



MANIFESTATION
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES



STYLES & EFFECTS

MONTH 05 | INSTRUCTION MANUAL

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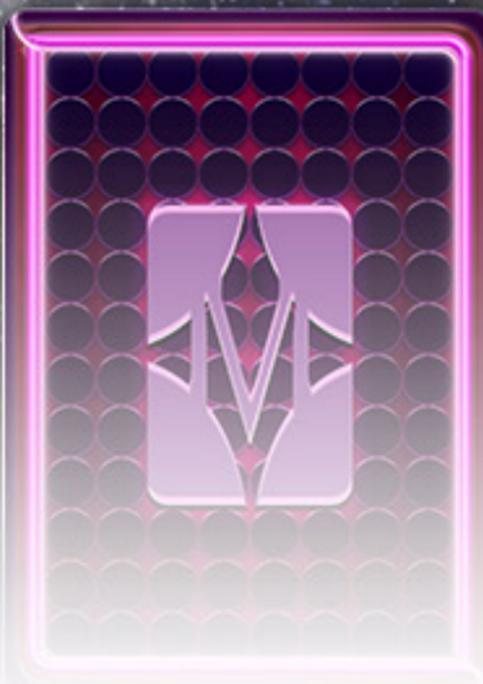
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MANIFESTATION CCS

PATREON



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4) Card 14 (Modern Age) Rear.psd

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PHOTOSHOP VERSION



Ps

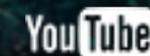


Adobe® Photoshop® CS6 Extended

Initializing panels ...

Thomas Knoll, Seetharaman Narayanan, Russell Williams, David Howe, Jackie Lincoln-Ouyang, 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 Riot, B. Winston Hendrickson, Daniel Presedo, Russell Preston Brown, Parag Gupta, Naoko Suzuki, Steve Guilhamet, Jeanne Rubbo, Heather Barrett, Samantha Wallace, Iouri Tchermouosko,

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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)

Header | Text > Header

- Use to edit text.

Paragraph | Text > Paragraph

- Use to edit text.

Footer | Text > Footer

- Use to edit text.

Icon01 | Icons/Text > Icon 01 (Placeholder)

- Path to icon graphic.

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

- True = Icon Visible | False = Icon Hidden

Icon02 | Icons/Text > Icon 02 (Placeholder)

- Path to icon graphic.

Icon02 Vis | Icons/Text > Icon 02 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text01 | Icons/Text > Text 01

- Use to edit text.

Text01 Vis | Icons/Text > Text 01

- True = Text Visible | False = Text Hidden

Text02 | Icons/Text > Text 02

- Use to edit text.

Text02 Vis | Icons/Text > Text 02

- True = Text Visible | False = Text Hidden

Extension01 | Border > Extension 01

- True = Extension 01 Level Visible | False = Extension 01 Level Hidden

Extension02 | Border > Extension 02

- True = Extension 02 Level Visible | False = Extension 02 Level Hidden

Extension03 | Border > Extension 03

- True = Extension 03 Level Visible | False = Extension 03 Level Hidden

Artwork | Artwork > Artwork Placeholder

- Path to card artwork.

TEXT ELEMENTS

CARD FRONT

- The "Text" layer group contains "Header," "Paragraph," and "Footer" 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 "Text ##" 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 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

- 60s Stripe: <https://www.dafont.com/60sstripe.font>

ICON ELEMENTS

CARD FRONT

- The "Icons/Text" layer group contains "Icon ## (Placeholder)" layers 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 (80x80 pixels), Icon 02 (65x65 pixels). **Use the provided "Icon 01.psd" and "Icon 02.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 630x594 (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 "Header," "Paragraph," and "Footer" text layers.
- The "Icons/Text" layer group contains "Text ##" text layers.

CARD REAR

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

FONTS

- 60s Stripe: <https://www.dafont.com/60sstripe.font>

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 "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 (80 x80 pixels), Icon 02 (65x65 pixels). Use the provided "Icon 01.xcf" and "Icon 02.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.

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 630x594 (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.

T E X T & I C O N S T Y L I N G

CARD FRONT

Header:

- Text |
 - Font: 60s STRIPE Regular
 - Size: 17pt
 - Tracking: 100
 - Color: f49cde
 - Alignment: Left
- Gradient Overlay |
 1. Duplicate the target Header layer.
 2. Select Gradient tool.
 3. Type "Card 14_Gradient 01" in Gradient search field and select it.
 4. Click and drag mouse over the duplicated Header layer, (starting at the left and ending at the right) releasing the mouse at the right of the layer.
 5. Right-click original 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.
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 10
 - Direction: Up
 - Size: 1
- Stroke |
 - Soften: 0
 - Angle: 94.0
 - Altitude: 30
 - Gloss Contour: Linear
 - Highlight Color: ffffff
 - Highlight Mode: Hard Light
 - Highlight Opacity: 40.0
 - Shadow Color: 000000
 - Shadow Mode: Normal
 - Shadow Opacity: 100.0
 - Surface Contour: Cone
 - Invert: No
 - Merge with layer: No
- Stroke |
 - Color: ffffff
 - Opacity: 100.0
 - Blending Mode: Soft Light
 - Size: 1
 - Position: 100.0
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

- Drop Shadow |
 - Color: 000000
 - Opacity: 35.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Spread: 0.0
 - Size: 1.0
 - Offset Angle: 94.0
 - Offset Distance: 5.0
 - Layer knocks out Drop Shadow: Yes
 - Merge with layer: No
- Outer Glow |
 - Color: fed3fd
 - Opacity: 85.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Overlay
 - Spread: 0.0
 - Size: 10.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

Paragraph:

- Text |
 - Font: 60s STRIPE Regular
 - Size: 7.8pt
 - Color: fefefe
 - Alignment: Left
- Inner Glow |
 - Color: ffffff
 - Opacity: 75.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Screen
 - Source: Edge
 - Choke: 0.0
 - Size: 1.0
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

- Bevel & Emboss|

- Style: Inner Bevel
- Depth: 10
- Direction: Up
- Size: 1
- Soften: 0
- Angle: 94.0
- Altitude: 30.0
- Gloss Contour: Linear
- Highlight Color: ffffff
- Highlight Mode: Hard Light
- Highlight Opacity: 38.0
- Shadow Color: 000000
- Shadow Mode: Normal
- Shadow Opacity: 33.0
- Surface Contour: Rolling Slope - Descending
- Invert: No
- Merge with layer: No

- Drop Shadow| (May decrease legibility)

- Color: 000000
- Opacity: 45.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Hard Light

- Spread: 0.0
- Size: 1.0
- Offset Angle: 94.0
- Offset Distance: 3.0
- Layer knocks out Drop Shadow: Yes
- Merge with layer: No

- Outer Glow|

- Color: ffffff
- Opacity: 25.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Overlay
- Spread: 0.0
- Size: 12.0
- Layer knocks out Outer Glow: Yes
- Merge with layer: No

Footer:

- Text|

- Font: 60s STRIPE Regular
- Size: 5pt
- Color: f49cde
- Alignment: Center

T E X T & I C O N S T Y L I N G

- Inner Glow |
 - Color: fffffff
 - Opacity: 75.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Screen
 - Source: Edge
 - Choke: 0.0
 - Size: 1.0
 - Merge with layer: No
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 7
 - Direction: Up
 - Size: 1
 - Soften: 1
 - Angle: 94.0
 - Altitude: 30.0
 - Gloss Contour: Linear
 - Highlight Color: fffffff
 - Highlight Mode: Hard Light
 - Highlight Opacity: 38.0
 - Shadow Color: 000000
 - Shadow Mode: Normal
 - Shadow Opacity: 33.0
 - Surface Contour: Rolling Slope- Descending
 - Invert: No
 - Merge with layer: No
- Drop Shadow |
 - Color: 000000
 - Opacity: 25.0
 - Contour: Gaussian
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Spread: 0.0
 - Size: 1.0
 - Offset Angle: 94.0
 - Offset Distance: 3.0
 - Layer knocks out Drop Shadow: Yes
 - Merge with layer: No
- Outer Glow |
 - Color: fffffff
 - Opacity: 31.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Overlay
 - Spread: 0.0
 - Size: 12.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

Icon 01-02, Text 01-02:

- Text |
 - Font: 60s STRIPE Regular
 - Size: 16.8pt
 - Tracking: 50
 - Color: f49cde
 - Alignment: Center
- Color Overlay | (Icon 01-02)
 - Color: ffa4e8
 - Opacity: 100.0
 - Blending Mode: Normal
 - Merge with layer: No
- Inner Glow |
 - Color: fcf7c0 (Icon 01-02), ffffff (Text 01-02)
 - Opacity: 60.0 (Icon 01-02), 75.0 (Text 01-02)
 - Contour: Ring (Icon 01-02), Linear (Text 01-02)
 - Noise: 0.0
 - Blending Mode: Hard Light (Icon 01-02), Screen (Text 01-02)
 - Source: Edge
 - Choke: 0.0
 - Size: 4.0 (Icon 01-02), 1.0 (Text 01-02)
 - Merge with layer: No
- Bevel & Emboss |
 - Style: Inner Bevel
 - Depth: 10 (Icon 01-02), 7 (Text 01-02)
 - Direction: Down (Icon 01-02), Up (Text 01-02)
 - Size: 1
 - Soften: 0
 - Angle: 90.0 (Icon 01-02), 94.0 (Text 01-02)
 - Altitude: 36.0 (Icon 01-02), 30.0 (Text 01-02)
 - Gloss Contour: Cove - Deep (Icon 01-02), Rolling Slope - Descending (Text 01-02)
 - Highlight Color: ffb7ff (Icon 01-02), ffffff (Text 01-02)
 - Highlight Mode: Screen (Icon 01-02), Hard Light (Text 01-02)
 - Highlight Opacity: 38.0 (Icon 01-02), 43.0 (Text 01-02)
 - Shadow Color: 11012d (Icon 01-02), 000000 (Text 01-02)
 - Shadow Mode: Hard Light (Icon 01-02), Normal (Text 01-02)
 - Shadow Opacity: 33.0 (Icon 01-02), 100.0 (Text 01-02)
 - Surface Contour: Cove - Deep (Icon 01-02), Linear (Text 01-02)
 - Invert: No
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

- Drop Shadow |(Text 01-02)
 - Color: 000000
 - Opacity: 60.0
 - Contour: Gaussian
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Spread: 0.0
 - Size: 1.0
 - Offset Angle: 94.0
 - Offset Distance: 3.0
 - Layer knocks out Drop Shadow: Yes
 - Merge with layer: No
- Outer Glow |
 - Color: ffffff
 - Opacity: 72.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Overlay
 - Spread: 0.0
 - Size: 10.0 (Icon 01-02), 12.0 (Text 01-02)
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

CARD FRONT

Logos/Symbols (w/ Transparency):

- Stroke |
 - Color: fdcafe
 - Opacity: 80.0
 - Blending Mode: Soft Light
 - Size: 2
 - Position: 100.0
 - Merge with layer: No
- Color Overlay |(Logos/Symbols Only)
 - Color: ffa4e8
 - Opacity: 90.0
 - Blending Mode: Normal
 - Merge with layer: No
- Bevel & Emboss|
 - Style: Inner Bevel
 - Depth: 7
 - Direction: Up
 - Size: 1
 - Soften: 1
 - Angle: 94.0
 - Altitude: 30.0

- Gloss Contour: Rolling Slope - Descending
- Highlight Color: ffffff
- Highlight Mode: Hard Light
- Highlight Opacity: 80.0
- Shadow Color: 11012d
- Shadow Mode: Normal
- Shadow Opacity: 100.0
- Surface Contour: Linear
- Invert: No
- Merge with layer: No
- Satin |(Logos/Symbols Only)
 - Color: 11012d
 - Opacity: 44.0
 - Blending Mode: Hard Light
 - Offset Angle: 94.0
 - Offset Distance: 13.0
 - Size: 5
 - Contour: Linear
 - Invert: Yes
 - Merge with layer: No

T E X T & I C O N S T Y L I N G

- Outer Glow |
 - Color: fed3fd
 - Opacity: 100.0
 - Contour: Rounded Steps
 - Noise: 0.0
 - Blending Mode: Overlay
 - Spread: 0.0
 - Size: 32.0
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No
- Drop Shadow |
 - Color: 000000
 - Opacity: 77.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Spread: 0.0
 - Size: 7.0
 - Offset Angle: 94.0
 - Offset Distance: 7.0
 - Layer knocks out Drop Shadow: 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.

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
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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



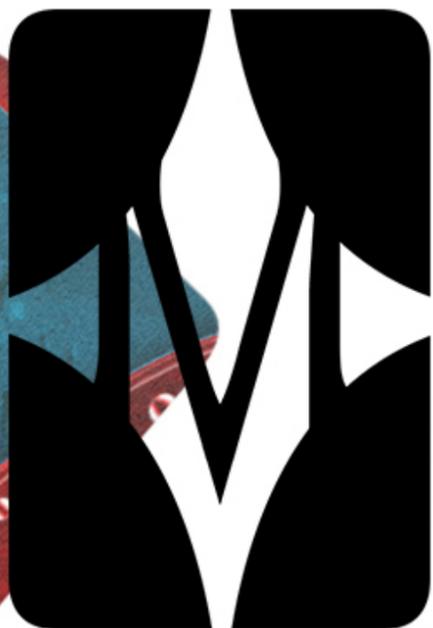
ILLUSTRATED | MODERN AGE



STYLES & EFFECTS | FUTURE AGE



MINIMAL | TAROT



MANIFESTATION

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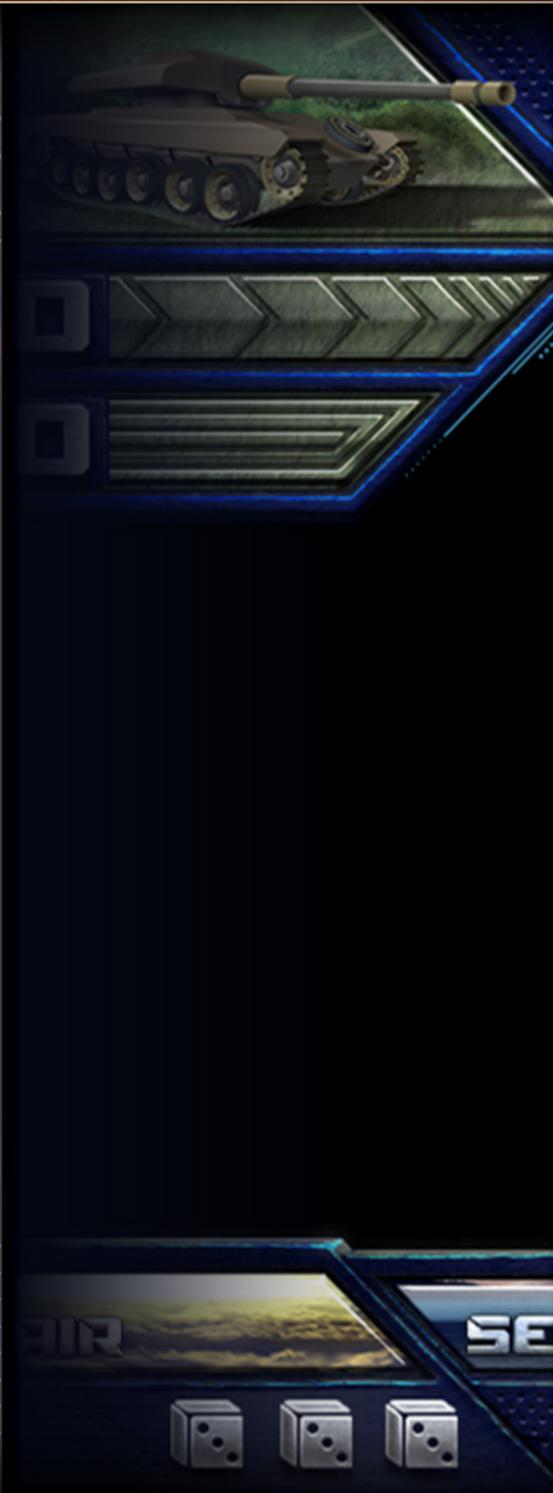
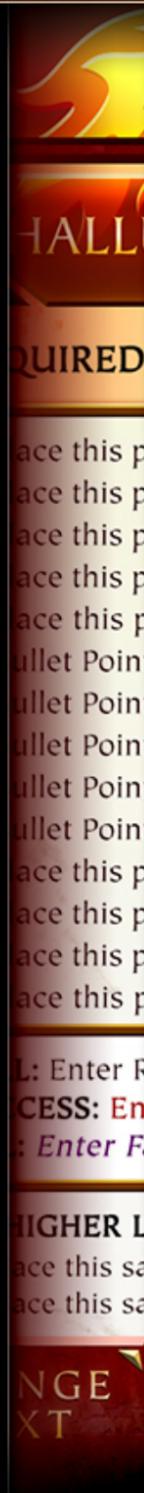


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ILLUSTRATIONS



CARD DESIGNS



ICONS



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

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MANIFESTATION

CARD CREATION SOURCE



PAST AGE

STYLE SERIES I

Ps CS4 CS5 CS6 **COMPLETE** **PHOTOSHOP CS6 RECOMMENDED**
.PSD | .ASL | .ATN | .PNG | .PDF

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60
ICONS
DETAILED
INSTRUCTION
MANUAL

CARD FRONT
AND REAR
18
EDITABLE
TEMPLATES



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160
ICONS

DETAILED INSTRUCTION MANUALS



CS4
CS5
CS6

C O M P L E T E

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PHOTOSHOP
CS6
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18

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CARD FRONT AND REAR

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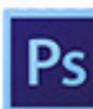


MANIFESTATION

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COMPLETE



CS4
CS5
CS6

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

PHOTOSHOP
CS6
RECOMMENDED

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90
ICONS

CARD
FRONT &
REAR

DETAILED
INSTRUCTION
MANUAL

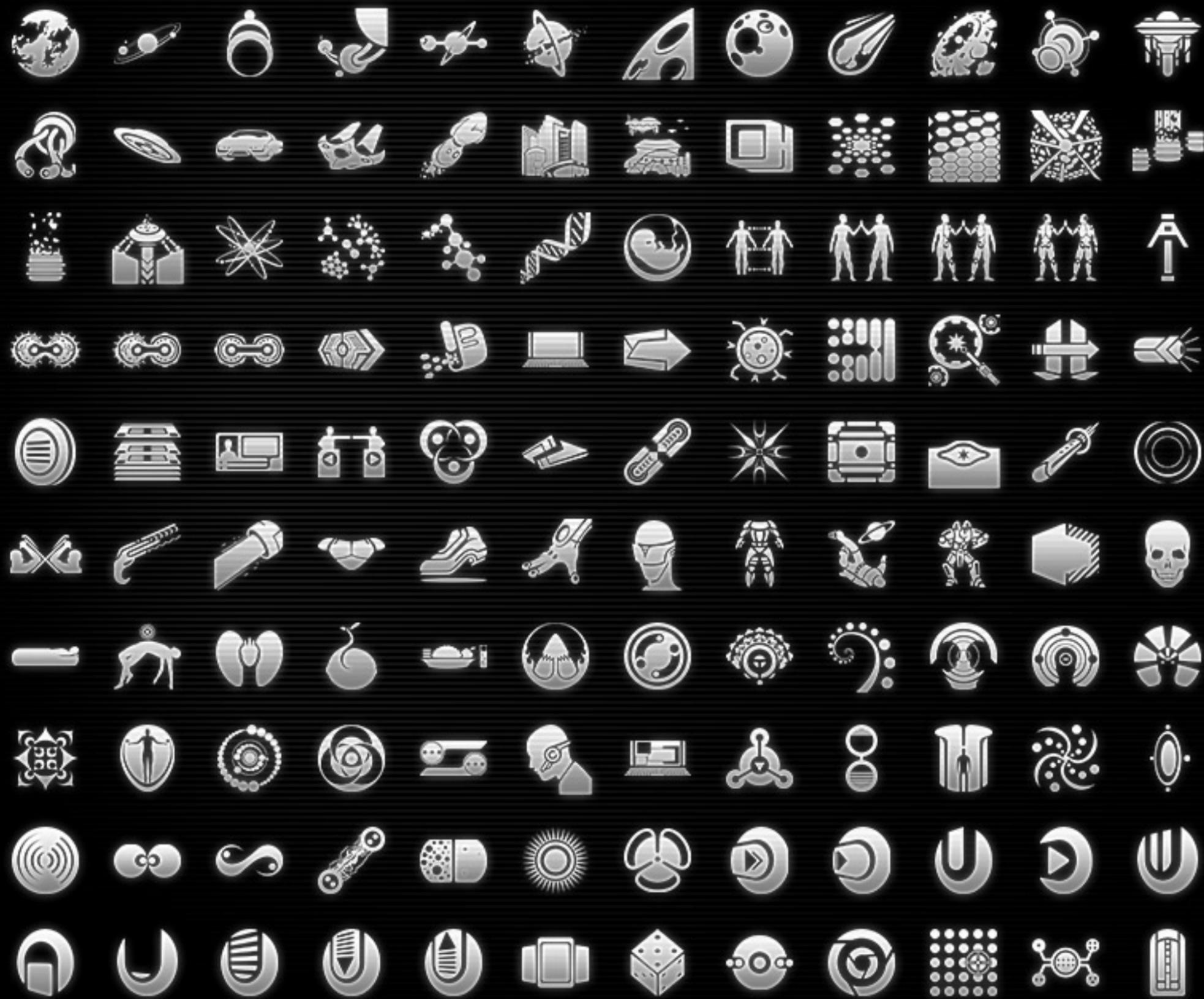
18
EDITABLE
TEMPLATES



PAST AGE
ICON SERIES 1

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

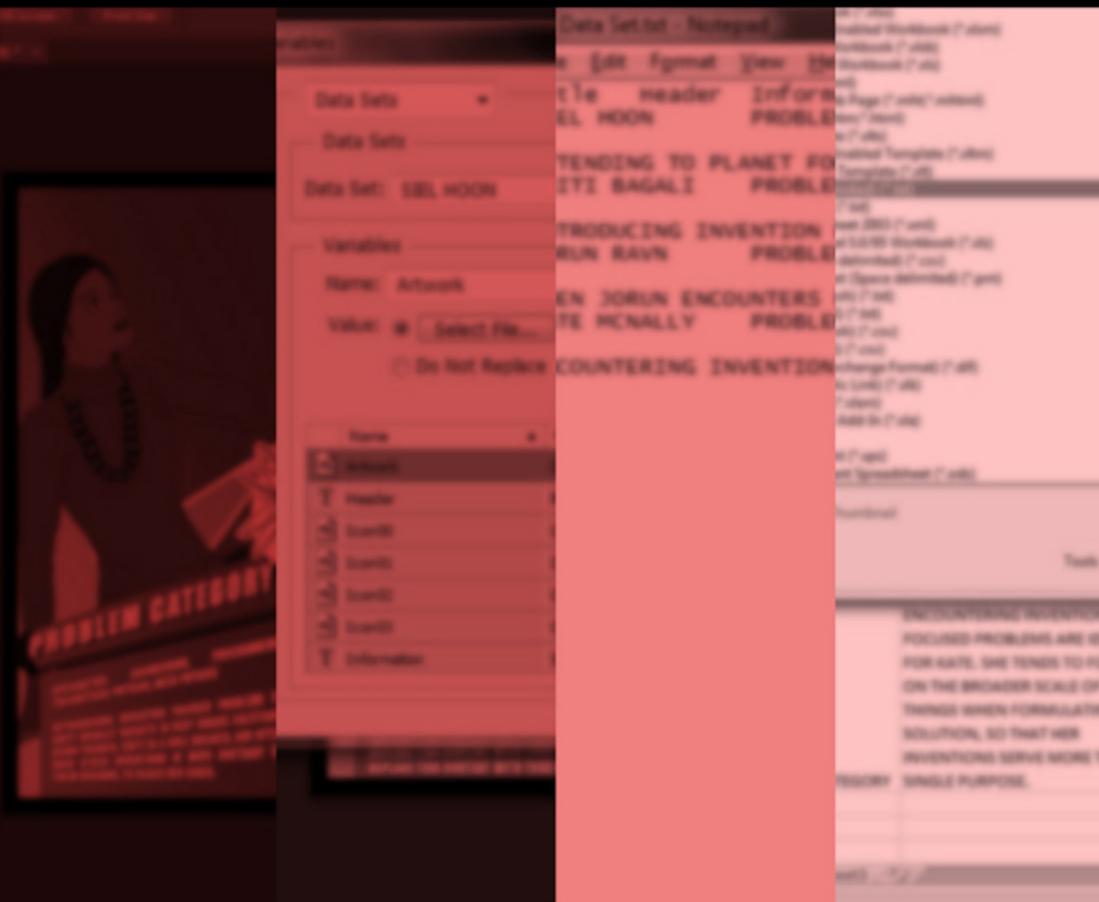
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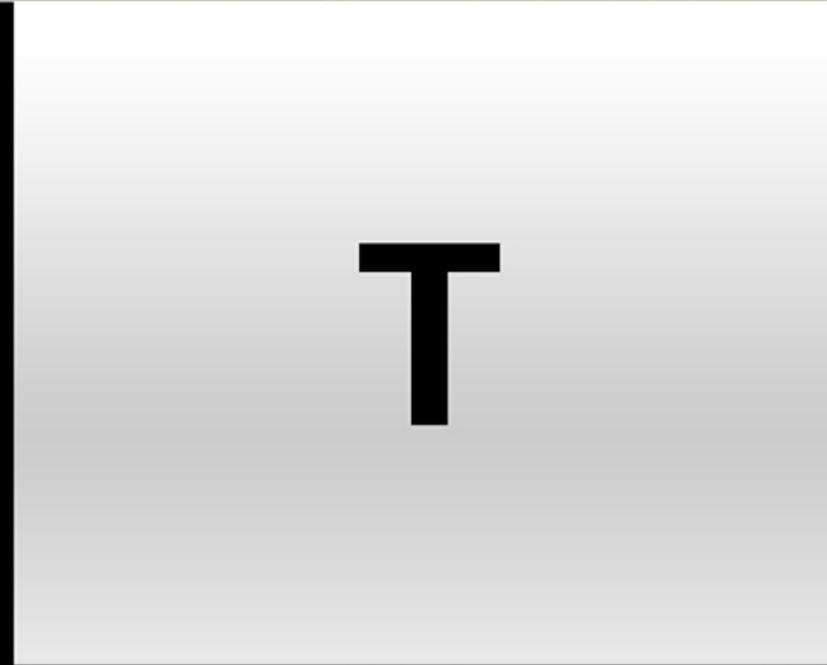
LEARN HOW TO CREATE CARD GAME TEMPLATES



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





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