
  - Invert: no
  - Merge with layer: no

# TEXT & ICON STYLING

- Inner Glow |

- Color: fffffff
- Opacity: 25.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Screen
- Source: Edge
- Choke: 0.0
- Size: 9.0

- Gradient Overlay |

1. Create new layer over targeted text or icon layer.
2. Select Gradient tool
3. Type "Card 13\_Gradient 01" in Gradient search field and select it.
4. Click and drag mouse over targeted text or icon layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
5. Right-click targeted text or icon 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.

- Outer Glow |

- Color/HTML notation: fffffff
- Opacity: 28.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Normal

- Spread: 0.0

- Size: 15.0

- Layer knocks out Outer Glow: Yes

- Merge with layer: no

- Drop Shadow |

- Color/HTML notation: 020202

- Opacity: 95.0

- Contour: Linear

- Noise: 0.0

- Blending Mode: Normal

- Spread: 5.0

- Size: 5.0

- Offset Angle: 90.0

- Offset Distance: 5.0

- Layer knocks out Drop Shadow: no

- Merge with layer: no

## Icon III, Text III:

Text |

- Font: Felix Title Regular

- Size: 17.76pt

- Color: fffffff



# TEXT & ICON STYLING

- Gradient Overlay |

1. Create new layer over targeted text or icon layer.
2. Select Gradient tool
3. Type "Card 13\_Gradient 02" in Gradient search field and select it.
4. Click and drag mouse over targeted text or icon layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
5. Right-click targeted text or icon 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.

- Bevel & Emboss |

- Style: Inner Bevel
- Depth: 10
- Direction: Up
- Size: 1
- Soften: 0
- Angle: 90.0
- Altitude: 35.0
- Gloss Contour: Linear
- Highlight Color: ffffff
- Highlight Mode: Normal
- Highlight Opacity: 80.0
- Shadow Color: 020202
- Shadow Mode: Normal
- Shadow Opacity: 40.0

- Surface Contour: Linear
- Invert: no
- Merge with layer: no

- Inner Glow |

- Color: 00fcff
- Opacity: 50.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Color
- Source: Edge
- Choke: 1.0
- Size: 1.0
- Merge with layer: no

- Outer Glow |

- Color: 000000
- Opacity: 60.0
- Contour: Gaussian
- Noise: 0.0
- Blending Mode: Normal
- Spread: 1.0
- Size: 7.0
- Layer knocks out Outer Glow: no
- Merge with layer: no

# TEXT & ICON STYLING

## Icon IV, Text IV:

- Text |
  - Font: Felix Title Regular
  - Size: 17.76pt
  - Color: fffffff
- Gradient Overlay |
  1. Create new layer over targeted text or icon layer.
  2. Select Gradient tool
  3. Type "Card 13\_Gradient 03" in Gradient search field and select it.
  4. Click and drag mouse over targeted text or icon layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
  5. Right-click targeted text or icon 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.
- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 10
  - Direction: Up
  - Size: 1
  - Soften: 0
  - Angle: 90.0
  - Altitude: 35.0
  - Gloss Contour: Linear
  - Highlight Color: fffffff
  - Highlight Mode: Normal
  - Highlight Opacity: 80.0
- Shadow Color: 020202
- Shadow Mode: Normal
- Shadow Opacity: 40.0
- Surface Contour: Linear
- Invert: no
- Merge with layer: no
- Inner Glow |
  - Color: fffc00
  - Opacity: 45.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Screen
  - Source: Edge
  - Choke: 1.0
  - Size: 1.0
  - Merge with layer: no
- Outer Glow |
  - Color: 000000
  - Opacity: 55.0
  - Contour: Gaussian
  - Noise: 0.0
  - Blending Mode: Normal
  - Spread: 1.0
  - Size: 7.0
  - Layer knocks out Outer Glow: Yes
  - Merge with layer: no

# TEXT & ICON STYLING

## Icon (Bright):

- Blending Options |
  - Fill Opacity: 0%
- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 5
  - Direction: Up
  - Size: 1
  - Soften: 0
  - Angle: 90.0
  - Altitude: 30.0
  - Gloss Contour: Linear
  - Highlight Color: fffffff
  - Highlight Mode: Screen
  - Highlight Opacity: 75.0
  - Shadow Color: 020202
  - Shadow Mode: Multiply
  - Shadow Opacity: 10.0
  - Surface Contour: Linear
  - Invert: no
  - Merge with layer: no
- Inner Shadow |
  - Color: fffffff
  - Opacity: 100.0
  - Contour: Gaussian
  - Noise: 0.0
  - Blending Mode: Normal
- Source: Edge
- Choke: 0.0
- Size: 32.0
- Offset Angle: 90.0
- Offset Distance: 0.0
- Merge with layer: no
- Inner Glow |
  - Color: fffeaa
  - Opacity: 100.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Addition
  - Source: Center
  - Choke: 0.0
  - Size: 22.0
  - Merge with layer: no
- Outer Glow |
  - Color: fffffff
  - Opacity: 30.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Screen
  - Spread: 0.0
  - Size: 40.0
  - Layer knocks out Outer Glow: Yes
  - Merge with layer: no

# TEXT & ICON STYLING

- Drop Shadow |
  - Color: 020202
  - Opacity: 38.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Overlay
  - Spread: 0.0
  - Size: 10.0
  - Offset Angle: 90.0
  - Offset Distance: 12.0
  - Layer knocks out Drop Shadow: Yes
  - Merge with layer: no

## Icon (Dark):

- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 7
  - Direction: Down
  - Size: 3
  - Soften: 0
  - Angle: 90.0
  - Altitude: 30.0
  - Gloss Contour: Ring - Double
  - Highlight Color: ffffff
  - Highlight Mode: Normal
  - Highlight Opacity: 60.0

- Shadow Color: 000000
- Shadow Mode: Normal
- Shadow Opacity: 0.0
- Surface Contour: Linear
- Invert: no
- Merge with layer: no
- Inner Glow |
  - Color: fffde0
  - Opacity: 40.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Normal
  - Source: Edge
  - Choke: 0.0
  - Size: 24.0
  - Merge with layer: no
- Satin |
  - Color: 000000
  - Opacity: 20.0
  - Blending Mode: Normal
  - Offset Angle: 0.0
  - Offset Distance: 6.0
  - Size: 6
  - Contour: Gaussian
  - Invert: yes
  - Merge with layer: no

# TEXT & ICON STYLING

- Gradient Overlay |

1. Create new layer over targeted text or icon layer.
2. Select Gradient tool
3. Type "Card 13\_Gradient 04" in Gradient search field and select it.
4. Click and drag mouse over targeted text or icon layer, (starting at the bottom and ending at the top) releasing the mouse at the top of the layer.
5. Right-click targeted text or icon 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.

- Outer Glow |

- Color: fffdea
- Opacity: 40.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Normal
- Spread: 0.0
- Size: 38.0
- Layer knocks out Outer Glow: no
- Merge with layer: no

- Drop Shadow |

- Color: 000000
- Opacity: 15.0
- Contour: Linear
- Noise: 0.0

- Blending Mode: Normal

- Spread: 0.0
- Size: 10.0
- Offset Angle: 90.0
- Offset Distance: 14.0
- Layer knocks out Drop Shadow: no
- Merge with layer: no

# TEXT & ICON STYLING

## CARD REAR

### Logo/Symbol (1 Color/Transparency):

- Blending Options |
  - Fill Opacity: 0%
- Bevel & Emboss |
  - Style: Inner Bevel
  - Depth: 5
  - Direction: Up
  - Size: 3
  - Soften: 0
  - Angle: 90.0
  - Altitude: 30.0
  - Gloss Contour: Ring
  - Highlight Color: ffffff
  - Highlight Mode: Screen
  - Highlight Opacity: 21.0
  - Shadow Color: 000428
  - Shadow Mode: Multiply
  - Shadow Opacity: 67.0
  - Surface Contour: Linear
  - Invert: no
  - Merge with layer: no
- Inner Shadow |
  - Color: ffffff
  - Opacity: 100.0
  - Contour: Gaussian
  - Noise: 0.0
  - Blending Mode: Normal
  - Source: Edge
  - Choke: 0.0
  - Size: 32.0
  - Offset Angle: 90.0
  - Offset Distance: 0.0
  - Merge with layer: no
- Inner Glow |
  - Color: fffec4
  - Opacity: 80.0
  - Contour: Half Round
  - Noise: 0.0
  - Blending Mode: Addition
  - Source: Center
  - Choke: 0.0
  - Size: 30.0
  - Merge with layer: no

# TEXT & ICON STYLING

## CARD REAR

- Merge with layer: no

- Outer Glow |
  - Color: fffffff
  - Opacity: 15.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Screen
  - Spread: 0.0
  - Size: 29.0
  - Layer knocks out Outer Glow: Yes
  - Merge with layer: no
- Drop Shadow |
  - Color: 020202
  - Opacity: 31.0
  - Contour: Linear
  - Noise: 0.0
  - Blending Mode: Overlay
  - Spread: 0.0
  - Size: 5.0
  - Offset Angle: 90.0
  - Offset Distance: 12.0
  - Layer knocks out Drop Shadow: Yes

# 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.

SUPPORTER NAME ILLUSTRATED	SUPPORTER NAME STYLES & EFFECTS	SUPPORTER NAME MINIMAL	SUPPORTER NAME	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM
SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM	SELF CREATED BANNER	SELF CREATED BANNER
SUPPORTER NAME STYLES & EFFECTS	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM	BE A ZOMBIE! ZIA ZOMBIE	SUPPORTER NAME	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM
SELF CREATED BANNER	SUPPORTER NAME MINIMAL	SUPPORTER NAME ILLUSTRATED	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM	SUPPORTER NAME PROJECT NAME ORGANIZATION NAME HTTP://WWW.YOURWEBSITE.COM





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



HEADER  
**ANIFESTATION**  
CARD CREATION SOURCE

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

10 DAY MICRO CROWD-FUNDING CAMPAIGNS

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

# MONTH 06 | CARD FRAMES FOR PROTOTYPES



ILLUSTRATED | MODERN AGE



STYLES & EFFECTS | FUTURE AGE



MINIMAL | TAROT



# MANIFESTATION

CARD GAME PRINTERS

<https://manifestationccs.com/printers/>

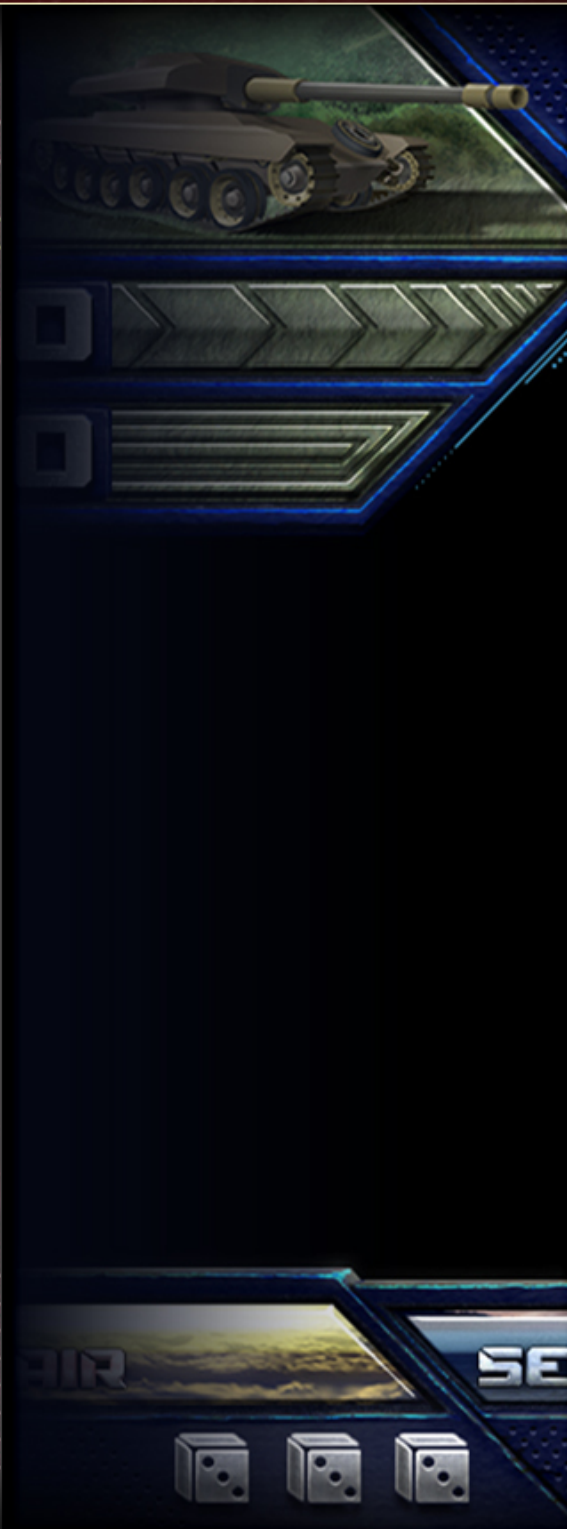
PRINT BUSINESSES | PLAY-TESTING SPOTS | CARD GAME TEMPLATES



ILLUSTRATIONS



CARD DESIGNS



ICONS





# MANIFESTATION

CARD CREATION SOURCE



## PAST AGE

STYLE SERIES I

COMPLETE



CS4  
CS5  
CS6

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

PHOTOSHOP  
CS6  
RECOMMENDED

WWW.MANIFESTATIONCCS.COM

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

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

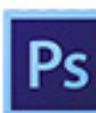


# MANIFESTATION

CARD CREATION SOURCE



## COMPLETE



CS4  
CS5  
CS6

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

PHOTOSHOP  
**CS6**  
RECOMMENDED

WWW.MANIFESTATIONCCS.COM

90  
ICONS

CARD  
FRONT &  
REAR

DETAILED  
INSTRUCTION  
MANUAL

18  
EDITABLE  
TEMPLATES

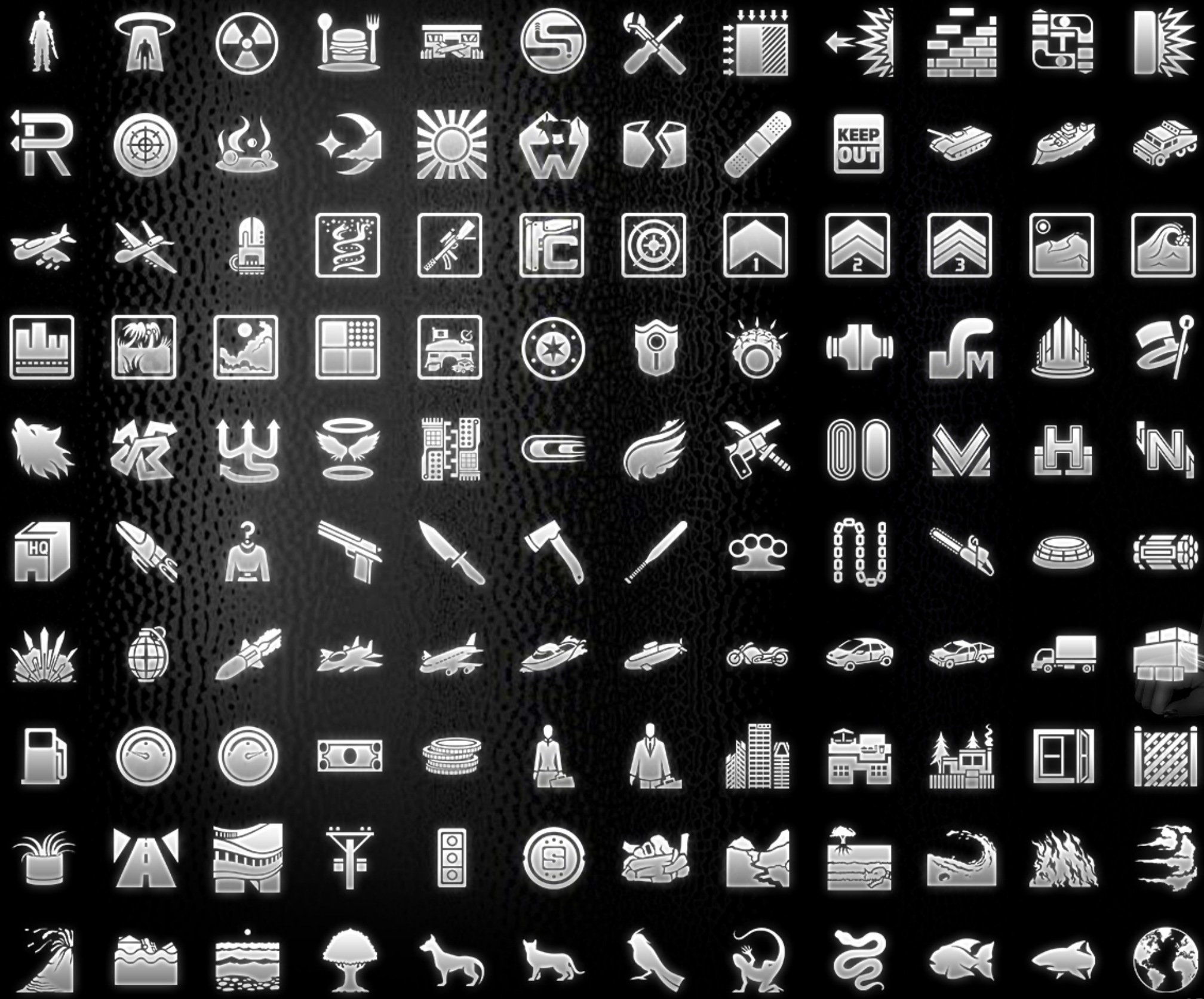


**PAST AGE**  
ICON SERIES 1

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

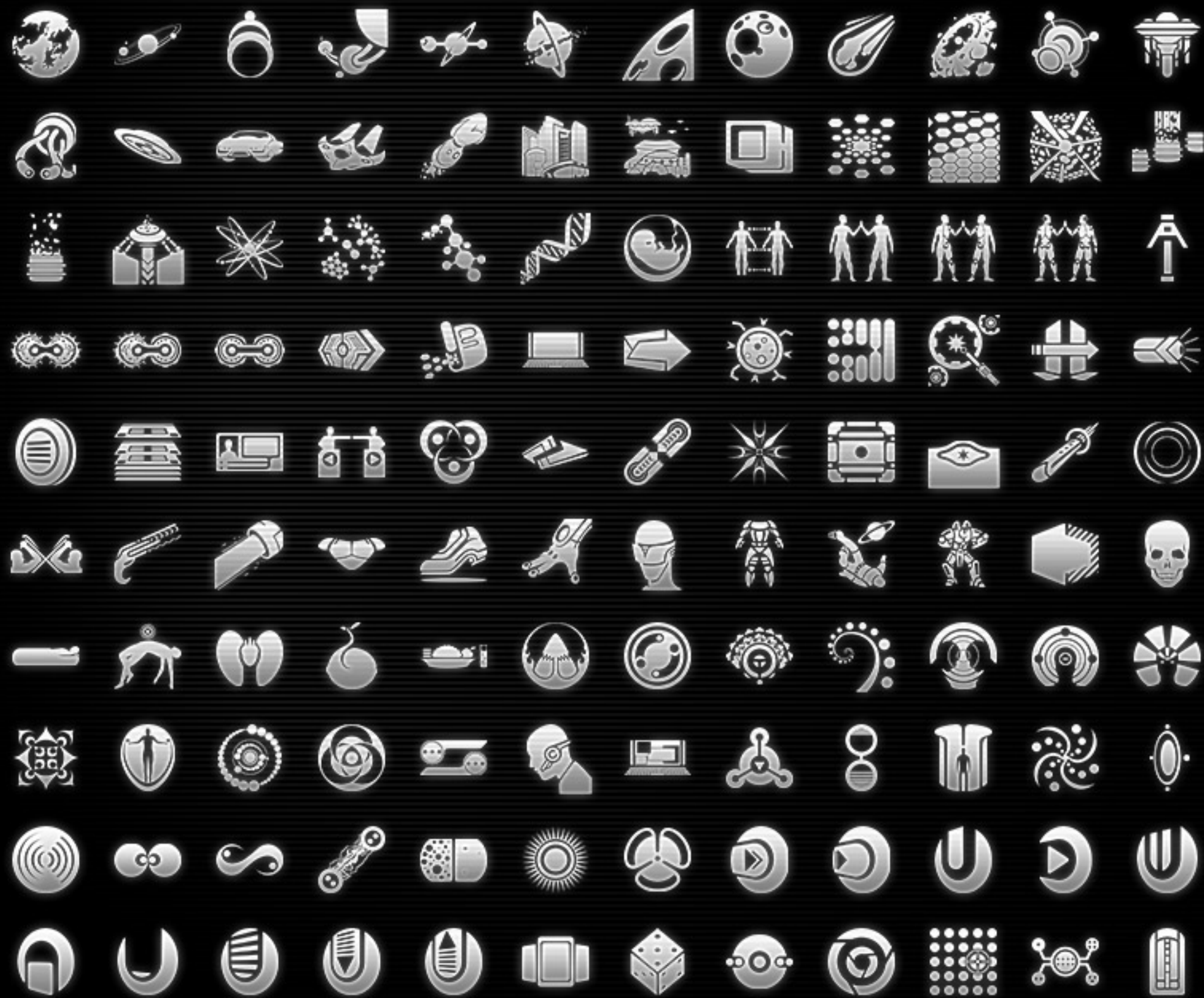
[WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY](http://WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY)





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

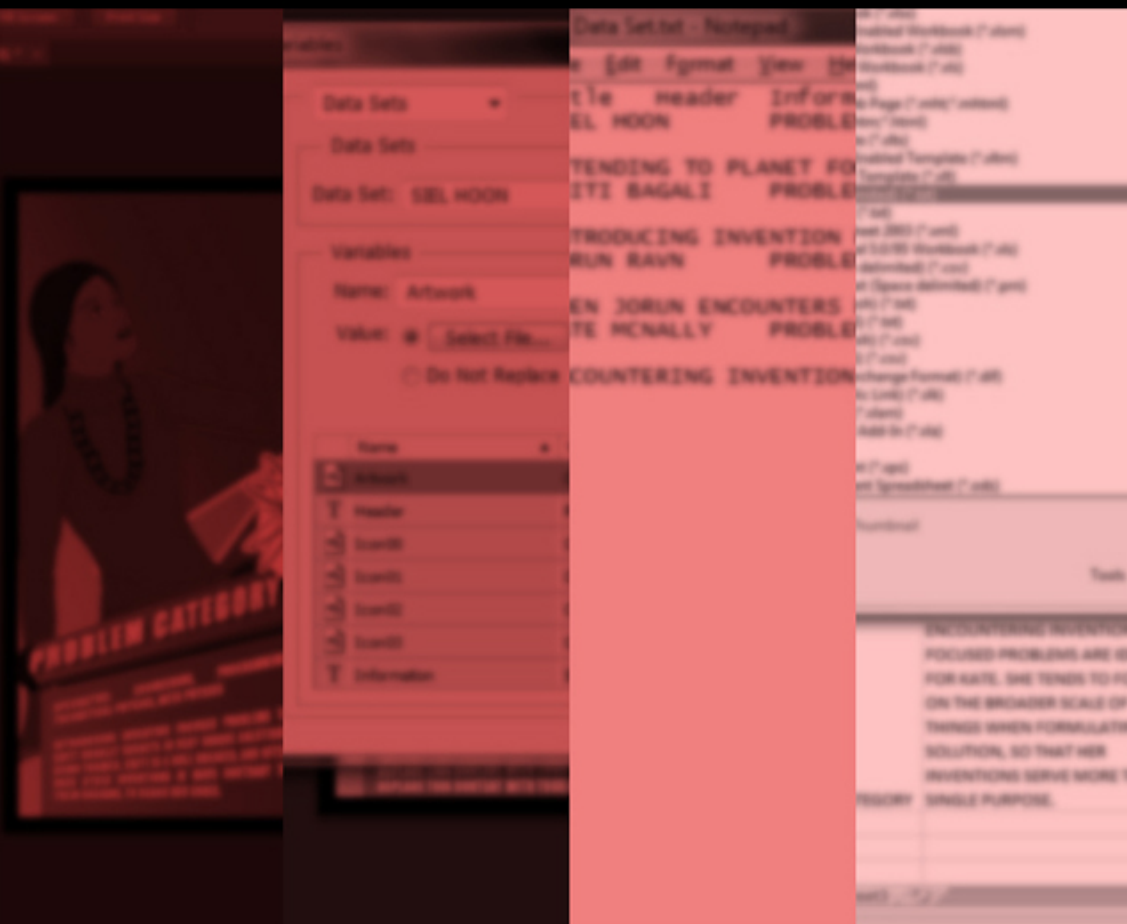
WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY



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

WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY

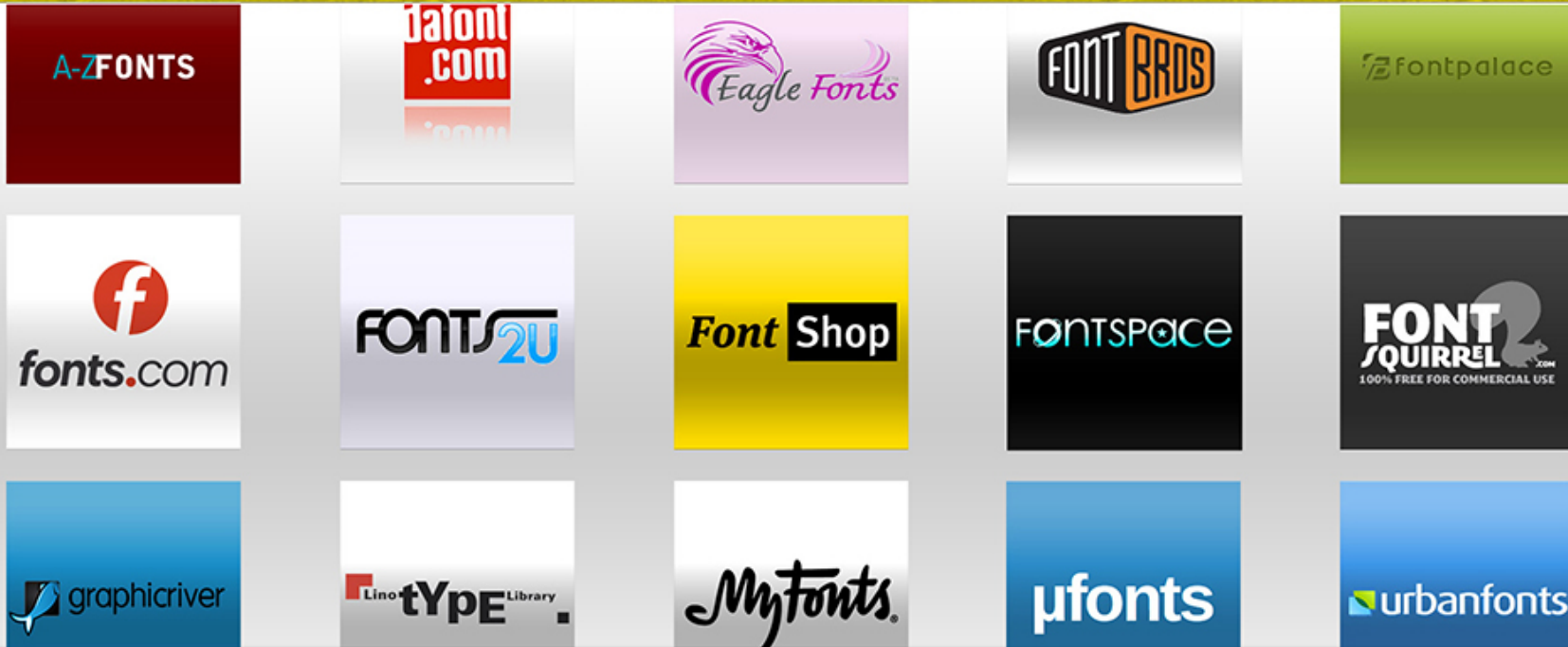
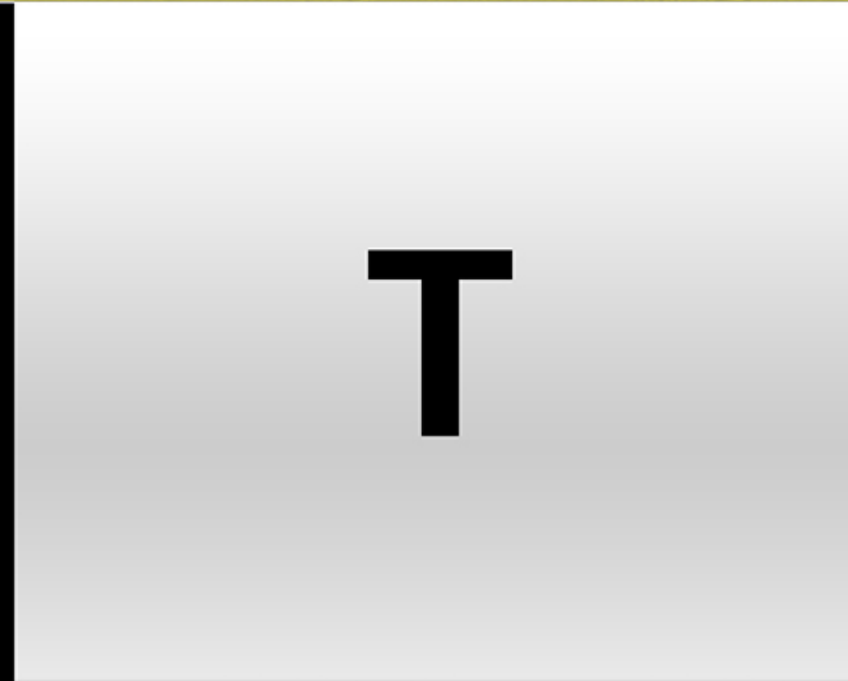
# LEARN HOW TO CREATE CARD GAME TEMPLATES



**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

