

Graphic Design Studio™ Guide

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GETTING STARTED

Thank you for purchasing Graphic Design Studio. This printed walkthrough provides some examples that will help you quickly create your first designs.

THE WALKTHROUGH

If you don't have the Graphic Design Studio icon on your desktop or dashboard, go to your Applications folder and open Graphic Design Studio from here. You can also drag the icon onto your dock in order to provide a quick link to open the application without having to go to the Applications folder every time.

Now open Graphic Design Studio by double clicking on the icon...

When Graphic Design Studio opens, a Canvas inspector and Drawing inspector will open. Just move these two floating inspectors to the side for now. You will now notice a browser has also appeared over the main program window.



Templates allow you to open a canvas that already has been pre-designed with shapes, text and other images or objects. These templates can be quickly edited by you in order to produce a new look unique to your own needs. If you would like to choose a template, first browse through the categories in the left pane, and then select a template you are interested

in from the browser window. Once a template is selected, you can either double click it or press the **Choose** button to open it.

To start with a blank canvas, simply press the **Close** button in the template browser.

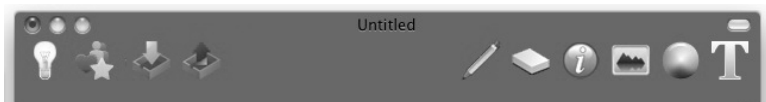
To continue with this walkthrough, let's focus on the features that can more easily be seen using a blank canvas.

Click the **Close** button to begin.

You should now see the main program window with a blank canvas and the two floating inspectors you moved earlier.

The Toolbar

The toolbar in the main program window shows the following options:

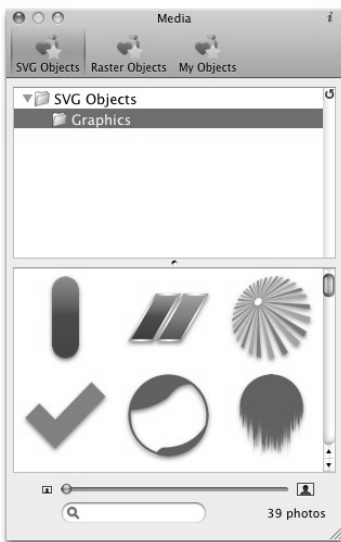


Templates

Templates simply opens the Template browser again, as described above.

Graphics

Graphics opens a browser that allows you to add pre-designed graphic images to your design canvas. You can choose SVG Objects which will allow you to edit each part of the object's shape once added to the canvas; SVG is an acronym for Scalable Vector Graphic.



You can browse through the graphic object categories at top and then select an object to add to the logo canvas below the categories list. Drag and drop the object you want to use directly onto the canvas. Please note that Raster Objects are not editable like SVG Objects.

Import

Import opens a browser window to locate other graphic images on your Mac that you can then add to the design canvas that is currently open. You can also drag and drop a vector or raster image onto your canvas from anywhere on your computer.

Export

Once you have completed your design on the canvas make sure to first save it (File | Save As Template...), then export it for use in print or online. Click **Export** to open the export options. You can then enter a name for your design in the **Save As** field, choose a location to export it to (Desktop is always an easy place to find it), and then choose the format you want.

If you are planning on using your design online, you should consider using one of the following formats: JPEG, PNG, and GIFF. The Bitmap Resolution is optimal at 72 dpi for web based projects.

Good print formats are: BMP, JPEG, PNG, PDF, and TIFF. The Bitmap Resolution is optimal at 300 dpi for print based projects.

You can also save your design in SVG format, which keeps your design as an editable vector graphic that can be brought into other vector illustration applications like Adobe® Illustrator®. Please note that other vector drawing applications handle SVG differently so your design may not look the same as it does in Graphic Design Studio. If your design is full of gradient colors and effects, these most likely will not show up in other applications.

Once you have these settings to what you want, click the **Save** button to begin the export.

To export your design with a transparent background, please read the Transparent Backgrounds section of this manual.

Drawing

Drawing simply opens the floating **Drawing** inspector if it has been closed. More details can be found in the *Drawing Inspector* section of this manual.

Layers

Layers opens the floating Layers inspector. More details can be found in the *Using Layers* section of this manual.

Inspector

Inspector simply opens the floating main **Inspector** if it has been closed. More details can be found in the *Main Inspector* section of this manual.

Media

Media opens the Media browser to allow you to easily search for Photos (images) you might want to add to the canvas. Once you see an image you want to add, simply select it and then drag and drop it on the canvas.

Colors

Colors opens the standard Mac Colors inspector, allowing you to change the color of your selected text, shapes and objects on the canvas. Pre-designed graphics or imported images are best adjusted by using the HSB Sliders in the **Color Sliders** area. Solid colored shapes and text can be adjusted using any of the Colors options.

To match your color to another color on the canvas, select the magnifying glass next to the color bar. This will turn your arrow cursor into a magnifying glass; simply locate the color you want in the crosshairs of the magnifying glass and click your left mouse button to accept the color.

Fonts

After adding text (using either the *Text* feature in the Drawing inspector, or the *Fill* or *Stroke* options in the main Inspector), double click the text to highlight it then click **Fonts** in

the toolbar. This will open the standard Font inspector for Mac allowing you to adjust the font type (Family), Size, Color, and more.

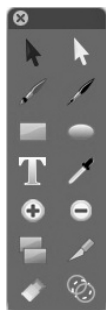
Graphic Design Studio includes 15 commercial use fonts. These fonts can be used for any personal AND commercial, for-profit project such as advertisements, websites, brochures, newsletters, logos, web banners, and more. These fonts are:

Alido	Bristle	Churchill
Crevil Black	Crux	Dunkirk
Eamon	Edamame	Flush
Impasto Light	Lollipop	Merilee
Quintero	Skewer	Zadoka

To create text with multiple colors: Highlight the letter(s) you want to color, then click the Text Color button in the Fonts inspector. Choose a color and then highlight the other letter(s) you want a different color and adjust the text color again. Repeat as necessary to give your text a vibrant new look that stands out.

Drawing Inspector

The Drawing inspector currently features the following tools:



Selection

Selection allows you to select individual elements that are placed on the canvas; just click on a graphic, text, shape, drawing, etc. and then you can resize it using the anchors or move it around the canvas.

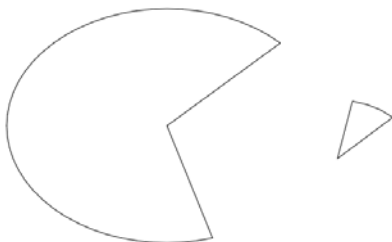
You can also group elements on the canvas by selecting more than one item on the canvas and then changing the color, size, opacity, and more.

Edit

Allows you to edit curves and lines you have drawn using the Brush or Pen tool, shapes you have added using the Rectangle or Ellipse tools, or text you have converted to Bézier lines.

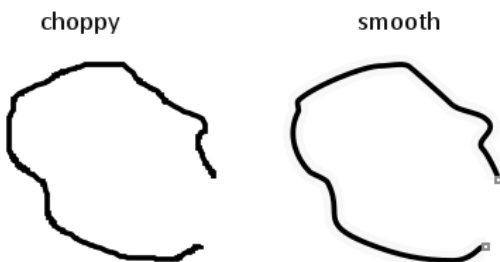
After selecting the **Edit** option, the nodes associated with your drawings should appear allowing you to adjust the way your design looks.

If you have an Oval shape selected when you press Edit, a single node will appear on the outline that allows you to create a cut-out pie look, or piece of pie look:

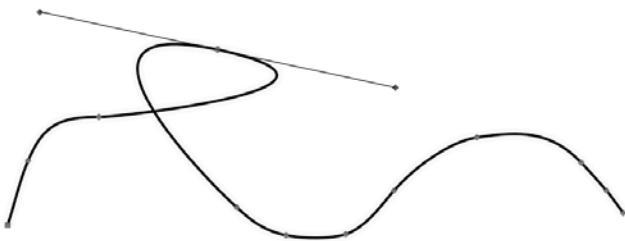


Brush

The **Brush** tool allows you to draw freehand without any choppiness usually associated with digital drawing. Using Bézier paths, lines automatically smooth to create natural looking drawings.



Also, if you want to edit any part of the line, simply click the **Edit** button in the Drawing inspector to convert the line for Bézier editing. This will show all the individual nodes on the line that you can then move and adjust to create entirely new looks to your drawing.



Pen

Use the **Pen** tool to create lines and curved Bézier drawings where you can create simple or complex polygons, or round their edges to design more complex shapes.

To create a simple triangle, for example, select the **Pen** tool and click and release the left mouse button. You can then move the mouse cursor across the canvas to create a straight line. Click and release the left mouse button again to add another node (corner) to the canvas and then drag the mouse cursor across the canvas again. Click and release the left mouse button again and then move the mouse cursor back to the first node (the beginning). Now double click over this node to stop the drawing process. You should now have a triangle shape that you can fill or add strokes, effects and other features to. To connect the first and last nodes, drag a selection box over the two nodes so they are both highlighted, then right mouse click over the nodes and select the **Connect Nodes** option from the right click menu.

The nodes that get placed on the canvas are either a light blue square outline (for straight edges or sharp corners) or a purple square outline (for curves). To create a curve when drawing (add a purple square outline node), add your first node and when you add your second node, do not release the mouse button; instead drag your mouse in any direction and you will notice a longer line appearing while you create a curvature to your drawing. The new node will be purple in color instead of light blue, allowing you to edit the amount of curvature later when using the **Edit** option in the Drawing inspector.

Rectangle

Rectangle allows you to draw a rectangle or square shape on the canvas and then use the main inspector options to add a fill, stroke, transformation, or effect or filter to it.

After drawing the rectangle, you can click the **Selection** tool in the Drawing inspector to show the anchor handles around the rectangle which you can use to resize it. You can also use the **Edit** tool to change the shape by dragging any of the corner nodes to another location on the canvas.

Ellipse

Ellipse allows you to draw an oval or circle shape on the canvas and then use the main inspector options to add a fill, stroke, transformation, or effect or filter to it. After drawing

the ellipse, you can click the **Selection** tool in the Drawing inspector to show the anchor handles around the ellipse which you can use to resize it.

Text

Text draws a text box on the logo canvas which you can then add your text to. Highlight the text and click **Fonts** in the toolbar to open the floating Font inspector that allows you to change the font style (Family), size, text color, shadow, and more. To convert the text into an editable image, read *Editing Text* in the Bézier Editing section of this manual.

Dropper

The **Dropper** picks up styles in other elements on the canvas. For example, if you have a blue ellipse and an orange rectangle, you can select the blue ellipse then choose the **Dropper** tool and click the dropper in the orange rectangle. The blue ellipse will now turn the same color as the rectangle.

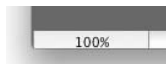
Zoom In

Select the **Zoom In** (plus button) in the Drawing inspector and then click anywhere on the canvas to zoom in closer.

Zoom Out

Click **Zoom Out** (minus button) and then click anywhere on the canvas to zoom out; this allows you to get a better view of all elements on your canvas.

You can also control your zoom options by clicking the percentage box at the bottom left of the main program window:



Duplicate

Duplicate create an exact clone of your selection on the canvas. This is a quick way to duplicate something that has already been added to the canvas.

Knife

The **Knife** tool allows you to slice a shape on the canvas. Make sure your shape is selected on the canvas and then select the Knife tool. Take your mouse cursor and click on one edge of the shape, followed by another edge of the shape. You will now see a line appear between the points you just clicked on the shape. The shape is now sliced at this location and you can now move parts of the shape individually.

Eraser

Eraser removes parts of a shape or text converted to Bézier paths. Simply select a shape and then select the Eraser tool. You can then drag your mouse cursor over the selected shape to erase parts of it. To adjust the eraser settings, open the main Inspector and go to the Eraser options.

Please note that the Eraser tool only works on an individual shape or element on the canvas, not grouped shapes or graphics.

Blend

Blend is a great tool for making a tunnel or 3D effect with shapes. Try adding an ellipse or rectangle, then duplicate that shape and move it away from the original. Now select both shapes and then select the Blend tool. This will automatically create a number of similar shapes between the two, giving a great tunnel or 3D effect. You can also do this with colored shapes to create unique new graphics.

Main Inspector

The main inspector window opens by default to the Canvas section.

Canvas

Canvas tab

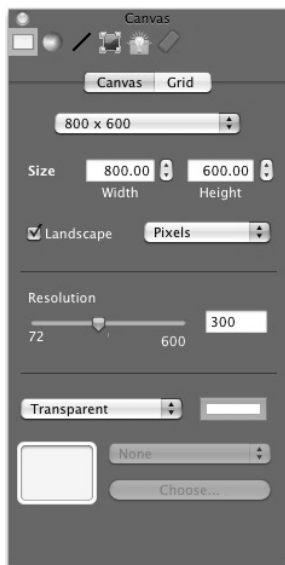
The default canvas size in Graphic Design Studio is 800 x 600, but you can easily change the size of your canvas by clicking another option from the dropdown in the Canvas section. Choose **Custom** and enter your own canvas dimensions if you need a larger or smaller canvas size. There are also a lot of extra standard dimensions for web banners used on the Internet which you can choose from this dropdown.

The default canvas resolution is 300 dpi, which is ideal for projects that will be printed. Use 150 dpi for a smaller file size, or 72 dpi if you are working with designs that will be posted on the web at a smaller size.

You can also adjust your background by giving it a color, filling it with an image, or making it transparent so only the elements on your canvas show up in your exported images (keep in mind that only the formats PNG, PDF, GIFF, and SVG retain the transparency during export; other formats do not support transparent backgrounds).

Grid tab

Click the **Draw Grid** checkbox to show a grid you can use to better line up the elements on your canvas.

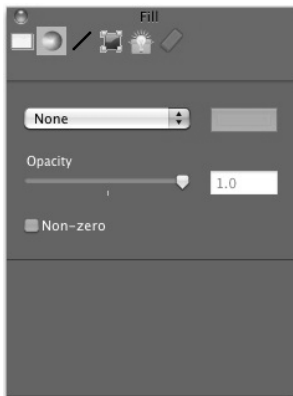


You can even select items on your canvas and then click the Snap To Grid checkbox to automatically adjust them to fit better according to the grid pattern.

Use the grid sliders to increase the size of the main grid, or add **Grid Steps** to show greater detail in aligning the elements on your canvas.

Fill

The Fill options allow you to fill the selected shape with a color, gradient, image or text.



By default, Graphic Design Studio does not fill your drawings and shapes that are added to the logo canvas. You will need to click **Fill** in the main Inspector to change the dropdown from **None** to one of the following in order to fill your elements:

Solid

Selecting **Solid** fills the graphic or shape with a solid color that you can choose by clicking the color box on the right. This will open the Colors inspector. You can also adjust the opacity of the solid color fill by using the Opacity slider to give it a transparent or solid effect.

Text

Selecting **Text** fills the graphic or shape with text that you enter in the inspector's text box. To change the size or color of the fill text, double click on the text on the logo canvas to highlight it and then click **Fonts** in the main toolbar. This will open the standard Font inspector for Mac allowing you to adjust the font type (Family), Size, Color, and more.

gradient with two color placers located on each end of the palette. You can edit the colors by double clicking on each placer and picking a different color from the Colors inspector, or clicking directly in the palette.

A **linear** gradient gives a transition from one color to the next in a line based pattern.



A **radial** gradient gives a transition from one color to the next in a circular pattern.



Stroke

A Stroke allows you to outline a selected shape with a solid line, artistic brush, or with text.



By default, Graphic Design Studio gives all shapes or lines drawn on the canvas a thin solid stroke (essentially, an outline of the drawn object). You can select **None** in the Stroke dropdown to remove the outline, or choose one of the other options:

Solid

Selecting **Solid** outlines the graphic with a solid color that you can choose by clicking the color box on the right. This will open the Colors inspector. Move the Thickness slider to make the size of the outline smaller or larger. You can also adjust the opacity of the solid color outline by using the Opacity slider to give it a transparent or solid effect.

If you are drawing a line on the canvas using the Brush or Pen tool from the Drawing inspector, you can adjust the style of this line using the Stroke options (thicker line, different color, etc.).

Text

Selecting **Text** outlines the graphic with text that you enter in the inspector's text box. To change the size of the stroke text, simply move the Thickness slider left for smaller text and right for larger text. To change the color of the stroke text, click the color box next to the dropdown and choose a color using the Colors inspector.



Type text on a drawing or shape outline

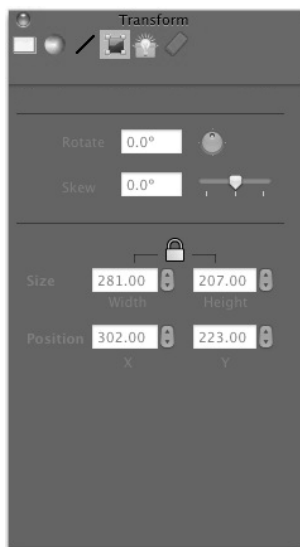
Artistic

Selecting Artistic allows you to add a stylized stroke to the outside of your selected shape.

Transform

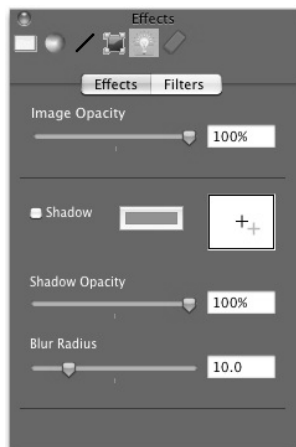
Transform makes it easy to change the rotation, skew, width, height, and more of a selected element on the canvas.

If you plan on changing the Size you can choose to keep the aspect ratio the same by locking the Width and Height fields (locked by default). Otherwise, click the lock to unlock it and then change the Width and Height individually.



Effects and Filters

Effects allow you to add a shadow to the selected shape or graphic.





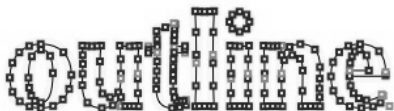
Please note that the Eraser tool only works on an individual shape or element on the canvas, not grouped shapes or objects.

BEZIER TEXT EDITING

Graphic Design Studio gives you the power to change the text you enter on your canvas into an editable image. To do this, click on your text and then go to the Objects menu and choose

Convert | To Bezier

You should notice the text now has an outlined look to it, surrounded by square nodes.



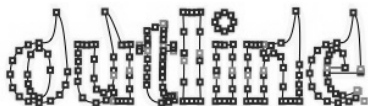
If you click the **Selection** tool in the Drawing inspector, the text now has an outlined look to it, without the nodes.

outline

In Selection mode you can move the text graphic, resize and apply strokes and fills to it.

Now select the text again and then choose **Edit** in the Drawing inspector. The text outline will once again have nodes placed all over it.

If you need to zoom in a bit to view the individual nodes better, do so using the **Zoom In** tool. Otherwise, go ahead and click on a node and drag it to a new location on the canvas (keeping your left mouse button pressed as you do so). The text will now stretch itself to that new node location, and you can continue selecting nodes and editing them to form an entirely new look to the text you originally entered on the canvas.



Once you are finished editing the text, click the **Selection** tool and the normal anchors should now appear allowing you to move the text or resize it. You can also choose to add a fill or stroke, and adjust the transparency using the Opacity sliders in the **Fill** and **Stroke** sections of the main inspector.



Please note: Once you have changed the text in this manner, you will no longer be able to highlight the text and change the letters that make it up. Your text is now considered an image/shape on the canvas, and will be treated as such.

BOOLEAN OPERATIONS

Boolean operations allow you to merge shapes or other elements on your logo canvas together in a unique way. First add a solid filled rectangle and then an oval shape overlapping the rectangle; then choose Boolean from the Objects menu to view your options:

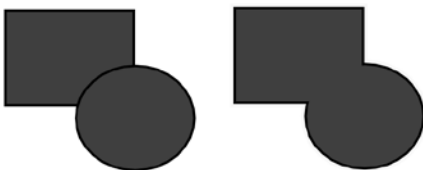
Intersect

Creates a shape consisting of only the overlapping areas of the selections.



Union

Combines two or more overlapping selections consisting of their outer edges.



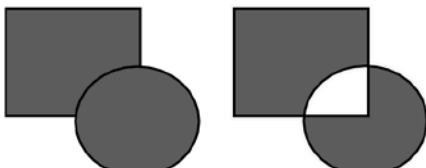
Subtract

Removes the shape of the primary selection from the other selection(s).



XOR

Creates a shape that has the overlapping area of the selections removed, but still showing the outer edges of all selections.



USING LAYERS

By default, Graphic Design Studio places each element on the canvas into its own layer.

You can drag layers around the canvas or place them above or beneath other layers. When one layer is moved above another layer's position in the Layers inspector (or in the Objects menu "Bring to Front"), it is placed on top that layer.

To keep track of what each layer is on the canvas, you can select and change the text in the **Name** field as shown in the image to the right.

Changing how a layer is displayed

You can change the opacity of the selected layer by moving the Opacity slider left or right to make the layer more transparent or opaque. As you move the slider, the percentage in the Opacity column will change to reflect how opaque the layer is.

To hide the display of a layer, select the layer and then click the eye at the top (next to the Lock and Opacity slider).

The eye will appear closed, and the corresponding layer will disappear from the canvas. To restore the element to the display, click the eye again and the element will reappear on the canvas.

Preventing or allowing changes to layers

To prevent changes to a layer, click the open Lock at the top (between the eye and the Opacity slider). The icon will change to a locked padlock and the layer will be protected from resize, manipulation, or deletion. To allow the layer to be changed, click the Lock again and it will revert to an unlocked padlock. Click the corresponding layer on the canvas, and you will again be able to manipulate it.



Adding, removing or rearranging layers

To add another layer of the same element type to the canvas, click the plus (+) sign at the bottom of the Layers inspector.

To delete the selected layer from the canvas, click the minus sign (-) to delete it.

To change the position of the selected layer with respect to the other layers, select the layer with your mouse and then drag it (holding your left mouse button down) up or down the list of layers in order to reposition the selected layer on the canvas; move it up to place that layer on top of the other layers on the canvas, or move it down to send it behind the other layers on the canvas.

To put all canvas elements together on a single layer, select all layers you want to merge, and then click the **Merge** button to do so.

THE COMPONENT LIBRARY

Graphic Design Studio also gives you the opportunity to save a shape or grouped selection from your canvas to use in later designs.

Select the item on the canvas and then choose **Add to Component Library** from the right-click mouse menu. This will open the Component Library window.

Enter the name of your new component in the **Save Object** field and then click the **Add** button. You can also add new subfolders to add your component to.

Click the red circle at the top left of the window to close it when you are finished.

To use the saved component in a future design, open **Graphics** from the main toolbar and then select the **My Objects** option:



Locate your saved object in this section and drag and drop it onto the canvas.

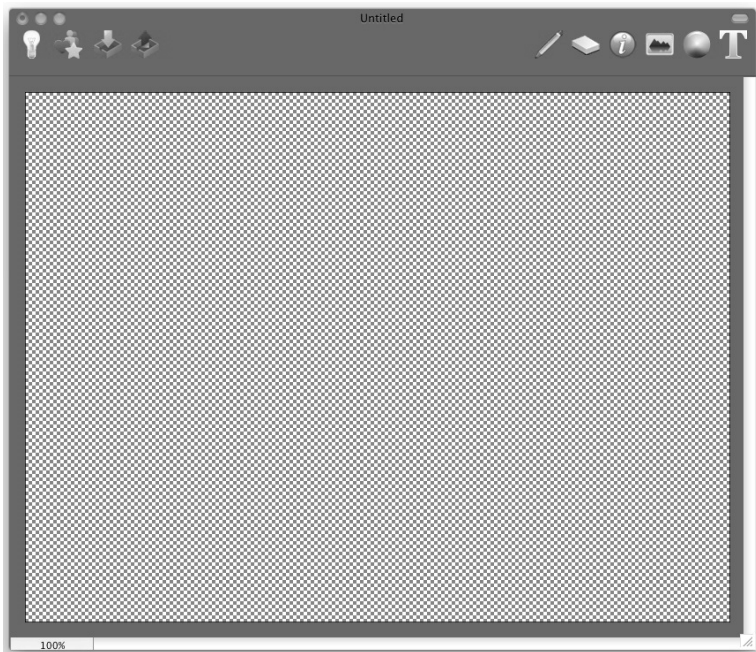
TRANSPARENT BACKGROUNDS

Graphic Design Studio fully supports transparent backgrounds, which are ideal for adding your designs to a colored page without having a white square surrounding the objects in your design.

The only raster (non-vector based) formats that support transparency are PNG, TIFF and GIFF, with PNG and TIFF being the recommended formats for higher quality results.

PDF also supports transparency, and is a good format for sending to a professional print shop.

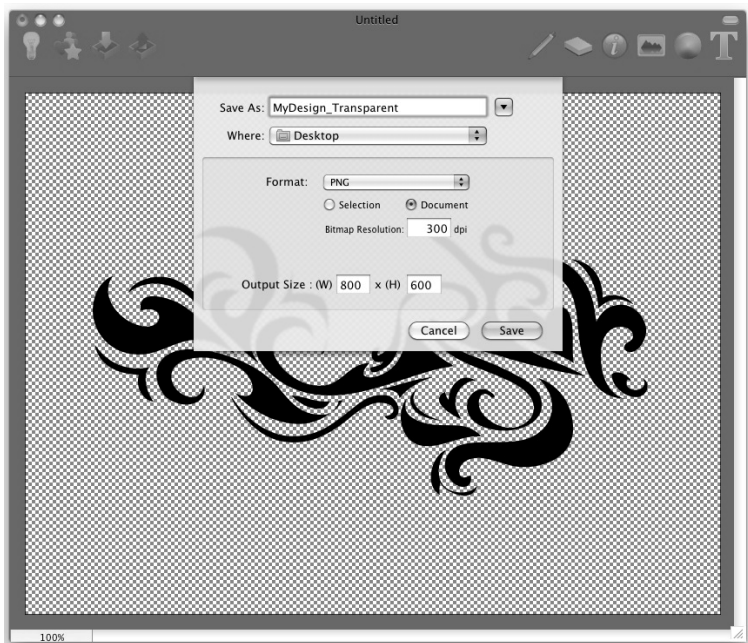
To export with a transparent background, go to **Canvas** in the main inspector and choose **Transparent** from the Background Color dropdown at the bottom.



You will now see a gray and white checkerboard pattern behind the elements on the canvas (the default white background will be replaced with this checkerboard pattern) which means your background is now transparent. You will now need to click **Export** in the main program window toolbar and select PNG, TIFF or PDF as your export format in order to retain the transparency. Finish the export and your saved image will no longer have a background.

EXPORTING YOUR DESIGN

Once you have completed your design on the canvas make sure to first save it (File | Save As Template...), then export it for use in print or online. Click **Export** to open the export options. You can then enter a name for your design in the Save As field, choose a location to export it to (Desktop is always an easy place to find it), and then choose the format you want.



If you are planning on using your design online, you should consider using one of the following formats: JPEG, PNG, and GIFF. The Bitmap Resolution is optimal at 72 dpi for web based projects.

Good print formats are: BMP, JPEG, PNG, PDF, and TIFF. The Bitmap Resolution is optimal at 300 dpi for print based projects.

You can also save your design in SVG format, which keeps your design as an editable vector graphic that can be brought into other vector illustration applications like Adobe® Illustrator®. Please note that other vector drawing applications handle SVG differently so your design may not look the same as it does in Graphic Design Studio. Gradients, effects and filters generally do not transfer nicely to other applications.

Once you have these settings to what you want, click the **Save** button to begin the export.

To export your design with a transparent background, please read the Transparent Backgrounds section of this manual.

GETTING TECHNICAL SUPPORT

Purchasing Graphic Design Studio gives you free access to Macware's online technical support located at:

<http://www.macwareinc.com/support>

You can find additional help topics by going to **Help | Graphic Design Studio Help** in the program menu.

www.macwareinc.com