



ANIFESTATION
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

STYLES & EFFECTS

MONTH 08 | INSTRUCTION MANUAL

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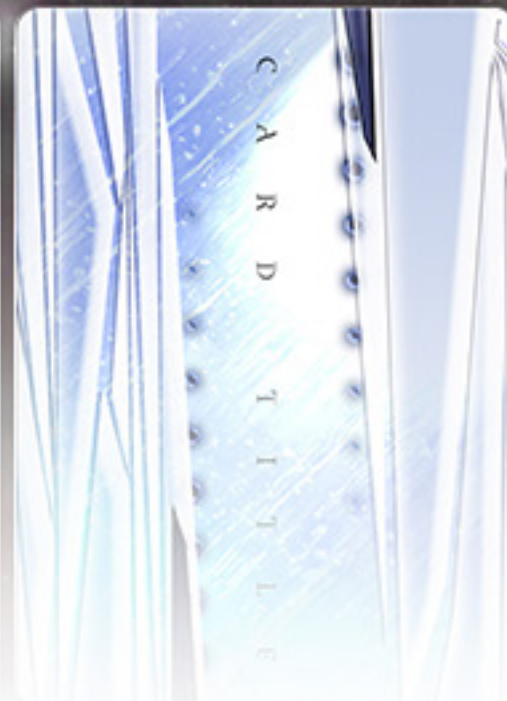
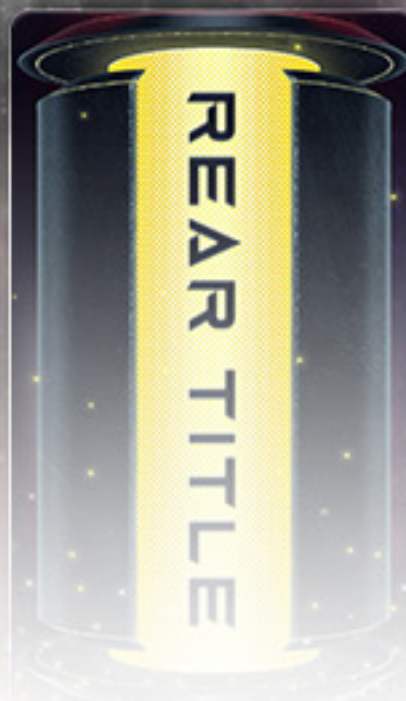
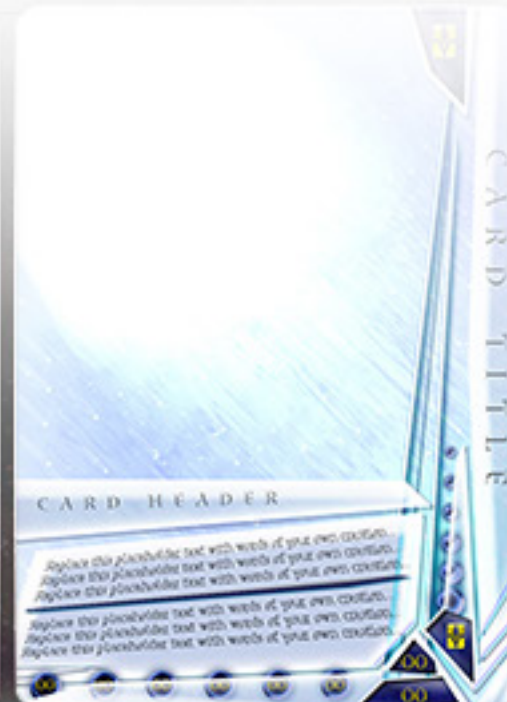
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MANIFESTATION CCS

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4) Card 23 (Past Age) Rear.psd

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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 | Title Area > Title

- Use to edit text.

Header | Header Area > Header

- Use to edit text.

Paragraph01 | Paragraph Area > Paragraph 01

- Use to edit text.

Paragraph01V | Paragraph Area > Paragraph 01

- True = Paragraph Visible | False = Paragraph Hidden

Paragraph02 | Paragraph Area > Paragraph 02

- Use to edit text.

Paragraph02V | Paragraph Area > Paragraph 02

- True = Paragraph Visible | False = Paragraph Hidden

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

- Path to icon graphic.

Icon01V | Icons/Text (Upper) > Icons/Text 01 > Icon 01 (Placeholder)

- True = Icon Visible | False = Icon Hidden

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

- Use to edit text.

Text01V | Icons/Text (Upper) > Icons/Text 01 > Text 01

- True = Text Visible | False = Text Hidden

Icon02 | Levels Area > Icons/Text 02 > Icon 02 (Placeholder)

- Path to icon graphic.

Icon02V | Levels Area > Icons/Text 02 > Icon 02 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text02 | Levels Area > Icons/Text 02 > Text 02

- Use to edit text.

Text02V | Levels Area > Icons/Text 02 > Text 02

- True = Text Visible | False = Text Hidden

Icon03 | Icons/Text (Lower) > Icons/Text 03 > Icon 03 (Placeholder)

- Path to icon graphic.

Icon03V | Icons/Text (Lower) > Icons/Text 03 > Icon 03 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text03 | Icons/Text (Lower) > Icons/Text 03 > Text 03

- Use to edit text.

Text03V | Icons/Text (Lower) > Icons/Text 03 > Text 03

- True = Text Visible | False = Text Hidden

Icon 04 | Icons/Text (Lower) > Icons/Text 04 > Icon 04 (Placeholder)

- Path to icon graphic.

Icon04V | Icons/Text (Lower) > Icons/Text 04 > Icon 04 (Placeholder)

- True = Icon Visible | False = Icon Hidden

SPREADSHEETS & CARD CONTENT

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

Text04 | Icons/Text (Lower) > Icons/Text 04 > Text 04

- Use to edit text.

Text04V | Icons/Text (Lower) > Icons/Text 04 > Text 04

- True = Text Visible | False = Text Hidden

LowerOrb01V | Icons/Text (Lower) > Icons/Text 05 (Orb 01)

- True = Orb Visible | False = Orb Hidden

Icon05 | Icons/Text (Lower) > Icons/Text 05 (Orb 01) > Icon 05 (Placeholder)

- Path to icon graphic.

Icon05V | Icons/Text (Lower) > Icons/Text 05 (Orb 01) > Icon 05 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text05 | Icons/Text (Lower) > Icons/Text 05 (Orb 01) > Text 05

- Use to edit text.

Text05V | Icons/Text (Lower) > Icons/Text 05 (Orb 01) > Text 05

- True = Text Visible | False = Text Hidden

LowerOrb02V | Icons/Text (Lower) > Icons/Text 06 (Orb 02)

- True = Orb Visible | False = Orb Hidden

Icon06 | Icons/Text (Lower) > Icons/Text 06 (Orb 02) > Icon 06 (Placeholder)

- Path to icon graphic.

Icon06V | Icons/Text (Lower) > Icons/Text 06 (Orb 02) > Icon 06 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text06 | Icons/Text (Lower) > Icons/Text 06 (Orb 02) > Text 06

- Use to edit text.

Text06V | Icons/Text (Lower) > Icons/Text 06 (Orb 02) > Text 06

- True = Text Visible | False = Text Hidden

LowerOrb03V | Icons/Text (Lower) > Icons/Text 07 (Orb 03)

- True = Orb Visible | False = Orb Hidden

Icon07 | Icons/Text (Lower) > Icons/Text 07 (Orb 03) > Icon 07 (Placeholder)

- Path to icon graphic.

Icon07V | Icons/Text (Lower) > Icons/Text 07 (Orb 03) > Icon 07 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text07 | Icons/Text (Lower) > Icons/Text 07 (Orb 03) > Text 07

- Use to edit text.

Text07V | Icons/Text (Lower) > Icons/Text 07 (Orb 03) > Text 07

- True = Text Visible | False = Text Hidden

LowerOrb04V | Icons/Text (Lower) > Icons/Text 08 (Orb 04)

- True = Orb Visible | False = Orb Hidden

Icon08 | Icons/Text (Lower) > Icons/Text 08 (Orb 04) > Icon 08 (Placeholder)

- Path to icon graphic.

Icon08V | Icons/Text (Lower) > Icons/Text 08 (Orb 04) > Icon 08 (Placeholder)

- True = Icon Visible | False = Icon Hidden

SPREADSHEETS & CARD CONTENT

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

Text08 | Icons/Text (Lower) > Icons/Text 08 (Orb 04) > Text 08

- Use to edit text.

Text08V | Icons/Text (Lower) > Icons/Text 08 (Orb 04) > Text 08

- True = Text Visible | False = Text Hidden

LowerOrb05V | Icons/Text (Lower) > Icons/Text 09 (Orb 05)

- True = Orb Visible | False = Orb Hidden

Icon09 | Icons/Text (Lower) > Icons/Text 09 (Orb 05) > Icon 09 (Placeholder)

- Path to icon graphic.

Icon09V | Icons/Text (Lower) > Icons/Text 09 (Orb 05) > Icon 09 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text09 | Icons/Text (Lower) > Icons/Text 09 (Orb 05) > Text 09

- Use to edit text.

Text09V | Icons/Text (Lower) > Icons/Text 09 (Orb 05) > Text 09

- True = Text Visible | False = Text Hidden

LowerOrb06V | Icons/Text (Lower) > Icons/Text 10 (Orb 06)

- True = Orb Visible | False = Orb Hidden

Icon10 | Icons/Text (Lower) > Icons/Text 10 (Orb 06) > Icon 10 (Placeholder)

- Path to icon graphic.

Icon10V | Icons/Text (Lower) > Icons/Text 10 (Orb 06) > Icon 10 (Placeholder)

- True = Icon Visible | False = Icon Hidden

Text10 | Icons/Text (Lower) > Icons/Text 10 (Orb 06) > Text 10

- Use to edit text.

Text10V | Icons/Text (Lower) > Icons/Text 10 (Orb 06) > Text 10

- True = Text Visible | False = Text Hidden

Level01V | Levels Area > Level 01

- True = Orb Visible | False = Orb Hidden

Level02V | Levels Area > Level 02

- True = Orb Visible | False = Orb Hidden

Level03V | Levels Area > Level 03

- True = Orb Visible | False = Orb Hidden

Level04V | Levels Area > Level 04

- True = Orb Visible | False = Orb Hidden

Level05V | Levels Area > Level 05

- True = Orb Visible | False = Orb Hidden

Level06V | Levels Area > Level 06

- True = Orb Visible | False = Orb Hidden

Artwork | Artwork > Artwork Placeholder

- Path to card artwork.

TEXT ELEMENTS

CARD FRONT

- The "Title Area," "Header Area," and "Paragraph Area" layer groups contain "Title," "Header," and "Paragraph ##" text layers respectively. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.
- The "Icons/Text (Upper)," "Levels Area," and "Icons/Text (Lower)" layer groups contain "Icons/Text ##" and "Icons/Text ## (Orb ##)" sub-groups which hold "Text ##" 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 Card Rear includes 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

- Blue Island Std Regular: <http://www.fontsgeek.com/fonts/Blue-Island-Std-Regular>

ICON ELEMENTS

CARD FRONT

- The "Icons/Text (Upper)," "Levels Area," and "Icons/Text (Lower)" layer groups contain "Icons/Text ##" and "Icons/Text ## (Orb ##)" sub-groups which hold "Icon ## (Placeholder)" layers. 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 (50x50 pixels), Icon 02 (37x37 pixels), Icon 03 & 05-10 (23x23 pixels), Icon 04 (35x35). **Use the provided "Icon 01.psd" "Icon 02.psd," "Icon 03 & 05-10.psd," and "Icon 04.psd" files to create icon .png files sized and transformed 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 825x1125 (WxH) pixels.
- Use the included "Artwork.psd" file to prepare artwork with the right masking, transparency, and dimensions for this card template.
- The Artwork Area for this card template was designed to integrate transparency to certain areas of full artwork images. This makes using the included "Artwork.psd" file to save artwork as .png files necessary for seamless integration into the Card Front's Artwork Area.
- 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 "Title Area," "Header Area," and "Paragraph Area" layer groups contain "Title," "Header," and "Paragraph ##" text layers respectively.
- The "Icons/Text (Upper)," "Levels Area," and "Icons/Text (Lower)" layer groups contain "Icons/Text ##" and "Icons/Text ## (Orb ##)" sub-groups which hold "Text ##" text layers.

CARD REAR

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

FONTS

- Blue Island Std Regular: <http://www.fontsgeek.com/fonts/Blue-Island-Std-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

- The "Icons/Text (Upper)," "Levels Area," and "Icons/Text (Lower)" layer groups contain "Icons/Text ##" and "Icons/Text ## (Orb ##)" sub-groups which hold "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 (50x50 pixels), Icon 02 (37x37 pixels), Icon 03 & 05-10 (23x23 pixels), Icon 04 (35x35). **Use the provided "Icon 01.xcf" "Icon 02.xcf," "Icon 03 & 05-10.xcf," and "Icon 04.xcf" files to create icon .png files sized and transformed 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 the template, open your artwork as a layer (Ctrl+Alt+O) over the "Artwork Area - Mask" layer. Right-click on the "Artwork Area - Mask" 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/marked 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 825x1125 (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

Icon 01-10, Text 01-10:

- Gradient Overlay |
 1. Duplicate target Icon/Text layer.
 2. Select Gradient tool.
 3. Type "Card 23_Gradient 01" in Gradient search field and select it.
 4. Click and drag mouse over the duplicated Icon/Text layer, (starting at the bottom and ending at the top) releasing the mouse at the top 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.
- Inner Shadow 1 |
 - Color: 000000
 - Opacity: 35.0
 - Contour: Cone
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Source: Edge
 - Choke: 0.0
 - Size: 2.0
 - Offset Angle: 90.0
 - Offset Distance: 1.0
 - Merge with layer: No
- Inner Shadow 2 |
 - Color: ffffff
 - Opacity: 96.0
 - Contour: Half Round
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Source: Edge
 - Choke: 0.0
 - Size: 2.0
 - Offset Angle: 90.0
 - Offset Distance: 2.0
 - Merge with layer: No
- Drop Shadow |
 - Color: 000000
 - Opacity: 35.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Hard Light
 - Spread: 0.0
 - Size: 1.0
 - Offset Angle: 120.0
 - Offset Distance: 1.0
 - Layer knocks out Drop Shadow: Yes
 - Merge with layer: No

TEXT & ICON STYLING

Title, Header, Paragraph 01-02:

- Text |
 - Font: Blue Island Std Regular
 - Size: 10pt (Title), 6pt (Header), 4.6 (Paragraph 01-02)
 - Tracking: 700 (Title, Header) 0 (Paragraph 01-02)
 - Color: 000000
 - Alignment: Center (Title), Left (Header), Justify - Last Left (Paragraph 01-02)
- Transform | (Title)
 - Rotate: 90 Degrees
- Transform | (Paragraph 01-02)
 - Perspective Tool: Adjust to match Paragraph 01-02 examples
- Outer Glow |
 - Color: ffffff
 - Opacity: 50.0
 - Contour: Linear
 - Noise: 0.0
 - Blending Mode: Overlay
 - Spread: 0.0
 - Size: 29.0 (Title), 21.0 (Header), 13.0 (Paragraph 01-02)
 - Layer knocks out Outer Glow: Yes
 - Merge with layer: No

TEXT & ICON STYLING

CARD REAR

Logo/Symbol (w/ Transparency):

- Blending Options |
 - Blend Mode: Normal
 - Opacity: 100%
 - Fill Opacity: 86%
- Drop Shadow |
 - Color: 091a5b
 - Opacity: 70.0
 - Contour: Cove - Shallow
 - Noise: 0.0
 - Blending Mode: Multiply
 - Spread: 0.0
 - Size: 6.0
 - Offset Angle: 135.0
 - Offset Distance: 8.0
 - Layer knocks out Drop Shadow: Yes
 - Merge with layer: No
- Gradient Overlay |
 1. Duplicate target Icon/Text layer.
 2. Select Gradient tool.
 3. Type "Card 23_Gradient 02" in Gradient search field and select it.

4. Click and drag mouse over the duplicated Icon/Text layer, (starting at the bottom and ending at the top) releasing the mouse at the top 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.

- Pattern Overlay |
 - Pattern: Ice (120 x 120)
 - Opacity: 75.0
 - Blending Mode: Burn
 - Merge with layer: No
- Satin |
 - Color: 05092e
 - Opacity: 20.0
 - Blending Mode: Darken Only
 - Offset Angle: -90
 - Offset Distance: 30
 - Size: 59
 - Contour: Gaussian
 - Invert: Yes
 - Merge with layer: No

TEXT & ICON STYLING

- Inner Glow |

- Color: fffffff
- Opacity: 50.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Grain Merge
- Source: Edge
- Choke: 0.0
- Size: 21.0
- Merge with layer: No

- Inner Shadow |

- Color: fffffff
- Opacity: 58.0
- Contour: Linear
- Noise: 0.0
- Blending Mode: Hard Light
- Source: Edge
- Choke: 0.0
- Size: 5.0
- Offset Angle: 135.0
- Offset Distance: 8.0
- Merge with layer: No

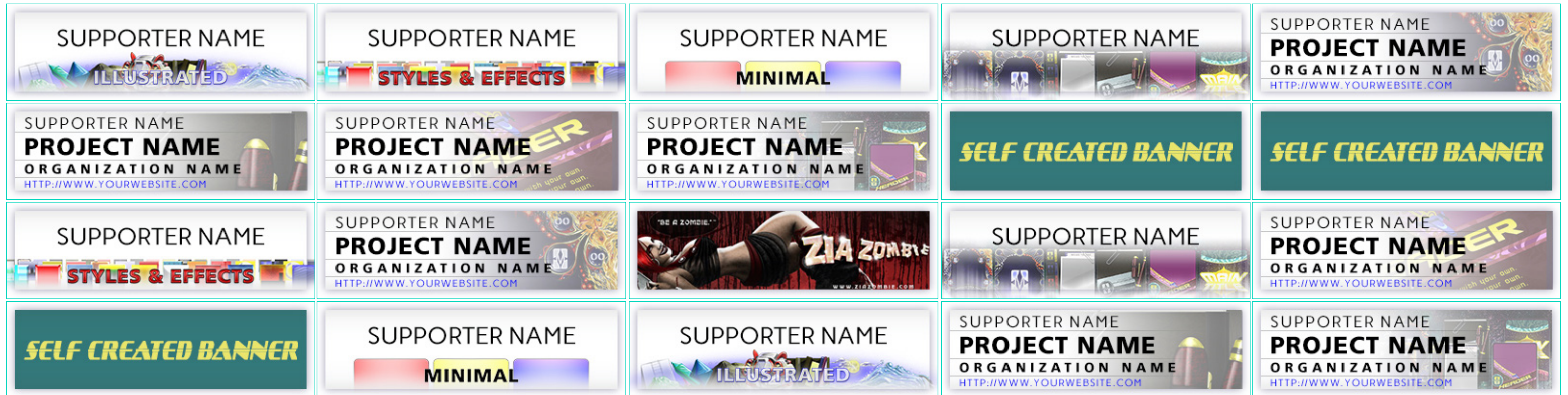
- Bevel & Emboss |

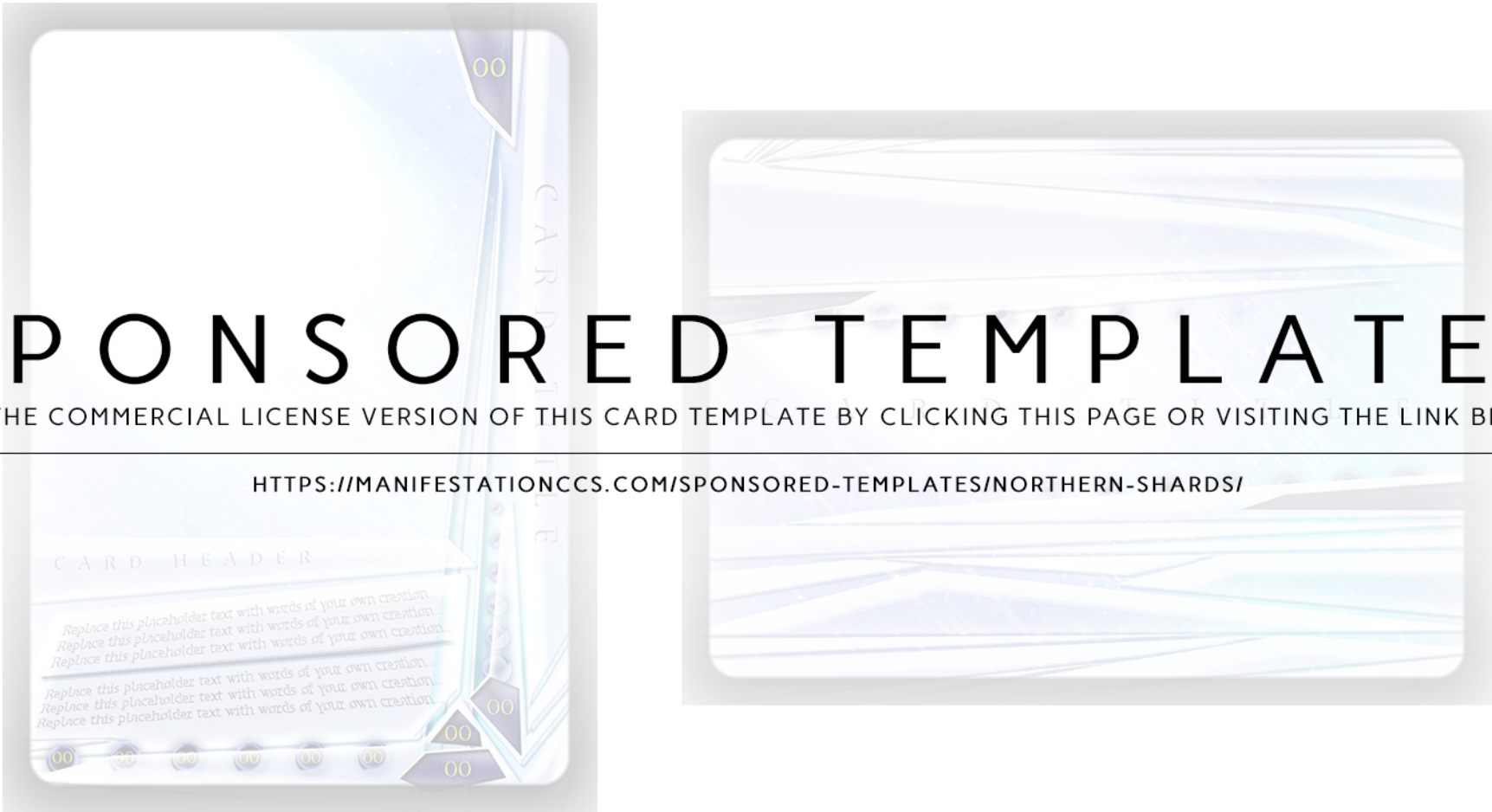
- Style: Inner Bevel

- Depth: 50
- Direction: Up
- Size: 5
- Soften: 0
- Angle: 135.0
- Altitude: 30.0
- Gloss Contour: Linear
- Highlight Color: fffffff
- Highlight Mode: Hard Light
- Highlight Opacity: 68.0
- Shadow Color: 000e65
- Shadow Mode: Burn
- Shadow Opacity: 50.0
- Surface Contour: Ring
- Invert: No
- Merge with layer: No

S U P P O R T E R S

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ANIFESTATION
CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

10 DAY MICRO CROWD-FUNDING CAMPAIGNS

3 NEW GIMP & PHOTOSHOP TEMPLATES PER MONTH

MONTH 09 | CARD FRAMES FOR PROTOTYPES



ILLUSTRATED | PAST AGE



STYLES & EFFECTS | MODERN AGE



MINIMAL | FUTURE AGE



MANIFESTATION

CARD GAME PRINTERS

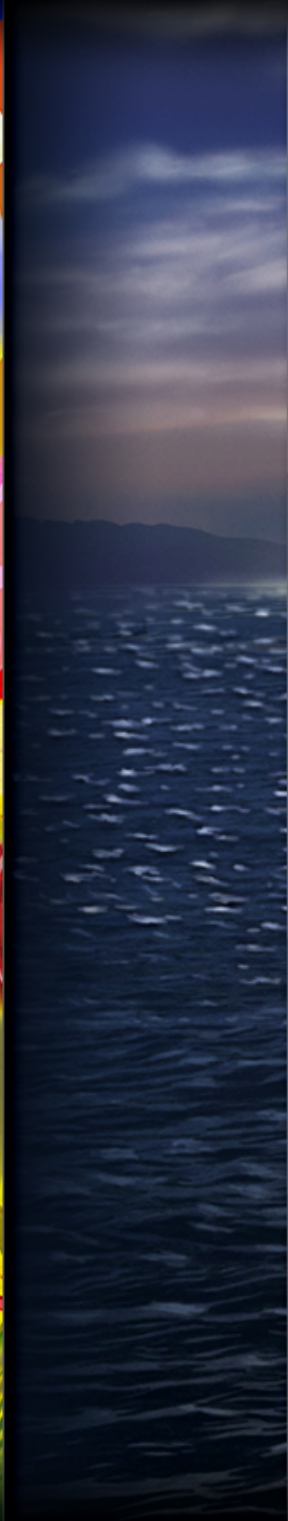
<https://manifestationccs.com/printers/>

PRINT BUSINESSES | PLAY-TESTING SPOTS | CARD GAME TEMPLATES

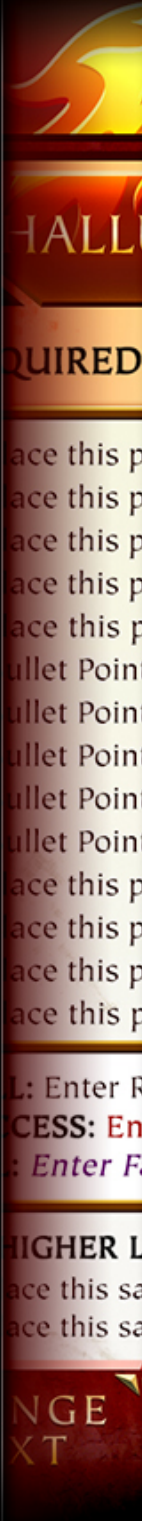


A N I F E S T A T I O N C C S

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



WWW.MANIFESTATIONCCS.COM

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



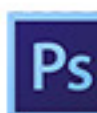
90
ICONS



CARD
FRONT &
REAR

Future FGE
STYLE SERIES I

COMPLETE



CS4
CS5
CS6

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

PHOTOSHOP
CS6
RECOMMENDED

WWW.MANIFESTATIONCCS.COM

DETAILED
INSTRUCTION
MANUAL

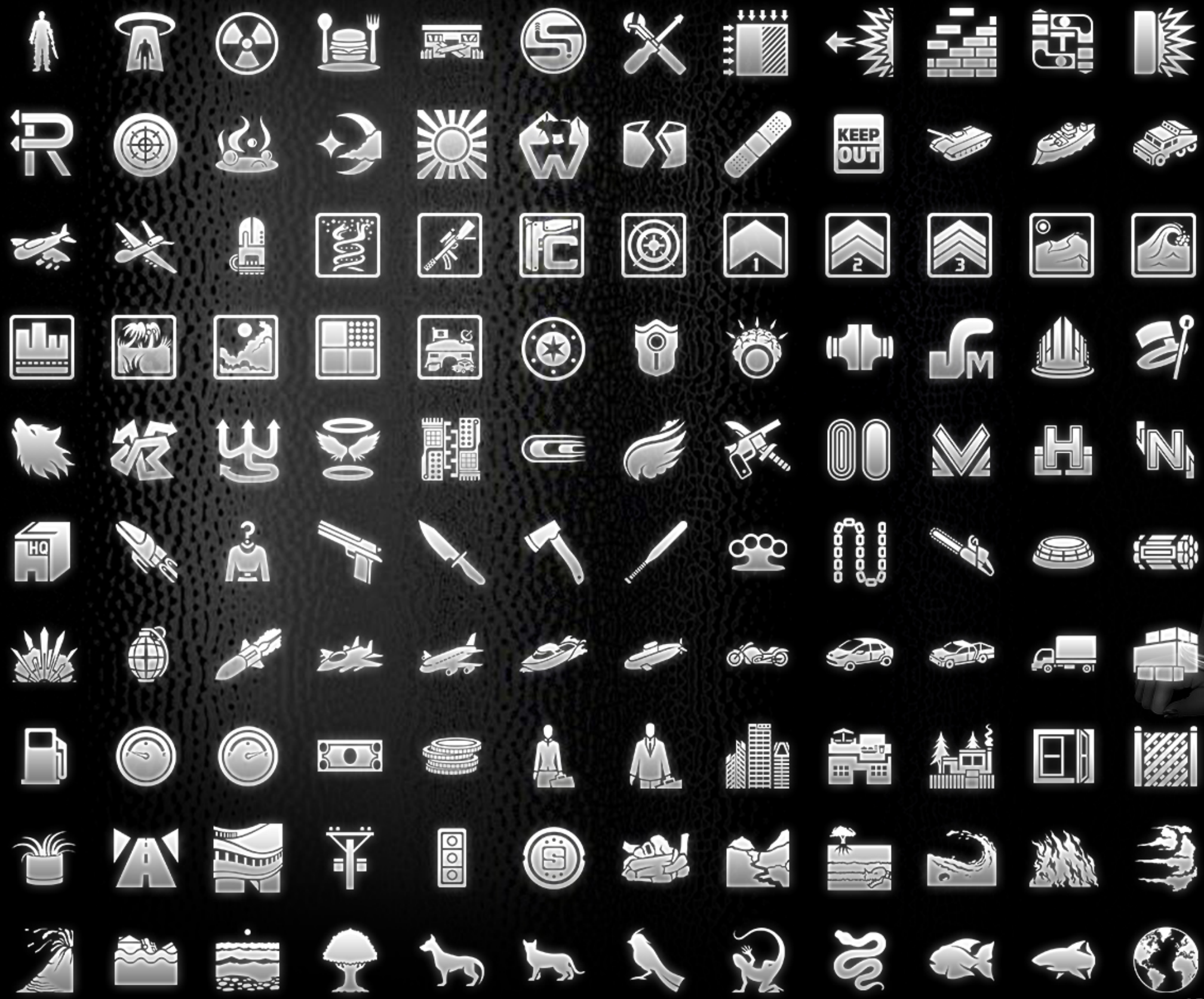
18
EDITABLE
TEMPLATES



PAST AGE
ICON SERIES 1

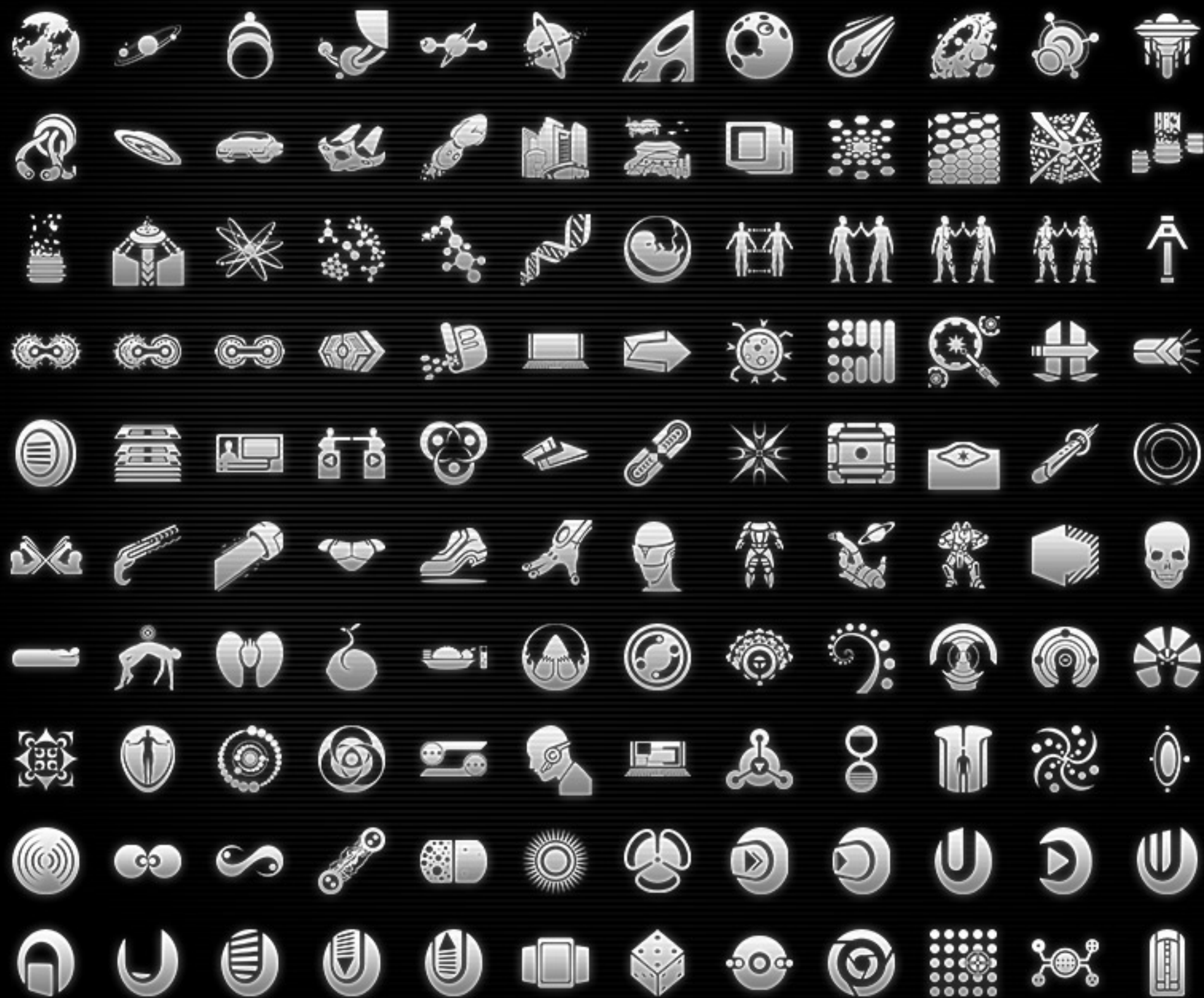
120 FANTASY THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY



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

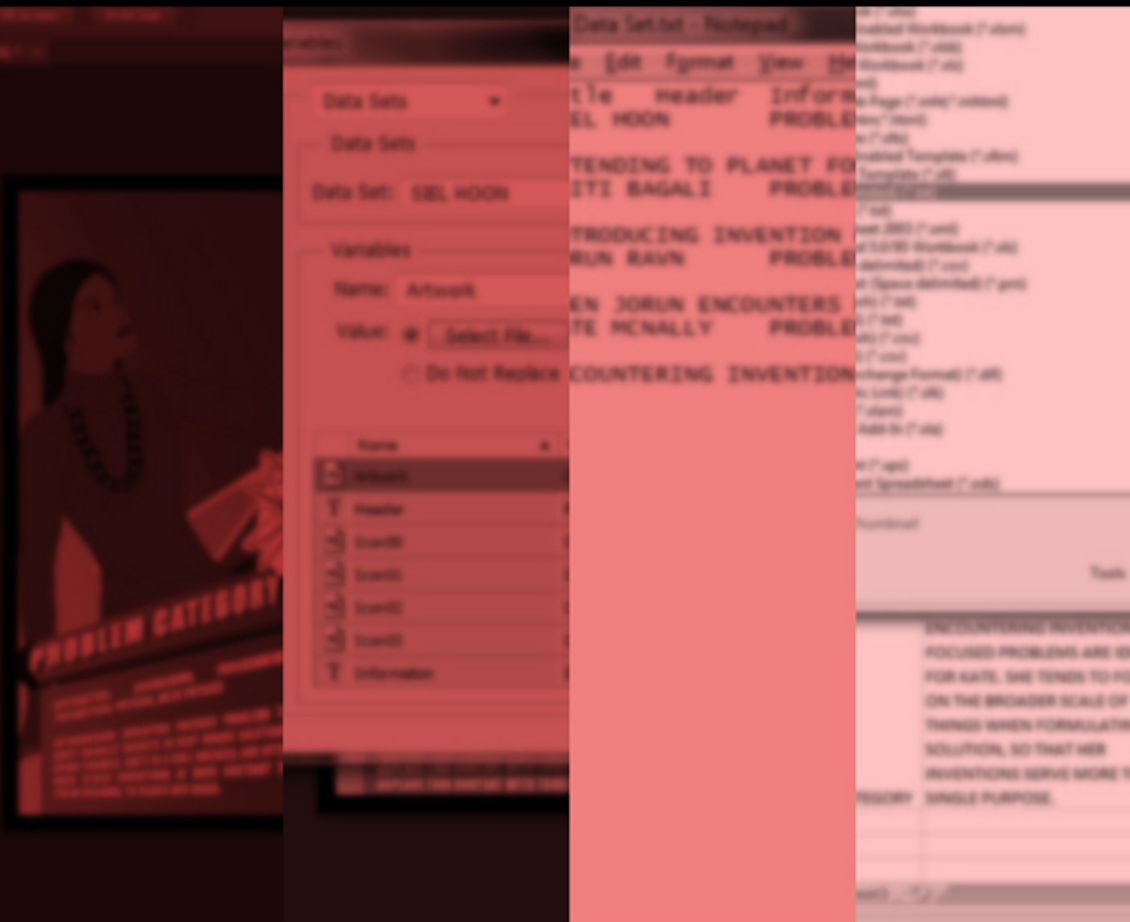
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120 SCI-FI THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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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

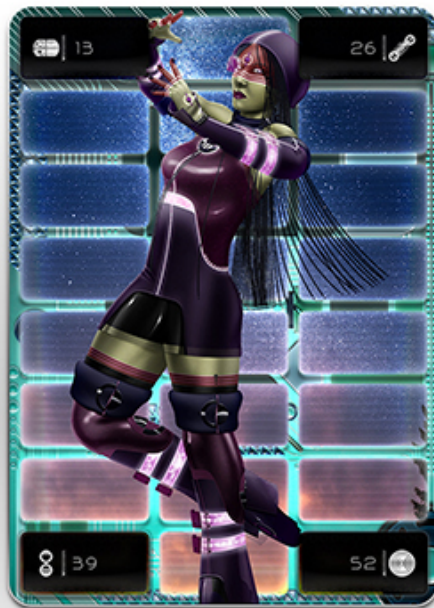
CREATING LAYOUTS SPECIFIC
TO YOUR GAMEPLAY MECHANICS



ANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

BRIGHT TEXT OVER
DARK BACKGROUNDS



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T



ANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

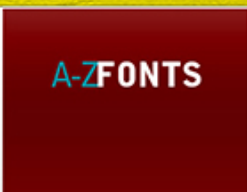
FONT RESOURCES



ANIFESTATION CCS
TIPS & TRICKS

ICONS

BEST POSITIONS FOR ICONS
& SYMBOLS IN CARD DESIGNS





MANIFEST YOUR CREATION

