SketchBook® for Galaxy
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SketchBook® for Galaxy v.3.2
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Published by:
Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA
94903, USA
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GETTING SKETCHBOOK INFORMATION 61
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This chapter introduces new features and a list of improvements & enhancements that can be found in this release of SketchBook for Galaxy.
Here's the updates you’ll find in this version of SketchBook:

- When in **Pen Mode**, you will see a reminder
- We now support 64-bit devices
- The brush preview has been updated and improved
- Capture time-lapse footage, as you draw. Every 16 frames you capture, creates one second of footage.
- **Import from camera** - take a picture with your camera and bring it into SketchBook as a background, inspirational image, or just as something to draw over
- Various bug fixes
Introduction

Welcome to SketchBook® for Galaxy. Enjoy the same SketchBook® desktop experience on your Samsung Galaxy device with a professional-grade stroke engine, and produce stunning quality results.
Sketching

Drag your finger to start sketching. A default brush and color are used. To change the brush or color, see Colors.

The canvas

When you open SketchBook, the device you are on will determine the layout of the canvas.

For mobile users, you will see a toolbar and the clutch. Use these to access everything within SketchBook for Galaxy.

For tablet users, you will see the toolbar, a scrollable palette containing the full brush palette, which includes advanced brushes and the customizable Brush Library, and colors, which accesses the Color Editor, along with the Layer Editor with blend modes, and transparent color.
Toolbars
Use the tools in the toolbar to create, edit, and access an assortment of editors, and tools.

NOTE The toolbar may look different, depending on the type of device you’re using. Due to the size of some devices, you may have to swipe left or right in these toolbars to access more options.

The toolbar contains the following tools:

- Create a new sketch, access the Gallery, share to and access the PEN.UP Gallery, access the Preferences, turn on or off pen mode, or access the Help.
- To either hide or display the interface.
- To access tools.
- To access the Brush Editor.
- To access the Color Editor.
- To access the Layer Stack.

Many tools have their own contextual toolbars, containing tools and options specific to that tool.

Due to the size of some devices, swiping left or right in these toolbars to access more options.

Clutch
For mobile users, tap (Clutch) to access the corner tool and Double puck (see Double Puck). Double-tap a corner to access its corner tool.
Corner tools

For mobile users, when you tap 🅌, the Corner tools are visible. Access a corner tool without making it visible by double-tapping a corner of the screen.

The default corner quick tool mappings are:

- 🙔 Top left
- 🎨 Top right
- 🙎 Bottom left
- 🙒 Bottom right

Customize the Corner tools

Tap-hold a corner tool to display a list of all available tools. Select one. This new tool will replace the previous one.

Undo brushstrokes

SketchBook is more forgiving than paper or canvas. When you place a stroke and decide it’s not what you had in mind, you can undo it. You have 10 levels of undo.

To undo an action, do one of the following:

- Double-tap the bottom left corner of the screen.
- To undo the previous action, tap 🅳, then tap ⏪.

Redo brushstrokes

If you undo a stroke and decide you want it back, unlike traditional sketching, you can get it back. You have 10 levels of redo.

To back out of undos (redo), do one of the following:

- Double-tap the bottom right corner of the screen.
- Tap 🅱️, then tap ⏪.
Double Puck

1. Brush size and opacity
2. Current brush
3. Current color

Use the **Double Puck** for changing the size of a brush and its opacity, using the top portion, and saturation and luminance/brightness of a color, using the bottom.

For mobile users, tap 📱 to access the **Double Puck**. For tablet users, tap 📱. Tap the canvas to exit the **Double Puck**.

**WHAT CAN I DO WITH THE DOUBLE PUCK?**

Use the **Double Puck** to:

- **Resize a brush**
  From within the top section of the puck, tap-drag right to increase brush size and left to decrease it.

- **Change paint opacity**
  From within the top section of the puck, tap-drag up to increase opacity and down to decrease it.
  
  **NOTE** To change layer opacity, see *Change layer opacity*.

- **Change color saturation**
  From within the bottom section of the puck, tap-drag right to increase color saturation and left to decrease it.

- **Change color brightness**
  From within the bottom section of the puck, tap-drag top to increase color luminance/brightness and bottom to decrease it.

- **Access the Brush Editor and Color Editor**
  From within the **Double Puck**, tap the top section of the puck to open the **Brush Editor**. Tap the bottom section to open the **Color Editor**.
Info/Settings
After tapping ➕, the Info/Settings menu appears. It contains the following options:

- **New Sketch** - Create a new sketch. For more information, see Create a new sketch.
- **Gallery** - Access the Gallery. For more information, see Gallery.
- **Share** - Share your sketch to your device, PEN.UP, or other places. For more information, see Save, export, and post sketches.
- **PEN.UP** - Open the PEN.UP app to access its community. For more information, see Using PEN.UP.
- **Preferences** - Customize tools and application settings. For more information, see Changing preferences.
- **Pen Mode** - Responds to the pen pressure, if sketching with a pressure-sensitive stylus. For more information, see Pen Mode.
- **Support** - Access the in-app help. For more information, see Getting SketchBook information.

Create a new sketch
To create a sketch, tap ➕, tap ✏️, and select a canvas size. The maximum number of layers is displayed next to the canvas size.

For a custom canvas, tap Other > Custom. Enter a length and width. The file size and maximum number of layers is displayed.
Tap ✓. Tap the last entry again to create the canvas.

Using PEN.UP
PEN.UP is a Samsung community where you can share your work, chat with others, and browse through the work of other artists.

Pen Mode
*For users of devices with a build in own stylus.* Responds to the pen pressure if sketching with a pressure-sensitive stylus. In ✏️ Pen Mode, you can only sketch with a pen. This is to prevent your fingers from leaving accidental strokes.

**NOTE** You can still use your fingers to open the menu, pick different brushes, and for multi-touch gestures. Ensure Enable multi-touch gestures is enabled in the Pen Mode dialog.
Tap ➗, then ✏️ Pen Mode to turn pen mode on or off.
Gestures
In the canvas, double-tap the corners of the screen to access different tools or use two fingers for zooming, moving, and rotating.

Zoom into and out of the canvas
On the screen, pinch together or expand two fingers to zoom in or out.

Reposition the canvas
With two fingers, drag in different directions to change your view of the canvas.
Keep in mind, this does not change the placement of layers on the canvas. For this, see Move, rotate, or scale a layer.
Brushes
The Brush Editor

1. Access brush attribute sliders
2. Swap between brushes
3. Close editor
4. Favorites
5. Scrollable Brush Library

Use the Brush Editor for an assortment of others, and changing the properties of a brush.

To access the Brush Editor, in the toolbar, tap 🔄.

TIP Another way to access the Brush Editor is to tap 🔄 to access the Double Puck. Tap the top portion of the puck to access the Brush Editor.

Select a brush
Select brushes from the Brush Editor.

1. In the Brush Editor, drag up or down to scroll through and access other brushes.
2. Tap a brush.
3. Tap the canvas to continue.

SWAP BETWEEN BRUSHES
Use one brush, then return to a previous one.

After using a brush, select another, then flick toward 🔄 to move between them.

Smudge
In the Brush Editor, drag up to scroll through the brush list. Tap one of the Smudge brushes to paint over an area to blend it, simulating the effect on a finger dragging over the charcoal line of a drawing.

Creating favorites
For those brushes you always use and really love, we created the Favorites section in the Brush Editor. Now, you can drag and drop these brushes here, so they are front and center, for whenever you need them.
Customize brushes

Looking for something different? Change the settings of a brush to customize it. Within the Brush Editor, there are tools for changing the radius, opacity, spacing, and color of a brush. To reset brushes to their default settings, see Factory Defaults.

Change brush properties

Use the sliders, in the Brush Editor, to change the properties of a brush. Tap-drag up to scroll through the sliders.

1. To open the Brush Editor, tap 🎨.
2. Tap a brush.
3. Tap 🕹️, then do either of the following:

   • Tap-drag the slider to the right to increase its value or tap the + to the right of the slider to increase it by a set amount.
   • Tap-drag the slider to the left to decrease its value or tap the - to the left of the slider to decrease it by a set amount.

   **NOTE** The properties panel scrolls to list more parameters.

4. Use the Hardness slider to change the brush tip.
The Color Editor

1. Copic Color Library
2. Color Picker
3. Saturation/Brightness
4. Transparent Color
5. Swatches
6. Close Color Editor
7. Hue
8. HSB/RGB/Swatch toggle
9. Previous/Current color

The Color Editor contains a color wheel for selecting a color, color picker for grabbing a color, Copic Color Library, and sliders for setting RGB and HSB values. Flip the panel to access color swatches and create a custom library of color.

Colors created in the Color Wheel can be stored as swatches for future use. See Create and change a swatch.

Create a custom color
Use the panels of the Color Editor to create or choose a color.

1. Tap 🎨.
2. Do any of the following:
   • Tap-drag within the diamond to change the saturation and luminance.
   • Tap 🌈, then tap-drag the sliders to change the RGB or HSB values.
   • Tap-drag within the ring to change the hue.

Using the Color Picker
Tap 🌈. Tap-drag the Color Picker 🌈 over a color to select it.

Turning a brush into an eraser
Once you have a brush selected, tap 🡃 to assign a transparent color to the current brush and create a custom eraser. It removes pixels from that layer.

Change RGB and HSB
You can create a color by setting RGB and HSB values. Do one of the following:
• Tap 🌈, then HSB to access the HSB sliders.
• Tap 🌈, then RGB to access the RGB sliders.
• Tap-drag the sliders to set a value.
Accessing the Swatch panel

The **Swatch** panel houses a selection of pre-defined color chips. As you create swatches, they replace others and appear in this panel.

**IMPORTANT** You must close out of the **Editor** to save your swatches. Do this by either selecting another tool from the toolbar, sketching, saving, or letting the editor close on its own.

When working on projects where the client has provided a color palette, capture and store swatches of these colors for future use.

After a project is completed, to remove swatches, there are two methods:

1. Reset preferences
2. Replace the swatches

Select a swatch

After you have accessed the **Color Editor**, use the **Swatches** to select a color swatch.

1. Tap ☐, then ➥ to access the **Swatches**, if not already visible.
2. Tap a swatch, then start painting.

Create and change a swatch

After creating a color, save it by creating a swatch. The swatches you add, replace existing ones.

1. Do any of the following:
   - Create a color using the **Color Wheel**.
   - Capture a color using ☐ (eyedropper).
2. Tap ☐, then ➥ to access the **Swatches**, if not already visible.
3. Tap-drag the color ribbon onto or between swatches to add the color to the list.
The Copic Color Library

1. Access Color Wheel
2. Current color family
3. Current color name
4. Close Color Editor
5. Current color
6. Complementary color

The Copic Color Library houses a selection of pre-defined color chips.

Select a color
After selecting a brush, select a color in the Color Editor. Tap-drag to scroll through colors.

Select a swatch
After you have accessed the Color Editor, use the Copic Color Library to select a color swatch.

1. In the Color Wheel, tap \( \text{□} \) to flip to the Copic Color Library.
   • To access different color palettes, tap-drag the slider.
   • To select the complementary color, tap a color chip to load its complementary color. Tap the complementary color to select it.

NOTE Not every color will have an assigned complementary color. For those without, a selection of colors similar to its complementary or nothing will appear.

2. Tap a swatch, then start painting.
Change your view

Zoom in on or out of an area of your sketch, or move around the canvas and change your view.
Zoom in and move around a sketch

Zoom in to see details and have finer control when sketching and painting.

With two fingers, drag and expand on the canvas to zoom in.

**NOTE** To zoom in further, repeat this action as many times as necessary.

With two fingers, drag the canvas to change its placement.
Zoom out of a sketch

Use zooming out for when you want to have a better view of the overall composition.

With two fingers, pinch the canvas.

NOTE To zoom out further, repeat this action as many times as necessary.

View the full canvas

Set a corner tool to Frame Canvas (see Customize the corner tools) and tap it to instantly change the view and display the full canvas.
Gallery
The Gallery is where your sketches are saved. If you worked on something and want to go back to it, if it is not still on your canvas, you can find it in the Gallery.

Do either of these to access the Gallery:

• In the toolbar, tap 📁, then 📁 Gallery.
• Pinch the canvas until your sketch opens in the Gallery, if this preference is enabled.

**NOTE** To ensure your image is saved to the Gallery, swipe to the left. This automatically saves it. Any other action will not.

When you open the Gallery, your sketch appears.

**Naming your sketch**

To name our sketch, tap Untitled and enter another name. The dimensions and number of layers your sketch has appears below. Tap the check to save the changes.

**Creating a sketch**

From the Gallery, to create a sketch, tap +, select New Sketch, and set the canvas size.

**Importing an image**

From the Gallery, to import an image, tap + and select New from image or New from camera.
What else can I do?
You can stay in this view and swipe left or right to see other sketches, create a new sketch, or use the options here to share a sketch, rotate it, create a duplicate, export to PSD, or delete it.

To edit a sketch, tap a sketch to select and load it onto the canvas.

To quickly delete a sketch, drag it to the top of the screen. To undo this, tap the red bar along the top.

To switch to thumbnail view and organize your sketches into folders, pinch the screen or tap the folder name along the top.

To share, view a slide show, rotate an image, create a duplicate, export a PSD, or delete an image, tap .
Thumbnail view

From within the **Gallery**, pinch the screen to enter the thumbnail view. This view opens up all sorts of options, from organizing your sketches into folders and renaming them, to sharing, rotating, duplicating, exporting as PSD, and deleting any sketches. Tap a sketch to return to the previous view.

1. Show/Hide Folders
2. Sketches
3. Selection
4. Add
5. Import legacy data

**SELECTING SKETCHES**

To select one or more sketches in the thumbnail view, tap $\text{\,}$, then tap the sketches. A blue bar appears at the bottom of the screen.

- To share or delete an image, tap $\text{\,}$.
- To exit selection mode, tap $\times$. 
DELETING A SKETCH
Tap-drag a thumbnail up to the top of the screen to delete it. To undo this, tap the red bar along the top.

ACCESSING FOLDERS
Tap Untitled (the folder name) to access the Trash and other folders.
Transferring files from an older version of SketchBook to version 3.2

For anyone with sketches from SketchBook 2.9 or earlier, who wants to continue working on them in this version, you must tap **Import legacy data**, find the sketch, then tap **Import**. Now, you are ready to work in the current version of SketchBook.

**VIA DROPBOX**

*The Dropbox app must be installed for this workflow.*

1. In SketchBook v2.9, from the **Gallery**, select a sketch and tap **Share as PSD**, then **Dropbox**.

2. In Dropbox, tap **Upload**. In the dialog that appears, you will see the image name.

3. Select the file and tap **Send** and select **SketchBook for Galaxy** to open the sketch in version 3.2.
Folders
At the top of the thumbnail view, you will see Untitled. Tap this to access folders, organize your sketches, delete sketches or folders, or restore mistakenly deleted sketches.

1. Trash folder
2. Folder contents
3. Selection
4. Add
5. Import legacy data
6. Show/Hide Folders
7. Create Folder

**CREATING A FOLDER**
Tap + to create a folder for your sketches.

**RENAMING A FOLDER**
To rename a folder, tap the folder name, enter the new name, and tap ✓.
ADDING SKETCHES TO A FOLDER
To add sketches to a folder, tap to enter Selection mode, tap all the sketches you want added to the folder, tap-hold a sketch, then drag onto a folder.

DELETING A FOLDER
When you delete a folder it and all its contents are permanently deleted. There is no way to recover the deleted content.
1. To delete a folder, tap-hold the folder until appears in the toolbar below.
2. Tap to delete the folder.
3. Tap Yes to delete or Cancel not to.

DELETING SKETCHES
1. To delete one or more sketches, tap , then the sketch or sketches from the Gallery or from within a folder.
2. Tap and select Delete. The sketch appears in the Trash folder.
The Trash folder houses all sketches you’ve initially deleted from the Gallery. When you delete a sketch, this is where it goes. However, if you ever mistakenly delete something, you can get it back with Restore selected sketch.

When you tap the Trash folder, thumbnails of its content appear. At this point, you can do any of the following:

- Tap a sketch, then Restore selected sketch to remove the sketch from Trash and return it to where it was before.
- Tap a sketch, then Delete selected sketch to permanently delete it from Trash and the app.
- Tap to set how many files are kept in Trash at any one time. If the number of sketches exceeds this number, the first sketches will be permanently deleted.
Sketching and painting tools

Tap \(|\) in the toolbar to choose for a collection of tools for helping you build your sketch. You will find selection, symmetry, style, fill, transform, text, image import and guide tools.
Selection

There are two types of selection:

- **Tap-drag selection** - It includes □ **Rectangle**, ◇ **Oval**, and ◆ **Lasso**, and you tap-drag the area you want to select. You can add to, remove sections from, or replace the current selection, as well as invert or transform a selection.

- **Magic Wand selection** - With ◆ **Magic Wand**, you tap to select a region of color. Like with tap-drag selection, you can add to, remove sections from, or replace the current selection, as well as invert or transform a selection. What is unique to magic wand selection is the tolerance setting and ability to select from either the current layer or all layers.
  - Change the tolerance to add more color to a selection or reduce the range of color added to a selection.
  - Choose whether to select color from the current layer only or to grab it from all layers.

Tap \( \text{Alt} \), then \( \text{Ctrl} \) to access and select a **Selection** tool. Select an option from the toolbar.

Either tap-drag or tap to make your selection.

Use the assorted selection editing tools in the **Selection** toolbar to work with your selection.

Use your selection to make a mask

You can use another tool, while staying in selection mode. For example, make a selection, change your brush and color, then sketch. Notice how the strokes stay within the selection? Instant mask - pretty cool!

1. Choose a type of selection (□, ◇, ◆, or ◆).
2. Tap-drag and make your selection.
3. Tap \( \text{Alt} \), then select another tool, such as □ or ◇, and use it.
Adding to a selection
Once you made a selection, tap □, ▪, then either tap-drag to add to it or for Magic Wand selection, tap other areas. Tap ✓ to accept the changes or × to decline.

Removing sections from a selection
Once you made a selection, tap □, ▪, then either tap-drag to remove sections from it or for Magic Wand selection, tap areas you want de-selected. Tap ✓ to accept the changes or × to decline.

Replacing a selection
Replace is the default selection setting. So, when would I ever use Replace outside of my initial selection? Say you have made a selection, added to it a few times and realized that that just wasn’t working. You want to start again. tap □, ▪ and tap-drag to capture a new selection, instead of canceling the selection, choosing a Selection tool, and then tap-dragging. It saves you time.
Repositioning your selection

There are two tools that are similar and allow you to move your selection.

The first is **Nudge**, which moves the selection itself, not its content. Make a selection, tap ✅, then drag the puck to place the selection. If you want to use another tool, such as **Symmetry**, select and use it. Tap ✅ to accept the changes or ✗ to decline.

The second, ✗, moves the selection and the content it encompasses. Once ✗ is selected, another toolbar appears for helping with the placement of the content.

You can move, flip, mirror, and rotate the selected content. If you want to use another tool, such as **Symmetry**, select and use it. Tap ✅ to accept the changes or ✗ to decline.
Invert a selection

Say you have a large area to select, using invert can save you time and make it easier to make your selection. Just select the smaller area and tap invert to change what is selected. This is useful in combination with and , especially when doing a fill. Tap ✓ to accept the changes or ✗ to decline.
Symmetry

The **Symmetry** tool enables you to turn symmetry on and off as you sketch. Anything drawn on one side of the axis is mirrored. Tap ⬅️, then ✇️ and select one of the following types of symmetry:

缣 **Horizontal symmetry** - Use ✇️ to draw one side of an object or scene and have it mirrored to the other side of the line of symmetry. The axis of symmetry always appears at the center of the canvas.

缣 **Vertical symmetry** - Use ✇️ to draw part of an image and have it reflected either above or below the line of symmetry. The axis of symmetry always appears at the center of the canvas.

Either before or during sketching, you may want to show or hide the lines of symmetry or allow strokes to either cross over or stop at it. Use either of the following tools:

 فإذا 📌 **Extend/Stop strokes at center line** - When enabled, the stroke go beyond the line of symmetry. When disabled, the stroke stops at the line of symmetry.

To extend your strokes across the line of symmetry, if ⬤ is not visible, tap ⬤.

To stop your strokes from crossing the line of symmetry, if ⬤ is not visible, tap ⬤.

مادة **Show/Hide symmetry lines** - When enabled, the lines of symmetry are visible. When disabled, they are not visible.

To hide the lines of symmetry, tap ⬤ to hide them.

Tap ⬤ to display them.

Tap ✓ to stay in the **Symmetry** tool or ✗ to exit the tool.
Styles

Use the Styles to aid with drawing lines, rectangles, and ellipses, as well as return to freeform stroke mode.

1. Tap \( \text{Ctrl} + \text{L} \), then \( \text{Ctrl} + \text{S} \) Styles.
2. Tap one of the following styles, then tap-drag to draw:
   - \( \text{直线} \) to draw a straight line.
   - \( \text{矩形} \) to draw a rectangle.
   - \( \text{椭圆} \) to draw an ellipse.
3. Do one of the following:
   - Tap-drag to draw a shape.
   - To stay in the tool and change the brush and/or color, tap ✔, then tap ♦️ or ✰.
     NOTE You will notice ✔️ appears below the toolbar to indicate you are still in the tool.
   - To exit the tool, tap ✗️.
Time-lapse Recording

**Time-lapse** captures a movie and saves it to where you select. As you work, it captures frames only when you are drawing. Every 16 frames captured, gives you one second of footage.

Tap ⌁, then 📡 Time-lapse.

Time-lapse Controller

Use the controller to start a recording, pause it, add frames, and stop it.

STARTING TO RECORD

When you start recording, the orientation of your movie is set by the orientation of your device. So, if you start drawing in portrait, your movie will be captured in portrait.

1. Tap 🎥 to start recording. It changes to 🎥.
2. Start sketching. The Frame readout updates as your strokes are captured.

PAUSING RECORDING

When you pause a recording, everything you draw during this period appears at once to the view, when watching the recording. Use �侄 Pause for times when something repetitive or unimportant needs to be done before continuing to the next point in the recording. It enables you to gloss over things and jump to the next key part of your recording.

1. Tap 🕳️ to pause recording.
2. Tap it again to continue recording.
**Adding Frames**

When recording, use 📺 (Add Frame) to hold on the current frame for a set amount of time. Use this to hold on a view, so your viewers can study what’s on screen for longer.

1. Tap 📺 to add frames between segments.
2. Select the length of the delay.
3. Continue drawing.

**Zooming In**

As you draw, if you zoom in to do detailed work, the recording catches it. You may want to add frames to create a pause before you zoom.

**Feedback**

The controller provides feedback on the actual time recorded, so you can keep track of the length of your movie.

- **Actual Time** displays the running time of your recording.
- **Frames** displays the number of frames captured.

*NOTE* Actual Time and Frames are linked. For every 16 frames recorded, you’ve captured one second of footage.

**Saving a Movie**

When finished recording, save your movie as a .mov (H.264 movie) file, with a resolution of 1024 x 768.

Tap 📷 to stop recording. A window appears enabling you to either save your recording to where you selected or discard it.
Importing and sharing

There are a few different ways to import and share your movies. Their resolution is dependent upon the method used for this.

From your device, import or share movies to YouTube or email directly from your device. The resolution is changed to 480 x 360.

Troubleshooting

When using **Time-lapse**, if your device enters sleep mode or you leave the app, the captured session is ended and the movie is saved. You can bring any saved captures into a movie editing package to create a movie from them.
Flood fill

*Fill* the active layer with color, speeding up the painting process, working like a mask. You can select the flood color before or during the fill.

1. Tap 

2. Select one of the following fills:

- **Solid fill** - Fills an area with paint.

- **Linear fill** - Fills an area with paint, using a color ramp and applying it linearly from the origin to the end point.

- **Radial fill** - Fills an area with paint, using a color ramp that radiates from the origin to the end point.

3. Tap an area to fill it.

   **NOTE** To change the color of the paint, tap 

   then tap where you to fill that area. You are still in the *Fill* tool.

   **NOTE** Fill manipulators can be added, moved, or removed.

   - To add a manipulator, tap anywhere along the fill line.
   - To move a manipulator, tap-drag it to the new position.
   - To remove a manipulator, tap-drag it away from the fill line. It will disappear.

4. Tap ✓ to accept the changes or x to decline.

Changing flood fill tolerance

Change the tolerance of your fill to determine the range of colors affected. Set what region is flooded and the size of the gaps between the fill paint and pixels creating the boundary of the fill. The minimum tolerance, 1, selects and fills only pixels of that color value. The maximum tolerance, 255, selects and fills all pixels regardless of the region.

In the *Fill* toolbar, tap , then tap-drag the slider to change flood fill tolerances.
Filling one or all layers

In the Tolerance tool, you can determine whether the current layer or all layers are filled.

Set Sample All Layers to fill either for the current layer or for all layers.
Transform

Transform affects the current layer. With it, you can move, flip, or rotate the entire layer. For transforming specific content on a layer, see Selection.

1. Tap ⇨ then ⇰ to help reposition your content.
   • Tap-drag the canvas to freely move in any direction.
   • Tap ⇥ to nudge the content one pixel at a time, by tapping an arrow or tap-drag from the middle to move in any direction or on an arrow to move in that direction.
   • Tap ⇠ to flip the image vertically.
   • Tap ⇠ to flip the image horizontally.
   • Tap ⇠ to rotate the image counterclockwise.
   • Tap ⇠ to rotate the image clockwise.
2. Tap ✓ to accept the changes or × to decline.
Text

Add text to any image you like. Set the font, color, size, and placement. Use the Text tools to achieve this.

1. Tap ⌃, then T.
2. Tap 🎨 to set the color and tap-drag the sliders to change size and opacity.
3. Tap A| to set the font and enter your text in the text field.
4. Tap ⬇️ to close the Text window.
5. Choose any of the following tools to position your text:
   - Tap 🔌 to nudge the content one pixel at a time, by tapping an arrow or tap-drag from the middle to move in any direction or on an arrow to move in that direction.
   - Tap ⬇️ to flip the text vertically.
   - Tap ⬆️ to flip the text horizontally.
   - Tap ⬜️ to rotate the text counterclockwise.
   - Tap ⬟️ to rotate the text clockwise.
6. Tap ✔️ to accept the changes or × to decline.
Importing a sketch

1. In the toolbar, tap \( \text{Import} \), then \( \text{Import Image} \).
2. Select a source to import the image from.
3. Locate and tap an image to import it.

Placing your imported file

Use the \textbf{Import} tools to rotate, position, flip, and scale your image.

Once you have imported an image, use any of the following tools to get the perfect imported image.

1. Tap \( \text{Reposition} \), then \( \text{Reposition} \) to help reposition the image.
   - Tap-drag the canvas to freely move in any direction.
   - Tap \( \text{Nudge} \) to nudge the content one pixel at a time, by tapping an arrow or tap-drag from the middle to move in any direction or on an arrow to move in that direction.
   - Tap \( \text{Flip Vertically} \) to flip the image vertically.
   - Tap \( \text{Flip Horizontally} \) to flip the image horizontally.
   - Tap \( \text{Rotate Counterclockwise} \) to rotate the image counterclockwise.
   - Tap \( \text{Rotate Clockwise} \) to rotate the image clockwise.
2. Tap \( \text{Accept} \) to accept the changes or \( \text{Decline} \) to decline.

Guides

Use these guides to help you as you draw. You can trace anywhere on the canvas, without tracing directly on a guide, to create a stroke. To reposition a guide, tap-drag the manipulators.

1. Tap \( \text{Guide} \), then select a guide.
2. Tap-drag to draw using the guide.
3. Tap \( \text{X} \) to exit the tool or \( \text{✓} \) to stay in the tool and go on to another tool.
Using layers
Layers and the Layer Editor

1. Add Layer
2. Current layer
3. Lock Transparency
4. Show/Hide Layer
5. Background layer

Access the Layer Editor and its layers with from the toolbar. Use layers to build a sketch with individual elements. Simplify changes and explore variations with them.

What are layers?
Layers provide a way to mark up or make changes to an image without modifying the rest of the composition. Use multiple layers for building complex sketches or testing variations of a design.

Layers are created, duplicated, merged, turned on and off, reordered, blended, and deleted using the Layer Editor.

As content is added to a layer, the Layer Editor Preview updates, displaying the content and making it easier to identify a layer.

How do I use layers?
1. Tap to open the Layer Editor. The current layer is highlighted.
   
   NOTE Upon startup, the Layer Editor will have one layer displayed. Use + to add more layers.

2. Tap a layer to access the layer tools.
3. Do any of the following:
   - Copy and paste layer content
   - Cut and paste layer content
   - Delete a layer
   - Apply blend modes
   - Duplicate a layer
   - Setting a layer color
   - Clearing a layer
   - Using templates
   - Merge layers
Hide and show a layer
Create different variations of an idea by changing a color, add a logo, place something else in the scene, or remove an element. Hiding and showing layers allows you this flexibility, making it possible to see only what you want to see.

1. Tap 🔄 to open the Layer Editor. The current layer is highlighted.
2. Use one of these:
   • Tap ⏪ to hide a layer.
   • Tap 🔄 to show a layer.

Preserve layer transparency
Use ⚪ Lock Transparency to make edits to only the visible contents of a layer. Any transparent pixels on a layer remain transparent when this option is enabled, instead of becoming white and opaque. This makes it easier to composite various layers together, combining backgrounds and foreground images with blending occurring between pixels with various levels of transparency. When applied to a layer containing paint, only the painted portions of the layer are filled.

1. Tap 🔄 to open the Layer Editor. The current layer is highlighted.
2. Tap the layer you want to affect.
3. Tap ⚪ to lock transparency. The icon appears on the layer you have locked.

Add a layer
Create a new empty layer.

1. Tap 🔄 to open the Layer Editor. The current layer is highlighted.
2. Tap 🍀. In the canvas, the new layer appears over the other layers. To reposition it, see Reorder layers.
Setting a background color

Tap ⌁ in the bottom layer to access the Color Editor and set a background color.

Copy and paste layer content

Copy a layer, then paste and reposition the copied content onto that layer.

1. Tap ⌂ to open the Layer Editor.
2. Tap the layer you want to copy and access the layer tools.
3. Tap ⌅, then use the layer tools to reposition it.

Cut and paste layer content

Cut the content from one layer onto another.

1. Tap ⌂ to open the Layer Editor.
2. Tap the layer you want to cut content from.
3. Tap ⌅ to remove the content from the layer.

NOTE If you want to paste the content onto another layer, either create a new layer or select a layer and tap ⌅.
Duplicate a layer
Create a copy of the active layer.

1. Tap to open the Layer Editor. The current layer is highlighted.
2. Tap the layer you want to duplicate and access the layer tools.
3. Tap . A duplicated layer is created and becomes the active layer.

Clearing a layer
Remove all content from a layer. Double-tap the top left corner .

Merge layers
Once the content of a layer is finalized, use Merge to combine layers or to merge all layers. This frees up layers for creating other content.

1. Tap to open the Layer Editor. The current layer is highlighted.
   The layer to be merged must be above the one it will be merged with. If it isn’t, reposition it. See Reorder layers.
2. Tap a layer to access the layer tools.
3. Tap to merge two layers or to merge all.
4. Tap OK.
Delete a layer
Remove layers to make room for new ones.
1. Tap \( \text{Layer Editor} \) to open the Layer Editor. The current layer is highlighted.
2. Tap a layer to make it active.
3. Tap the layer again to access the layer tools.
4. Tap and OK.

Setting a layer color
To help you keep track of your layers, in the layer tools, use Color Label.
1. Once you have the layer to be labelled selected, tap the layer to access the layer tools.
2. Tap Color Label and select a color from the list.
3. Tap elsewhere to exit the tool.

Using templates
For SketchBook for Galaxy users only. Select a template to use with your project.
For animators, use the storyboard template. If you are about to start a perspective drawing, use the perspective template to help with that.
1. In the Layer Editor, tap a layer to access the layer tools.
2. Tap Templates and select one.

**NOTE** The template is only applied to the current layer.
Reorder layers
Change the layer order by dragging layers above or below one another within the Layer Editor.

To make a layer appear in front of another, move it above another.
To make a layer appear behind another, move it below another.

1. Tap to open the Layer Editor. The current layer is highlighted.
2. Drag the layer into position.

Change layer opacity
Change the transparency of a layer to create a striking or subtle effect.

1. Tap to open the Layer Editor. The current layer is highlighted.
2. Tap the layer you want to affect.
3. Tap the layer again to access the Layer tools.
4. Drag the Opacity slider:
   - left to increase transparency
   - right to decrease transparency
Blend modes

Use blend modes to determine how layers are composited together. Create complex multi-layered textures. Choose from Normal, Multiply, Add, and Screen. Apply them and experiment without the fear of permanently altering your composition.

When layers are combined, the results can vary. Change the order and experiment with the settings to achieve the result you want.

Multiply layers

Use Multiply to produce an overall darkening effect to the layer appearance. When using Multiply, the value for each pixel in the layer is darkened by a value equal to or greater than the value of pixels on other layers occupying the same location in the layer stack. It produces a similar effect to combining one or more photographic transparencies together and looking through them.

Add layers

Use Add to lighten the overall composition, similar to Screen, but in a more extreme manner. When using Add, each pixel is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. This is applied as a linear calculation.

Screen layers

Use Screen to produce an overall lightening effect to the composition. When using Screen, each pixel in the layer is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. It produces an effect opposite to that of Multiply.

Apply blend modes

To add a blend mode, do the following:

1. Tap a layer to access the layer tools.
2. Select a blend mode.
3. Draw.
Transforming a layer

Rotate, scale, and move a layer, using Transform. Resize a layer, pivot it, or reposition it without affecting the content on other layers. Don’t confuse this with transforming a canvas, which changes the view, without affecting the placement or size of the layers.

Move, rotate, or scale a layer

You can use your finger(s) to freely move, scale, and rotate the layer or use the Transform tools to move in a constrained direction, flip, or rotate 90 degrees in either directions. See Transform for information on the Transform tools.

- To rotate, drag in a circular manner with two fingers.
- To move, drag up, down, left, or right with one finger.
- To scale, with two fingers, pinch the canvas for a smaller layer and expand your fingers for a larger layer.

NOTE When transforming a layer, keep in mind that any content that is resized and expands beyond the size of the canvas (not your view) will be cropped off. Undoing this action will restore the content; otherwise, it is lost.
Save, export, and post sketches
Save sketches to your Gallery, then export and post them. The Gallery is a component of SketchBook for Galaxy. If you accidentally delete the app, your Gallery and all the sketching within it are deleted. So, we recommend:

- Exporting to your SD card and Dropbox.
- Taking snapshots of your canvas to save the image in your Screenshots folder.

**Saving**

SketchBook auto saves after 10 strokes.

1. Tap ☰️, then 📝.
2. A dialog appears. Select an option.
   - Save current sketch - updates the saved file.
   - Save current sketch as a copy - creates a new file and saves the sketch with the changes to that file, while preserving the original.
   - Discard changes - deletes any modifications to the original file.

A new file is created and you can start sketching.

NOTE SketchBook auto saves after 10 strokes. However, to save a sketch to the Gallery, once in the Gallery, swipe to the left to save your sketch to the Gallery.

**Export your sketch**

Export to your SD card, Dropbox, or another destination.

1. Tap ☰️, then 📝.
2. Tap the thumbnail view of the sketch.
3. Tap ☰️ and select Export PSD.
4. Choose a method for exporting or sharing your sketch.
5. Following the onscreen instructions.

**Sharing an image**

When you share an image with layers, the image that is sent gets flattened to one layer.

1. Tap ☰️, then 📝.
2. Swipe to the thumbnail view of the sketch you want to export.
3. Tap ☰️ and select Share.
4. Select a method of sharing and following the on-screen instructions.
Changing preferences
Use the preferences to customize application settings. To access your preferences, tap the Preferences button and then tap Preferences. To return to the canvas, tap the Back button on your device.

**General**

To turn on a preference, tap the box next to it to add a check.

- **Help Improve Our Products** - Approve collection of usage information.
- **Show tool tips** - Use to display or hide tool tips as you sketch.
- **Tap-hold for Color Picker** - Use to turn on or off the Color Picker that appears. The Color Picker does not appear by default. However, when turned on, it does.
- **Rotate Canvas** - Use to rotate the canvas with two fingers. When disabled, you need to use the Transform tool to do this.
- **Pinch to Gallery** - Use to access the Gallery in a pinch. Pinch your sketch until the Gallery appears.
- **Corner Shortcuts** - Assign frequently used tools to the four corners of the canvas for quick access.

**Factory Defaults**

Use the Factor Defaults to reset all your color swatches and brushes to their original state. If you don’t want to restore all the brushes, you can reset individual ones. Tap the following:

- **Reset Color Swatches** to change your color swatches back to their original state.
- **Reset Favorite Brushes** to change your Favorites section of brushes back to their original state.
- **Reset Brush Settings** to change brushes back to their original state.
- **Reset Preference Settings** to change back all your preferences to their original state.

**IMPORTANT** For tablet users, before using Reset Color Swatches, keep in mind, it resets the Color Palette.

**About**

Tap to get information on the version of the app you are running, as well as our data collection policy, trademarks, patents, attributions, and other legal stuff.

To return to the Preferences, tap the Back button on your device.
Getting SketchBook information
Select ☰, then ? Support to access the following:

Help
Tap ☰, then ? and Help to access an in-product version of the help. For a complete version of the User Guide, tap here.

Support
Tap Support to open http://support.sketchbook.com and access SketchBook documentation, tutorial content, tips, tricks, and how-to videos, the knowledge base for articles on installation and licensing, workflows, UI, saving and exporting, and other general topics. Finally, you can visit the blog and check out other user’s work in the Gallery.

News
Tap News to open http://blog.sketchbook.com for the latest SketchBook documentation and information on the SketchBook family of products, upcoming events, and show-cased users.